

Wanderlust

The Tales of Phoenix Fall

A LARP system and world setting by Eric Lyakhovetsky

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Foreword

Wanderlust is not a sole enterprise but an experience years in the making. Many systems, games, and authors have provided inspiration for this setting and system by virtue of both their successes and challenges. Countless more have provided their input in theory of game Management and philosophy. I would like to thank David Higgins of Embracing the Muse; Michael Williams, Megan Edwards, and Jeremy Brown-Hayes of Kanar Indiana and/or Trials of Terra Nova; Dave Bledsoe of Triumph; and J Duncan and Dan Pierz of Kishar for providing a great many practical experiences for the design and implementation of this system, as well as countless hours spent LARPing. Additional thanks goes to Steve Jackson, Gary Gygax, and James Jacobs for providing high standards of game and world setting design.

Several people actively participated in important discussions regarding the development of this system. For this I would like to thank Austin Clerkin, Shawna Vertrees, Michael Johnson, Sara Ingle, and Mark Ridge.

Special appreciation goes to Carrie Ganote and Kasi Spyker for their review of the material step-by-step as it was invented and their constant tolerance of being sounding boards.

Introduction, Governing Rules, and Guidelines

Wanderlust: The Tales of Phoenix Fall is a Fantasy Boffer Combat Live Action Role-Playing Game set in Albralar, a nation on the continent known as the Northern Shores in the world of Eris. It is set in the wake of a terrible continent-wide conflict known as the Great War in which nearly one quarter of the population of the Northern Shores was snuffed out. It is a game about rebuilding, exploration, new beginnings, danger, heroism, gods, and politics. Participants are tasked with taking on the roles of extraordinary characters in the story set in the wake of tragedy. They must face dark creatures from other realms, the shifting tides of political alliances and philosophies, the direct meddling of the Divine, and the lingering specter of war. Their actions shape the tale, whether they result in grand triumph or dire misfortune.

What is a Boffer LARP?

A LARP, short for Live Action Role-Playing Game, is an activity in which individuals portray fictional characters by acting out their personalities and costuming appropriately in a specific world setting. Typical Events last anywhere from about six hours to one weekend. It has elements of theater, in that you say and do what your character says and does; gaming, in that you will be given rules and challenges to overcome; and improvisation, in that there are no scripts and, outside of a few restrictions, you are free to act as you see fit for your character. Boffer combat refers to the safety-oriented simulation of fantasy combat through the use of foam-padded weapons and other representations. Wanderlust includes elements of magic and inhuman feats, which are simulated by other unique mechanics, since they cannot be physically performed.

Wanderlust is meant to be played without the need for specific safety equipment and with minimal danger of injury. We have extensive safety rules designed to further reduce any risks to players (see below). Like any physical activity, however, it carries some small risks of injury, just as hiking in the woods or riding a bicycle down the street would. The creators of Wanderlust are not responsible for any such dangers and all who enter into boffer combat must sign waivers absolving the creators of responsibility.

Mission Statement

Wanderlust is a game at its core about story and community. Our prime goals are to facilitate the enjoyment of our players, immerse them in an expansive and rich world-setting and provide a vibrant LARPing experience. We emphasize and reward efforts to build the community, make the game fun for others, increase production value, and maintain a strong sense of being your character. The game was created with the lessons learned from a dozen other LARPs that came before it and is meant to provide an engaging environment to role play and explore the world of Eris.

Questions

Any questions not answered by reading this document or points of confusion may be addressed by sending them to the staff email list: WanderlustLARP@gmail.com.

A Note on Roles

There are four kinds of people at any given Wanderlust Event.

First, there are Player Characters (PCs). PCs represent individuals who are masters of their own destiny, whose players build them, play them, and advance them as they see fit. They, along with APCs, are the protagonists of the game. By and large, the game is about them.

Non-Player Characters (NPCs, also called Monsters) are the supporting cast of the game, representing anything from mighty kings to fearsome trolls to lowly beggars. They are everyone in the world who is not a PC or APC and often can serve as the antagonists. NPCs are based on the directions of and are created by the SM and STs, and those portraying them suffer no long-term penalties from things like dying. Most people will portray NPCs at some point.

Advisory Player Characters (APCs) are essentially PCs but have some unique quality, special power, or circumstance that occasionally requires they follow certain ST guidance. They might be merchants, master craftsmen, Faction leaders, or rare races. The specifics for how one becomes an APC and what it means for them will usually be covered under other portions of the rules. Unless otherwise stated, APC and PC are synonymous for the remainder of this document.

Lastly, there is the Storymaster (SM), who serves as the head executive, and his Storytellers (STs/ASTs), who may have more specific roles. These are the game's administrators: individuals who run the game, adjudicate the rules, create the plot, direct the NPCs, and answer all OOG questions. Eric Lyakhovetsky serves as the Storymaster and Carrie Ganote serves as the Monster and Production Storyteller. The SM and the STs do not have PCs and may not earn XP or Brownies. The game will also include Assistant Storytellers: ASTs are individuals who are involved in staff and may earn Brownies. They have powers set by the SM, but typically include rules and plot adjudication. Oftentimes, these individuals will have specific roles and assignments. Should they choose to end their tenure, they will be provided with a compensation XP package with which to create a character. Kasi Spyker currently serves as AST assigned to tavern atmosphere, town-oriented plots, assistance with backstories, and promotion of World Setting. Michael Johnson currently serves as AST assigned to trail marshaling and rules adjudication on the field when the SM is not available.

If you are ever uncomfortable working with a particular member of staff, you may inform the SM and he will do his best to make sure you are not forced to do so. In particular, it will be assured

you do not have to have this person running your own significant plots. Due to logistical realities, you may not make such a petition against the SM.

PC Positions

PCs wishing to have more involvement in the game may either run for Player Advocate or apply to become a Rules Litigator. Player Advocate is an elected position that seeks to act as a mediator, both for inter-PC conflict and for PC-Staff conflict. They also bring concerns and wishes of the players to the Staff and are involved in other decision-making processes. Rules Litigators are individuals who must pass rigorous tests in order to be sanctioned as individuals capable of providing rules insights during games. See the Spotlight in the World Setting and Game Design book regarding these two posts if you wish to learn more.

The current Player Advocate is Andrew Vertrees and can be contacted via playadvowanderlust@gmail.com.

In Game vs. Out Of Game

Anything in Wanderlust can be divided into In Game (IG, also called in character or IC) and Out of Game (OOG, also called out of character or OOC). Anything IG belongs to the fictional world of Wanderlust, including people currently portraying their characters, character props, and knowledge (see Meta-knowledge, below), and OOG things are not. By and large, once check-in is over, players should strive to remain IG as much as possible; this means making a concerted attempt to maintain immersion in the fictional world in both action and speech. If a player needs to go OOG, they may do so by holding their arm above their heads or putting their fist to their opposite shoulder. During live combat, characters may only go OOG if there is a safety or medical issue or if some power specifically allows them to do so. When OOG, an individual may not be attacked, affected by in-game mechanics, or use any character abilities of their own. One may not deliberately go OOG to attempt to avoid IG consequences without a specific power allowing one to do so. People and all of their equipment are considered OOG while using the restroom or while under some kind of medical care.

Orange is the universal color of OOG. People wearing orange headbands or items marked with orange are considered OOG.

NPCing

NPCing (also called Monstaring) is an excellent way to get started and is critical to the function of the game. NPCs do not pay game fee nor do they need to worry about designing a character. NPCs portraying adversaries need not worry about dying, because they will simply be given new adversaries to portray in the next Encounter. NPCs should attend games in neutral colors, black if possible, but also don't really need to worry about costuming. However, NPCs do not decide what they are going to play, nor do NPCs advance and develop unless the STs specifically make it so. They are, however, awarded full XP (see below) to advance their PC if they have one.

NPCs may have abilities that are not available to PCs.

Mandatory Monster

Wanderlust maintains a mandatory monster rule that allows its staff to call up players to monster once for every two games they PC. However, it is the goal that this not be enforced and currently is a stand-by option in case we truly have an unbalanced monster to PC ratio. A volunteer system is currently the mainstay, with the hope that the community will be willing to

work with the staff to ensure we have enough monsters. Players traveling more than 100 miles to attend an Event are exempt from this rule, but are still encouraged to NPC at this ratio if they can. In addition, the head marshal of our sister game, Kishar, is exempt for this rule because he can never PC an entire weekend the way that almost everyone else can and as a small thanks for all of the effort put forth by the head of a LARP. In the event of a radical imbalance of NPCs and PCs, individuals may be asked to volunteer to shift sides and partial shifts are strongly encouraged for even those who are PCing.

Meta-knowledge

This is defined in Wanderlust as knowledge acquired while NPCing, from over-hearing STs, or from Wanderlust documents. It is not legal to employ this knowledge while PCing without permission or a relevant ability and approval from an ST. For example, a PC on the Path of War is not assumed to have a complete catalogue of all magical spells that exist and a complete history of the Great War in their head just because their player read about it in this book. A PC with Lore: Geography would, however, know what the capitol of Phaeren is and roughly how to get there. If you are unsure of whether or not your PC would know something, ask an ST.

It is also meta-gaming to regard OOG characters as IG. Drawing your swords because you see several OOG individuals surrounding you is poor form. It is minor meta-gaming and in very poor taste to treat your character as if they have been exposed to years of fantasy pop culture by doing things such as throwing fireballs at old ladies with apples or taking two hours to word a wish granted to you by a genie. Your PCs are unaware they are in a game and are unfamiliar with fantasy troupes. The staff understands that this can be difficult to do, however, and asks only that PCs make an effort to avoid it.

PCs wishing to keep secrets from other PCs are responsible for doing so themselves, both IG and OOG. STs will not police such things, because it is simply too hard to adjudicate. If you brag about how you killed the Baron at a post-game dinner, other PCs may employ such knowledge. PCs may not keep IG knowledge secret from STs; however, this does not mean that PCs should share all their secrets with - or even implicitly trust - all NPCs portrayed by game staff.

Costuming

PCs are expected to costume appropriate to the fantasy period. While a range of costumes may be appropriate - from age-of-sail themed outfits to American Revolution period clothing to plate mail to Ren Garb - extremely anachronistic items like blue jeans and sun glasses are not. If one is new to LARPing and lacks any costuming elements, neutral colors like black and simple, unmarked clothing like sweats are still better than a t-shirt and jeans. While costuming may seem daunting to new players, a variety of appropriate pieces can be found in thrift stores or made for very reasonable prices. Other PCs are often willing to help as well and there are a great many online resources.

Specific Path-based costuming requirements (such as the Path of Adventure's Bag of Wonders) are not required until one's third time PCing.

NPCs do not need to bring their own costumes but should attempt to dress in neutral colors (preferably black).

Experience Points, Reputation, and Brownies

Experience points are used to advance your character by buying certain abilities. They are earned by attending Events and winning bonuses for excellent RP and costuming. Reputation reflects the standing of PCs with certain IG Organizations that can provide aid or benefits to said PC. Brownies are special rewards given for efforts to improve the game by donations, making the game better for others, adding to production value, and other services deemed appropriate by the STs. They may be spent on certain awards, converted into XP, or used as currency in Brownie Auctions which reward truly unique things. See mechanics and character creation for more information.

Physical Representations (phys-reps), Item Cards, and Encumbrance

Most items with in-game meaning will have item cards associated with them. If possible, such items should be represented by a physical representation (phys-rep) or prop to add to the realism and ambiance of the game. Item cards are ideally attached to the phys-rep but may also be stowed in the player's game pouch - a bag which contains their character sheet and equipment.

Typically an item's function will be listed on the card. Heavier or bulkier items may also have an Encumbrance (shortened to Enc) listed on them. An item's Encumbrance only matters if it is not phys-rep'd. Items not phys-rep'd count towards a character's Encumbrance, though some items are small or light enough not to warrant an Enc rating. A character cannot carry more than 10 points of Enc unless they have a power that grants them more. Unconscious bodies have an Encumbrance of 11 and thus moving them always requires two people or some manner of ability that increases Encumbrance.

Essentially, this mechanic is used to limit how much stuff people can put into their bags. The polearm you are holding or the plate armor you are wearing doesn't count towards Encumbrance, but it's absurd for a character to carry 20 suits of plate mail in a belt pouch, for example.

Under no circumstances may you take a phys-rep without its owner's consent.

Potions and Phys Repping

Potions in Wanderlust take a 15 second count to consume or administer unless they are phys rep'd. Phys repping a potion requires a container holding approximately 1 oz of fluid and drinking the fluid is all that is required to gain the effects of the potion. Potions may not be mixed even if they are the same type of potion.

Resource Cards

These are specific cards reflecting naturally occurring materials. Only characters with the appropriate abilities may harvest them. There are animal, mineral, and plant resources.

Feat Cards

Several abilities grant Feat cards. In general, a Feat card allows someone to perform the associated act in situations that call for it, such as using a Swim Feat card to cross a stream. The card is used by presenting it to an ST. Easy challenges will result in the card being returned, while harder ones may expend the character's ability for the day. A more specific description of Feat cards is given in the mechanics section.

Mana Orbs

Mana, or magical energy, is represented by white, blue or red marbles. These are in-game items and may be seen as swirls of power. See mechanics and the Paths sections for more details.

Combats and Encounters

Combats are defined as Encounters in which meaningful violence occurs. All Combats are Encounters but not all Encounters are Combats. When a power states it may be used a certain number of times in a Combat, it can only be so used while the fighting is occurring, not before and not after. Deflects may only be used during Combats.

The Kohlrabi Rule

Kohlrabi is a slightly bitter member of the cabbage family. It is also the safety word for the game. If someone says, "kohlrabi," it indicates that they are distinctly uncomfortable about some kind of situation present in the game. For example, an RP scene may have gotten too intense or someone who is OOG claustrophobic may be backed into a corner. Though it is a funny word, the Kohlrabi rule is not to be joked with or used lightly nor is it ever to be ignored.

Player Removal

If at any point 3/4ths of the game wishes an individual removed from the game, they will be asked to leave for a period of one season, at which point the game will vote to allow them back in. Any such action requires thorough examination by both the Player Advocate and the SM. All individuals involved in the LARP are subject to this rule, up to and including the SM. This is serious action and it is the sincere hope of the staff that it never be undertaken.

Cheating

Cheating is not tolerated in Wanderlust. There are a variety of ways to cheat, though among the ones most heavily and immediately punished are violations of safety rules, which can be found in the Combat and weapons section. If you violate the safety rules, even if you do not feel you are, you are cheating. Inappropriate use of Meta-Knowledge is also considered a form of cheating (see above). Repeated instances of cheating will be cause for disciplinary action. Further types of explicit cheating are as follows:

- Rhino-Hiding: Because combat in Wanderlust is a lightest-touch honors system, there is a great need for people to be honest about the amount of damage they take. People caught taking damage in significant excess of their HP may be instructed that their character is unconscious.
- Doing anything illegal: Anything that violates state or federal law will result in immediate ejection from game.
- Not respecting the Kohlrabi rule.
- Threatening or hurting other players OOG.
- OOG harassment or unwelcomed physical contact.
- Fudging numbers (such as HP, remaining uses of abilities, or Mana totals) to the advantage of your PC.
- Forging Wanderlust money or cards.
- Lying to the ST staff or lying about what the ST staff has said.

Other Problematic Behavior

While harder to pin down, there are other kinds of behavior which are not acceptable in Wanderlust. They too may be punished or discouraged, depending on the severity of offense. Naturally, these rules apply to both staff and players. These include but are not limited to:

- Lack of hygiene: While everyone gets sweaty at boffer LARPs, players who arrive displaying extremely poor hygiene may be asked to leave to take care of the issue.
- Racist or Bigoted remarks: These are not permitted at Wanderlust Events or on Wanderlust electronic media.
- Intimidation/bullying: Players are not permitted to seek to intimidate other players OOG and should limit if possible how much this is done IG to prevent bleed-over.
- Uncivil Behavior: Digital forms of communication are particularly prone to uncivil speech, trolling, and personal attacks. All electronic communication done on open digital formats (email lists, forums, etc.) relating to Wanderlust is to be kept as civil and well-mannered as possible so that discussions may be productive.
- Being OOG to excess during games while PCing: All games have downtime, but players are encouraged to remain IG as often as possible during game. If they cannot, they should make an effort to keep their OOG infringement on other's RP time to a minimum. Those who excessively and consistently break character may be asked to become NPCs.
- Bottle to Blade: People may not fight for 6 hours after having consumed alcohol. Being heavily intoxicated at a Wanderlust Event may result in being asked to leave. If an Event specifically permits alcohol, exceptions to this rule will be specifically stated.
- Tobacco Use: People wishing to use tobacco should be polite about doing so and clean up after themselves.
- Littering: Wanderlust is usually played in state parks. You must be responsible and clean up your own trash.
- Griefing the game: To deliberately and consistently mock the methodology of the game beyond the bounds of good humor, particularly IG. For example, if NPCs walk by and have weapons held over their head, saying "I sure don't hope we are attacked in the next few minutes!" IGly is poor form.
- Inappropriate Behavior: Discussing disturbing topics, making unwanted sexual advances, or extreme rudeness, such as cussing out other players, attempts at unwanted religious or political conversion may result in disciplinary action.
- Sarcasm in response to safety calls or rulings is not acceptable behavior. Suggesting someone is being a whimp because they say you are fighting unsafely, rolling your eyes or seeking to pressure them into doing otherwise is not the appropriate response. This is also not an appropriate response to rulings you disagree with.
- Crying over Spilled Milk: Reacting dramatically and/or poorly to bad things that happen to your PC, particularly if those bad things are outlined as distinct possibilities (like having magic items destroyed).
- Damaging the Game: Behavior deemed damaging to the game as a whole or attempts to deliberately ruin the fun of others is not acceptable. If a significant number of people find a person's actions to be detrimental to the game, they will be asked to cease those actions. If someone is ever found to be deliberately trying to harm the game out of spite, amusement or any other motivation, they will be removed.

Player versus Player

Players fighting players (commonly known as PVP) is a touchy subject in virtually every system that allows it, and in many systems that do not allow it. At its best it is a way to resolve dramatic moments in a satisfying combat. At its worst, it is used as an OOG threat to benefit large groups

or powerful individuals.

In principle, Wanderlust is a PVE (player versus environment) game. That is to say, the main focus is on conflicts the players must fight or resolve that arise from the world setting. This could include threats from the Darkenwood, exploration, rival Organizations, and even renewed implications of war. The main focus is not for PCs to serve as antagonists for other PCs. This is the case for a variety of reasons, not the least of which is the extreme difficulty that comes in separating action against your character from actions against you. It is also extremely hard to detect when aggression is motivated by OOG causes.

However, there are times when two PCs both enjoy the idea of their characters having conflict, even violence. In these cases, the PCs may agree between each other (preferably in the presence of an ST or the Player Advocate) to engage in PVP conflict. At this point, they may do so freely. Most commonly this is a tavern brawl (use natural weapons for 1s), but sometimes dueling or outright fighting is also appropriate. As is the case with many rules in Wanderlust, deliberately attempting to manipulate someone into agreeing to PVP is against the spirit of the game, as is disrespecting the choice not to.

This is not to say that PCs may deliberately antagonize other PCs and then hide behind this rule. Repeatedly insulting a PC, performing acts utterly abhorrent to rational ethics (such as attacking, robbing, or kidnapping innocents), or deliberately and repeatedly showing them disrespect due their stations (such as if they are Nobles) will all have consequences. Such consequences might come from NPCs who do not like seeing such things. In cases where both the STs and the Player Advocate agree a PC's behavior has crossed an antagonistic line, they may even allow that PC to be PVP'd without his or her consent.

Attacking a player, his minions, his belongings, or his allies is considered Hard PVP and follows the above rules. Some things do not involve violence deliberately against other players but disadvantage them in other ways; this is called peripheral or Soft PVP. These include not offering a PC healing when they need it, catching them in Armageddon effects as part of routine tactics (as opposed to deliberately doing so to try to kill them), attempting to convince NPCs or Organizations that a person is untrustworthy, and opting not to go on missions with PCs who have proven offensive. These are all legal within WL. There are two major exceptions to this: theft and ninja-looting (also called Vulturing). You may not steal from other PCs, either their physical props or their IG belongings. Neither may you clandestinely take considerably more than your fair share of the rewards given by a particular thread or Encounter. A few coins here and there to reflect a shady sort of RP is acceptable as is a party explicitly giving someone a greater share based on some particularly critical role they played. However, secretly stealing large portions of the rewards meant for everyone is right out.

Remember, this is a game about having fun. Bullying, intimidating, or spoiling the fun of others is not within the bounds of behavior we are seeking to promote, no matter how enjoyable it might be for the person doing the bullying.

Rules Alterations

The ST staff is required to publicly post in writing, either via email, print, or forum, any significant rules alterations within 60 days (2 Events) of them being made. If they fail to do so, rulings will be interpreted in a way most favorable to PCs, unless doing so would bring harm to the game. If major rules changes would considerably impact a PC, the player will be offered the option to reallocate their build.

Rules Disagreements

If you disagree with a rules call made by an ST, the proper way to handle it is to wait until the current Encounter is over and the ST is no longer occupied and then address the matter privately. Arguing venomously with the ST in the middle of a fight will not produce the results you desire. STs are empowered to make field rulings even if they override the written rules if there is considerable need (because it is possible for the written rules to be flawed), but if such things are to stick, they are subject to the Rules Alterations clause above. The only exception is if the enforcement of a ruling would cause your character death or irreversible strife, at which point it is understandable to seek immediate clarification and present your case. Note that NPCs may have access to abilities not available to PCs.

PCs are considered entitled to bring their suggestions and grievances to the staff without fear of reprisal. If the staff disagrees with them they are entitled to explanations of why the staff disagrees with them, assuming they present their issues at the appropriate time and with civility. The staff is not obligated to listen to angry tirades or to implement PC suggestions, no matter how strongly PCs may feel about them, nor should such conversations occur in the middle of games.

See also the position of Player Advocate, above; this person can further assist when significant disagreements between players and staff arise.

Character Creation

Making a PC in Wanderlust

There are two ways to make a PC in Wanderlust, but both start the same way. Picture what you want to portray. Do you want to be a dashing, brave knave who survives by her wits and the speed of her sword? A wise old magician whose frail form belies his great power? A clever diplomat with a wealth of information and a few tricks up her sleeve for when things get troublesome? This is what is called a character concept and is an important jumping-off point.

If you are very new to boffer LARPing but are still wanting to PC, you may request the staff give you a simple character: either a Fighter, a Mage or a Healer. You may costume a race and select a nation but your abilities will be very simply outlined to you by the staff rather than having to go through the character creation process. It is not recommended you play in this fashion for more than your first few games as it deprives much of the richness of LARPing to do so for the long-term.

Standard Character Creation

All standard characters are made up of a considerable number of components, all of which influence their RP and abilities. After coming up with a character concept, a player should select the following.

- Choose a race - the species of the character.
- Next settle on a nation; this is where your character grew up or has the strongest cultural ties, though they may presently live elsewhere or have moved around a good bit.
- After this, select two Backgrounds in addition to any added by race. These represent formative experiences that have given your character certain talents or specific know-how and help to flesh out your background story.
- Next, select two Character Traits, in addition to any added by race. These are the vulnerabilities, habits, and inhibitions with which a character must struggle.
- Perhaps most importantly, a player then chooses a Path for their Character: War, Cunning, Faith, Magic, or Adventure. This determines the bulk of their abilities, and each Path has its own chapter and unique play style.
- A player notes their starting hit points: 20 + their class bonus.
- Lastly, the player spends their starting Experience Points (see XP section), adds Quirks, and purchases starting equipment to put the final touches on their PCs.

Three Game Rule

Anytime in your first three games, you may re-arrange your build as you see fit. However, if you change your Race or Path you must also change your name and identity. For example, between sessions, Sir Gwen the orcish knight-aspirant on the Path of War may not become Gwen the Blade, a ruthless swanmae assassin on the Path of Cunning, and then ask that everyone pretend she never was the former.

Unique Qualities

PCs should limit themselves to one, possibly two, qualities that requires "ST approval" or asks for you to "Work with an ST." Some rare exceptions may be made to this, with SM permission and a solid background story. Examples include Notable Backgrounds and the Chosen

Background as well as the Cursed and Weirdness Magnet Character Traits. This is intended so that unique qualities remain unique and so that STs do not spend so much time on one PC that they become prone to ignoring others.

Races

Races are presented with a brief description of the race plus their advantages and disadvantages. More detailed descriptions are available later in the book. Optional advantages that have costs in XP listed may be bought during or after character creation. Those listed as free cost nothing but may only be selected at character creation. A race's favored nations are also listed, but these are only guidelines. They are the places where a race is most populated, but nothing prevents a PC from being from another nation.

Common races are the most populous of races and may be played freely. Unusual races are a bit rarer and may be played freely, but if they grow too numerous in game, the staff may limit creation of new PCs of that race. Rare races are considerably different. All rare races are considered APCs and, in addition, do not advance as typical characters, lacking a specific Path and having pre-assigned sheets and abilities. They require special permission to play and have a cost in Brownies associated with them.

Costuming requirements are just that: requirements. While the first few games one attends may be lax about these things, functional costumes are a part of the balance involved in ascribing racial abilities. Note that while you are free to have a nicer "town" version of your costuming which is more authentic or better looking, you must wear a version of your costume which still complies with the requirements into battles.

Common Races

Humans

Humans are a race defined by a strange combination of ambition, cultural adaptability, and the will to survive. Rarely the strongest, most agile, or most clever, nonetheless they are among the more populous and successful races in the Northern Shores. Humans live to be 60 years old on average.

Favored nations: Phaeren, Sorrowfall, Kyo-dai, Baelorn, and Moorefell

Costuming: Humans require no special costumes.

Advantages:

- Versatile: Humans gain 3 additional XP at character generation.

Optional Advantages:

- Personable (5): The human gain a small bonus to Reputation gains.
- Cling to Life (8): The human may elect to redraw an Injury card once per Event.

Dwarves

Among the mightiest races, the dwarves of the Northern Shores are a proud people with rich and vigorous personalities. Their women are known for their great beauty and their men for their tenacity in war. Stubbornness exists in both, and even those dwarves who do not make their homes in Tar'ak'tal pay close attention to the complex web of politics that drive the future of the dwarven people; at present, power favors female dwarves. Dwarves are typically short and

thickly built and live to be 100 years on average.

Costuming Requirements: Females must have elaborate, decorated braids and it is recommended that they dress in fine clothing with makeup. Males must have full, robust beards.

Favored nations: Ter'ak'tal, Baelorn, and Drak'tor.

Advantages:

- Fairest in the Land: Female dwarves gain a Charm Feat card at the start of each day.
- Trained for War: Male dwarves gain the Martial Experience Background. This also grants a Resist to a Sunder weapon once per day, as well as the ability to Resist 1 Injury card per day.
- Stonehearted: Dwarves gain one Resist Toxin and one Resist Disease each day. They also may carry 15 Encumbrance points instead of 10.
- Honored Ancestors: Dwarves are more likely to have success when dealing with or calling up their ancestors.

Disadvantages:

- Uncompromising: Dwarves must take either the Vengeful or Code of Honor Character Trait in addition to their usual 2.
- Earthkin: Dwarves take 5 extra damage from the first Air attack that strikes them each Combat.

Optional Advantages:

- Earthen Fortitude (5/10): You gain 1 Resist to Earth damage each Combat. For 10 points you take only 1 point of damage whenever you are struck by an Earth attack.
- Ironheart (7): The dwarf reduces Poison damage to 1.
- Strange Upbringing (Free): You were raised in an atypical fashion for dwarves, perhaps by an eccentric relative. Females lose Fairest in the Land and gain Trained for War. Males lose Trained for War and gain access to a Diplomacy Feat card at the start of every game.

Elves

Once a little-known people inhabiting a little-known kingdom, the elves struck a bargain with Queen Goddess Zarasha that some say laid the groundwork for the Great War. Long had they been envious of the beautiful ogres and longed for their place in the sun. In exchange for their loyalty and more, Zarasha laid a great curse upon the object of their jealousy. Pleased with her new people, she imparted on them the Gift of Immortal Slumber, which causes them to age in reverse while they sleep, allowing them unnaturally long life spans. Though they are viewed with suspicion by other races, they smugly enjoy their immortality and strong ties to magic. Elves can live forever, though older ones spend increasingly more time sleeping and eventually fade from the world.

Costuming requirements: Elves have pointed ears that should be costumed accordingly. Long hair in unusual colors, glitter, and stick-on body jewels should also be considered.

Favored Nations: Moorefell, Kyo-dai, Baelorn, and Quozane.

Advantages:

- Gift of Immortal Slumber: Elves learn a great many things in their long lives. They begin play with one basic Lore skill for free.
- Favored of the God Queen: Elves may resist a Spell once per day. They may also charge a weapon they are wielding to inflict the Magic damage type for one Combat per day. Finally, Zarasha is also more likely to listen to pleas made by elves.
- Mana Sense: Elves may smell magic upon enchanted items, so long as the magic is not deliberately concealed. They may also be able to smell other aspects of magic in their environment.

Disadvantages:

- High Above: Elves must select either the Envious or Vain Character Traits in addition to the usual two Traits all characters select.
- Mistrusted: Elves are looked upon with suspicion; as such, they suffer a small penalty to Reputation gains and are less likely to be aided by NPCs.
- Sophonophiles: If targeted by a Sleep effect, elves may not in any way resist the power. Further, the effect lasts twice as long as usual and they do not awaken prematurely unless they take at least 10 points of damage.
- Bound to the God Queen: Zarasha expects her elves to honor her extensively and make proper offerings.

Optional Advantages:

- Blood of Magic (8): Elves on the Path of Magic or the Path of Faith may buy Power from the Blood even if they are not necromancers. Elven necromancers get this power for free.
- Touched by Night (Free): Rare elves are born with jet-black skin. They are considered extremely good omens, for it is said that the God Queen has particular love for them. Such elves take only 1 point of damage from Magic attacks and gain access to the Nightsight power, which allows them to call full damage in Darkness, but must costume jet black skin paint. This advantage may not be selected after character creation.
- Penitent (Free): There are those elves who believe what happened to the ogres was wrong and that their race is being led astray. These elves openly forswear the God Queen, spending their lives trying to make up for the excesses of their people. Penitents lose all elven racial advantages but also lose all racial disadvantages save Mistrusted. Role-playing a penitent is difficult and not recommended for most PCs. Penitent elves require ST approval.

Goblins

Goblins are a clever, gregarious race well-known for being the best merchants on the Northern Shores. Rarely physically imposing, their mastery of the strange science they call economics makes them a considerable force to be reckoned with. They are well-liked in most places, for they often bring with them goods that no typical merchants could acquire. Goblins tend to be short and scrawny and live to be about 70 years old.

Costuming Requirements: Goblins have bluish-green skin which must be costumed. Pointed nose and/or ear prosthetics are also appropriate.

Favored nations: The Knives, Baelorn, Moorefell, and Phaeren

Advantages:

- Economics and Investments: Goblins begin play with the Hagggle skill for free. Further, they receive 1-10 (1d10) silver coins at the start of each event to reflect their economic

prowess. If you live at comfortable, you may sell special goods to PCs without the usual restrictions.

- Eye on the Prize: Goblins are immune to any mind-altering effect that would cause them to make poor business decisions. Goblins may freely ignore Charm and Intimidate Feats. A goblin with the Lecherous Character Trait does not benefit from immunity to Charm effects.
- Nightsight: Goblins have Nightsight and may call full damage in Darkness.

Disadvantages:

- Heart of Gold: Goblins begin with either the Avarice or Miser character traits. Further, they may never apply the secrets of Economics and Investments to aid others in acquiring items more cheaply or to buy things for them.

Optional advantages:

- Exotic Spices: Goblins may buy Basic Poisoner as if they were on the Path of Cunning. Goblins on the Path of Cunning get it for free.
- Acquisitions (4): Goblins may Loot without a 10-second count. Keep in mind that Vulturing is against the rules (see Player versus Player section, above).
- Collections (4): Once per event, a goblin may pick a resource type (animal, mineral or plant) they wish to harvest. They may then harvest that specific type for the remainder of the event.
- Opulence (15): Your wealth is vast indeed. You are automatically treated as living at one level higher Standard of Living than you pay for. This does not stack with any other ability that reduces or modifies the cost of standard of living, including Silver Spoon.

Orcs

Orcs are a tough and fearsome race of warriors. Though not all choose to walk the Path of War, all orcs feel a burning passion for the heat of battle and few would ever turn down the chance for glory. Even orcs on the Path of Magic, for example, favor damaging spells. The thrill of combat speaks deeply to the orcish soul, though they are not necessarily bullies. Orcs prize honor outwardly, though some use this as a cloud of deception rather than adherence to a code. Orcs are no less intelligent than other races, though some foolish people have gotten into a good bit of trouble thinking otherwise. Orcs typically live 50 years.

Costuming requirements: Orcs have grey-ish green skin that should be costumed accordingly. Tattoos, scars, and fangs are also recommended.

Favored Nations: Drak'tor, The Knives, Phaeren, and Quozane

Advantages:

- Rapid Healing: Orcs regain 5 additional hit points when affected by Mend.
- Born Warrior: Orcs gain the Military Experience Background.
- Unstoppable: Orcs may Resist a Break Limb, Knockback, Disarm, or Stun effect once per day.

Disadvantages:

- Ill-tempered: Orcs must choose the Bad Temper or Battlelust Character Traits in addition to the normal two selected by every character.
- Fire in the Blood: While orcs may retreat from combat, they are reluctant to do so and must always be the last to depart. They may also never resist the Rage status condition.

Optional Advantages:

- Very Rapid Healing (7): Orcs may cure themselves of a Minor Physical Injury once per day.
- Regeneration (8): So long as they are conscious, orcs gain the benefit of a Mend after every Combat. Pre-req: Very Rapid Healing.

Wildkin

Wildkin are a widely varied race of anthropomorphic animals. Little can be said of them as a species, for they are very individualistic and share few broad sweeping personality traits. Wildkin in no way breed true, so a goat wildkin who mates with another goat wildkin may well produce a dog wildkin. Domestic animals are far more common among them than those of the wilds. While some wildkin prefer to act in more feral ways, nothing forces them to do so and most prefer a civilized role in society. Wildkin may be mammals or amphibians, who live approximately 50 years, or reptiles, who live approximately 90 years.

Costuming Requirements: Wildkin must represent their heritage with makeup, prosthesis, and other costuming as dictated by the sort of wildkin they are.

Favored Nations: Drak'tor, the Knives, Quozane, and the Everwood.

Advantages:

(Note: Omnivores must select one of the categories to favor)

Prey and Scavenger wildkin may select two of the following advantages. An effort should be made to make sensible choices based on the wildkin's animal type:

- Acute senses: The wildkin's vision and hearing are particularly astute. They gain an Acute Senses Feat card at the start of the game.
- Discriminatory smell: The wildkin's sense of smell is almost as useful in identifying people as their vision is. They gain a Scent Feat card at the start of game.
- Camouflage: The wildkin declare themselves OOG for up to 30 seconds by blending in to their surroundings. The wildkin must remain still. Indicate this by raising your arms above your head. This ability may be used twice per day.
- Universal Digestion: The wildkin may live off of things that no normal person would want to eat. Effectively, they are immune to ingested poisons. Further, they do not suffer the HP penalty for living at the "Poor" standard of living but still suffer the social stigma.
- Nightsight: The wildkin has Nightsight and may call full damage in Darkness.
- Swift like the Wind: The wildkin may go OOG for up to 5 seconds, indicating this by lifting their arms over their head. They may move during this time, but only away from danger. This ability may be used twice per day.
- Ramming Horns: The wildkin may deliver a melee point-cast Knockback to one target within weapon's reach once per Combat. Must be costumed.
- Treeborn: The wildkin gains a Climb Feat card at the start of game.
- Loadbearing: The wildkin may carry up to 5 extra Encumbrance and may Resist Knockback once per day.

Predator wildkin may select two of the following advantages. An effort should be made to make sensible choices based on the wildkin's animal type:

- Killer Instinct: Against Monsters type NPCs the Wildkin inflicts +1 weapon damage and +2 damage with packet attacks. This also works against Prey and Scavenger Wildkin
- Pursue: As Swift like the Wind but only to move towards opponents.

- Claws that Kill: The wildkin gains access to Natural Weapons and gain proficiency in them. See the weapons section for details. Note that, despite the name, this may also represent other forms of natural weapons, such as ferocious bites or spines.
- Venom: The wildkin gains a venom reserve. They receive two lesser Poisons at the start of game that may be applied to their claws or weapons. (See Path of Cunning.)
- Treeborn: See above
- Nightsight: See above
- Discriminatory Smell: See above
- Acute Senses: See above.

Disadvantages:

- Skittish: Prey/Scavenger wildkin may not resist Fear effects in any way.
- Smell of Burning Fur/Cold-blooded: Mammal wildkin take 5 extra points of damage from the first Fire attack that strikes them per Combat. Reptilian and amphibian wildkin take 5 extra points of damage from the first Water attack that strikes them per Combat.
- Unnerving: Predator wildkin have a small penalty to Reputation gains.

Optional advantages:

- Penetrating call (4): The wildkin may sound a cry. All other wildkin of their type (either prey or predator) within several miles may have a one-word emotional message delivered to them. This power functions within reason and within the abilities of the Marshals to convey and will not involve game holds. Thus, it may not work as well at some times than at others.
- Primal (Free): Characters who go above and beyond typical costuming, including the use of “fur” suits, several prosthetics or other extraordinary costuming for their animal type receive a third advantage from their list.

Tengu

Tengu are a race of raven-like humanoids with keen minds and practiced discipline. They share a single-minded devotion to whatever art or cause they put themselves to, but this is not to be confused with emotional fanaticism. Most tengu choose one or two pursuits to master in their entirety and leave other concerns by the wayside until this is achieved. Naturally, distractions may arise, but eventually they feel the calling to return to the perfection of their art. Even in other matters, they disdain departing a course before it is completed. It is believed that a tengu who becomes the perfect master of his art becomes immortal. Tengu live approximately 80 years. A full 90% of Tengu who are born are male, though it is common culture for Tengu and Swanmaes to be mates.

Costuming requirements: Black wings, even if they are small, are required. Black face-paint or raven-like masks are also required.

Favored nations: Kyo-dai and Quozane

Advantages:

- Single-minded: Tengu are not easily swayed from their goals. They may resist any mind-affecting power (such as Fear or Rage) once per day.
- Winged: Tengu gain a Flight Feat card at the beginning of the Event.

Disadvantages:

- Unemotional: Tengu find typical emotions difficult to comprehend. All tengu have the Callous Character Trait.

- Hollow bones: Tengu have hollow bones; as such, they take +5 damage from the first crushing attack they receive each Combat.

Optional advantages:

- Free-spirited (Free): Though viewed as strange by your fellow tengu, you are much more free-spirited than most. You do not have the Unemotional disadvantage, but lose the Single-minded advantage and may not take the Mastery advantage.
- Gust of Wind (3): Due to a faint trace of Mana in your feathers, you may call Disarm or Knockback on a single opponent within weapon's reach once per day.
- Mastery (4/7): Once per day, a tengu may recharge an ability they may use only a certain number of times per Encounter/Combat, thus allowing them to use it one additional time. For 7 points, they may do this twice per day. This may not be used to recharge Sacred Vessel.
- Way of the Heavenly Sword: Tengu on the Path of War who are from Kyo-Dai may select this unique fighting style.

Swanmae

Elegant and graceful creatures, swanmae are a race of swan-like humanoids. Slow to anger and always poised, they are well liked by many though rarely understood. Swanmae are surrounded by an air of mystery, though they are usually benevolent creatures. It is considered poor luck to harm a swanmae and most avoid doing so if they can. Often they are soft spoken and easy with a smile, yet guarded to truly close friendships. Swanmae are fully 90% female but commonly mate with tengu as a cultural custom. A swanmae typically lives to be 80 years old.

Costuming requirements: Swanmae must wear white wings. They must also wear white feathery masks or white makeup. Other feather props and white accents are appropriate, as are black painted "masks" around the eyes.

Favored nations: Everwood Forest and Kyo-dai

Advantages:

- Sanctity: Superstition makes most wary of attacking a swanmae. They gain 2 Deflect once per day to reflect this hesitation. This in no way inhibits a swanmae from striking others.
- Of Cloud and Pond: Swanmae gain either a Flight Feat card or a Swim Feat card at the beginning of the Event.

Disadvantages:

- Soft-hearted: Swanmae have either the Altruist or Charitable Character Traits in addition to their normal two.
- Hollow Bones: Swanmae have hollow bones; as such, they take +5 damage from the first bashing attack they receive each Combat.

Optional advantages:

- Feather Favor (3): The Swanmae may grant one of her own Flight or Swim cards to a close, trusted friend or loved one.
- Grace (9): Swanmae gain a Diplomacy Feat card at the start of the game.
- Of Sky and Lake (9): The Swanmae may resist one Air or Water attack every Combat. In addition, they gain both a Flight and Swim Feat card at the start of the day instead of one or the other.

- Winterborn (Free): The Swanmae no longer has the Soft-hearted disadvantage. She also lacks the Sanctity advantage. She may never buy Feather Favor.

Risen

The Great War brought so much death that, in time, the Huntsman could no longer come to claim all of the souls who perished. Those souls were forced to return to their bodies, harrowed by the experience of death. Intrinsicly repulsed by the life they knew before, they departed the loved ones who might have given them comfort. They wander with a bleak existence, fearful for what another death might bring yet restless in their undead flesh. It is said that even before the Great War, some master necromancers could create Risen of a different bent. Risen do not age and are infertile, but they still conduct most basic life functions like breathing and sleeping.

Costuming Requirements: A dark grey, ashen countenance is required. Other signs of undeath are ideal, including death wounds, as most all Risen were killed in battle. Some effort to costume the race you were prior to being a Risen is also desirable.

Favored nations: As all nations suffered during the Great War, so too do Risen show up in them all. Fewer are from Albralar proper and more are from Phaeren, where the Huntsman disdains going.

Advantages:

- Hard to Kill (Again): A Risen may always elect to discard a drawn Injury card and draw another.
- Freshly Spawned: Risen less than one year old may only redraw one Injury card per day.
- Universal Digestion: Risen may live off of things that no normal person would want to eat. Effectively, they are immune to ingested poisons. Further, they do not suffer the HP penalty for living at the "Poor" standard of living, but still suffer the social stigma.
- I've Seen Worse: Having already experienced death, Risen are Immune to Fear.

Disadvantages:

- From Beyond the Grave: Risen do not go unaffected by the horrors that they have endured. All Risen must select one of the following Character Traits in addition to their normal two: Gloomy, Callous, or Eerie.
- Disturbing: Risen suffer a small penalty to Reputation gains.
- Forsaken: Risen do not begin play with a Divine Favor.

Optional Advantages:

- Animate Appendages (5): Any Break Limb effect you receive does not take effect until the end of the current Encounter as your appendages animate and continue to fight beside you.
- Animated Armor (Free): Your spirit was returned to your armor instead of your body. You must have a qualified suit of heavy armor (preferably plate) that must include a metal helm. Your suit and helm do not require an item card and therefore cannot be destroyed by the same means as other armor. This suit must cover as much of your skin as possible and all other portions must be made grey. While you may freely remove your helm/head, your eyes go with it, causing some mild disorientation and causing you to inflict no damage in combat. You are immune to Stun, Paralyze, Slow Motion, Toxins, Disease and Critical Strikes inflicted by foes. You do not breathe or eat (though other needs keep Cost of Living the same) and gain 1 Deflect per Encounter. You may not take the Rotting advantage. You must be on Path of War. Some other powers may affect

you strangely.

- Rotting (Free): Not all Risen emerged well from the experience of death. You are particularly disgusting and must costume appropriately with prosthetics and make up. Further you suffer a greater penalty to Reputation gains than typical Risen. However, you may use your horrible appearance to frighten your foes: once per Combat you may point-cast a Fear 10 at any one foe in melee range.
- Churn Bile (3): You may freely churn up the disgusting things that rot inside of you. You may throw packets in combat that deal 5 Poison. You must wait at least 15 seconds before doing so again and may throw no more than 3 per Encounter. Pre-requisite: Rotting.
- Putrification (2): Your flesh is malleable enough that sometimes foes have their weapons caught in it. Once per day when you are stuck by a weapon you may call a point-cast Disarm against the person who struck you. You may buy this up to 3 times. Pre-requisite: Rotting
- Corpse Explosion (3): Whenever you are reduced to zero hit points, part of your putrid flesh explodes. Call Burst 10 Poison. Pre-requisite: Churn Bile.
- Slow and Powerful (Free): You are permanently reduced to Slow Motion (see Status Effects) and nothing may change this. However, you inflict +3 damage with melee weapons, Churn Bile, and Corpse Explosion. Gain 15 hit points and begin the day with a Strength Feat card.
- Harrow-made (Free): You were not created by accident but by Black Necromancy. You do not suffer from Beyond the Grave or Forsaken, nor do you need to cut ties with your old life. However, you must consume a pound of fresh sentient flesh every day to endure and effectively have the Criminal Character Trait. PCs must have ST approval before selecting this and it is advised that only very experienced players even request it.

Ogres

Few tales are spoken of with such sadness as the ogres. Prior to the Great War, they were considered one of the shining beacons of the world: tall, beautiful, peaceful, and great thinkers. It is largely agreed that they were the fourth race of the world and the first created by the Gods. While they held their lands as mighty princes, they none the less sought to bring enlightenment, art, and reason to the world. But greatness does not come without cost. Very near the start of the Great War, the elves, long jealous of what the ogres had, struck a dark bargain with the God Queen to lay a terrible curse upon the ogres. It twisted their forms, and some say even their minds, leaving them a hideous and broken people. Once one of the great races of the world, they were reduced to wretched creatures, often hiding their deformed features behind elaborate masks. Ogres live to be about 70 years old.

Costuming Requirements: Ogres should have considerable deformities or a mask to hide them or both. These may range from discolored skin to legions to random mutations to hunchbacks and beyond.

Favored Nations: Sorrowfall

Advantages:

- Frightening: Once per Combat, by removing his mask or performing some other feat of intimidation, an ogre may frighten a foe with their hideous appearance. They may deliver a melee point cast that inflicts a Fear 15 effect.
- Advanced: Ogres begin play with the Academic background in addition to their other backgrounds.

- Heirs to Greatness: Ogres begin play with a random item of special purpose or magic, a relic of their past. Rarely will they part with it.
- Still Standing: Ogres begin the day with a Willpower Feat card.

Disadvantages:

- Wretched: Often pitied, ogres are none the less unpleasant to look upon and suffer a small penalty to Reputation gains. They may never have a Charm Feat card, even if magic would grant them one.
- Grudge: Understandably, ogres disdain the elves and the goddess that cursed them. They may not invoke Zarasha's Invocations and may not join alliances with elves unless the elf is a Penitent.

Optional Advantages:

- Bulging Muscle (Free): Some ogres were twisted to be enormous brutes. In addition to the need to costume the extra bulk (typically with football shoulder pads), the ogre gains a Strength Feat card at the start of the day.
- Vestigial Limb (Free): Some ogres have an additional largely useless arm(s). While you must costume your extra arm(s), you gain one Resist to a Break Limb per day per extra limb, max 2.
- Gargoyle (4): Some ogres were mutated to have stony skin and twisted dragon-like wings. You must costume with makeup and prosthesis accordingly. You also gain the Loyal Character Trait. However, you gain a set of natural weapons that you are proficient with (see the weapons section for more details) and may strike for Earth damage with them. Further, you gain a Flight Feat card at the start of the day and one Deflect per Combat. You may only buy this at character generation.

Unusual Races

Stormborn

Also called Storm Giants by some, the Stormborn are an ancient race of enormous stature and great strength. Called the third race by most scholars, they are slow to anger but terrible to behold once their wrath is drawn out. They are a quiet, thoughtful people who prize confidence, competition, and athleticism. A steadfast race, they are well known for the strength of their loyalty. Stormborn live to be 120 years old.

Costuming: Stormborn have bluish-purple skin that must be costumed. They also have hair that ranges from blue to white that must likewise be costumed. Padding (such as football shoulder pads) should be incorporated into a costume to increase stature and bulk. Ideally, individuals who are not themselves tall will wear lifts to increase their height.

Favored nations: Ter'ak'tal and Drak'tor

Advantages:

- Mighty: Stormborn begin the day with a Strength Feat card and may carry up to 5 additional Encumbrance.
- Immovable: Stormborn may resist a Knockback or Repulse effect once per day.
- Eye of the Storm: Stormborn may resist one Air attack per Combat.

Disadvantages:

- Sworn: Stormborn have the Loyal Character Trait in addition to the two traits chosen by all characters.

- Earthen Weakness: Stormborn take +5 damage from the first damaging Earth attack that hits them per Combat.

Optional Advantages:

- Thunderbolt (5): Once per Encounter, the Stormborn may hurl a packet for 6 Air damage.
- Thunderclap (5): Once per Combat, the Stormborn may clap her hands together and call Burst Knockback. Her hands must be empty in order to accomplish this.
- Stormward (10): The Stormborn only takes 1 point of damage from Air attacks.
- Chain Lightning (5): The Stormborn's Thunderbolt effect is now a Blast.

Changelings

Among the saddest and most wicked stories told of the fey is that they sometimes steal the children of mortals and replace them with young fairies. While they are no longer truly of the Mistrealms, such unfortunate children are otherworldly and often end up shunned by their parents. Changelings are a widely varied lot, depending on their fairy parentage, but include creatures that are kin to satyrs, fauns, pixies, naiads, and many more. While common folk are hesitant about their strange origins, most changelings have a natural strange allure that offsets this. Sometime during their adolescent years, Changelings happen upon a special bonded item that both lends them their mystical powers and is linked to their very essences. Changelings retain a small bit of their true parents' ageless years and live to be 125.

Costuming: Changeling costuming varies wildly by heritage (see below), but all changelings must wear glitter of some sort.

Favored Nations: Like Risen, changelings can occur nearly anywhere and have no historical legacy to give them a favored region.

Advantages:

- Faetouched: All changelings may resist one effect delivered by a fae once per Combat.
- Heritage: Fae come from different lineages. Select one of the following groups of advantages, disadvantages, and costuming requirements:
 - Satyr/Faun: Requires horns, pointed ears, and some indication of furry legs. They gain the Wildkin advantage Swift Like the Wind and may play their magic pipes to throw a packet for Rage 15, Sleep 15, or Confuse 30 once per Encounter. They suffer from the Lecherous Character Trait in addition to their normal two and may not resist Love, Rage, Fear, or Confuse effects due to their wild emotions. Token: Pipes, flute, or recorder.
 - Naiad/Selkie: Requires pale blue or brown skin highlights, pointed finned ears, and preferably webbed gloves. They gain one Swim Feat card at the start of the game and may breathe water. They take only 1 point of damage from Water effects and gain one Reflect per day. They take +5 damage from the first Fire effect that strikes them per Combat. Token: Cloak, Cape, or Coat in blue, green, or brown.
 - Redcap: Requires brownish-red skin highlights (but not full face-paint), unnaturally red hair, and fangs/tusks. They gain natural weapons and proficiency in them. Once per day, they may perform a Sunder weapon with their natural weapons. Redcaps gain an Intimidation Feat card at the start of game. They may also consume any resource card to gain the benefits of a Mend. Choose either the Battlelust or Gluttonous Character Traits in addition to their normal two.

- Token: Red hat, helm, or cap.
- Pixie: Requires fairy wings, pointed ears, and pink skin highlights (but not full face-paint). Pixies gain a Flight Feat card and may resist 1 missile attack per Combat. You may deliver Confuse 20 or Sleep 10 by arrow, bolt, javelin or packet 3 times per day. They suffer the Impulsive Character Trait in addition to their normal two. Token: Scarf
- Shadowkin: Requires jet black hair, black painted nails, and black sigils upon the skin, along with black pointed ears. They gain a Stealth Feat card and have Nightsight, inflicting full damage in Darkness. They take only 1 point of damage from Poison attacks and are immune to Critical Strikes. They gain the Eerie Character Trait in addition to their normal two. They prefer to whisper when possible. Token: Ceremonial knife.
- Gremlin: Requires white hair made to stand up (either with hair product or a wig) and orange skin highlights. Once per Combat you may throw a packet for 5 Fire Blast, 3 Devastating Blast or Stun 10 Blast. When reduced to 0 HP you may call 5 Devastating Burst. You take only 1 damage from Firearms. Once per day you may employ "Pick Locks" by blowing up your target (you must complete the usual count or puzzle). You must select an Obsession character trait in addition to your normal two. Token: Goggles.

Disadvantages:

- Fear of the Faefoe: Changelings share their kin's weakness to the weapons of the Huntsman. They take +5 damage from the first attack by a bow or javelin they take in a given Combat.
- Token: All changelings have a token sacred to them. They will never willingly give it to anyone save perhaps their True Love. A Changeling who loses their token loses all advantages associated with their race and the token holder gains them. To be without a token is to slowly wither away, and a Changeling would do almost anything to get it back.

Treants/Dryads

Wise and patient are the children of the First Tree. It is said that before the Darkenwood spread across the land, the Treants were the second race of the world and once a part of the Everwood itself. For their service in allowing the Gods into the world, they were given greater power to move and think. In more recent times the plantfolk have grown ever more vibrant and willing to explore, making alliances and friendship with the younger races. Eager young dryads and treants seek adventure as much as any other races, but like all races, many of them died in the Great War. Despite the occasional bumpkin thinking otherwise, Treants and Dryads are just as at home in cities as they are in small towns and do not enjoy living without shelter, warmth, and community. Though many believe otherwise, all Treants and Dryads occupy both genders; see their expanded section for more details. Treants and Dryads are the longest lived race aside from elves, living as much as 200 years.

Costuming: Treants and dryads require extensive costuming; all skin must be green or brown and accents of flowers, bark, branches, ivy, and other such details should be added liberally.

Favored Nation: The Everwood.

Advantages:

- Photosynthesis: In typical temperate conditions, Treants and Dryads do not need to eat very much, though they may do so for pleasure. They do not suffer the HP penalty for living at the “Poor” standard of living, though the social stigma still applies.
- Camouflage: Once per day, Treants and Dryads may go Out of Game for 30 seconds. During this time they may not move.
- Roots and Vines: Treants and Dryads may throw a spell packet once per day to inflict a Paralyze 10 or a Frozen Foot 30 on a single target.
- Sap for Blood: Treants and Dryads double the normal count to bleed out.

Disadvantages:

- Flammable: Treants and Dryads take +5 damage from the first Fire attack they suffer per Combat.
- Darkenwood Weakness: Treants and Dryads are even less at home in the Darkenwood than most mortals. They suffer double the usual duration and damage from Darkenwood effects.

Optional Advantages:

- Might of Oaks (Free): Some Treants and Dryads act more akin to the pace of the great trees. Such individuals are permanently Snared and nothing may remove this. However, they are much stronger and tougher than their kin; they gain +10 hit points and a Strength Feat card at the start of game. They also inflict +1 damage in melee.
- Thornwhips (4): The Treants or Dryads may employ one or two full-sized flails and are considered proficient in them. Such weapons are immune to Disarm and, once per Encounter, the dryad may secrete a Poison onto one of her Thornwhips which inflicts Weakness 1 by weapon strike instead of her normal damage.
- Barkskin (Free): Treants and Dryads who sufficiently costume their bark-like skin (determined by ST discretion) will be considered to be wearing light armor and benefit accordingly.

The Unseeing

In the earliest days of the Rise of Nations, Zarasha delivered into the hands of mortals Magic. Arriving down from the heavens, she chose a young woman and gave her the gift, instructing her to spread it among the populace that they might benefit. So furious was the Huntsman when he found out about this, he struck the young woman blind. Yet Eternity was intrigued by this creature and took pity upon her, gifting onto her a form of sight that did not require her eyes.

All of the Unseeing are said to be descended from this common ancestor. They are a race of oracles, gifted with a natural affinity for magic and strange visions. In most lands they are valued as advisors and counselors, but are also popular as concubines in certain areas, being seen as very valuable slaves. They rarely if ever form communities of their own, relying upon other races to support them but offering rare glimpses into the future in return. They all share a certain elegant androgynous quality (though there are males and females) and their voices have a strange echo when they speak. The proper name of their race is actually Ethereals, but only scholars ever refer to them as such. The Unseeing live about 150 years on average, but never outwardly grow old (and therefore may not take the Old trait).

Note: Unseeing are a highly Uncommon Race (though they are not a Rare Race) and we will not allow more than 1 in 8 (measured by average attendance) PCs to portray them.

Costume Requirements: All Unseeing must either wear see-through blindfolds at all times. They must also have considerable silver skin highlights and hair highlights. Silver facial gems, white-out contacts and silver wigs are preferred but not required and facial hair for men is strongly discouraged.

Favored Nations: Kyo-dai, Quozane, Phaeren.

Advantages:

- Visions from Eternity: The Unseeing are given visions of the past, future or present at the discretion of the staff. There are no guarantees regarding the accuracy, frequency or relevance of these visions, but often they will hold useful if cryptic information.
- Vessels of Magic: All of the Unseeing begin each day with 5 bonus White Mana (which may be used both with Spells and Invocations). Further, they may select one Spell and one Invocation to employ using this or other mana regardless of their Path. Once selected at character generation, these may not be changed. Remember, Invocations may not be cast with Blue Mana without Zarasha's blessing. All Unseeing may harvest White Mana to fill this pool, in addition to any other Mana they have.
- Mystic Synesthesia: The Unseeing may sense magic by touching an object and may read documents by running their fingers along the letters. They may also recognize people they know simply by touch and perceive mana as a strange and intoxicating sort of music.
- What One Cannot See: Unseeing are immune to Gaze attacks.

Disadvantages:

- Clouded Eyes: All of the Unseeing suffer the Blindness trait in addition to their other traits.
- Out of Touch: All Unseeing are Absentminded in addition to their other traits, for they are disconnected from their surroundings.
- Silverblood: Other individuals capable of harvesting mana may do so from an Unseeing whether the Unseeing wishes it or not. The process requires touch (or weapon strike in combat) and is very painful, causing them to lose 1 HP per mana taken. If the Unseeing is unconscious, doing this inflicts an additional Injury. Unseeing will only allow this to be willingly done in extreme cases of life or death. A PC doing this to another PC is considered PVP and is not allowed.

Optional Racial Advantages:

- Pureblooded: (Free) You must costume all of the recommended costuming traits above, including facial gems and a long silver wig or long silver hair. In addition have all skin covered by silver body paint. Binding is required for well-endowed women and facial hair is not allowed for men. You gain a further +5 White Mana.
- Doomsayer: (Free) You frequently forecast the horrible ends, doom and general misfortune of those around you. You are also very insistent that these portents are quite accurate. Gain the Eerie Trait, but your woeful predictions keep you more in the moment and thus you lose the Absentminded Trait.
- Flow of Magic: (8) Once per day you may restore 5 Mana White Mana to yourself or another player.
- Purify Mana: (7) You may take in Red Mana and convert it to White Mana at the rate of 2 Red to 1 White.
- Guidance: (8) Once per Combat you may deliver a Missile weapon attack or a Packet attack as a Point-and-Click. This damage, unlike all other damage you inflict, is not halved.

Rare Races

Golems: These are a race of constructs created long ago and employed once more during the Great War. It is rumored that the secret to their creation was rediscovered during the War, but no one knows where this information has gone to now. Golems are mighty but bound to the service of the one who holds their Keystone and they lack the same emotions as other mortal beings.

Fiends: A race of living vampires, Fiends are universally despised for their cruelty and sadism. Masters of necromancy and illusion, they often blend into normal society, spreading fear and pain while sustaining their unnatural immortality on the blood of mortal races. While all Fiends are mad, some retain enough cunning to stay hidden for years.

Banes: The Great War drew to the Northern Shores the wrath of the Infernal Phalanx, causing demons to surge out of the Darkenwood to join the bloody fray. Banes are the tragic result of what happened when those vile creatures forced themselves upon the mortal races of the world. Feared and mistrusted, Banes never wished for their half-breed existence but suffer it none the less. Some give up and submit to the darkness of their natures, becoming no better than their otherworldly parent. Others choose to fight hard against their tainted blood and the inherent discrimination they face, seeking to prove they can be more than blights upon the world.

Hatchlings: Being fickle creatures of great power, dragons do not always choose to raise their eggs. In some of these cases, the perfectly sentient but still childish Hatchlings opt to spend some time among the ranks of mortal folk. Able to shift into a more humanoid form, Hatchlings are a curious and energetic lot. However, a warning to those who would underestimate them for their youth: they are still members of the most powerful race upon the Northern Shores.

Nations

Nationality is an important concept in Wanderlust. The nation with which you most closely identify is considered your nationality, even if you currently reside in another one or were not born in that nation. For example, Albralar is only about 10 years old, so it is unlikely that any PC was actually born there.

Albralar

The Nation in which Wanderlust is set, Albralar is the youngest country on the Northern Shores. It is the only democratic republic in existence and it suffered the least of all nations during the Great War. Many have flocked to it to get away from the dark memories and blasted landscapes of their homelands. It is a nation of immigrants still struggling to make an identity and under constant pressure from its more powerful and older neighbors. Since the Phoenix Fall, Albralar's landmass has radically expanded (see history and culture section).

- Favored Races: All
- Advantage: The people of Albralar relish freedom. They may call Resist to a Snare, Paralyze, or Frozen Foot effect twice per day.
- National Symbols: The Wild Turkey, the Apple.

Phaeren

To the east lies the exotic land of Phaeren. A mix of expansive desert and lush river valleys, most of its population lies along the Aqua Eterna, one of the great rivers of the Northern Shores. Phaeren is in many ways a land of dichotomies; the wealthy are educated and decadent with a strange obsession with death, while the poor and the slaves are relegated to surviving the blazing sun that beats down upon the land. Still, those in the river valley rarely go hungry. Ruled by the Risen Queen Epheteties, the grand bureaucracy that is the nervous system of the country keeps everything productive.

- Favored Races: Humans, Orcs, Goblins, Risen.
- Advantage: The people of Phaeren are used to life in the heat of the desert and may resist Fire twice per day.
- National Symbols: The Ankh, the Domestic Cat.

Sorrowfall

Once the greatest center of knowledge and advancement in the world, the wondrous empire of the ogres has been reduced to but a shadow of its former size and power. No country suffered more during the Great War, losing treasure to raids from the Knives, major chunks of land to Quozane and Moorefell, and countless other insults upon injuries. Now a series of crumbling city-states ruled over by reclusive princes its once great libraries, monuments, and universities are often found in ruin and decay.

- Favored Races: Ogres, Goblins, Humans
- Advantage: The people of Sorrowfall once kept vast swaths of the world's knowledge and some of this still lingers. They gain Lore: History at basic automatically.
- National Symbols: The Pomegranate, the Broken Mirror.

Drak'tor

Perhaps the most martially powerful nation on the Northern Shores, Drak'tor is a varied land ruled over by a mixture of tribes. Some of these favor nomadic tendencies, following the herds of game. Others settle down in specific spots to mine, farm, and build formidable cities, favoring long houses surrounded by defensive fortifications. All tribes share strong warrior traditions to varying degrees and are quick to band together in times of conflict. Drak'tor is ruled over by a council of the great chieftains who meet every season to discuss trade, diplomacy, and war. Drak'tor is a land drenched deep in tradition and is sometimes slow to change.

- Favored Races: Orcs, Wildkin, Stormborn, Dwarves.
- Advantage: Long passed down through the history of Drak'tor are the secrets of the Ghost Shirt, a sort of war paint that can protect its wearer from harm. Those of Drak'tor may wear approved body paint patterns to gain the effect of Light Armor, even if they do not wear any. If they do choose to wear armor and wear approved paint as well, then they may call a Resist to a Break Limb once per day.
- National Symbols: The Horse with Bloody Hooves, the Cornstalk

Tar'ak'tal

Dominating the vast caves beneath and the valleys between the World's Spine mountains is the great kingdom of Tar'ak'tal. The traditional domain of the dwarves, it boasts some of the greatest works of architecture on the Northern Shores - and some of the bloodiest politics as well. With its vast mineral resources and fertile regions, Tar'ak'tal is among the richest of nations. This has often made it a target of invasion, particularly during the Great War. Thus, a certain level of xenophobia can exist there and artificial fortifications are always being built to

further enhance the natural ones.

- Favored Races: Dwarves, Stormborn.
- Advantage: All who dwell in Tar'ak'tal have some knowledge of the proper ways to extract valuable metals and stone from the ground. They may all harvest Mineral type Resources.
- National Symbols: The Mountain, the Ram.

The Everwood

Also known as the Sylvan realm, the Everwood is unique in that it is the only forest in the world that is not occupied with the Darkenwood. A vast yet not especially dense forest, it boasts many tree-top villages and great cities carved into the nearly legendary Atlas Trees. The greatest of these is Godshollow, nearly half a mile tall and two miles around, which serves as the capital from which the wise Heirophant Old Oak and his wife Ealera of Noblegen rule. In addition to the wide variety of lumber harvested here, some of the greatest advances in medicine have been made by this ancient nation.

- Favored Races: Treants/Dryads, Wildkin, Swanmae.
- Advantage: Having grown up in the treetop villages or Atlas Trees, the people of the Everwood are quite familiar with flora and may harvest Plant Resources.
- National Symbols: The Great Tree, the Stag.

Quozane

Among the most cosmopolitan and advanced nations, Quozane is known for its great ziggurats and lifestyle steeped in ritual. Its roads and infrastructure are a marvel of engineering, slicing through the temperate rainforests and jungles. It boasts the greatest schools of philosophy, religion, science, astronomy, and mathematics in the world, as well as universities of magic second only to Moorefell. These have only been boosted by the conquests over swaths of Sorrowfall. A land of vibrant colors, it is both wondrous and dangerous, for the serpentine Jade Empress is known for her ambition and the skills of her five husband-generals was well proven in the Great War.

- Favored Races: Wildkin (especially reptilian ones), Elves, Tengu, Orcs.
- Advantage: Nearly everything in Quozane has a ritual associated with it, always seeking the favor of the Gods through both rites and sacrifices. All people from Quozane start with an additional Divine Favor. They also have a slightly increased effect from offering sacrifices.
- National Symbols: The Serpent, the Orchid.

Baelorn

A kingdom of gently rolling hills and rocky shorelines, Baelorn can be recognized by its rustic farming communities and formidable keeps and castles. The origin of many of the world's knightly orders, it is a place where honor and chivalry are held in high esteem by its aging king if not always by the nobles of court. The people of Baelorn are friendly and honest, though not so worldly as some. Still, many important advances in agriculture have come from this nation and it has curiously been the birthplace of a great many of the world's best known heroes.

- Favored Races: Humans, Dwarves, Goblins, Elves.

- Advantage: Those of Baelorn have learned to keep tempers and passions in check to allow their work to be done properly. They begin play with only one Character Trait rather than two.
- National Symbols: The Griffon, the Shield.

The Knives

Nearly five hundred different islands and archipelago chains make up the Knives, though only a small portion of them have ports of size to hold the nation's vast sailing fleets. Often chided as a nation of pirates, this is only partially true, for it is also an area of bustling trade. Strange magics and unusual rituals are commonplace and goods from nearly anywhere can be found in the markets. The Knives is a very diverse nation, perhaps even more than Albralar, for people native to the islands centuries ago intermixed with those from the mainland. Local governors or brigand-lords hold power over individual cities and towns, but all pay tribute and follow the code laid down by the Council of the Four Winds and its charismatic goblin leader, the Pirate King known as Cyclone Jack.

- Favored Races: Goblins, Orcs, Wildkin
- Advantage: A life near the sea grants everyone from the Knives a Swim Feat card at the start of the day.
- National Symbols: The Skull and Crossed Daggers, the Osprey.

Moorefell

The foggy and cold land of Moorefell was once a nearly insignificant kingdom before the bargain with Zarasha made by the Elves. Since then it has grown considerably in power and influence. It hosts the greatest schools of magic on the Northern Shores and Moorish artworks are considered some of the most prized. Looming gothic statues and wrought iron gates dot the hills and eerie bogs make up much of the countryside. It is a strange place, full of secrets, and most who travel there claim a certain unease to float in the air. The fact that nearly a fourth of its military is made up of summoned otherworldly creatures and the animated dead do little to assuage this feeling.

- Favored Races: Elves, Humans, Goblins, Risen.
- Advantage: People of Moorefell have grown used to strange and frightening things. They may resist Fear twice per day.
- National Symbols: The Lantern, the Raven.

Kyo-dai

Far to the north lies the nation of Kyo-dai. It is a place where ceremony and courtesy are of the utmost importance, with slights being taken very seriously. A country of long winters and few natural resources, through determination and excellent planning Kyo-dai has nonetheless proved a force to be reckoned with by those who would threaten it. While many countries differentiate between nobles, peasants, and other ranks, Kyo-dai sports a very strict caste system. It is also well known for the intricacy of its crafts.

- Favored Races: Tengu, Swanmae, Humans, Elves
- Advantage: People of Kyo-dai learn restraint at a young age. Once per Encounter, they may retract any statement they just made.
- National Symbols: The Cherry Tree, the Paper Fan.

Backgrounds

Backgrounds are reflections of your character's history and development. They are meant to be somewhat adaptable to the character; for example, if you took the Raised at Sea background, it could represent growing up in a river community with barges just as easily as it could reflect sailing on the high seas in your teenage years. However, they should still stick closely to what the background is: just saying you liked to swordfight with sticks as a kid or you think flowers are pretty are not sufficient for Martial Experience or Flower Child. Backgrounds should be selected to form your character's history, not just what you think would be the most effective. Some nations or races already have Backgrounds as a bonus; you need not take these as one of your two Backgrounds and doing so will give no benefit.

Some Backgrounds grant specific Feat cards. You may have more than one Feat card of a given type if you get them from two different sources. Some Backgrounds do not provide a specific mechanical benefit but instead describe situations in which you may call upon an ST to employ your Background in some way. Some Backgrounds mimic skills available from the General Point Buy list; for cases in which these skills have levels, it is considered the first level and may be advanced from there. For skills that do not have levels, it is the same as having that skill.

Notable Backgrounds are those that are extraordinary for some reason and require ST approval. They count as both of a character's backgrounds due to their special nature. Furthermore, taking a Notable Background diminishes starting build by 5 points. These backgrounds have a considerably greater influence over your RP and should be treated accordingly, often necessitating specific kinds of role play as guided by the STs. All Notable Backgrounds require a backstory to be written and approved explaining their extraordinary circumstances before the PC in question reaches second level.

Backgrounds may not be altered by the course of gameplay, but they may be shifted during approved rebuilds of characters.

Academic: The general population of the Northern Shores is able to read and write simple signs and notes and perform basic addition, subtraction, and multiplication up to around the number 100, though it gets a little fuzzy past 20. You, however, were sent to more advanced schooling. You may read full texts and novels and perform mathematics up to a modern high school level - i.e., you gain the Full Literacy and Mathematics skills.

Bard: You spent a great deal of time listening to stories and memorizing oral traditions. You may be musical or not, but you had the opportunity in your childhood and early years to listen to a great deal of folk wisdom and learning how to pass on such oral traditions. You do not pay increased costs for Lore skills after the first.

Blacksmith's Apprentice: You were the child or ward of a blacksmith, growing up amid the smoke and fire of the forges. You gain the first level of Blacksmith from the General Point Buy list.

Child of a Preacher Man: You may have been an orphan taken in by a temple or perhaps were simply raised in a very religious household. Your upbringing has made you learned in the ways of ceremony. You may select two Ceremonies from the listing in the Path of Faith and perform them properly and officially.

Circus Acrobat: You grew up in a traveling circus! A strange, wondrous, and often difficult life, your part in the shows left you with a solid foundation in gymnastics. You gain an Acrobatics Feat card at the start of every game.

Farmer: Like a lot of folks, you grew up learning how to plant and harvest crops and know how to provide the food that forms the backbone of society. Simple local folk react to you better due to your shared heritage and you may always get -5 silver to Cost of Living because there is always work to be had. Between the months of August and November, you have +5 hit points due to always being well fed by your friends in the agricultural community.

Flowerchild: You spent a good portion of your childhood picking wild flowers, exotic mushrooms, and flavorful herbs as part of a family trade. This gives you knowledge of identifying safe and useful plants, even if you don't know a great deal about what they do. You may harvest plant resources.

Herbalist: You were apprenticed to a local healer, or perhaps you simply paid attention to all those things your grandmother told you about the myriad uses of various foul smelling plants. With a 30-second count and proper RP, you may perform a Mend effect on another, but not yourself, twice per Encounter. This is reduced to 20 seconds if properly role played rather than just counted.

Horseman: Your childhood was spent in an area where riding was a way of life or else your family owned horses. You gain Ride from the General Point Buy list.

Magic Knack: You have a spark for magical talent but never developed it or studied on the Path of Magic. You have a Mana pool of one blue Mana. You may spend it to cast a Bolt of Power with no cast time that is delivered by packet and deals 4 points of Magic damage. You may recover this by picking up a blue Mana Orb if you should find one. See Mana for more details.

Martial Experience: You may have served in the local militia or grown up as a gladiator in the Quozane arenas. Far more likely though, you are a veteran of the Great War. You become proficient in three weapons. This may be taken twice.

Merchant: Your family hocked wares for a living, meaning you learned something about how to drive a hard bargain. You get Haggle from the General Point Buy list for free.

Miner: You or your family spent a great many years working in the mines, toiling to extract important ore. You have the ability to harvest mineral resources.

Mountaineer: Raised in the mountains or foothills, you grew up needing to know your way around ropes and handholds. You gain a Climb Feat card at the start of game.

Multilingual: You grew up in a diverse household or neighborhood, requiring you to master several languages to communicate properly. You know two additional languages.

Raised at Sea: You grew up around ships and docks. Naturally, you felt it wise to learn how to not drown! You gain a Swim Feat card at the start of game.

Shepherd: You grew up tending domesticated animals, a very valuable skill in the current time period. You know how to care for animals, so you may perform a Mend on a wounded animal once per Encounter and your contributions to the local food supplies entitle you to one free round of refreshments at the Inn each month (see the Healing section).

Streetrat: You grew up in a city, learning the ins and outs of how life works on the streets. Perhaps you were an orphan, impoverished, or just had a fondness for getting in trouble. You have the first level of Streetwise from the General Point Buy list.

Survivalist: Perhaps because of military training or perhaps because you were a refuge from the Great War, you have learned to live off the land for periods of time. Doing so is never pleasant and no normal person would willingly opt to do this for anything but short increments, but at times beggars can't be choosers. You can find enough food and water to sustain yourself at the Poor Cost of Living even in places with no civilization and you suffer no penalties to HP from living at Poor. You may trek out from town for much longer than others in relative safety. Of course, not even you are safe in the Darkenwood, and this provides no protection from attacks from animals.

Trapper: Your family made part of their living by setting traps for wild game. You were assigned to dress the animals often enough that you know your way around a skinning knife. You may harvest animal resources.

Triumph Over Adversity: Your life has been one fraught with difficulty and hardship. However, rather than complaining or allowing yourself to fall to ruin, you have hardened yourself against the troubles of the world. You may resist one mental status effect per day (Fear, Rage, Love or Confusion).

Unusual Background: You are strange and unique in some way. Perhaps you are a Swanmae who dyed her feathers black for a time to disguise herself as a Tengu in order to study the Way of the Heavenly Sword. Perhaps you were found in the Darkenwood as a child, mysteriously unhurt. You may have even been cursed by a warlock to sleep for a hundred years and, thus, have never heard of the Great War. Perhaps you are a Phaeren abolitionist, seeking to end the plight of slaves. Speak with an ST to define the ways in which you are unusual. Certain backstories require taking this background.

Notable Backgrounds

Blessed/Chosen: You are watched over by one of the Gods (or perhaps some even stranger entity like a Fae Lord). You begin play with one extra Divine Favor. Work with the ST to select a patron deity, who will be directly involved with your character. Note that this is a double-edged sword and your patron will almost certainly be extremely demanding or fickle, as all Gods are. Others are not likely to believe you are Blessed if you attempt to claim special privilege for this, but some on the Path of Faith might view you uniquely. You needn't be on the Path of Faith to be Blessed; indeed, it is unlikely that you are because your God will probably not care for the idea of sharing you.

Healer: Perhaps you were a doctor by trade, a field medic for your unit in the military, or the local healer in your town. You are entitled to perform typical acts of period-appropriate medicine. You have all the benefits of the Herbalist background. Healers receive 2 chiron potions or 2 Xavados bandages (their choice) at the start of each game. In addition, healers may Mend 3 times per Encounter with a 15 second count. Healers may employ any item which restores hit points, status effects or injuries as often as desired. Healers may treat 2 minor physical injuries per day with 5 minutes of RP and may now also treat one major physical injury per day, though this requires 30 minutes and is typically done in a city setting. The RP for this need not be constant, but it should be clear a person is being treated.

Knight Aspirant: You have completed your training as a squire and now seek induction as a Knight of an Order. For now, you are expected to uphold the proper tenants of Knighthood

and await the day your Order assigns you your quest. Still, NPCs will note your affiliation and dedication to the cause of Knighthood. You gain the benefits of Horseman and Martial Experience but must take Code of Honor as an additional Character Trait. You may also take the Knight's Way style if you are on the Path of War. You begin play with a good quality horse free of charge. Most Knights should be on the Path of War and you must have special ST approval to be otherwise.

Silver Spoon: You were born to a family that was rich, politically significant or perhaps even a part of lower nobility. This has allowed you more privilege than most of your fellows when growing up and even now your family's various connections and affluence follows you wherever you go. This has several benefits, all of which only apply so long as you remain in good standing with your family and do nothing to embarrass them. First, you always live at the Comfortable standard of living free of charge and living at the Rich standard of living only costs you 100 silver. Second, you receive either an allowance or other useful item each month (varying in amount and use) to reflect the benefits of being born well, though sometimes you may receive a particularly nice gift one month and little else for a time. Finally, you gain the Savoir Faire ability free of charge. Your prior history of wealth has, however, has ill-prepared you for common work and thus you may not purchase the Trade and pay 2 points extra for the Carousing and Streetwise abilities. Note that this background does not make you a noble or a landholder: such things may only be won through brownie auctions or obtained as benefits from being a Faction.

Character Traits

A great many things define a character, but one the most important is their flaws and weaknesses. These are character facets which can cause strife with others, end up exploited by their enemies, or restrict them from efficient behavior. After all, folk heroes and protagonists are just as much the results of their failings as their powers and skills.

Character Traits are not meant to be punishments but instead are elements to facilitate role-play and character complexity. No one makes the right or perfect decisions all the time, and these traits are in place to give justification and inspiration for dynamic action rather than sticking to the obviously most successful methodology. Indeed, the best time to RP a Character Trait is when it would be inconvenient, thereby causing you to make a decision you know OOG isn't ideal. Bonus XP is awarded in no small part based on playing traits, so critical moments will be the most closely observed. Players who truly feel they do not wish to define anything about their character may take the Uninteresting trait, which requires no special RP. Some traits may also be taken twice to reflect a more severe detriment.

All characters must take two Character Traits in addition to any required by their race. They must be notably role-played and will be key in determining bonus XP for RP. Consistent failures to RP a trait may result in it begin replaced with the Uninteresting trait, racial benefits being revoked, or a loss of XP. Naturally, characters are not static and from time to time a PC may petition to be allowed to trade one Character Trait for another.

Some traits have mechanical or costuming components. While the RP of such traits may be emphasized a bit less, they should be included somewhat. Traits may never be used to harass other players or violate any broader game rules, nor should one claim a trait as rationale for abusive or difficult behavior.

There are times when characters must overcome their natural quirks for dramatic or heroic acts. The mental strain of this is sufficient to draw a Minor Mental Injury card and players who feel they have done so should seek out an ST for one.

Note: Traits are *not* meant to provide rationale for poor behavior without consequence. You should not, for example, snap at a character and go OOG to say your character has the Bad Temper trait. Traits should be kept private and the results of them are meant to be taken as they come IC.

Absent-minded: You forget things with considerable regularity. Truly important things, like your sword, will usually be remembered, but many others, such as new people's names, what the Baron said about the illegal goods he purchased, or where you put your keys, often escape you.

Addiction: You are addicted to some substance and must get your fix or suffer considerable withdrawal. The basic version is some common substance such as tobacco or alcohol that must be purchased once per game and has relatively mild effects. Taking this trait twice means addiction to a dangerous and expensive substance that may be hard to acquire or possibly illegal, though most drugs are more or less legal in this world setting. *Note that *NO* real-life illegal drugs are allowed at game.*

Altruist: You are a good person. You try to see the best in people, try to make everything work out in the best way for everyone, and give others the benefit of the doubt. Helping others and doing good works is an important part of your life. While you are not a fool, this can often lead to your trusting nature being exploited.

Amnesia: You do not remember your past prior to perhaps six months ago. This could well come back to haunt you and your life is full of unanswered mysteries.

Avarice: You like the finest things in life, and always strive to live at the highest standard of living available to you. You have a relatively low opinion of the poor, typically thinking their lot to be the result of laziness. You are occasionally prone to bragging of your wealth (or over-stating it if you don't presently have much) and often judge others based on theirs.

Blindness: You cannot see. A see-through blindfold should be used to represent this. You always function as using the Darkness environmental rules (half damage, no ranged attacks, but you may use packets) and cannot overcome them. This counts as two traits and is not recommended for combat characters.

Bad Luck: Bad things happen to you with regularity. Traps go off on you, arrows hit you, you draw bad cards and have no luck with dice, and sometimes your horse dies for no good reason. Due to the difficulty of running this trait, it requires ST permission to take.

Bad Temper: You are prone to losing your cool and snapping at others. You may be generally cheerful or consistently grumpy, but when something gets your goat you blow up about it with passion. This should **never** be used as an excuse to harass or bully other PCs.

Battlelust: You long for the thrill of combat. Negotiation and diplomacy in the face of conflict make little sense and annoy you. While you aren't necessarily mean, you think of battle as the ideal way to solve a lot of life's problems. Most people will not think highly of this opinion.

Callous: You have difficulty understanding emotions or disdain responding to them. Empathy is something you have little of and this often makes you seem cold or uncaring. While you may or may not be actually disdainful of your fellow mortals, you often come across this way.

Cautious: You are worry-wart or perhaps simply timid. You always try to plan through everything and are wary of the novel or unknown. Perhaps the world scares you or you simply do not trust others, but it can be a significant thing to overcome for a hero.

Charitable: You have a great empathy for those less fortunate than you. While you needn't be totally self-sacrificing, you will give meaningful money to beggars, provide aid to the needy without request of repayment, and also will encourage others to do the same.

Chronic Pain: A limb or other part of you is in near constant pain. Perhaps this is an old war wound in your leg or an ongoing medical condition. You should role-play your limp or your lameness in some way and the STs may occasionally assign you penalties when your pain flares up.

Code of Honor: You abide by some code that is of great personal importance. It may be a pirate's code, a bushido code, or a chivalric code, but it always includes putting great value on keeping your word of honor. Other details should be worked out and presented to the STs for approval. Some codes may be so restrictive they qualify as two traits.

Coward: You fear pain and violence more than most. In battle you will try to hide or run away as best you are able to. If these are no longer options, you may defend yourself, but you are unlikely to ever draw undue attention to yourself if you can help it.

Criminal: You've committed a serious crime for which you are now being pursued. You must always watch over your shoulder and be careful who you trust. At the start of game you're safe, but any day now the authorities could come looking for you. Note: while this may have been a crime of passion, you are actually guilty of it, not just falsely accused. (For false accusations from powerful entities, see Enemy, below.) This flaw may have long-term negative consequences.

Curious: You are ever intrigued by all things in the world. You ask way too many questions, which can get you in trouble, and often pursue things just to understand them. Opening boxes and doors, touching strange gems, and drinking untested potions all sound like great ideas to you!

Cursed: You have some strange curse on you! Conventional means will not remove it and it is inconvenient in some way to you and usually obvious. Work with the ST to determine the specifics of your curse, which must be meaningful; a hamster showing up in your shoe every morning is inconvenient but does not qualify as meaningful.

Deaf: You cannot hear. This counts as two Character Traits.

Dim: You're a bit of stupid and slow on the uptake. It takes a while for you to figure things out and people often find you slow-witted. A classic trait for the lumbering oaf.

Eerie: Spooky and strange, you often say stuff that confuses or unnerves others. Often there is a supernatural element to this, but enough gallows humor might also qualify. Perhaps you have some ability with divination and frequently describe how you have foreseen the grizzly death of others or perhaps you yourself are a Risen and make jokes about your own demise. Others should find you a bit disturbing to be around at the best of times.

Enemy: You have a powerful foe, more powerful than you, who wishes bad things for you. He will not usually march out and kill you in the street, but he will work against you and anyone who allies with you. Due to the time this requires from the STs, it requires ST approval.

Envious: You are prone to disliking others for being richer, stronger, smarter, or more attractive than you are. You may plot against them actively or simply try to make sure they look foolish. Even if you are the smartest, richest, etc., you will still find things to want.

Eunuch: You have been deprived of your manhood, likely for service as a harem guard, but possibly for other reasons. Typically these things are hard to hide for long and may result in a certain amount of ridicule. On the upside, you are Immune to mind-influence effects that are rooted in lust or attraction. This may only be taken by male PCs and is not appropriate for all races.

Fealty: You owe your allegiance to an NPC. They will require you to perform duties for them and you should not expect explicit compensation for it. Due to the time this requires from the STs, this requires ST approval. Some backstories may require this trait and others may inflict it while still requiring two other traits to be picked.

Gloomy: A real downer, you are a pessimist who finds fault with nearly every situation. You aren't necessarily depressed all the time, though you may be; you just expect the worst of people and fate.

Gluttony: You consume to excess. If food is not abundant, you will complain, and if it is, you will over-indulge. Your Cost of Living increases by 5 silver coins and a bit of extra padding in your costuming would be appropriate.

Gullible: While not necessarily ignorant, you believe everything you are told that does not directly contradict what you know. You are easily tricked, even if you have a considerable amount of book-smarts.

Honest: You can't lie or you are otherwise painfully bad at it. You may have taken a vow of honesty or perhaps you just never learned to deceive. You aren't even any good with white lies or lies of omission, often volunteering information or letting important things slip unless kept from doing so somehow.

Impulsive: You do things without thinking. Planning of all but the simplest kind bores and annoys you. If something seems right, you will do it and think about the consequences later. If groups take too long to decide, you are prone to going off on your own or doing something to quickly force things to happen.

Lazy: You're unmotivated to do more than you absolutely must. Convincing you to go out and exert energy is always a task for your friends and you may find excuses to sit around anyway.

Lecherous: You have an overdeveloped amorous streak. Perhaps you genuinely fall in love at the drop of a hat or perhaps you are simply lascivious. Either way, you should regularly make passes or attempt to woo those of whatever gender(s) you find attractive. Players proving themselves unable to role-play this without making others uncomfortable OOC will be asked to trade it for another trait.

Loyal: You are loyal to your friends and even those you travel with. You will never abandon allies in the field and you will work diligently to try to protect, aid, and advance your companions and cause.

Lame: You cannot move faster than a walk. This counts as two Character Traits and may not be taken by anyone already slowed by their race or other factors. This should be costumed in some fashion.

Law-Abiding: While most people obey the law by and large, you are particularly vigorous in doing so. You can recognize truly corrupt laws, but will usually try to avoid breaking them whilst working legally to change them. Otherwise you should obey and defend the law and you look very poorly upon those who do not. Shady dealings like bribery are not for you.

Miser: You hate spending money. You pinch pennies, hoard money, complain about how expensive everything is, and do your best to keep your silver. You're not necessarily, but you are "frugal" to a formidable degree.

Mute: You cannot speak, though you may still make OOG calls like damage. This also prevents you from casting most spells and performing most Invocations. This counts as two Character Traits.

Naive: You are not worldly. Perhaps you were raised in a secluded area or your parents were very protective. You don't quite understand how the world works and a great many things come as surprises to you.

No Sense of Humor: You are gravely serious all the time. While you are capable of having fun, you don't understand jokes and become grumpy when people kid around. You consider many things frivolous and a waste of time.

Obsession: Something drives you to an extreme degree. Perhaps you are seeking revenge on the seven-fingered elf who killed your uncle or maybe you must discover the cure to an illness that wiped out your village. The task is a very difficult one, whatever it is, and you will take any opportunity to advance it, no matter how small.

Old: You are long in the tooth. This must be costumed appropriately and your relative frailty means you take an extra Minor Injury card the first time in a day you would be assigned one. You are, however, more experienced than others and get +4 XP to start with.

Optimistic: You are painfully cheerful about everything. Even the most dire of situations find you always looking on the bright side of everything and trying to cheer others up.

Overconfident: You have an over-inflated sense of your own abilities. You don't necessarily think less of others like an arrogant person does, but you do like to brag a bit. More, you think you are capable of facing anything...and probably some day that will turn out not to be true.

Pacifist: You don't kill sentient beings and strongly disapprove of others doing it. Violence is sometimes required, though if there is another option, you will prefer to take it.

Phobia: You are very afraid of a certain thing. It must be something that comes up with some regularity so it can actually impact RP. Work with the ST to figure out your phobia. Strong exposure to it results in a Minor Mental Injury.

Poorly-Educated: You cannot read, write, or count past 10. You may not purchase Full Literacy or Mathematics. You're not necessarily stupid (although you might be); you were just never given even basic lessons. You may overcome this Trait through sufficient RP, but must replace it with another as normal.

Sense of Duty: You feel it is your personal mission to make the world a better place and you have an overdeveloped sense of bravery. You are a righter of wrongs and a doer of good deeds. Unlike an altruist, who focuses more on individuals, you want to see the world made better in a broad sense and will often risk your life to do so. A classic hero's flaw, twisted versions of this Trait (such as people who feel the world is improved through things like wiping out the weak or amassing large amounts of personal power) may only be taken with ST approval

Shyness: You are withdrawn, soft-spoken, and find it difficult to deal with new people. Perhaps you are bookish or maybe you just don't like people very much. Even among those you trust it is difficult for you to get your point across at times.

Uninteresting: You're just not that interesting and people have a harder time remembering you. You suffer a small penalty to Reputation gains because people just don't remember you or your deeds all that well. This may be taken twice for a moderate penalty to Reputation gains. Note that this Trait requires no role-play, functioning as an opt-out for people who truly do not wish to have Traits. It is somewhat discouraged to take this Trait.

Unruly: You do not respond well to authority or group decision-making. Plans cramp your style and laws should only be obeyed when you think they are right, useful, or justified. You are the opposite of a team player.

Vain: You care a great deal about your appearance and judge others based on theirs. You will pause to look at yourself in the mirror and spend a great deal of time on personal grooming. Some occasional bragging wouldn't be out of line either.

Vengeful: You keep careful track of everyone and everything that has ever slighted you. You don't forget insults and eventually you will make people pay for those things they have done to you and those you care about.

Weak-Willed: You don't tend to stand up for yourself and prefer to go with the flow to avoid confrontation. You may not resist any mind-influencing effects such as Rage or Fear.

Weirdness Magnet: Strange and disturbing things happen to you with alarming regularity. Occasionally they will be interesting, but far more often they will be horribly inconvenient, though they will probably not outright kill you. Cauldrons full of strange elixirs will spill on you, your sword will happen to be haunted, or your teeth may turn out to be especially valuable to fae. Taking this Trait gives the STs free reign to include things in plot that will alter your character sheet. Due to its uniqueness and difficulty to run, it requires ST approval and may only be possessed by a small number of characters at a given time.

Young: You're not quite fully at the age of majority. People may deny you missions or other services for your age or give you funny looks. This is, however, an ancient setting, and people are more tolerant of youth engaging in activities that would seem dangerous, improper, or illegal in modern times.

Quirks

All characters have little things that are significant to them: a lucky color, a favorite kind of food, a particular habit, a catch phrase, a favorite kind of music, etc. A player should pick two such quirks at character creation and then two more by the time they are 5th level.

Mechanics

Player Currency

Levels

All PCs in Wanderlust have a level. It is a general reflection of their power and may be referred to as their “Circle” IG (e.g., “I am of the 5th Circle on the Path of War”). PCs begin at level 1 and gain a level for every 3 full games they attend as a PC or NPC. PCs who reach 10th level are eligible to begin a Story Arc Completion (see below). Though they continue to grow, PC advancement slows considerably over time. All Paths gain bonuses or unlock certain abilities at 3rd and 5th levels. If a player starts above 1st level for any reason, they get 20 silver coins per level above first in addition to starting equipment.

Experience Points

Experience Points (XP) are the means by which character abilities are purchased. PCs begin with 15 experience points. They may earn extra by writing a backstory (0-7), filling out a rule quiz (0-1), filling out a world setting quiz (0-1), and filling out a character questionnaire (1-3), and a bonus for initial costume (0-4). The amount of base XP you earn per game depends upon your level: 2nd level or lower rewards 4 XP, 3th level or lower rewards 3 XP and 4th-9th levels award 1 XP. Characters who are 10th level cease earning base XP. However, base XP only represents part of the award given to a player.

Excellent role-playing, high quality costumes, and noteworthy production value can all grant XP at all levels. Maintaining a high standard of props, costumes, etc., will provide continuous rewards; exceptional costumes, make up, production contributions, etc., will result in XP bonuses every time a PC gains a level if they are maintained throughout. Contributing to the good time of other players, staying IC, building community and acting for the betterment of the game also provide such bonuses. Conversely, cheating, diminishing the fun of other PCs, and infringement on the Problematic Behaviors listed in the Introduction may result in lost bonus XP or even lost base XP. See the Game Design Philosophy section for more information about the ideas behind the scaled XP system.

Typically, the staff will award 1 bonus xp to any player who does not have any fouls called against them in a given game and abides by the behavioral guidelines earlier in this document (such as staying IC)! For those portraying NPCs, this also involves differing to the STs in charge of NPCs when asked to in quick and respectful manner, as well as being able to focus when encounters are explained. Characters reaching high levels (7+) will begin to see diminished bonus XP.

Characters are encouraged to spend their XP at a reasonable clip in order to not display radical shifts in power. Generally characters should not have more than 10 unspent XP. You may freely spend XP to pay part of a power’s cost in order to reflect time spent learning it.

Other opportunities for bonus XP include spending Brownies (see below) and winning the RSVP raffle.

Brownies

Brownies are points awarded for contributions to the Wanderlust community. These may include donations, work on behalf of the game to create props, rewards for extraordinary contributions

to the game, recruitment of lasting players, and other such acts. They may also be given freely as rewards by STs in appreciation for other things that add to game. Brownies have an in-game manifestation as small helpful little spirits that follow a PC around. They may be traded freely between individuals, but no more than three may be gifted to a PC any given month.

Two Brownies may be traded in for one bonus XP, but they have many other uses as well. If a PC wishes, they may ask their Brownies for aid with a plot element they have difficulty solving.

Further, Brownies are a currency that may be bartered with Mr. Midnight, an entity who appears at crossroads for this who wish to trade. He may offer temporary power boosts, single-use Feat cards, hidden knowledge, or enchanted items. He will even hold Brownie auctions intermittently. These allow player to bid on special things including, but not limited to: an Event focused around their PC, a Divine Favor, access to a Rare Race, a character rebuild, or a special item. The specifics of a given Auction will be outlined each time one is held, but it is strictly against the spirit of the game to collaborate with other PCs to lower or fix Auction prices. Do not ask your friends to refrain from bidding against you. Anyone caught doing so will be stripped of all Brownies and prevented from bidding in future Brownie Auctions.

Brownies are owned by the player, not the character. Death, retirement, etc., do not affect Brownies.

Special Ways of Earning XP/Brownies

PCs have the chance, every month, to earn bonus XP or Brownies. If you participate in both Kishar and Wanderlust, you get a Brownie. If you RSVP to Wanderlust by sending an email to WanderlustIarp@gmail.com, then you are entered into a raffle held each month. If your RSVP includes your XP expenditures for the month, you will be entered twice. Two winners are selected, one of which is given an Influence and one of which is given an XP.

Reputation

Reputation is a measure of the PC's standing with certain key Organizations present in the game. There are five levels of standing, in order from least liked to most: Enemy, Disliked, Neutral, Ally, and Favored. Most PCs will begin play Neutral with most Organizations and will rarely ever sink so low as Enemy. As they advance in Reputation, Organizations are more likely to provide them with jobs, quests, information, or even aid in some cases. While Reputations are tracked, PCs will not generally be provided with an exact number of "points" they need to acquire the next level; it's a bit less immediately obvious than that! It is deliberate that being "Favored" is a major undertaking and it will require significant time and energy to become. Being seen as Allied is still significant, but can be acquired through the normal course of game play.

A PC may not typically be "Favored" with more than one Organization (though there may be exceptions for characters with a great deal of social leaning). Being so is significant and may even result in secret techniques being opened up for purchase with XP. If a PC reaches Favored status, they will be allowed to reallocate up to their level in XP in order to purchase any special abilities the Organization has to teach them. In addition, someone who is Favored may automatically raise another PC from Disliked to Neutral or Neutral to Ally once every six months, with the understanding that the actions of the other PC reflect on them!

There are several ways to advance Reputation, but the most common path is through completion of tasks for an Organization. Reputation may be offered in lieu of payment for those seeking to advance with an Organization and there are likely to be other opportunities as well. Between-Game Actions, positive interactions with Organization NPCs, and holding to the ideals/

promoting the interests of the Organization can all also potentially help with Reputation.

Influence

Influence is a nebulous representation of miscellaneous favors and debts owed to a PC, as well as the general willingness of the community to do things for them. Unlike Reputation or social skills, once an Influence card is spent, it is gone. Influence cards can be spent to get loans of certain items, glean potentially useful information, influence the outcome of local events, get meetings with difficult-to-meet with people, acquire permits, etc. One can also spend Influence to acquire modest but enduring Reputation increases.

Money

The standard base unit of currency in Wanderlust is the silver coin. Most nations mint their own coinage, but thanks to goblin machinations, all are close enough to the same size to be interchangeable. Particularly common in Albralar, where the game is set, is the Albrain Apple, but the Quozane Petal, and the Baelish Pence have the same value. Beyond that, however, currencies vary considerably in their value. Individuals with the Merchant Background or the Haggle skill automatically know current conversion rates; others are less sure, but may ask for a vague idea. You always know the currencies of your Nation. Some better known examples include:

Currency (County)	Value in Silver
Golden Goddess (*)	10
Silver Orb (Drak'tor)	15
Crossed Vow (Tar'ak'tal)**	5
Blood Ruby (Quozane)	20
Gold Pyramid (Phaeren)	100
Platinum Champion (Moorefell)	50

**Golden Goddess coins are not minted by any nation but continue to appear in circulation around the world. As they depict Vex upon them, it is assumed the goddess of coins herself produces them.*

***Crossed Vows are made of electrum, an alloy of silver and gold.*

PCs of at least the Average Cost of Living also have access to copper coins. These may be exchanged for minor goods such as non-phys-rep'd food, given to beggars as a token gesture, or bet in very low-stakes games of chance. These are minor enough that they are not tracked and may be spent freely within reason.

Money is used in a wide variety of transactions and pays Cost of Living.

Characters begin the game with 20 silver coins, one weapon of their choice, and either a suit of armor appropriate to their Path or three potions that each Heal 5. Path of Adventure characters start off with 2d20 silver coins instead of the standard 20, and Path of War characters may choose two weapons or a weapon and shield.

Divine Favor

The power and favor of the gods is very real in Wanderlust. Divine Favor represents the gods smiling upon you, or at least finding you interesting enough to keep around for a little while longer. A Divine Favor may be spent to resist any attack or effect up to and including drawing a Death Injury card.

All PCs begin with 1 Divine Favor and acquire an additional Divine Favor at 5th and 10th levels. It is not, however, easy to get more Divine Favors. Consistent or valuable offerings to the gods gifted during proper Rites might do the trick, but such Favors are rare returns even for those who are generous with their sacrifices. Gods who speak directly with mortals may offer such things as currency; the chance to cheat death is something few can refuse. Acquiring a Divine Favor is a very big deal. Other uses of Divine Favors may be possible, at ST discretion.

Equipment

Equipment is defined as anything in Wanderlust that has an item card associated with it. All equipment in Wanderlust is prone to some variety of breakage or removal and should be treated as such. It is part of the game balance and design that equipment is meant to be fleeting and by and large is not considered something players should rely upon having forever or are entitled to retaining. Over-reacting to lost items is bad form. Items typically can only be broken three times (indicated with hole punches) before they are beyond repair, though some fragile items have even less durability. Item cards in Wanderlust are color-coded and the text color appropriate to each item is noted below. There are several different properties equipment can have:

Encumbrance (Enc): How much an item weights and/or how hard it is to carry. See section on Physical Representations (phys-reps), Item Cards, and Encumbrance, above.

Mundane Equipment: (Black Text) These items, such as normal weapons and armor, do not expire.

Magic Items: (Purple Text) Some items in Wanderlust have truly extraordinary properties, perhaps due to incredible craftsmanship, magical enchantment or divine blessing. There are several rules that govern such items and they are as follows:

Expiration: Most items of special function expire after a certain period, which varies from item to item. If the item is Sundered and then repaired, one month is automatically deducted from its expiration date. Expiration does not just represent how fragile or prone to going stale items are but also reflect the chances of losing an item or having it stolen between games. Remember, your character doesn't just exist for the one day a month they are played. Almost all magic items suffer from rapid expiration, because magic fundamentally eats away at anything that tries to contain it, with few exceptions. No normal means may stop or turn back expiration.

XP investment: Some items are so potent that they require extensive efforts to master. Such items have an XP cost that must be paid before it can be used. Players wishing to use the item quickly may accept a point debt, agreeing to spend all future XP on paying for the item. A player may not be in point debt from more than one source. Many items bound in this way may still be broken or suffer expiration. If an item is broken or stolen (and not recovered), half of the XP spent is refunded to the player. If the item expires naturally, all but 1 of the XP spent on the item is restored to the player.

Attuned: Some items, such as finely balanced weapons or excellent armor, must be crafted to an individual user. Such items may be employed by others, but their special bonuses do not do anything. Items may or may not be able to be attuned to different users by masterful craftsmen, determined by the SM.

Finite Use: (Red Text) Potions, elixirs, bags of magical dust, or enchanted flowers that allow one to shoot fire are all things that might have finite uses. Once used that many times, they are gone. Hole punches may be used to indicate how many charges something has left, though most such items only function once. If no charges are listed, assume such an item is single-use.

Such items may also expire, as with magic items above.

Learning Texts: (Blue Text) Rare and wondrous things, learning texts contain secret magics, lost techniques, or unique secrets. Often, learning texts are restricted to a specific Path, though individuals on the Path of Adventure may learn from any text for which they can meet the prerequisites. Texts come in two forms. One type lists a power commonly available to a Path but features it at a reduced cost, allowing it to be purchased more cheaply. The second teaches a unique power not featured in typical lists and displays the cost to learn it. Note that all such powers are considered experimental and may be modified or revoked if they prove unbalancing; in such a case, PCs always have the option to get a point refund on the power. Unless specifically noted, learning texts do not require literacy (they have lots of neat pictures). Unless otherwise noted, Learning Texts are single-use items.

Mysterious Item: (Grey Text) Some magical or exotic items have powers or properties that are not immediately obvious. Some abilities, such as Lore: Artifacts, will reveal their function.

Resource Cards: (Green Text) Certain abilities allow players to harvest Resource Cards as noted above. These cards may be useful in alchemy or quests and often times can be sold to merchants who desire such things. Some of them even grant benefits of their own, but almost all such benefits may only be used once unless otherwise noted.

Temporary Items: (Orange): Certain Paths or abilities grant access to a variety of items that may only be used the day they are issued. Examples include items found in a Bag of Wonders and poisons that Path of Cunning creates.

Plot: (Glowing) Some items are significant to plot.. These probably should not be sold or casually thrown away. As they are always significant to the plot, card representing Influence are glowing.

Twist of Fate: (Black and White Shadowed): Purchased with Brownie points from Mr. Midnight, these represent the ways in which fate might be bent to aid a player in certain situations.

Non-combat Mechanics

Feat Cards

Feat cards represent a wide variety of abilities that PCs may perform. When a situation arises when a PC feels a Feat card they have would be appropriate, they may offer it to an ST. Alternatively, an ST may suggest the use of a particular Feat card. Depending on the task, an ST will either return the Feat card, indicating that it was a minor act, or retain the Feat card, indicating it is used for the day on a more difficult act. Losing a Feat card does not mean you have forgotten how to do a certain thing entirely, but it does mean your ability in that arena is spent for the day through a combination of fatigue and narrative balance (after all, heroes in stories rarely solve the same problem the same way over and over again). Some Feat cards, like Flight, are more likely to be used up than others.

While by and large the right Feat card will achieve success, there may be instances where failure is still possible, to be determined by random chance or circumstance.

Mainly, Feat cards are meant to allow you to overcome RP obstacles in a cinematic fashion. However, many Feat cards also carry mechanical perks while you hold them or may be spent to

perform a mechanical action. These will be noted in the descriptions below. Feats may only be used in combat or for mechanical reasons if it specifies a mechanic for doing so: you may not simply declare you are using an Acrobatics Feat card to back flip behind the troll and stab him.

While physical Feat cards could do with some RP or narration, socially-oriented Feat cards *require* it. If a band of angry redcaps show up and demands money, pulling out an Intimidate card and throwing it at their feet probably will just result in the loss of your card. Social Feat cards tend to have much more in the way of varying grades of success or failure.

Social Feat cards may not be used by PCs on other PCs, but if a PC wishes to take your Feats into play for RP, they can. They have no obligation to do so, however, and should not be pressured to do so if they do not wish it. NPCs may sometimes be able to use Feat cards on PCs. Some NPCs are capable of resisting the use of Feats.

Not all Feats are created equal; this is intentional because the more potent Feats are harder to gain access to.

Note: You may never have more than 5 Feat cards given to you at the start of the day. Feat cards granted by temporary items such as a potion may exceed this total. If you have access to more than 5 Feat cards, you may select which ones you wish. Builds that allow for exceeding 5 Feat cards offer discounts to reflect this limitation.

List of Feats

Acrobatics: This Feat allows you to walk narrow ledges, leap across wide pits, or swing from chandeliers. You may spend it to Rebuke one trap effect, Burst, or Blast.

Acute Senses: You have incredible perceptive ability. This is particularly useful when looking over long distances, searching sites of interest, or trying to listen through doors. In non-combat situations, you may spend this Feat card to listen to a conversation across the room OOG for up to 10 minutes. You may also spend it to gain Nightsight for an Encounter and throw full damage in darkness.

Bluff: You are a very good liar. The difficulty of using this card will depend upon the likelihood of your story in addition to RP. This does not mind-control people into believing your fantastic tales, but it causes them to give you the benefit of the doubt. Its effects may be reversed by later evidence.

Charm: You are incredibly attractive or magically alluring. You may use this card to gain a better reaction from those who are attracted to your gender, often turning social situations to your favor. Seducing people is also a distinct possibility for you. This card is typically more effective and longer lasting than Diplomacy, but more narrowly focused. As with all social cards, RP is required for it to work. In combat, you may spend it to throw a packet that inflicts Love 20 on sentient creatures who might feasibly be attracted to you. See also BGAs. (Social)

Climb: Your character may climb up trees, mountain sides, or even walls at times.

Dexterity: Your speed and agility are nearly superhuman. In addition to being able to substitute this card for any typical use of Climb, Swim, or Acrobatics, you may spend it to gain a 5 second head start in a foot race. You may also spend it in combat to go OOG for 5 seconds due to your incredible speed or to Rebuke one attack by dodging it.

Diplomacy: You are skilled with words and navigating difficult social situations with grace. You may use this to ease social situations more to your favor or perhaps to attempt to figure out someone's motivations. In addition, you may spend it to retract one statement made in error or remember a critical detail you were told but have forgotten. Lastly, you may spend this Feat in combat to declare Sanctuary for 15 seconds so long as you are combating sentient creatures. See also BGAs. (Social)

Flight: You are gifted with the power of flight. Though it is tiring to do so, you may take to the air for periods of time, allowing you to circumvent many obstacles. In addition, you may spend this Feat card to lift off in combat, going OOG for up to 10 seconds. If near enough to your destination, you may also spend it to travel there without harassment.

Intimidation: You are ferocious and individuals are wary of crossing you. This is useful for interrogation, threats, or attempts to browbeat your way through situations. The more obviously likely you are able to carry out your threats, the better this card works; it is hard to intimidate a captain whose cutlass is at your throat while surrounded by his bloodthirsty crew. This card may also be spent to throw a packet for Fear 20. (Social)

Luck: Ah to be born lucky! Unlike most Feat cards, this one will only be employed if asked by an ST with the following exceptions: In games of chance it may always be spent to reroll a set of dice and take the better of two options or to redraw an entire hand. Depending upon the game in question, the ST may allow lesser effects continuously so long as one holds the Feat card. It may also be spent to allow for the Rebuke of one attack while fortune smiles on you.

Scent: You have a distinctly acute sense of smell. This may allow you to garner useful information about who was at a place or what occurred there. You may also be able to identify an individual by scent. Tracking is also possible under certain circumstances, and spending this card allows you to function as if you had one level of the Tracking skill for an hour. Lastly, you may spend this card to fight one Encounter as if you had the Night Fighting rules.

Scout: You may spend this Feat card to gain some useful information about the next Encounter. If it is not possible to do so, your card will be returned and you will be told you find nothing of interest.

Stealth: You are able to sneak into certain areas unnoticed or spy upon others with significant chance of success. In combat you may spend it to hide yourself from danger; by touching a tree line (even if it is a city or cave setting) you may go OOG for either 30 seconds if you choose not to move, or 10 if you wish to move freely. You must perform a 3 second count before you are allowed to go OOG. This may be used out of combat to remain OOG for up to 5 minutes on the field or 15 minutes in town.

Strength: You are mighty indeed and may lift heavy things or smash through doors. So long as you hold this card you may carry 10 extra Encumbrance and may inflict a melee point-cast Knockback once per Encounter. You may spend this card to gain +1 damage for one Encounter or to deliver a melee Break Limb.

Theft: You are capable of pick-pocketing, shake downs, and other ways of acquiring goods. You may present this card to an NPC after performing some appropriate RP. If that NPC has been provided with loot meant to be stolen (which many noteworthy NPCs will), they will give it to you or consult an ST who will give it to you and keep your Feat card. Likewise, you may attempt to more thoroughly loot an area or fallen foes and you may turn up something cool. Note that taking things from people is a crime in most places! As with all Feat cards, this is not 100%

foolproof. Loot acquired by this means are not subject to the prohibition against Vulturing (see Player versus Player section, above).

Trick Shot: You are able to perform amazing feats of archery such as shooting apples off the top people's heads or splitting ropes in half. This may also be spent to deliver one shot with a missile weapon as a point-cast. This is an Enhancement.

Willpower: You can endure pain and hardship with greater ability than most. In addition to its potential RP uses, you may spend a Willpower card to resist any mental effect (Sleep, Rage, Confuse, Love, or Fear) or shake off a Minor Mental Injury.

Healing:

Healing in Wanderlust is a bit different than most systems. There are no designated "healing" paths, nor are is it mandatory to have a specific individual dedicated to healing on a given adventure. Instead, healing comes in five major forms, described below.

Mending: Mends are a mechanic described in other portions of the book, but are widely available to purchase with XP and are usually free to use. They, however, never raise an individual above half hit points, often take quite a while to perform and only take effect outside of combat.

Healing: Many Paths have some ability to restore hit points quickly and directly. Typically these abilities are quite limited and expensive to purchase with XP. However, they do not cost any money to employ.

Bandaging: The mainstay of combat healing, bandaging costs a moderate amount of money, but restores considerable health and functions well inside of combat. All paths may access bandaging, but often it requires a trade off and is expensive in XP. Taking an ability to bandage typically denotes one as a character who will spend a significant amount of time healing. Bandaging takes 30 seconds to apply in combat (and two free hands) or 15 seconds with the appropriate props and role play. You may not apply bandages to yourself, nor may you use them outside of combat or to heal an individual of damage they suffered during other combats.

Potions: Potions offer healing everyone can use. They require either 15 seconds to drink if one doesn't have a phys rep, or the amount of time it takes to drink the phys rep. Potions are easy to employ and can heal you inside of combat, but are the most expensive means of doing so relative to how much they heal.

Tavern Refreshments: When at the safety of town (or a similarly guarded location) PCs may enjoy refreshments appropriate to their cost of living at a modest fee. Doing so requires 15 minutes (or more) of appropriate RP reflecting getting a hearty meal and drink, enjoying the tavern or heading over to a house of ill repute to find companionship that might soothe the weariness of the trail away. This restores an individual to full hit points. Note that RP appropriate to your standard of living is required: an Average standard of living will net you some warm bread, cheese and weak ale while being Rich is likely to find you ordering Rivinian Wine, several chocolates and indulging in honey-basted leg of duck.

Time Dilation

At times for the purposes of story, it is required that time be sped up so PCs need not walk 20 miles to get to a place. While there would, in theory, be opportunities for natural healing, gathering certain resources and the refreshment of powers, it is also assumed there would be

encounters and dangers to expend such things on. It is assumed these things balance out more or less. Thus, time dilation has no impact on the stats of PCs unless the SM specifies otherwise. Of course, PC skills (or lack of them) may increase the likelihood that something good or bad will happen in such instances.

Trickmaster's Gambit

If a PC ever feels they cannot continue on a trail for OOC reasons, they may evoke the Trickmaster's Gambit. With a simple prayer IC, they are whisked away back to town. However, the Trickmaster does nothing to spare them Destiny's wrath: Should something bad happen to the party with them gone, a similar scale misfortune will be visited on them. Fortunately, Trist usually trips up enough opposition that their absence does not considerably diminish the odds for success.

Reading, Writing, and Math

Characters in Wanderlust are considered to be semi-literate - able to read signs, notes, and simple letters and write the same. Characters are assumed to be able to count to roughly 100 (though it gets fuzzy after 20) and perform basic addition, subtraction, and very limited multiplication and division. Occasionally they will make mathematical errors and spell things incorrectly: this should be RP'd. Reading books, managing accounting ledgers, or dividing unusually large and complicated loot piles is out of reach of most PCs. See also the Academic Background, the Full Literacy and Mathematics general skills, and the Poorly-Educated Character Trait.

Between-Game Actions

Also called BGAs, these represent what your character does between game sessions. While it is assumed they are doing many small things like working odd jobs, talking with other people, or going out on the town, some acts are more significant. Each character has 1 significant Between-Game Action. This may involve talking to an important NPC to resolve a conflict, schmoozing with a particular Organization to potentially gain more Reputation, investigating a strange occurrence, listening for rumors regarding a particular subject, seeking out an exotic item, or traveling. There are many possibilities. A character may spend up to 2 Influence per month to gain additional significant BGAs. Each Influence so spent grants one additional BGA, which is considerably more effective than a typical BGA. A character who has native (rather than granted by a Spell or Invocation) Charm or Diplomacy Feats may forgo having them next game in order to gain another socially-oriented BGA.

Cost of Living

Everyone has to eat and have a roof over their heads. Depending upon how nice you would like yours to be, you pay a certain Cost of Living at the start of every level. Unless they are land owners, which is unusual, most characters rent their places of living. Likely they rent from and live with a larger family. Alternatively, they might live with their own extended family if their family is local.

Cost of Living represents a lifestyle. It is improper, for example, to spend lots of money on gameday to attend nice things or drink fine wine or dress well, only to live in poverty the rest of the month. Roleplaying your Cost of Living standard is important.

1st level characters get Average Cost of Living for free. Cost of Living, like other things, should be displayed through RP. It is common for characters to spend a good portion of their money on living well! Cost of Living is paid at the start of an Event whenever you level up. Any month you

NPC, you earn an amount equal to 1/3rd your cost of living off-screen. The cost can fluctuate with the local economy, but the base cost and benefits are as follows:

Poor (Free): You don't live well at all. The roof over your head leaks and you eat stale bread with thin soup and drink cheap beer. Your clothes are often worn or moth-bitten. While not actually free, your activities between games keep you afloat. NPCs are likely to note your disheveled state. You have -3 to your max HP while living this way. Typical of farmhands, small-time thieves, and people down on their luck.

Slave (Free): You are owned by another individual. While you are well-fed and taken care of, you are considered property and are subject to considerably diminished rights. You do not suffer the -3 penalty to HP as do Poor individuals, but you are of even lower social standing.

Average (15 silvers): You live like the average folk do. You eat well in times of plenty and a bit less so in times of difficulty. Still, your clothes are clean, your mug is full and you have copper coins to spare. You have your own room or share a small house with some roommates. Typical of normal artisans, sailors, bards, and enlisted men.

Comfortable: (50 silvers) You live a cut above most people, your dress and manner wealthy enough that most folk will refer to you as "Sir" "Gov'ner" or "M'lady". You own several pairs of good boots, shop at nice stores, have wine and meat each night with dinner, and have a maid come by once a week to do your cleaning. You have a flat of your own that has a comfortable stable for the horse you likely own. Otherwise you live in a nice house with your family or friends of your family. Because of your wealth, you have access to a broader array of good from merchants than those living less well; you may not distribute or sell these items to others unless you are in a Faction with them, are Married, are Family or are Entwined by Destiny. Finally, you are entitled to vote in local elections even if you do not own land. Typical of successful farmers, ranchers, knights errant, lower ranking officers, the well-born, and store owners.

Rich: (150 silvers) You live well indeed. Your suite has several rooms and you routinely dine with the upper crust of the town you are in. You have a hired servant or two who take care of all of your trivial chores. This makes it considerably easier to get audiences of a more informal and useful sort with important individuals. Several services are free to you and you may easily seek invitations to important gatherings. NPCs react to you as if you are someone of standing, though a few may resent you for your wealth. You will typically be referred to as "Your Grace" "Your Lordship" or "Your Ladyship" and are on par with nobility, wealthy merchants and politicians. Even if you aren't a landowner, your standing in the community is enough that you may vote in elections and no one will question it. You gain +5 max HP while enjoying this standard of living, an Influence upon purchase and all of the benefits of Comfortable as well (including an amplified form of access to special goods). You may vote in all elections, even if you are not a landholder. This standard of living ****must**** be role played and costumed. Not doing so will cause you to lose the benefits and such role play is not for everyone. Please discuss the intent to purchase this with the staff beforehand. You must have spent the previous level at Comfortable or better before purchasing this Standard of Living. Typical of mayors, barons, ranking officers, ship's captains, master courtesans, and high-ranking priests.

Highbound (Free): You are a favored slave of a very well to do owner. Your position means you are granted all of the benefits of Comfortable standard of living and even may have considerable social clout. However, you are still property and subject to the whims of your owner. Your owner must live at the Rich standard of living. If your owner is an NPC, you should take the Ally general point by ability to reflect this. In some societies, this standard of living may be appropriate for some marriages as well.

Filthy Rich (???)/month): You are among the truly elite. You have a small army of servants, personal guards, and throw lavish balls with regularity. You have considerable clout in your community and your nation as well. Typical of dukes, high priestesses, chieftains, merchant princes, and senators.

Please note that we do not expect PCs at or near the start of game to be able to live at Rich. That is meant as either a factional goal for their leader (assuming your leader wants to fit with the RP of a lavish lifestyle) or as a long term goal as a major focus for a PC.

Character Retirement

There are two ways to retire a character in Wanderlust. Characters must be at least 3rd level to be eligible for normal retirement. For the second method, characters must be at least 10th level; see Ending Story Arcs below.

If a character has become less than fun or just boring to you, you may elect to retire them. You retain all of your bonus XP earned from RP awards, Brownies, etc. Your level is then halved (round up) and you are given base XP as if you were just starting that level.

For example, if you PC was 6th level, you would be reduced to starting at 3rd; 3rd level starts at the end of your 6th month, so you would receive a base of 30 XP (6 months of 5 XP) for your new character. Though this may seem harsh, remember that base XP degrades considerably over time. If you had just begun 6th level, for example, and had earned 15 bonus XP for good costuming, RP, or spending Brownies, and the 15 base characters begin with you would have 78 XP. This would be reduced to 60 XP, which is over 75% of your prior XP.

Your possessions are liquidated for their rough value (though you may give them away instead) and you begin play with items and money roughly equal to half your current value. If you have more than 1 Divine Favor, extra ones carry over to your new PC. Your Reputations are all reset and you begin with half of any Influence cards you had.

Ending Story Arcs

If your character has reached 10th level, they may begin on their Ending Story Arc. A character who is this advanced has seen nearly three years of play and may be ready to begin their final journey as an adventuring PC. The player works with the SM to decide how such a heroic character should leave their mark upon the world. Typically this will culminate in an important quest of some sort, which takes place over the course of several games or perhaps one special game. As examples, perhaps the character constructs a temple and becomes the master priestess of it; an estranged Noble Scion returns to his rightful place as Count after slaying his usurping uncle; or perhaps a musician composes her masterwork and accepts a position as maestro in the Albrain symphony. *Note that while the intention is for this to be a very significant story, there are limits to what is reasonable; beating the Grand Shogun of Kyo-dai in a sword duel and taking over as supreme ruler of a country is not a reasonable request.* There are a great many possibilities, but one thing unites them all: the character will have a place in the annals of Wanderlust history and become a permanent part of the world setting. Of course, the Arc itself may take several months or longer to complete.

While pursuing an Ending Story Arc, a character is no longer subject to the typical rules for what happens after PC death and becomes an APC due to the special powers or circumstances they might acquire. It is still possible for them to die, but it is understood that even death along such a path will be worthy of record; it may even be the player's wish for their PC. Should the PC live through their tale, they become a significant NPC and the staff may request the player to portray

them from time to time.

Once an Ending Story Arc is complete, there are a few options for a player. Clearly being a veteran player, if there is an opening and agreement among the current staff, they might become an ST or AST. If this is not desired or doesn't work out and the player wishes to begin a fresh PC, they will be given considerable latitude in what they wish to build. They will start at an accelerated level and will have the option to build in unique ways, such as being a member of a rare race without winning one in a Brownie Auction, having a very unusual background, or even potentially portraying a significant game figure as an APC.

Character Death

It is not easy to die in Wanderlust (see Injuries in the Combat section for how), but once one does die, resurrection is not usually possible. Death has teeth in this game. A person whose character dies has two choices:

Return as a Risen: If not already a Risen, your character may return as one, as the backlog from the Great War still confounds the Huntsman. You retain all of your equipment, though your Reputations suffer and you lose half of your Influence cards. You lose your prior racial bonuses and downsides, instead gaining those for Risen. Your level is reduced by 1 and you lose any base XP earned since the start of that prior level (any bonus XP is retained). You become very wary of your prior friends, can never become close to them again, depart any alliance of which you may have been a part, and walk the unnatural road of the undead.

Make a new character: If being a zombie isn't for you, you still gain some benefit from your time as a PC for your new character. You retain none of your old Equipment, Influence, or Reputation. You do retain half of your earned bonus XP. For every three months you played your prior PC, you are considered to have played your new PC for one month for the purposes of level and base XP. Thus a character who was 9 months old and 4th level would now be 3 months old and 2nd level.

Even if the penalties for dying seem harsh, remember, the design of Wanderlust is for characters to advance quickly from the start and slow significantly once they pass early levels.

Other Character Options

Mentoring

A character of higher level may be a Mentor for a character of lower level on the same Path. By doing so, they may pay for part of the cost of the lower level character's purchases made from the Path. This lowers the cost to the lower level character by 1 XP, as the Mentor pays for it with their own XP. It will be noted in a Path's descriptions what abilities may be Mentored. This effectively transfers that XP permanently to the lower level character. Obviously, the Mentor must have the ability in question. This should be role-played for at least the month prior to and the month of the purchase in question as the veteran character gives instruction to the younger one. You may only Mentor one person at a time.

Characters of at least 9th level may take on an Apprentice and become their Master. This is a special enduring form of Mentorship. They may teach the appropriate abilities as if they were a Mentor, but pay no XP, just providing a discount instead. This is a very meaningful relationship and must be role-played extensively. A character cannot have more than one apprentice at a time and must wait 6 months after one is released before acquiring a new one.

NPCs may sometimes on occasion be willing to be Mentors or Masters for PCs. This requires extensive role-playing and may involve considerable tasks and difficulty.

Non-combat characters (Non-Coms)

Due to medical conditions or other circumstances, some players may be unable to be capable of combat. Such players should wear white bands around their arms and may not be struck in battle. They may perform aggressive actions in non-melee combat, including archery, spell casting and packet attacks, but may not engage in melee.

This is not to say such individuals are left out in the cold. If you are a non-combat PC and wish to play Wanderlust, contact the staff. They will work with you to provide options not typically available to other PCs in order to compensate for your difficulties and allow your character to be useful and relevant. You may also consider the section on Crafting and Merchanting below!

While Wanderlust is meant to accommodate all manners of characters, Events that are trail-only may provide difficult for those who cannot walk for extended periods. The staff will do their best to note these ahead of time.

A combat character in melee range of a non-combatant who has elected to take the field may declare "Bang, <your melee damage>" once every slow-counted second. This is effectively a melee point-cast version of your attack. Archers may not deliberately target non-combatants, but if they are a singled-out, clear target, they may deliver their damage with a point-cast. Non-coms are assumed to be able to endure packet strikes and are affected by Bursts and Blasts as normal. Non-coms may employ Rebukes, Resists, Deflects, etc., as normal.

Secondary characters

Also called Alts, these are additional characters beyond a player's first. Alts create logistical difficulty for the game and thus may not be freely played. However, Alt Slots are one of the things that can be won in Brownie Auctions. Alts work just like normal PCs but will have more difficulty earning permission for special Backgrounds or APC status. Players may freely spend Brownies to improve either character, including the special option to spend 4 Brownies to give

both characters one XP each. Other character resources and knowledge must remain separate between the two characters. Your Alt may not be linked to your primary character or part of the same Faction. A player is limited to one primary character and one secondary/Alt character.

Factions

Groups often wish to band together in order to form alliances, called Factions in Wanderlust. Factions are teams of kindred spirits united by a common purpose of some kind. Factions should work towards acquiring a symbol to act as heraldry and employ other methods to denote their alliance.

Factions have benefits unique to each individual group. While not earth-shatteringly powerful, these bonuses are considerable and are worked out between the staff and the Faction leader during the first three games a Faction is present. A Faction must attend three full Events with at least the majority of their members before receiving their benefits.

All Factions have a leader and an affiliation of some kind. The leader is an APC who will work with the staff in order to communicate to them what direction the Faction wishes to take and what goals they wish to accomplish. Likewise, if the Faction becomes problematic for any reason, the staff will communicate with the leader in order to facilitate the correction of such issues. The leader may be entitled to special perks as well, such as purchasing the right to be Noble if they have the Noble Scion Background. Note that this rule should be followed to the spirit; if the leader of a Faction is mostly a puppet chiefly influenced by a vizier or lieutenant, then it is that individual who is the APC and works with staff.

Most Factions also are affiliated with a bigger Organization, such a military force, noble line or mercenary company. The staff will accept PC input regarding the creation of this Organization (if they do not wish to pick a currently available one) and all Faction members will have a considerable bonus to Reputation with this Organization; they may even start off as Allied.

Factions are designed to be fun ways to create groups of cohorts for adventure. They are not meant to create all-powerful mafias that seek to dominate and win the game. Acts like mass-recruiting, bullying, or coercing players to further the goals of the Faction are strongly discouraged.

Players new to Wanderlust are strongly encouraged to not join Factions until their third time PCing in order to gain proper scope of how everything works. Factions must have at least 3 people present at an Event to gain their factional benefits, one of whom must be the Faction leader.

Factions are limited in size to 1/4th of the typical attendance of a game. Thus if a game typically has 16 PCs at it, Factions may not be larger than 4 people. This is to prevent any single Faction from dominating the game and to make sure that players who are not in a Faction still feel involved and able to affect the game.

Note that even if a group of people with a common linked background story and a clear alliance opt not to form a formal Faction, they are still subject to the typical size limitation based on the current game population.

Allies

Some abilities purchased in Wanderlust reflect a loyal Ally of some kind. These individuals are NPCs of some sort and are mortal. Thus, they have the potential to die. If an Ally dies in the

course of plot or for difficult-to-prevent reasons, the points for that Ally will be refunded to the player, though it may be a bit before they can again purchase the ability in question. If a PC deliberately sends their Ally into danger or asks them to do something risky, the PC will only get a partial refund of XP should the NPC die.

Crafters and Merchants

Wanderlust has a limited ability for PCs to be involved in repairs or barter, as it is designed chiefly around characters who adventure, not those who devote their lives to the study of crafting fine swords or spending long nights enchanting. In the world of Wanderlust, making a perfect sword could take years, as could establishing a store or weaving a powerful enchantment. Several paths do, however, offer the ability to combine resources into single-use items like Poisons, scrolls, or alchemies.

However, the staff also recognizes that sometimes people really do want to carve a niche as a merchant or someone who crafts items. Rather than forcing them to devote their sheets to such and designing whole systems for how to balance their works, Wanderlust allows them to simply opt to be such a character, XP-free. It does, however, come with certain restrictions.

All players who are crafters or merchants are APCs. They work with the staff to establish what kind of crafting they have mastered and always work with staff on individual projects as well. They may accept commissions from PCs, but their ability to accomplish the things PCs wish are under the directive of the staff. Merchants operate similarly, acting as mediums through which the staff sells items to the PCs and buys things the PCs do not wish. While any items acquired by the merchant or crafter through normal means are theirs to do with as they wish, all proceeds from selling items given to them by the staff (as well as items bought with staff coin) are returned to the staff.

As compensation for their works, and to reflect their status, all crafters and merchants live at the Comfortable Cost of Living free of charge and pay 15 fewer silvers to live at the Rich Cost of Living. They may also receive bonuses from the staff intermittently. Finally, people of such skills know well how to keep the hands of thieves away; they have sufficient guards and vaults to halt any attempts to steal from them, save under extraordinary circumstances. Any profits from sales of phys-reps, such as soda pops or food, are exclusively the property of the PC.

Being independent sorts who do not wish to lose customers, APCs of this sort may not join Factions - or become strongly affiliated with them, either. They may have friends, of course, but business is business. If they wish to give charity or aid, they must do so without items or funds provided to them by the staff.

There will be a finite number of such APCs at any given time.

Changing Your Destiny

This term indicates an act, item, or other choice with the potential to alter an individual's character sheet permanently. Sometimes there will be an indication of how this happens but other times there will not be. All instances that Change Your Destiny are strictly optional and may be decided OOC as well as IC. The only exception is that characters with the Weirdness Magnet Character Trait may sometimes have their Destiny changed without their consent.

Generally speaking, these things represent sudden or obvious moments. Things like stabbing the Mayor, becoming addicted to exotic drugs, and the like may result in permanent changes to your sheet but are not included in things that "Change Your Destiny." Rather, these are plot moments/opportunities. PCs who opt to accept this have no room to complain about the results which may be beneficial or harmful (but most often both).

Combat!

Fighting

Basics

In Wanderlust, the central mechanics of combat are striking, calling damage, and hit points. Whenever you make an attack, you make a damage call associated with it. Damage calls are always a number and a damage type (4 Slashing or 3 Fire for example); if you successfully hit, your opponent subtracts that damage from their hit points. When a character reaches 0 HP, they fall unconscious and can no longer take actions.

Fighting and Safety Rules

No set of rules in this system are more important than safety rules. Because of this, safety rules come with immediate tangible penalties when violated, like fouls in a sporting event. Anyone who chronically violates safety rules risks not only the penalties listed below but also having their fighting privileges revoked. Mocking or derisive behavior regarding the use of safety rules will not be tolerated. Similarly, anyone who attempts to exploit the safety rules for statistical gain by extensively calling unwarranted fouls will have fighting privileges revoked. Wanderlust separates Dangerous Behavior (things that risk safety) from Unapproved Maneuvers (ones that simply do not count). The latter should be avoided but do not come with penalties.

General

Melee, Drumming, and Brother's Keeper: Melee swings require a full 45-90 degree draw and swing. As a general rule, such strikes cannot be executed at more than a rate of 1 per second without exercising such force that one is striking too hard. When someone does not make such draws, they are considered to be Drumming, an Unapproved Maneuver. Thus, by and large, more than 1 strike per second should not be counted. Furthermore, when pressing an opponent back, one is required to watch out for where they are pressing the opponent and should call a Hold if your opponent falls down. It is very bad form and may be considered Dangerous Behavior to force people into situations where they are likely to fall over.

Archery: Due to its unpredictable nature, archery does not function under the same rules as melee. Archers striking illegal areas (head, groin) still have their damage reflected, but do not suffer other penalties. See close-range archery below.

Unapproved Maneuvers

Hazards: Fighting should not occur within 10 feet of open flames, cliffs, drop-offs, or kitchen areas.

Non-scoring target areas: Hands on weapons and feet on the ground do not count as legal striking areas.

Drumming: Striking far too rapidly with a weapon, i.e., more than once per second. Also called "machine gunning."

Kneeling combat: Characters may not deliberately drop to their knees to fight.

Trapping: Deliberately trapping a weapon so the opponent cannot use it is illegal, as is trying to physically disarm them. Pinning weapons is also by and large illegal, but extended polearms may be more liberally held down or at bay.

Shield-crouching: At no time while engaged in melee may more than two-thirds of a fighter's legal frontal body area be covered by a shield. By and large, this means that if a player is using a max-sized shield, they should not crouch or duck.

Executioner Swings: Broad over-handed strikes run a high risk of hitting the head, particularly when facing opponents shorter than yourself and wielding two-handed weapons. They should be avoided.

Safe and Dangerous Behavior guidelines

Performing Dangerous Behavior results in a Foul, called either by an ST or by your opponent. The first instance of a Foul in a fight is treated as a Reflect, causing you to take the damage you would deal with no defenses possible. The second Foul results in you being reduced to half speed fighting. The third results in unimportant NPC death or PC/Important NPC unconsciousness.

Lightest Touch: Wanderlust is a lightest touch combat system. Your goal is to touch an opponent with your weapon, not provide enough impact that it hurts. If your opponent says you are hitting them too hard, then you are to pull your blows, even if you personally feel such is not warranted. This rule supersedes any desire to strike quickly for increased efficacy or to power through a person's ability to block a strike. Striking too hard is a Foul.

Fallen Opponents: Someone who has fallen down due to accident is not a legal target until they get to their feet. Striking them deliberately is a Foul.

Head/Groin shots: Attacks that hit the head or the groin are Fouls. Thrusting attacks that strike a female's bust may also be called Foul, if the female experiences significant discomfort.

Charging: You may not, by your forward momentum, force an opponent to move to avoid you. Nor may you press forward hard, shield charge, or body check anyone. Doing so is a Foul.

Close Quarters fighting: You may not advance so close to your opponent that he may extend his arm and touch your chest, arms above the elbow, or shield. If you do this for more than a brief moment, it is a Foul.

Grappling: Grabbing any weapon, clothing item, or other individual during a fight is a Foul.

Close-Range Archery: You may not fire bows or crossbows at opponents within 10 feet. Opponents within 15 feet should be fired at with a half draw if using a full poundage bow. Full poundage crossbows may only target the legs within this range. Once per Combat, if an archer is being advanced upon by an opponent with a clear path to them and their bow or crossbow is armed, they may call "Drop <weapon damage>"; so long as the opponent lacks a forward facing shield, he takes the effect. Archers who wish to consistently fire at opponents within very close range have the option to do so by throwing packets for their usual damage, with a 10 second arming count (Arming 1, arming 2, arming 3, etc.). Archers using such techniques should continue to mime using their bows or crossbows.

Blocking blows

Non-packet non-missile attacks may be blocked by melee weapons and non-packet attacks may be blocked by shields. If a shield blocks a packet effect that deals damage, the user of the shield takes only half damage. An attack must be meaningfully stopped by a parry or block, not just tapped into striking another part of the body. People attempting to strike with great force to overwhelm defenses are likely to find themselves the subject of foul calls.

Three-on-one Rule

No individual may ever be attacked by more than three characters in melee at once. It simply becomes too difficult to track numbers and often leads to unsafe situations. This includes ranged attacks.

Attacking Helpless Targets

Individuals under certain Status Effects, such as Paralyze or Sleep, or who are rendered otherwise unable to defend themselves at all are not to be struck with full-powered swings due to the increased chance of injury. Instead, one places their weapon tip upon such an individual and calls their damage with full one-second counts in between.

Combat calls

Hold!: Everyone is to echo the Hold call and immediately stop combat. This is used by STs for varying reasons and by PCs if there is some pressing need to halt combat.

Medical!: Someone is genuinely hurt. Everyone should echo the call and get out of the way of any attempts to assist the individual in question. The entire game is paused until an ST says otherwise.

Time Freeze!: Some rare powers will require the entire battlefield to halt. PCs should close their eyes and either hum or listen to instructions by staff after echoing the call. They should do their best to remain ignorant of their surroundings.

Effects of Combat

Delivering Damage

Most damage comes from basic weapon strikes, but some have other methods. Several of these methods involve verbal communication. Unless specified you may **not** repeat such a call more than once; those who notice it are affected and those who do not are not. This is a deliberate system mechanism, often meaning that area effects are best delivered before the rush of melee. Deliberately ignoring verbal effects is cheating. Holds may not be called for most effects, except for Storm effects.

Packet: Some powers are delivered by throwing a small packet at a target. Such attacks count if they hit shields (though they only inflict half damage) or weapons. Packets should be about a handful in size and be made of cloth or foam, potentially packaged with birdseed. Packets should be tossed underhanded at extremely close targets.

Point-Cast/Melee Point-Cast: This power is delivered by pointing at someone and calling an effect. You may say their name as part of the pointing. Melee point-casts may only be delivered within roughly weapon range. Ex: "Eric, point-cast 8 Air!"

Gaze: Some rare attacks involve making eye contact with a foe. Your opponent must be aware enough of this eye contact that calling your Gaze attack makes sense. Ex: "Gaze, Paralyze 60!"

Burst: All enemies in weapon range (or roughly one big step) take the effect. Ex: "Burst Knockback!"

Blast: Blast effects are delivered by packet. Everyone within weapon's reach of a person struck by the packet takes the damage if they notice the strike. If it does not hit someone, the Blast is determined from where the packet settles. This effect only applies to people who notice they are within weapon's reach of the packet and no holds should be called to measure. Deliberately ignoring blasts is against the spirit of the game, but it is generally expected the best time to use blasts is before combat becomes cluttered. Ex: "Blast 5 Fire!"

Area: All enemies who hear the call take the effect. Ex: "All Enemies 10 Water!"

Storm: A rare damage type, you may call a Hold and clearly communicate to all enemies in the hold that they take damage. Ex: "Hold!" followed after by "All Enemies, 5 Air!"

Armageddon: A very rare damage type, this functions as Storm except that all individuals, excluding the caster, take the damage. Ex: "Hold!" followed after by "Everyone, 20 Earth!"

Damage types

Different kinds of attacks do different damage. Some characters may be more or less vulnerable to specific kinds of damage. A few types of damage have special effects. Damage types are as follow:

Slashing, Piercing, and Crushing: Typical kinds of weapon damage.

Earth: Representing crushing stones or attacks otherwise infused with the power of Earth.

Air: Can represent lightning, cutting jets of air, or chill blasts of wind.

Fire: Intense heat or flames.

Water: Damage based in torrents of water, splashes of acid, or shards of deadly ice.

Poison: This type of damage represents immediate harmful effects of venoms, manufactured poisons and other such nasty things.

Holy: Sacred damage; this does extra damage to certain kinds of creatures such as undead and demons.

Critical: This a critical attack and must strike the torso unless it is a missile weapon. Some creatures may be resistant to critical attacks. See Path of Cunning for more details.

Devastating: Devastating attacks, whether they are damaging and/or Status Effects, may not be Deflected, Reflected, or Rebuked nor does Immunity protect against them. Devastating attacks that deal damage still inflict 1 damage even if physically blocked by a weapon or shield, though you may not deliberately target weapons or shields with Devastating attacks.

Divine: Truly frightening forces; it is rare that PCs Encounter Divine damage and something is probably very wrong if they do. Divine damage counts no matter what it strikes on a person, even shields and weapons. No defenses work against Divine damage.

Status Effects

Some powers or attacks inflict a Status Effect, also called debuffs, debilitating the target in some way. Most of these powers last a finite period of time, called in seconds after their name. For example "Sleep 30!" means the target falls asleep for 30 seconds. If the term "Encounter!" is used afterwards, it indicates the condition lasts the whole Encounter. Some effects, noted below, do not follow this model.

While under the influence of Limited Duration effects, you are immune to further applications of that effect. Thus, they may not be "layered." Other Status Effects stack, however.

The following is a list of Status Effects:

Limited Duration:

Confuse: You may not activate any abilities and lose proficiency with all weapons, thus your weapon strikes deal 2s.

Fear: You must flee from the target of this power, but you may defend yourself while doing so.

Frozen Foot: One of your feet must be planted and unmoving, but you may still pivot on that foot and move the other freely.

Love: This rare power makes you fall in love with the caster. You will heed all of their advice, defend them in battle, and trust their words. If your friends are attacking the caster or he tells you they need to be stopped, you will attack them.

Lure: This powerful effect forces an enemy to move towards you at a brisk walking or running pace. Certain kinds of NPCs will be highly resistant to such effects.

Paralyze: You are frozen and cannot move, speak, or act until the effect ends.

Rage: You must attack the nearest target, whether enemy or ally, to you to the fullest of your reasonable abilities, treating them as you would any other threat. You may freely employ magic or other abilities to do this.

Repulse: You must stay roughly five paces away from the user of this power for the duration of the effect.

Sleep: You fall into an enchanted slumber. You may not act and should lie down if possible. If you take 5 or more points of damage, you wake up.

Slow Motion: You cannot move faster than a slow walk and you must fight at half speed. Spell casting times are doubled; perform the spell twice slowly to reflect this.

Snare: You cannot move faster than a slow walk.

Stun: You may not act in any offensive manner but may freely defend yourself. You are also Frozen Footed (see below)

The following Status Effects do not have a duration component:

Break Limb: Your limb is damaged. If that limb held a shield, all attacks against the shield are devastating. If the limb held a two handed weapon, you are reduced to 1 damage with that two

handed weapon. If it held a 1 handed weapon, you may not deal damage at all. At the end of the Combat, play rock paper scissors with an ST. If you lose, the condition persists into the next encounter and must be healed as if it was an injury. Some monsters may be more likely to leave a lasting Injury.

Curse: You suffer a unique type of injury. See a storyteller after combat to receive your curse.

Counterspell: Your spell is interrupted and you cannot cast that spell again for 10 seconds. See Path of Magic.

Death: The character is immediately reduced to 0 HP and is bleeding out. Any healing only stabilizes them; they may not be revived until the end of combat. Special, powerful, or “boss” NPCs will often be resistant to this effect, as will the undead. Even if resisted, the individual still takes 10 Devastating damage.

Disarm: You throw one of your currently held weapons or shield about five feet away from you. Total Disarm removes all of your equipment held in your hands in a similar fashion.

Disease: Diseases are particularly nasty in Wanderlust. They function similarly to Toxins, above, and if struck with a Disease call, you should consult an ST after combat. Some Diseases are just normal Injury cards that may be treated as any other, but many require more extraordinary care.

Expose: When Expose is called, all hidden enemies must reply, loudly, “Exposed!”. Any Stealth feats in use by enemies are automatically cancelled, and other invisibility effects might also be broken.

Knockback: You are knocked back. You must turn and walk five paces away and then you may freely fight once more. You do not take damage while being knocked back, but must be quick about it.

Maim: A particularly vicious attack, this leaves the target with a Minor Injury assigned after combat as if they had been reduced to 0 HP.

Sunder: A Sundered weapon is damaged, loses all qualities, and is reduced to 1 damage (no effects may improve this) until it is repaired. Sundered shields may no longer stop attacks and should be discarded.

Taunt: Causes an enemy to favor you for attacks for the Combat. It may freely employ AoE effects. If, while engaging you, it proves meaningfully unable to hurt you for more than 15 seconds, the effect breaks. For example, taunting an archer when you have a large shield or an air elemental if you have a great deal of resistance to air attacks. Fleeing from an individual you have taunted breaks the taunt. Many powerful enemies will be immune to this effect.

Toxin: While some particularly lethal Poisons are instant and are announced with an additional effect, most similar effects take hold after combat. The call for such an effect is “Toxin”. If struck with a Toxin, consult an ST after combat. Many Toxins result in special Injury cards that may be treated as normal, though some require special treatments.

Weakness: You deal less damage with all attacks. For example, Weakness 2 means you deal -2 damage. This wears off at the end of the Encounter, but stacks with itself.

Other Calls

Mend: A character who is the beneficiary of a Mend recovers to half of their max HP; this takes effect at the end of the Encounter in which is it used. If the beneficiary is above half of their max HP, this has no effect. A character who is Mended during combat is stabilized and stops bleeding out, but does not regain consciousness until the end of a fight.

Heal: The character immediately regains a certain number of HP, as specified by the Healing power.

Release: The character is freed from any Status Effect with a duration.

Ineffective: The last attack employed against the person making this call was weaker than it should have been, likely indicating some continuous resistance.

Immune: The last attack had no effect on the target and attacks of that kind will continue to have no effect.

Active Defenses

Several Paths and races have access to active defenses. These allow the user to ignore a particular attack that hits them. There are many ways a character might perform one of these; some powers grant them from magical shields, while other represent extreme toughness or agility. The mechanical effects are all the same. Different defenses work against different powers as follows:

Resist: An attack of a specific kind has no effect; for example, a race might be able to resist a Sleep effect. If a character cannot be affected by a power at all, they should call, "Immune."

Deflect: A Deflect may stop a damaging attack that deals 5 or fewer points of damage.

Rebuke: A Rebuke may resist any damaging attack or Status Effect.

Reflect: You take the damage or Status Effect you just tried to inflict. This is most commonly associated with combat Fouls.

Enhancements

Several abilities are deemed Enhancements. Any given attack or ability may not benefit from more than one Enhancement. If multiple Enhancements would trigger off the same condition (such as "first attack"), the player must select only one. Others are wasted.

Injuries, Unconsciousness, and Death

Injuries are lasting effects on a character, represented by Injury cards. They are more difficult to get rid of than simple HP damage. Some special attacks may directly inflict Injuries, but the most common way a character is Injured is by being reduced to 0 HP. If Healed or Mended before completing a count to 30, the character receives a Minor Injury. If it takes longer than a 30 count, the character bleeds out and suffers a Major Injury. Injuries are further divided into Mental and Physical Injuries, though some more exotic magical ones are also possible.

Injuries should be role-played and, indeed, some Injuries (particularly Minor ones) have nothing but role-playing effects while others have statistical ones. An hour of rest off of the trail restores a Minor Physical Injury while an hour of fun activities off of the trail restores a Minor Mental Injury. Several abilities can speed up such restoration or instantly cure Injuries.

Major Injuries are more severe, often more difficult to remove, and sometimes include fatal results. They are restored between games unless specifically noted otherwise, but otherwise require abilities to cure them.

Injuries, both major and minor, are determined by drawing from an Injury deck. If you are reduced to 0 HP, see an ST after combat for your Injury card. Decks may be altered based on the nature of the fight or other factors to be less severe or more severe.

Characters experience death by drawing a Death card, which is a type of Major Injury. The only thing that can save most PCs who draw a Death card is Divine Favor. There are almost no resurrection mechanics in Wanderlust.

Other Important Aspects of Battle

Weapons

In Wanderlust, all weapons do 2 base points of damage. Anyone can use a weapon and strike with it for 2 damage of the appropriate sort. If one is proficient with a weapon, you may employ a weapon's special qualities. Even if they have identical stats (such as one-handed axes and maces), different weapons require different proficiencies. You may not employ special abilities of any form or any bonuses with weapons that you are not proficient with.

Bows may be up to 20 lbs. at a 24-inch draw. Crossbows should be limited to 15 lbs. Proportionately higher pound crossbows with shorter draws are also legal, such that a 30 lbs bow with a 12 inch draw is legal. All bows and crossbows are subject to special scrutiny and any deemed to hit too hard will be disallowed regardless of their particular poundage. If you are uncomfortable being shot in the head at 15 feet by your weapon, consider it a debatable choice. Slings and slingshots also exist in Wanderlust and are represented by using them to fire packets. They follow all the same rules as archery. Finally, hand crossbows also exist, represented by weak toy crossbows that fire weak ammunition (such as Nerf darts); these may be fired within 10 feet if approved.

Firearms exist on the Northern Shores but serve primarily in shipboard cannon. The alchemical formula that is used for black powder in this setting actually functions better in the salty sea air. Still, some pioneers are presently experimenting with firearms as hand-held weapons. Invented in Sorrowfall, firearms remain popular there and are occasionally employed in Albralar and the Knives as well. Most commonly, these resemble 14th century hand-cannons, but flintlocks are starting to appear occasionally. Phys-reps for firearms must be approved by staff and typically require a higher standard of representation than other weapons; most modified Nerf guns are not sufficient, for example. Firearms may be fired within 10 feet if approved and require a minimum of 30 seconds to reload.

All weapons must pass a safety inspection by an ST before use on the field. PCs are strongly encouraged to employ latex weapons and many popular brands are legal in Wanderlust. Calamacil is currently discouraged.

Duct-tape weapons are perfectly legal but should emphasize safety in their construction.

Weapon lengths in Wanderlust may be shorter than are reflected by many props. In the case of pole weapons, the solution is simple: place a rubber band or tie of another kind around the weapon at the legal length. The weapon may not be gripped lower than this point.

Weapon Qualities

Balanced: You gain 1 Deflect per Combat when you wield this weapon.

Stout: You may resist 1 Sunder effect per Combat that would affect this weapon.

Heavy: You may wait 5 seconds in between swings to inflict +1 damage with this weapon.

Brutal: You may wait 5 seconds in between swings to inflict +2 damage with this weapon.

Undeniable: This weapon may inflict Devastating damage 3 times per Combat.

Vicious: Vicious weapons may inflict +2 damage 3 times per Combat. This is an Enhancement effect.

Defensive: This weapon allows you to deliver a Repulse 10 effect, once per Combat. They must be wielded by holding the middle third of the weapon.

Long: Bastard versions of this weapon may be made up to 44" long. Such weapons may be used as either the one-handed version or two-handed version of the weapon, decided at the start of any given Combat.

Off-hand: This weapon retains its qualities when used in the off-hand.

Fragile: This weapon may not resist Sunder effects.

Lethal: The weapon inflicts +2 damage and have the Devastating type.

Natural: This kind of weapon cannot be Disarmed, but all Sunders inflicted on it instead cause a Break Limb effect. Further, these weapons may always be used in pairs if you are proficient in them.

Explosive: These weapons deal +4 damage and have the Devastating damage type. They inflict 2 Devastating damage on their wielder at the end of any Combat in which they are fired.

Exact: This weapon inflicts +3 damage 3 times per Combat. This is an Enhancement effect.

Thrown: This weapon cannot be blocked by melee weapons and retains its qualities when used in the off-hand.

Missile: These weapons cannot be blocked by melee weapons.

Weapon Types

Note on weapon lengths: Particularly in the case of pole weapons, phys-reps longer than the maximum lengths may be used. They must simply be marked with a rubber band or other tie at the point of the maximum length and they cannot be gripped below this.

One-handed Sword: Type: Slashing. Length: 36 inches. Balanced, Long.

Two-handed Sword: Type: Slashing. Length: 54 inches. Vicious.

One-handed Spear: Type: Piercing. Length: 42 inches. Balanced, Long

Two-handed Spear: Type: Piercing. Length: 60 inches. Vicious.

One-handed Mace: Type: Bashing. Length: 36 inches. Heavy, Stout.

Two-handed Mace: Type: Bashing. Length: 54 inches. Brutal, Stout.

One-handed Axe: Type: Slashing. Length: 36 inches. Heavy, Stout.

Two-handed Axe: Type: Slashing. Length: 54 inches. Brutal, Stout.

One-handed Flail: Type: Bashing. Length: 36 inches. Undeniable

Polearm: Type: Slashing or Piercing. Length: 66 inches. Heavy, Fragile.

Quarterstaff: Type: Bashing. Length: 60 inches. Defensive, Fragile.

Warstaff: Type: Bashing. Length: 66 inches. Heavy, Fragile.

Natural Weapons: Type: Slashing, bashing or piercing. Length: 30 inches. Vicious, Natural.

Dagger: Type: Piercing. Length: 18 inches. Lethal, Off-hand, Fragile.

Thrown Knife: Type: Piercing. Length: 18 inches. Thrown, Fragile.

Javelin: Type: Piercing. Length: 30 inches. Thrown, Vicious, Fragile.

One-handed Crossbow: Type: Piercing. Length: N/A. Missile, Exact, Off-hand, Fragile.

Two-handed Crossbow/Bow: Type: Devastating. Length: N/A. Missile, Lethal, Fragile.

Firearm: Type: Piercing. Length: N/A. Missile, Explosive, Off-hand, Fragile. *Firearm phys reps are strictly controlled. Ask a ST if interested in employing one.

Sling: Type: Bashing. Length: N/A. Missile, Exact.

Shields

Shields may be used to deflect melee and missile attacks, but damaging attacks done via packets inflict half of their usual damage if stopped by a shield. Packets that deliver status effects deliver their full effect. Shields come in two types in Wanderlust:

Bucklers may be up to 38" in circumference.

Shields: May be up to 75" in circumference.

The ability to use a particular kind of shield is determined by Path; War may use shields, Adventure, Cunning and Faith may use bucklers, and Magic may normally not use any shield.

Armor

Armor in Wanderlust comes in four types: Light, Medium, Heavy and Extraordinary. Each suit of armor is rated individually by an ST. Players should not feel obligated to wear armor to be effective fighters; the rewards listed are meant to compensate players for the difficulties, expense, and reduced fighting ability associated with wearing extravagant, heavy costume pieces, not as the core of game balance. All hit point bonuses from armor are treated the same as any other kinds of hit points and may be Healed as normal. There are no "armor points" in Wanderlust.

By and large, armor must be armor. Leather jackets and other clothing-weight leather, sports pads (even if painted), cardboard-and-duct tape, and other makeshift armor are not accepted in Wanderlust. Coverage is encouraged; insufficient coverage will result in lowered rewards, while very extensive coverage may result in higher ones.

Light Armor: This represents suits of thick, real leather or light chain. Typically this armor weighs no more than 10 lbs and does not meaningfully restrict movement or increase fatigue. Examples include ring mesh mail, well-made thick leather tunics and bracers, as well as very light/large gauge chainmail. It grants +5 HP.

Medium Armor: This represents more extensive chainmail made of light material or with large rings (such as full arms and long skirts), steel metal breastplates without much other armor, heavy chain torso armor, extensive suits of pickle-barrel plastic plate, aluminum plate with limb accents or full suits of very heavy boiled rigid leather. Medium armor should noticeably restrict movement and/or increase the rate at which its wearer becomes fatigued. Medium armor grants +10 HP. As a **very rough guideline** armor weighing less than 15 lbs is unlikely to qualify as medium.

Heavy Armor: Heavy armor includes a steel plate or heavy chain torso backed up with limb coverage in heavy chain, plate or extremely thick boiled leather. Accents such as gorgets, sauldres or pauldres are encouraged. Heavy armor must noticeably restrict movement and increase the rate at which its wearer becomes fatigued. Such armor grants either +10 HP and one Rebuke per encounter or +15 HP and 1 deflect per encounter, chosen by the wearer. Armor weighting less than 30 lbs is unlikely to qualify as heavy armor.

Extraordinary Armor: Truly heavy suits of armor such as steel full plate mail or steel half/field plate backed up by heavy steel chain may be granted other mechanics on a case by case basis. Only individuals who may wear heavy armor may use this very rare type of armor. Extraordinary armor grants up +15 HP, 1 Deflect and 1 Rebuke per encounter, as well as rendering its wearer immune to Maim.

Helmet: Wearing a metal skullcap, chainmail coif or solid leather helm offers an additional +5 HP. Wearing an actual full metal helm grants +10 HP or allows the player to reduce all incoming melee damage by 1 (player's choice), though this has no effect on Devastating or Divine damage.

Armor use is determined by Path. Those on the Path of War may use any armor. Those on the Path of Cunning may use Medium or Light armor. Those on the Path of Magic or the Path of Faith are restricted to Light armor.

Two-Weapon Fighting

Sometimes one weapon just isn't enough and you want a second one. Some Paths grant or allow Two-Weapon Fighting to be purchased. Even if a player has two weapons, they must still wait one second in between damage calls; machine-gunning strikes is no more permissible with two weapons than it is with one. No off-hand weapon may be more than 30" long unless an ability specifies otherwise. Unless the weapon has the Off-hand quality, it loses all of its qualities and inflicts 2 damage.

Missile Combat

As described above, missiles and thrown weapons cannot typically be blocked by melee weapons. However, as this is a weapon quality, they *may* be blocked when used by someone

who is not proficient in them. If you hear a damage call of 2 with a missile weapon, it is likely you may parry it with a melee weapon. PCs and NPCs should make some effort to communicate their lack of proficiency if using a weapon in such a manner.

Battle Conditions

Some battles are fought in special conditions. If one of these conditions is in place, a hold will be called and the condition will be explained. PCs are not required to know these conditions by heart, but some common ones are as follows:

Darkness: Featured in deep caves or landscapes shrouded in fog, Darkness causes all damage to be halved, round down, unless characters have Nightsight. Characters may not employ ranged combat but may use packets.

Ambush: The enemies have ambushed the PCs! The PCs are on a Time Freeze during which the enemies may position themselves freely. All PCs then suffer a Confuse 20 effect.

Overgrowth: Featured in swamps or dense forests, characters are Snared for the Encounter unless they spend a Climb or Acrobatics feat card.

Giant Monster: One of the opponents featured in this Combat is a monster played by multiple NPCs. To help the fact that such creatures are not as awkward as those portraying them, all PCs are Snared and may not resist or remove this effect.

Ablaze: This Combat takes place in a building that is on fire or perhaps some other dangerous area like quicksand. Characters will be intermittently instructed to take damage.

Darkenwood: The Darkenwood is a strange and dangerous place. Not only are horrible creatures present here, but strange curses and dangers are common. STs will intermittently throw packets or call point and clicks with various effects.

Wild Magic: A place of uncontrolled and yet dangerously powerful magic. Those on the Path of Magic do +2 damage with Bolts of Power and cast all spells at -1 Mana cost, minimum 1. However, if they use magic in an Encounter, they suffer a Minor Injury at the end of it.

Path of War

“What the ancients called a great fighter is one who not only wins, but excels in winning with ease.”

-- S. Tzu

The clash of steel and the sound of the beating drum inspire fear and wonder. Those who walk the Path of War may be heroes or they may be tyrants, but all share a mastery of the skill and strength required to wage hearty battle. Don't be fooled though; warriors in Wanderlust aren't lumbering oafs with no capacities beyond slaughter. They are battle-tested warriors, which means they must have experience with strategy, body language, discipline, and a level head in face of danger.

You should Walk the Path of War if:

- You enjoy fighting with weapons and wish to excel at it.
- You prefer your mechanics to be consistent, always on, with a smaller portion of special attacks and on-demand powers.
- You want to be tough.
- You want extensive ability to resist Status Effects.
- You want to get the most use out of armor (though you may excel with or without it!).
- You wish to be any of the following common fantasy archetypes: Berserker, Fencer, Knight, Swordsman, Commander, or Samurai.

Immediate benefits of selecting the Path of War:

Tough: You gain +15 hit points, bringing your starting total to 35.

Weapon Skill: You deal +1 damage with all weapons while using a style.

Preferred Style: You get a basic ability from your main style for free.

Well-Trained: You gain proficiency in 4 weapons of your choice. You are proficient in all armors and shields. You may fight with two weapons, though your off-hand may not be more than 30" long and loses its qualities unless it has the Off-hand quality (see Two-Weapon Fighting in the Combat section). If you select the Martial Experience background and have this ability, you become proficient with all weapons.

Level-based Benefits:

3rd:

Resilient: You may call Rebuke once per day (see Combat section).

Fortitude: You may Resist 1 Minor Injury a day.

Tougher: You gain +5 hit points.

You may purchase intermediate style abilities.

5th:

Weapon Mastery: Twice per Combat you may deal +2 damage with a weapon attack.

Toughest: You gain +5 hit points.

Strength of Purpose: You may remove any Injury from yourself, except for Death, once per day. This replaces Fortitude.

You may purchase advanced style abilities.

Styles

Those upon the Path of War may use a variety of techniques, but most adopt a personal style. Each style has its own unique stances and switching between styles, if you wish to, requires a 10 second count which is interrupted if you are attacked. The first style your take abilities from is your primary style. The second one is your secondary style and you may only buy abilities from it one category lower than your current maximum. Your third style and beyond reduces this to two categories below your maximum. Thus, if you were a 3rd level individual with Slayer as your main style, you could only buy basics from your second style and could not buy a third style at all.

Before purchasing an advanced ability, you must have purchased an intermediate ability within the same style and be level 5; for each intermediate ability you wish to buy, you must first purchase a basic ability within the same style in addition to being level 3. Each ability may be purchased once unless otherwise noted. Unless specified, style abilities may be used as often as desired.

Each style has a listing for weapons; you must be equipped with one of the weapons listed in order to use any of that style's abilities. Some abilities have mandatory prerequisites that must be bought before buying that ability.

Those on the Path of War are not required to have any styles if they do not wish to.

When selecting a style, take the RP into serious consideration, just as you would with backgrounds. It is bad form to exclusively select powers for their mechanics.

The Dance of Flashing Steel

While many on the Path of War have considerable skill and bravery, few have the unique courage to face down monsters and plate-wearing knights with not but a thin sliver of a blade and a dashing cloak. Those who do choose to dance the fencer's dance, combining lightning fast blade-work with a flair for the dramatic. Some might even suspect you are on the Path of Cunning, but you are a warrior at heart.

Weapons: Fencers may fight with a single one-handed sword, a sword and buckler, a sword and firearm, or a sword and dagger. They may also freely employ throwing weapons. Players are strongly encouraged to use rapier or saber phys-reps for their blades. Fencers who elect to fight with just a single sword gain a Deflect every Combat.

Basic:

- Billowing Cloak (3): You may wear a cape or half cape and treat it as Light armor for all purposes.

- “I’ve Spent Last Few Years Building Up an Immunity to...” (4): Your years of colorful partying and personal training have left you highly resistant to certain effects. You gain a Resist Toxin, a Resist Poison and a Resist Disease each once per day.
- Witty Banter (6): You may spend 5 seconds insulting and cursing at a foe you are engaged with. You may then point-cast at melee range a Confuse 20. This ability works once per Combat.

Intermediate:

- Lunge (3): You execute a swift lunge with your sword. You may perform a melee range point-cast effect calling the damage of your sword once per Combat. This attack is so unexpected it deals Devastating damage. May be bought up to three times. This is an Enhancement effect.
- Riposte (6): Once per Combat you may call Reflect to a damaging melee attack.

Advanced:

- Flourish and Style (10): You gain a Dexterity Feat card and a Charm Feat card at the start of the day. If you have Billowing Cloak, you may wear a thick, heavy full length hooded cloak and count it as Medium armor for all purposes, though this only works if you wield a single sword. Prereq: Witty Banter.

Strategy and Tactics

Those on the Path of War have more talents than simple slaughter. Anyone can win a fight; true warriors know how to win the war. While not necessarily leaders in the field (though they certainly can be), those with knowledge of Strategy and Tactics may alter the course of battle in subtle but critical ways.

Weapons: Commanders may employ any kind of mace, axe, sword, spear, polearm, or shield.

Basic:

- No Plan Survives First Contact with the Enemy (3): A commander may negate an Ambush battle condition once per day.
- Line Fighting (7): The commander may arrange a force into a line consisting of himself and 2-5 other individuals. So long as they are in this line, they gain a Resist to Knockback and a Resist to Stun each once per Encounter. Further once per Combat, the commander may point-cast a Release on any of the following effects on anyone who is in his line or was within the last 5 seconds: Fear, Repulse, Rage, Snare or Sleep. Several abilities in this tree require the formation of this line.
- Combined Arms (6): A good tactician knows how to employ a variety of skills to seek victory. By spending one minute discussing strategy with your group, you may assign one individual one Combined Arms ability to be used during the current Combat or the next Combat if not presently in Combat. **Suppression Fire**: A character employing a Missile weapon or Bolts of Power may substitute a Knockback for their normal damage 2/combat. **Hit and Run**: An individual who is dual wielding may go OOG for up to 3 seconds during the next combat. **Divine Power**: A character gains +1 to all damage while under the influence of the Sacred Vessel, this does may not be combined with any other enhancements to Sacred Vessel. A character may only benefit from this power once per thread.

Intermediate:

- “Buck up, Soldier!” (8): The commander may deliver a point-cast Heal 5 twice per Combat to anyone in his Line Fighting effect by giving them hearty encouragement. In addition, a commander may give an inspiring speech lasting no less than 3 minutes. Up to 5 people who listen to his speech are granted a resist Fear they may use any time during the day. Prereq: Line fighting.
- Marshal (7): You have developed plans for nearly every occasion. When using line fighting, you may have any number of people in your line, minimum three. You may also shout the following commands once per day each:
 - Volley! Ranged weapons fired by your allies within the next 5 seconds become Devastating and gain +2 damage;
 - Charge! Those in your line gain +1 melee damage for as long as the line holds; and
 - Retreat! You may call a Time Freeze for 15 seconds in order for your allies to attempt to depart combat. Once they elect to flee, they are effectively Confused for 30 seconds. They may choose to ignore this effect.

Furthermore, if you have Size Up, you may use it an additional time per day. Prereqs: Line Fighting, No Plan Survives First Contact with the Enemy, Combined Arms. Note: You are responsible for conveying your abilities to the group prior to using them. Holds will not be called to explain these mechanics. You are free to invent your own command phrases so long as they are appropriate and consistent.

Advanced:

- Master Plan (9): Your tactical genius has reached such heights you may play out entire scenarios in your mind. Once per day, you may declare a Combat a Precognitive Plan to the SM. You must do this before anyone on either side has taken damage or suffered a status effect. The Combat is then played out as normal except that at the end or at any time during it you may elect to restart it from the beginning. If the Combat is restarted, you and you alone may recall the events of the first Combat with perfect clarity, as they were merely an exercise of your tactical imagination. Other characters will only remember the events of the “do-over” Combat. You are responsible for informing all PCs of how this mechanic works and you are responsible for any fallout angry players might have for having to redo a Combat. Certain RP scenarios that occur during certain Combats may override this power.

Eagle Eye

It takes a steady hand, patient nerves, and keen senses to properly do battle from afar. Eagle eyes have devoted a great deal of themselves to mastery of ranged combat. Hailing from a wide variety of backgrounds, those who walk this path tend to be cocky about their abilities, hot-shot aces who know just how good they are. Masters have even picked up a few bits of magic and alchemy to augment their arrows in their pursuit of the perfect shot.

Weapons: While bows are by far the most common weapon an eagle eye can use, thrown weapons, crossbows and hand crossbows work just as well. Firearms may also be used, but some powers do not function as well with them.

Note: No special abilities of this style may be used when employing the drop mechanic.

Basic:

- Multishot/Explosive Bullet (6): The eagle eye may call “Blast” in addition to his normal damage with one shot per Encounter. Alternatively, if he has a loaded weapon, he may call his damage as a Burst (and then drop his arrow or fire his bullet into the air). This may be bought up to two times. This is an Enhancement effect.
- Pinning shot (6): The eagle eye may call Frozen Foot 30 instead of damage for one shot per Encounter. This may be bought up to three times. This is an Enhancement effect.
- Trick Shot (6): The eagle eye gains a Trick Shot Feat card at the start of the day.

Intermediate:

- Arrowstorm/Hail of Lead (4): You may call “All enemies (ranged weapon damage!)” once per day. This is an Enhancement effect.
- Keen-Eyed (8): The eagle eye gains an Acute Senses Feat card at the start of the day.

Advanced:

- Elemental Shots (8): You may freely change your damage type to Fire, Air, Water, or Earth.

Guardian of the Fortress

Those who anchor combat lines and seek to protect their allies, Guardians are the heaviest of heavy infantry. They have defensive abilities like no other, able to endure great amounts of punishment that would leave others wounded and dying.

Weapons: Guardians employ a shield paired with another weapon.

Note: As with all styles, the benefits are lost if you shift styles. If an ability grants extra hit points, the guardian loses those hit points upon exiting the stance.

Note: When using this style, you deal -1 damage. Its abilities are stronger than a typical style to compensate. If you switch styles mid-Encounter, the -1 damage lingers until the end of the fight.

Basic:

- Hold Ground (8): You are Immune to Knockback inflicted by foes.
- Shield Bash (6): You may call Stun 15 once per Encounter, delivered with a melee strike. Remember, for safety, actual shield bashing is not permitted.
- Stonewall (6): You gain a Rebuke once per day.

Intermediate:

- Aegis (8): You gain +10 HP. If you exit this Stance, you lose these HP.
- Iron Clad (8): You are Immune to Critical Strikes, Sunders and Disarms inflicted by foes.

Advanced:

- Mirror Shield (8): Your shield may block packet attacks fully; call Resist when struck in such a way. Every time you block a packet, you take a Stun 5 effect.

Juggernaut

At the front line of many armies are shock troops, individuals with overwhelming strength and force designed to demoralize any opposition. Be they gentle giants or boisterous behemoths, few things are as frightening or brutal as a Juggernaut advancing upon the ranks of terrified opposition.

Weapons: Juggernauts may wield polearms, two-handed swords, two-handed axes, or two-handed maces. They may also use natural weapons.

Basic:

- “Out of My way!” (7): You may deliver a point-cast melee range Knockback once per Combat.
- Smash the Line (4): Once per day, you may perform a Sunder weapon or Break Limb. This may be bought up to two times.
- Unstoppable (5): You may resist a Stun, Repulse, Snare, Frozen Foot, or Knockback once per Encounter. This may be bought up to two times.

Intermediate:

- Arc Strike (6): You may call “Burst (weapon damage)” once per Combat. This is an Enhancement effect.
- Brawn (9): You gain a Strength Feat card at the start of the day.

Advanced:

- Decapitate (8): You may call “Death” once per day with a melee strike. Powerful, special, or “boss” monsters will still likely be resistant to such effects.

The Knight’s Way

To be a knight carries deep meaning on the Northern Shores. Almost all nations (though not necessarily all individuals, towns and cities) acknowledge those who have been accepted into knightly orders as stewards of chivalry, order and right. They are strictly vetted, but known for their fairness and are granted considerable latitude in the enforcement of justice. More than simple violence is of import to those following the Knight’s way, for a knight must also hold close virtue, manners, and honor.

Weapons: Knights may wield a shield and either a one-handed sword, mace, flail, or spear. They may also wield a two-handed sword, spear or polearm.

Note: You must have the Knight Aspirant background before taking this style.

Basic:

- Banner of Horse and Wheel (5): Known for their cavalry skills in larger field battles, knights retain such talents even when they must dismount to conduct smaller skirmishes. As the lance’s charge breaks through enemy lines, so does the Knight’s first strike every Combat deal +5 damage. This is an Enhancement effect.
- Banner of the Oak and Stag (7): Knights are devoted to protecting the weak against the dark forces of the world and must often resist temptation or weakness that would draw them from this path. To reflect this, the knight gains a Willpower Feat card.
- Banner of the Rose and Sword (11): The knight gains a Diplomacy Feat card, Level 1 Lore: Politics/Law, and the Savoir Faire ability from the General Point Buy list.

Intermediate:

- Banner of St. Joy and the Dragon (7): The Knight’s soul knows only courage and even the great horrors of the world serve only to strengthen it. The Knight is immune to Fear and Death effects inflicted by foes. Any time they are struck by a Fear effect, they deal +3 damage for their next three strikes. When struck by a Death effect, they Heal 10.

- Banner of the Shield and Ram (7): The heart of a knight does not falter, even when surrounded by the most brutal opposition. Once per Combat, they may inflict Frozen Foot 30 on themselves. While under this effect, they may call Immune to any attacks made to anything other than their forward facing. (Note: one should follow the spirit of playing a knight when using this power. Pushing face up against a tree so you have no legal place to be attacked will quickly result in the permanent loss of this ability.)

Advanced:

- Banner of the Griffon and Circlet (4): Once per day, the knight may declare an honor challenge against a foe by point-cast. This foe must be a capable melee combatant (as opposed to a primary spellcaster who would not present a formidable challenge). The knight must move forward to engage this foe and likewise must the foe engage the knight until one of them has fallen. If the foe is struck by another, they may attack that person but should prioritize the knight. The knight gains +1 damage for this challenge. If victorious, she Heals to full hit points and retains this damage bonus for the rest of the fight.

Peasant Hero

Not everyone who walks the Path of War does so for the military or for personal glory. Some take up arms because their homes must be defended or their communities require force of arms against an outside threat. The Peasant Hero has but simple tools to defend the downtrodden with, but it doesn't stop her from being a formidable foe.

Weapons: The Peasant Hero is limited to the humble quarterstaff (which may be phys-rep'd as a pitchfork or other farm implement), throwing weapons and the sling. One-handed and two-handed maces (phys-rep'd as clubs or hammers preferably) and natural weapons may also be used, but do not compliment the style as well.

Basic:

- Defense of the Heart (5): Once per combat, when an ally is unconscious, you may go OOG and make your way to them as quickly as is safely possible. While standing in close proximity to them, you inflict +1 damage and may freely deliver Knockbacks via melee strike, though you may only do so once every 15 seconds. You may automatically Mend them by touch with a 5 count. Abuse of this power, such as deliberately having allies fall unconscious in choke points in order to hold them, is violation of the spirit of the game.
- Helping Hand (4): The Peasant Hero may ignore one person for the purposes of Encumbrance, allowing them to always perform a come-along; that is, they may mime carrying a person without physically doing so, though the Peasant Hero's hands must remain free while doing so. The person being carried should walk alongside the Peasant Hero to indicate this.
- Simple Tool Mastery (2): Quarterstaves wielded by Peasant Heroes lose the Defensive and Fragile qualities. They gain the Vicious and Balanced Qualities. Slings lose the Exact quality and gain the Lethal quality.█

Intermediate:

- Hearty Folk (8): You may choose and gain one of the following Feat cards at the start of the day: Climb, Swim, Strength, or Willpower. You need not be using your style weapons to employ this ability.

- Home Remedies (7): You gain the benefit of the Herbalist background. If you already have it, you gain double the usual benefits. By cooking a hearty meal of your family's secret soup, you may cure one Disease or Injury per day. This may be done either through narrative RP (taking 10 minutes) or faster if phys-rep'd with actual soup.

Advanced:

- Town Hero (5/7): You gain a moderate bonus to Reputation gains with local Organizations such as the local militia or farming groups. Small town folk will go to considerable ends to help you if they can and will treat you better than others. You are likely to receive gossip which may prove useful. For 7 points, you may receive Average Cost of Living without paying for it. Prereq: Defense of the Heart.

Slayer

You have devoted yourself to the single-minded pursuit of hunting one type of foe. Perhaps they committed some unforgivable crime against you or perhaps you simply enjoy the challenge. Whatever your reason, you are alarmingly good at finding and killing this kind of adversary.

Weapons: Slayers may select any three weapons to use as part of their style. These are selected upon taking the style and may not be changed. Selecting a shield uses up a choice.

Note: When picking this style, you must also select a single race (such as human or elf) or a type of creature from the following list to be your Hated Foe: Fae (such as redcaps or satyrs, includes Changelings), Undead (such as skeletons or wraiths, but not Risen), Monster (such as chimeras or griffons), Demon (such as imps or razormaws), Elemental (Air Elements, Salamanders).

Note that some powers in this style activate when you drop a foe. Deliberately asking others to allow you to drop weakened foes is a violation of the spirit of the game.

Basic:

- Bloodhound (4): You may freely identify your Hated Foe by asking an ST. This does not pierce disguise powers. You gain the first level of Lore associated with your Hated Foe and may track your Hated Foe as if you had the first level of the Tracking skill.
- "I know your tricks!" (3): You gain a Rebuke against your Hated Foe once per Combat. This may be bought twice.
- Thrill of the Hunt (5): Whenever you drop a Hated Foe, you recover 5 HP or restore a Minor Mental Injury. Your next attack deals +3 damage. This is an Enhancement effect.

Intermediate:

- No Mercy (9): All your weapon attacks against your Hated Foe do Devastating damage.
- Taste for Blood (5): You gain +1 weapon damage against your Hated Foe. Each time you drop a foe of your Hated type you get a further +1 weapon damage for the combat, maximum of +3 total. You may only select this if Slayer is your primary style.

Advanced:

- Foebane (Faebane, Demonbane, etc) (5): Once per day you may deliver a Death attack against your Hated Foe by melee strike. Powerful, special, or "boss" monsters will still likely be resistant to such effects.

Survivor

The world can be a dangerous place, but for some, danger is a way of life. Survivors are bold, robust warriors often battle-scarred and always ready for anything that comes their way. Often these are pioneers, pit fighters, or even hunters mad enough to walk openly into the Darkenwood. Due to the extreme nature of life using this style, Survivor may only be selected as a primary style.

Weapons: Survivors may select any three weapons to use as part of their style. These are selected upon taking the style and may not be changed. Selecting a shield uses up a choice.

Basic:

- Long Winters (6): You may harvest animal resources and may Resist 1 Water attack per Combat. If you also have Self-Sufficient, you may Resist 1 Air attack each Combat. When Mended, you recover to half+5 HP.
- Self-Sufficient (6): You may harvest plant resources and may resist 1 Earth attack per Combat. If you also have Long Winters, you may may Resist a Fire attack each Combat. Whenever you are Healed, you recover +2 HP.
- Will to Live (8): You gain a Willpower Feat card.

Intermediate:

- Hard to Kill (7): You do not bleed out to a major injury until you have been unconscious for 100 seconds. You may call Immune to Maim attacks. If you also have Terrain Mastery, you may call Immune to Darkenwood effects.
- Terrain Mastery (7): You become immune to the effects of the Overgrowth, Ablaze, and Darkness Battlefield conditions, as well as any other such condition based on difficult terrain. You may also call Resist to Frozen Foot, Snare, Paralyze, or Fear once per Combat. Once per Combat, you may pacify or befriend a Monster type foe, delivering either a Stun 30 or Love 15 by melee point-cast.

Advanced:

- True Grit (12): When Mended, you may heal to full instead of to half at the end of the Combat, but deal -1 damage the next Combat. Alternatively, you may immediately heal to half when Mended during Combat rather than waiting till the end of the Combat; if you do so, you deal -1 damage for the remainder of the Combat.

Way of the Heavenly Sword

To walk the Way of the Heavenly Sword is to strive to be the perfect warrior. Your weapons become an extension of your form and your mind and your swordsmanship becomes as natural as flight. A demanding form, it is only taught by the Grand Shogun or one of his ninety-nine disciples. Indeed, it is said that through the creation and mastery of this style that he achieved immortality.

Note: You must be from Kyo-dai to learn this style. You must also be either a tengu or a swanmae with Unusual Background. You must also take Code of Honor as one of your Character Traits.

Weapons: You may use either a curved two-handed sword or two one-handed swords. You may also use a single one handed sword and if you do so you gain a bonus Deflect every Combat. These should be styled as katanas/nodachis/wakazashis if at all possible.

Basic:

- Dazzling Display (8): You make a brief display of swordsmanship (this needn't take more than a second or two) and call Burst Stun 5 once per combat.
- Leap of the Clouds (6): Once per Combat you may go OOG for 3 seconds and move freely.
- Calm Heart that is One with the Blade (6): You may call Resist to Rage, Love, or Disarm once per Encounter.
- Quick Draw (3): You are not Confused during Ambushes.

Intermediate Skills:

- Masterful Flyer (9): You gain a Flight Feat card.
- Sirocco of One Thousand Swords (7): You may take to the air and swoop down, delivering a deadly series of strikes. Once activated, this ability remains active for 30 seconds. During this time, you deal +1 damage and may freely go OOG for up to 3 seconds up to 5 times. You may use this ability once per day, but you may also spend Flight Feat cards for additional uses.

Advanced Skills:

- The Blade that Races Lightning (9): You may parry spell packets, missiles, and thrown weapons with your swords.

Wearing the Bear's Shirt

Also called berserking, this is an ancient and primal style. It draws upon the very dangerous forces of the Beasts of the world and beyond. Warriors who follow it often adorn themselves with animal pelts and paint their skin with the blood of powerful beasts. Though they pride themselves on their boldness, no berserker is unaware of the dangers of their pursuits.

Weapons: While using this style, you may wield two-handed axes, two-handed maces, two-handed spears, two-handed swords, or natural weapons. You may also elect to dual wield some combination of natural weapons, one-handed axes, maces, flails, swords, or spears.

Note that some powers in this style activate when you drop a foe. Deliberately asking others to allow you to drop weakened foes is a violation of the spirit of the game.

Basic:

- Consume the Beast (7): By eating the heart or other important part of a Demon or Monster you helped slay, you gain a Strength Feat card. This may be used once per day.
- Furious Will (3): Once per day, you may ignore all of your current Injuries for one Encounter.
- Roar of Victory (7): After delivering the strike that drops a target, you may point-cast a Stun 10 or Fear 10 at another opponent within melee range, so brutal and frightening is the nature of your style. This must occur immediately and is wasted if no targets are in range.

Intermediate:

- Armor of Blood (6): Whenever you land the killing blow on an opponent, you Heal 4.
- Crimson Rage (6): Once per Encounter, you may inflict Rage 30 on yourself. While so enraged, you deal +1 damage in melee combat and your damage type changes to Devastating. You may call immune to Stun, Sleep, Paralyze, and Confuse effects delivered by foes.

Advanced:

- Shape of the Beast's Fury (5): You take on the form of a powerful bear. You drop your weapon and draw a pair of natural weapons, for which you must provide appropriate phys-reps. You inflict 6 Devastating damage with these weapons, ignoring other bonuses. You may inflict Knockback with your attacks freely, but must wait 5 seconds in between swings if you do. You gain +15 HP while in this form. This does not stack with Crimson Rage. It is usable once per day. If struck with a Rage effect by an enemy that you do not resist, you automatically activate this ability, but do not suffer from the Rage effect.

General Skills

The following skills may be freely bought by individuals on the Path of War:

Armor Mastery (5): You are trained to make the best use of your armor. If you wear light armor, you may Resist a Stun delivered by a foe once per day. If you wear Medium armor, you Resist Stun once per combat inflicted by a foe. If you wear Heavy, you are Immune to being Stunned by foes.

Beast of War (4): You have a loyal war-trained animal, most likely a dog, but other possibilities exist with ST permission. While logistics prevent such a creature from being upon the field, you may use it to guard your things or a location. It will be considerably more difficult for things to be stolen from you or the location in question to be violated. If NPCs are available, one will be provided to portray your animal should combat arise in the guarded area. Otherwise, your Beast will act like a trap, inflicting a certain amount of damage upon those who violate the territory described. (Ally)

Boundless Strength (8): You are Immune to Weakness effects inflicted by foes.

Combat Engineering (4): You are familiar with how to oversee construction of tactical fortifications such as proper trenches (which are, in fact, important to warfare of this time period), palisades, temporary bridges, and temporary walls. You may work with masons to advise them on how to build more permanent defenses.

Combat Medic (5): You deliver 2 Mends per Encounter. These take 30 seconds to employ, or 20 seconds with proper phys reps and role play. You may also spend 10 minutes treating an individual once per day to heal them of 1 Minor Physical Injury.

Iron Bones (7): You are Immune to Break Limb inflicted by foes.

Phalanx (6): You may wield a two handed weapon 6 inches longer than the usual maximum.

Sawbones (7): You may employ Bandages, up to 3 per Combat. Prereq: Strategy and Tactics, Peasant Hero or Survivor as your main style and Combat Medic.

Sidekick (8): You have a plucky sidekick or perhaps squire who follows you around on your adventures. At the start of any given thread (pending ST permission) you may send your sidekick along instead of going yourself. You then play your sidekick for the thread. Sidekicks must have their own unique costuming, including racial alterations. They are built as starting PCs and have +1 to their XP total for every level you have. They may not have any lores or ability to make silver. PCs with this ability must present a sheet to the SM and the SM may edit it freely to remove any abilities they do not wish a sidekick to have. While any injuries your sidekick suffers do not transfer to you once you return, the death of your sidekick means you cannot recruit another one until you have leveled at least twice. Prereq: Eagle Eye, Guardian of the Fortress, Dance of Flashing Steel or Knight Errant as your main style.

Oath of Vengeance (7): Once per level, you may swear an oath of vengeance upon a specific kind of monster or an individual. The monster type must be narrow: "Skeletal Warriors" is acceptable, but "Skeletons" or "Undead" is not. For the duration of that level, you inflict +1 damage against that foe. The type of foe must have wronged you in some way and this requires a certain amount of roleplay: "GIANT SLUGS?! I HATE GIANT SLUGS!!!" Prereq: Juggernaut, Slayer, Way of the Heavenly Sword or Wearing the Bear's Shirt as your main style.

Siege Engineering (3): You are familiar with techniques involving large powerful machines of war such as catapults and trebuchets. Generally this is used for narrative functions, though there may be mechanics or phys-reps to employ such skills from time to time.

Size Up (4): Once per day, you may carefully examine your foes. You may then gauge the approximate difficulty of an upcoming fight and consult the ST, who will provide you with their best guess given their knowledge of the Encounter and the strength of your force. This may only be used once opposition has been seen. Prereq: 3rd level.

Strategy (5/9): You are familiar with common uses of strategy in longer and larger term military action and have likely read several of the great works on the subject. The second level of this reflects considerable military expertise, appropriate to those who have served as officers in actual campaigns. This allows you to contribute significantly to planning of this sort and may also potentially allow analysis of enemy strategy (at ST discretion). Combined with Lores, it can give other details as well; for example, if you have Lore: History, it would allow you to recount historical campaigns with greater accuracy than someone with just Lore: History. If you have Lore: Kyo-dai, you could speak knowledgeably on brilliant strategies employed by the Grand Shogun.

Style Shifting Mastery (6/8): You may select one basic power from a style and use it when in the improper stance. You must still use an appropriate weapon if it is a damaging ability or one delivered by melee strike or melee point-cast. For 8 points, you may ignore all requirements for style and weapon selection for one Combat per day and you reduce the count to change between stances to 5 seconds, also making them no longer interruptable by damage. Prereq: 3rd/5th level.

Two-Weapon Mastery (7): You may use two equal length weapons of no more than 36 inches when two-weapon fighting.

Path of Cunning

No matter how subtle the wizard or mighty the warrior, a dagger between his shoulder blades will seriously cramp his style.

-V. Taltos

A thief in the night, a blade in the dark, a knowing smirk behind a clever mask, those who walk the Path of Cunning thrive on intrigue, guile, and precision. Some use their talents as spies, criminals, assassins, or enforcers, but just as common are those who act as scouts, freedom fighters, or charming knaves. One can never tell with certainty when it comes to those upon this Path and that is the way they like it.

You should walk the Path of Cunning if...

- You like having interesting things to do in melee combat, refreshing each Encounter.
- You like dealing a lot of damage when you pull off precise attacks.
- You enjoy elements of trickery and complexity in your solutions to problems.
- You want to employ stealth, avoid traps, and cripple your opponents.
- You are dexterous.
- You want to be any of the following fantasy archetypes: Rogue, Assassin, Sniper, Ninja, or Highwayman.

Immediate Benefits Upon Selecting the Path of Cunning:

Rugged: You gain +5 hit points, bringing your starting total to 25.

Lightning Reflexes: You gain 2 Deflects each Encounter.

Critical Strikes: You gain 3 Critical Strikes each Encounter that deal +3 damage. See below.

Dirty Fighting: You gain a melee-delivered Stun 10 which may be used up to twice each Encounter.

Fencing, Fighting, Revenge: You gain proficiency in 3 weapons of your choice. If you select the Martial Experience background, you instead become proficient in all weapons. You are proficient in Medium armor and bucklers. You may fight with two weapons, though your off-hand weapon may not be more than 30" long and loses its qualities unless it has the Off-hand quality (see Two-Weapon Fighting in the Combat section).

Level-based Benefits:

3rd:

Quick Wits: You gain another Deflect each Encounter.

Deadly Precision: Your Critical Strikes now deal +4 damage.

Feign Death: Once per day when you were knocked out, you were really just faking it. When reduced to HP and bleeding out, you may opt to heal to 1 hit point and stop bleeding out. If you do so, you do not take the Minor Injury associated with being reduced to 0 HP.

5th:

Vigor: You gain +5 hit points

Lethal cunning: You gain an additional Critical Strike every Encounter.

No Mercy: Twice per day, you may deliver any of your melee-based Status Effects (such as Dirty Fighting) as a melee point-cast.

Critical Strikes and Status Effects

A core mechanic for those on the Path of Cunning is its use of potent Critical Strikes. While they deal the extra damage indicated, they must be delivered to the torso in order to work. The exception to this is missile (but not thrown) weapons, which may still hit anywhere. However, you may not use a Critical Strike while using the drop mechanic. This limitation is also true for all Path of Cunning Status Effects; they must strike the torso unless otherwise noted. All Critical Strikes are Enhancement effects. As these attacks must be delivered with precision, they do not stack with the bonus damage granted by the Brutal weapon quality. You must wait 5 seconds in between delivering Critical Strikes.

Poisons

Depending on their selections, those who walk this Path may gain access to Poisons. These are a special kind of item that adds an effect to a weapon strike or may be delivered as a packet or both, depending on the Poison. If used on a weapon, they take a 5 count to apply (Poisoning 1, Poisoning 2, etc.). They may also be poured into food or drink, in which case their effectiveness is tripled. Unless otherwise noted, Poisons expire after one use and any unused Poisons vanish at the end of an Event.

Example of Basic Poison: Weeping Pusflower Extract: Your next weapon strike inflicts Weakness 1 instead of its usual damage.

Example of Intermediate Poison: Deadly Puff Mushroom Sack: Packet strike for Blast 8 Poison.

Example of Advanced Poison: Bottle of Red Insanity: Your next weapon strike inflicts Rage 30.

Disciplines

There are four groups of abilities from which a member of the Path of Cunning may draw to customize their abilities: Assassination, Assault, Aptitude, and Apothecary. Each character on the Path of Cunning must select one Discipline they lack training in and order the remaining abilities into primary, secondary, and tertiary depending upon their own personal flare. You may freely buy from your primary tree, but you are limited to 2 skills from your secondary Discipline and 1 skill from your tertiary tree. A few select abilities are marked with an asterisk (*). This indicates the ability is only available to those with the Discipline as their primary. Some abilities have prerequisites, which are noted after the description.

Apothecary

Those who walk the Path of Cunning know bodily humors and anatomy better than almost anyone. Combining this with a clever knack for the right herbs and extracts long ago created the Apothecary discipline. Skilled in the creation of potent-but-dangerous drugs, Apothecaries can provide valuable assistance... for a price. Due to the long-term potential for addiction, Apothecaries never touch their own stock and may not benefit from the effects of their drugs. All techniques in this discipline except for Pressure Points are specific drugs and draw from a pool of reagents. If you select this as your primary path, you get 5 reagents per Encounter. If it

is your secondary, you get 3 regents per Encounter. If it is your 3rd tree you get 1 reagent per Encounter. Thus a primary Apothecary may use Zen three per Encounter and Fury twice, for example. Delivering a drug requires touch and a 5 second count (Drugging you 1, Drugging you 2, etc.) that is interrupted by damage. If you can bandage because of a power in this tree, see bandaging in the Healing section. You are responsible for letting your allies know what your drugs do ahead of time and no holds may be called to explain the effects. Due to internal body tolerance, no one may benefit from the same drug more than once per Encounter. Selecting Apothecary as your main discipline allows you to use Alchemical recipes.

Bottled Hate (6): The target inflicts +1 damage and may act as if they have a Strength Feat card (including spending it for an additional +1 damage) for 60 seconds. They then suffer Sleep Encounter (though they may be awoken by the usual means, including by use of Zen). They suffer from Bad Temper until the end of the next Encounter.

Illusion of Grandeur (5): This drug reduces Mana costs by -1, to a minimum of 1. Each time the user casts a spell, they take 1 Devastating damage. Prereq: Level 3.

Milk of the Poppy (6): You restore an individual to full hit points. At the end of the Encounter, they drop to 0 hit points automatically. If you have selected Apothecary as your primary discipline, you may employ 2 Bandages during each Combat. You may also spend Reagents to employ further Bandages on a 1 for 1 basis.

Needles and Bliss (6): An individual affected by Bliss takes -2 damage from all attacks and is Confused for 30 seconds. They must still fight safely, even if this renders them immune to the damage of their enemies. They become Absent-Minded until the end of the next Encounter. You have also become familiar with using needles for “therapeutic” activities; once per Encounter you may use any power in this tree without a count. (Note: this includes Pressure Points, but remember that Mends do not take effect until combat is over; they only stabilize people.)

Pressure Points (5): You may take one minute to balance another’s humors with a proper application of massage and force. This grants the target a Mend and may be used 3 times per Encounter.

Zen (5): You release an individual from all Fear, Rage, Love, Confuse, Stun, and Sleep effects. They become Immune to such effects for the duration of the Encounter, unless the effect is Devastating or Divine. They suffer Weakness 1 for the Encounter. Removing this removes the effects. They gain the Lazy trait until the end of the next Encounter.

Aptitude

To succeed along the Path of Cunning, one must not only be dangerous, but also clever and nimble and know all manner of tricks. This discipline gives access to a wide variety of useful talents, perfect for the adventuring rascal. Note that if buying powers in this tree would cause you to exceed 5 Feat cards, the cost of the abilities are decreased. Apply a -4 to the cost of all abilities bought beyond your 5th Feat card (thus, if you were a female dwarf and had already purchased 4 abilities from this tree, your next ability would cost 4 points less).

Alertness (6): You gain an Acute Senses Feat card at the start of game.

Celerity (9): You gain a Dexterity Feat card. Prereq: Level 3, any other Aptitude ability.

Reconnaissance (6): You gain a Scout Feat card at the start of game.

Shadowing (6): You gain a Stealth Feat card at the start of game.

Silver-Tongued (8): You gain a Bluff Feat card at the start of game.

Tangled Web (6/9): Here and there, you hear things. Whispers at taverns, the word on the street and even a secret or two. At the start of each game, you will be informed of certain rumors acquired from this power. If you spend a BGA, you may be able to find out more rumors or more details. For 9 points, you may spend a BGA to start such rumors...

*Vanish (11): You may go OOG for 10 seconds once per Encounter during which time you may move freely. Prereq: Level 5, Shadowing.

Assassination

Assassins focus on dealing out subtle death to those who require it. Their skills are dangerous, yet often sought out by those who wish an efficient or creative end to their enemies. Not all assassins are malicious, of course, but there is a certain ruthless element required for those who master the discipline.

Backstab (7): You gain +1 damage to attacks delivered to a foe's back.

Bladecraft (6): You inflict +1 damage with daggers and thrown knives so long as you wield no other weapons in the same Combat.

Cruel Anatomist (6): You gain an extra Critical Strike every Encounter.

*Fatality (4): Twice per day, you may expend 3 Critical Strikes for an Encounter to instead call "Death". Such an attack must strike the target's back and, like all Death effects, may be resisted by certain kinds of enemies (see Status Effects for more details). Prereq: Level 5, Cruel Anatomist.

Poisoner, Basic (6): You begin the day with a variety of Poisons (possibly even a Trap or two!) usually between 2-4 lesser Poisons and one medium Poison. These are randomly chosen or assigned by staff and represent the various things you've put together for a given day's use. You may also use any Poison you pick up along your way. More specific rules on Poisons are listed above.

Poisoner, Expert (5): You begin the day with a few more Poisons than a basic Poisoner. You may also identify poisoned food and drink unless the person who applied the Poison was a Master. Additionally, if you come across a Poison recipe, you may employ it as described. Pre-req: Poisoner, Basic; Level 3

Poisoner, Master (5): You begin the day with a few more Poisons (and a few more potent ones) than an expert Poisoner. You may always identify poisoned food and drink. Pre-req: Poisoner, Expert; Level 5

Assault

While it is those upon the Path of War who have mastered the arts of battle, there are many other ways to win a fight than the perfect sword technique. Assault reflects the unconventional fighting techniques often employed by those upon the Path of Cunning.

Hamstring (6): Instead of calling Stun 10 with your Dirty Fighting, you may call Snare 20.

*Combat Mastery (11): Your Dirty Fighting now inflicts Stun 15. You may use Dirty Fighting (in any of the incarnations granted by this path) on additional time per encounter. Pre-req: Hamstring, level 5.

Pugilist (1): Whether it is the boisterous boxing techniques favored by Albain brawlers or the practiced martial arts of Kyo-dai, you have learned to turn your body into a weapon. You gain natural weapons and are proficient with them.

Throat Strike (7): Instead of calling Stun 10 with your Dirty Fighting, you may call Confuse 30.

Vile Insult (8): You may inflict Repulse 20 or Taunt, both by point-cast, instead of Stun 10 with your Dirty Fighting.

With a Flick of the Wrist (8): You may call Disarm instead of Stun 10 with your Dirty Fighting. Prereq: level 3.

General Cunning Skills

The following skills may be freely bought by anyone following the Path of Cunning.

Disarm Traps (5/8): This ability functions exactly like lock-picking but for traps. You will be able to identify traps by searching for them, but some traps may be so well hidden they may only be spotted by those with Acute Senses.

Evasion (7/9): This ability allows you to resist one Blast or Burst once per encounter. For 9 points it also works on Storm and Area powers.

Forgery (7): You can make and identify reasonable forgeries of official papers. This must be role-played out and you must physically create such a document. Experienced individuals may be able to detect your forgery, but it will certainly fool casual inspectors. Forgery is, obviously, quite illegal.

Holdout (5): You may hide a few select things (5) on your person. Pick up to 2 Encumbrance worth of items to put in a special pouch; these items may not be looted or even located by typical means (though strip searches or magic could work, as could Acute Senses). You may resist any injury card that would cause you to lose an item or money once per day.

Infiltration (8): You are trained extensively in the arts of blending in, adapting to unfamiliar social situations, and identifying entrances to fortified locations. The classic caper ability, it can also include making minor disguises (caterers are popular choices) and will help with getting into places you ought not to be. This is chiefly used in role-playing situations and Between-Game Actions.

Larceny (7): You gain a Theft Feat card at the start of the day. If this would give you access to more than 5 Feat cards, its cost is reduced to 3.

Lock-picking (5/8): You may engage in lock-picking mechanics. Typically these will involve a challenge of personal dexterity, such as moving a specific number of Jenga blocks. For 8 points you may bypass simple locks without such a mechanic by performing a 30 count and you get a do-over to any failed mechanic or some other benefit determined by an ST.

Smuggler (6): You have access to a nicer item selection from merchants as if you lived at the Comfortable cost of living. However, your channels are often illegal and could lead to trouble some day...

Path of Faith

“Gods grant to me the serenity to accept the things I cannot change, the courage to change the things I can, and the wisdom to know the difference.”

-R. Niebuhr

While nearly everyone on the Northern Shores acknowledges and reveres the Gods, it is those upon the Path of Faith who are their loyal servants. Their faith and ritual allows them to wield the power of the Gods to be sure, but to be a priest is much more than that. Those on the Path of Faith must also act as spiritual guides at the center of communities, perform vital ceremonies, decipher the cryptic will of the Gods, and combat the intrusions of dark forces from other realms. Those who work the miracles of the divine may be humble or may be righteous, but all are united in faith.

You Should Walk the Path of Faith if...

- You enjoy conversations on philosophy, destiny, and divinity.
- You enjoy role-playing out significant ceremonies such as marriage, funerals, and offerings to the gods.
- You are prepared to give considerable thought to the mythos of Wanderlust and prepared to read more extensively than a typical player.
- You enjoy powers of divination.
- You like interacting with people and providing support to other characters.
- You wish to portray any of the following fantasy archetypes: Priest, Shaman, Wise Man, Oracle, or Emissary.

Immediate Benefits Upon Selecting Path of Faith:

Basic training: Those on the Path of Faith may wear light armor, use bucklers, and are proficient with Quarterstaves (sacred to Zarasha), Bows and Javelins (sacred to the Huntsman).

Learned: You begin knowing 7 Invocations and 3 Ceremonies.

Legends: You automatically gain Lore: Religion for free.

The Power Divine: You gain 30 points of white Mana and one Sacred Vessel selection. You may buy up to 2 Blessings.

Level Dependent Benefits:

3rd:

Investiture: You may buy a third Blessing.

Tested: You gain +5 HP and +5 Mana.

Wise: You gain another Invocation and another Sacred Vessel Selection

5th:

Faith's Reward: You gain a Divine Favor and another Invocation.

Sanctified: You may freely deal Holy damage with your weapons or spells.

Gods, Saints, and Religion

Characters on the Path of Faith should do their best to become familiar with the mythology aspects of the game. A brief overview is provided at the end of this chapter.

Those on this Path do not just honor one god; to do so would heavily limit their scope. While it is possible to favor one deity over others if one so chooses, priests have knowledge of the sacred ways of all the gods. It is uncommon for someone to go around saying they are a Priest of Vobi or a Cleric of St. Joy.

Wanderlust has a broad pantheon of gods. Indeed, some say there are as many as a hundred minor deities, though only a few of them are powerful enough to give out magic or be extensively known. Saints are a specific type of deity: ones who were known to have once been mortal. They are no less powerful than other deities of their rank for this fact; indeed, Zarasha is technically a saint, but those who know this also know it is unwise to say as much.

Gods should be thought of more as ancient Greek, Roman, Norse, Native American, or other old pagan forms than the Abrahamic (Jewish/Christian/Muslim) form. People are not expected to love deities or give them specific allegiance or live in accordance with their divine mandates. The Gods in Wanderlust, even the somewhat more benevolent ones, are fickle, with very human motivations. They enjoy flattery and bribes (in the form of sacrifices) and can often be vengeful. They also frequently manifest themselves in certain forms to walk the world, and nearly everyone has a cousin who at least claims to have encountered a god. Most folk do not think that the gods are truly omniscient or even completely omnipotent; it is known that gods have been killed, after all. Still, it is known that their wrath is terrible, their miracles are real, and they are certainly more powerful than even entire mortal nations.

Invocations

Invocations are a means by which a character channels the powers of the gods and they require White Mana or Red Mana to cast. You may use any Invocation you know and have the Mana to cast. Invocations have specific words associated with them. These must be announced clearly and at a measured pace; speed-chanting through your prayers will result in the gods being displeased and revoking your Mana (this is serious in Wanderlust and will be enforced). Some chants may be complex, so a book of prayers is strongly recommended. If an Invocation is misspoken (beyond a simple stutter), the Mana is not lost but the prayer must begin again from the beginning.

Hymns are a specific kind of Invocation that must be sung or played on an actual instrument. Music is said to be the language of the Gods, and so these effects are often more powerful than other Invocations but obviously take longer to invoke.

Using Invocations requires certain incense, holy objects, symbols, etc. While phys-repping these items is ideal, it is not required. Each character on this Path begins with an item card to reflect these components; if it is stolen or taken from them, they may not use Invocations.

Several Invocations require your allied target(s) to hear you. This is a deliberate mechanic. If they do not hear you incant and announce the effect the first time, it has no effect. Repeating your effect or shouting it louder than your prayer will result in Mana loss.

If an effect says “your allies” or “those allies who can hear you,” it does not include you unless stated otherwise. If an effect is delivered by packet, you may hold the packet for up to 10 seconds after completing the Invocation.

Due to the limitations of how often a given god can be called upon for aid, you may not spend more than 5 Mana per Encounter on Invocations from a given god (Kyro and Pyra count as one God). Invocations without a specific God in the name or incant do not have any particular limit.

Mana Orbs

Characters on the Path of Faith have white Mana Orbs, reflecting the purest form of magic granted directly from the gods. These are phys-rep'd in the form of marbles. Ideally, these are drawn during an Invocation and either placed into a different pouch or given to an ST; however, acknowledging the difficulty of accomplishing this in combat, it is acceptable to transfer out the marbles later, as soon as it is convenient. It is suggested for consistency that an individual wear their unspent Mana Orbs on their right side and put their spent ones on their left side. The game provides Mana Orbs and bringing in your own is considered counterfeiting (see Cheating above).

Mana Orbs are in-game objects and can be seen. Thus, holding them in your hand means your hand is glowing with divine energy. Similarly, if you find Mana Orbs lying on the ground or in a location, it means that this is a sacred spot and you may draw power from it by simply picking up the Orbs. Those on the Path of Faith may only draw white Mana Orbs.

Invocations of the Gods

Invocation of the Huntsman's Stern Gaze

Mana: 1

You may call “Fear 15” against a fae by packet strike.

“You, thing not of this world, know that the eyes of the Faefoe are upon you and his wrath shall be swift and merciless.”

Blade of the Divine Retribution

Mana: 1 or 3

You call may deal 4 Holy damage with a packet. For three Mana you may do so in a Burst or Blast.

“In the name of the Gods I call judgment upon the unnatural. Know now their scorn and be smitten by their power.”

Calling Upon Vobi's Laughter

Mana: 2

Up to three allies who hear this prayer gain +3 damage on their next weapon strike. If the strike is unsuccessful, the effect is wasted. Alternatively, you may grant 1 individual +3 damage on their next three weapon strikes. This is an Enhancement effect and may not affect the caster.

"I call to you, Lord of Bloody Laughter, grant to us the power to slay and to rend. Bless those who wield blade and bow in your honor."

Fires of the Heart

Mana: 2

All allies who hear this Invocation may resist the next Water attack or Fear effect that hits them.

"Pyra, whose passions drive all things to greatness and to heights unknown, grant us your blessing. For it is by your will that the flames of our souls may burn brighter still!"

Honoring Vobi's Ways

Mana: 2

You may throw a packet that inflicts Rage 15 upon a foe.

"For it is the truth of the world that all things know war. May your blood boil, your sight turn red and heart churn with hatred."

A Light in the Darkness

Mana: 2

You may cancel the Darkness battlefield condition for the duration of the Encounter. You may also use a modest flashlight for up to thirty minutes.

"And low in the east, when all hope was thought lost, did the sun rise upon the field. And within Ibronka's hands did it rest to banish the shadows and drive out the night."

Plea for Sweet Freedom

Mana: 2

You may Release one ally from Frozen Foot, Sleep, Paralysis, Slow Motion or Lure by point-cast.

"Saint Joy grant us liberty!"

Summon Zarasha's Disdain

Mana: 2

Once during this Encounter you may melee point-cast a Repulse 20.

"She who is graceful without fault, I call to you that you might lend me your gifts. Deny those who would dare to lay a finger upon me."

Temperance of the Will

Mana: 2

You may point-cast at an ally and call "Release" to Fear, Confuse, Stun, or Rage.

“By the will of Kyro, I command thy heart to quell. Be still thy soul and be released from the impurity of emotion, thy mind made clear as the cloudless sky.”

Vex's Vexing Vexation

Mana: 2

As part of this Invocation, you must flip a coin, which is consumed by the spell. If it lands heads, it turns into a potion that may be drunk to Heal 5 during this Encounter. If it lands tails, it turns into a black powder bomb that may be thrown during this Encounter for Blast 8 Devastating. On occasion, it may turn into other things as well.

“My Lady upon the Winds, I call upon your presence. Grant to those who you favor a boon and a fortune yet deliver unto those who cross you an unpleasant end.”

Innervation of Inspiration

Mana: 3

You restore the use of an ability that can only be used a limited number of times per Encounter/Combat, such as an assassin's Critical Strike. A specific individual may only benefit from this once per Encounter/Combat. This may not be used to aid those on Path of Faith.

“By the sacred grace of Felicitate, I bless you. May your will be refreshed and may your imagination be given new vigor.”

Preservation of the Eternal

Mana: 3

Up to three allies who hear this Invocation may Deflect the next attack that strikes them and deals 5 or fewer points of damage. This may not affect the caster.

“Maiden of the Hourglass, heed my prayers. Guard these worthy fellows from the ravages of time and danger. May the winds of destiny change!”

To Send the Sacred Post

Mana: 3

You may send a message of no more than 50 words to anyone who you have met in person and can name. If there are any leftover words they may be allowed to use them to reply, should Trist feel like allowing it. While the gist of the message will remain the same, details are occasionally muddled in the sending...

“Lord of Swift and Lies and Mask, I have for you a clever task. For this letter, I do so pine, to be quickly sped to a friend of mine. In rain or snow or fierce monsoon, I beg thee please, grant me this boon.”

To Summon Sacred Beauty

Mana: 3

You cause awe in those who would bring you harm by drawing upon the beauty of felicitate. You become immune to all damaging attacks for 30 seconds (Call immune). You may not inflict damage or take aggressive action during this time. Normally this Invocation takes place right away, but you may cast it ahead and invoke it instantly at any point in the Encounter if you so choose. Doing so causes it to last only 15 seconds.

“Felicitate, he of beauty, she of wonders may you grant peace and protection, for you know more than any of the things in this world that need be saved from the ravages of destruction.”

The Trickmaster’s Theft

Mana: 3

You may deliver a Burst or packet Blast Disarm.

“Trickster, Trickster come to pass. I call to you for theft en mass. Take from them what was their own, whisked away to realms unknown.”

To Know the Dark Lady’s Anger

Mana: 5

You conjure a terrible flood to rage across the field. This delivers a Storm 5 Water and a Storm Knockback.

“Zarasha, hear my cry. Deliver onto my foes the full fury of the seas and oceans. I conjure from thy will the sky and storm. Churn the black waters and raise the tallest waves. Let none stand against your terrible majesty.”

Mending the Broken

Mana: 5

You may restore one Minor Physical Injury of yourself or an ally. No individual may benefit from this more than once per day.

“Ibronka, Mistress of Making, hear my plea! Though all things in the heavens are eternal, it is not so in the realms below. Grant to me your power that I might make whole that which is shattered, that I may make right what has been wronged and that I shall mend that which has been torn asunder.”

Hymn of the Hunt

Mana: 2

So long as this song is sung, it cancels the effects of the Darkenwood battlefield condition. Further, the singer is immune to the attacks of fae while he sings.

The Hymn may be found at:

http://www.youtube.com/watch?v=FozCVz0_Kpc

(Heather Anderson, "The Hunt is On")

Ballad of Zarasha's Favor

Mana: 3

Up to three targets who follow the Path of Magic and hear this song in its entirety have 5 Mana restored to them. Each time after the first that a character hears this song in a day, they recover 1 fewer Mana.

The Hymn may be found at:

<http://www.youtube.com/watch?v=tuoXTetWMpk>

(Mercedes Lackey, "Mirror Spell")

Aria of Ibronka, Eternity and the Phoenix

Mana: 5

Up to three allies who hear this Hymn in its entirety are Healed 5 hit points.

The Hymn may be found at:

<http://www.youtube.com/watch?v=nX2anEXG0eE>

(Celtic Women, "The Voice")

Blessings

These are permanent blessings given to the character by the powers that be. They do not require incantation or Mana and function constantly or at specific intervals described in the ability. You may buy up to 2 different blessings at 1st level, another at 3rd level, and another at 5th level.

Blessing of Eternity and Saint Deserae (10): You experience visions that foretell the future. These are often cloudy or mysterious, but rarely are they without purpose. They will likely provide you with valuable insight on some occasions, but may prove more than a little vexing on others. Most often these strike you at random intervals, but you may, with proper RP attempt to draw one up deliberately. There is no guarantee it will work. Further, your insights into the future grant you 1 Deflect per Combat

Felicitate's Blessing (9): Your Hymns cost 1 less Mana to perform. You gain a Diplomacy Feat card which you may spend to throw a packet for Love 20 in addition to the usual uses. Once per day, you may touch someone and make their body awash with pleasure, healing them of one Minor Mental Injury.

Ibronka's Blessing (9): You may perform 3 Mends per Encounter with a 15-second count. You may use a Bandage up to 3 times per Combat. You may employ additional bandages, but doing so costs 2 mana per bandage.

Twin's Blessing (9): During the summer, you gain +5 hit points, may shrug off the first Physical Injury you receive in a day and may freely call Fire damage with your weapons or spells that deal damage. During the winter, you gain +5 Mana, may shrug off the first Mental Injury you receive in a day and may freely call Magic with your weapons or spells that deal damage.

Vobi's Blessing (5): You may become proficient with any one weapon once per Combat for the duration of the Combat. Three times per day you may deliver a +3 damage Critical Strike (see Path of Cunning). This is an Enhancement effect.

Vex's Blessing (9): You become proficient in firearms and once per Combat you may add Blast to one of your bullets as an Enhancement effect. You deal Divine damage with firearms. You gain a Luck Feat card. You resist 1 Air attack per Encounter. You gain 5 silver at the start of every game. You gain the Impulsive Character Trait.

Zarasha's Blessing (7): You may freely pick up and use blue Mana Orbs as well as white ones. You may infuse those on the Path of Magic with your own Mana on a one-for-one basis, though an ST must be present for this exchange. Using Blue mana to power Invocations is straining, and it takes two Blue mana to equal 1 White. Once per Combat you may resist a Water attack or an attack made by an undead.

Sacred Vessel

Perhaps the most potent ability of those on the Path of Faith is to become a Sacred Vessel of a deity. These spells call the avatar of a god into you, granting you formidable abilities. Some cultures refer to this as being the mount of a deity, while others think of it more as a union of purpose.

The price for such a power is high. While you automatically Heal 10 HP upon entering this state, after 60 seconds the power ends. When it ends, you inflict -1 damage for the remainder of the Combat and cannot cast Invocations for the duration of the Combat. You may only invoke such a transformation once per Encounter. You also suffer a Character Trait associated with the deity in question until the end of the next Encounter or for 30 minutes, whichever comes first. If you already have the Trait in question, it is amplified. Some deities allow you to pick from two Traits.

Some deities have other costs or sacrifices associated with channeling them. It is both allowed and recommended you have a stopwatch to track your allotted time. Several variants require you to have a specific piece of equipment.

You know one variant to begin with and may buy another at 3rd level. Every time you gain a level, you may choose to alter one of your Sacred Vessel selections.

All alterations to weapon damage are considered Enhancement effects.

To call a divine manifestation you say the following:

"I invoke thee, (name of god). I offer you my flesh as your own, that your power might flow through me and make me unstoppable!"

Channel Eternity: Sands swirl around your form and you float slightly off the ground. Your voice echoes strangely when you speak. Your very movements seem adrift in the flow of time.

Three times during the duration, you may throw packets to inflict one of the following Status Effects: Snare 30, Frozen Foot 25, Sleep 20, or Slow Motion 10. You may call Burst Knockback twice during the duration. Finally, you may accelerate time around yourself and go OOG for up to 10 seconds. (Character Trait: Absent-Minded)

Channel the Huntsman: You grow a foot taller and become leaner and more muscular. Your hair turns the color of autumn leaves and you become male if you were not yet already. The arrows from your bow transform into great boulders.

You may use a bow to deliver shots doing 10 Earth damage or 5 Divine damage. You may throw javelins for 6 Earth damage. You are immune to Earth damage and all powers of the fae other than normal damage. Once per use of this power, you may call "Death" against a Monster using a bow or javelin. Unlike most such powers, this one lasts 120 seconds. However, the Huntsman also demands a sacrifice of an Animal Resource at the end of any day he was evoked. (Character Trait: Callous or Lecherous)

Channel Ibronka: You gain the effects of Sanctuary, as does anyone who you are currently bandaging or mending. If you or they break the sanctuary by performing any offensive action, this channel immediately ends. Your bandaging now only takes 20 non-phys rep'd/10 seconds phys rep'd. Your Mends now take 10 seconds non-phys rep'd/5 with phys reps. Twice during the duration you may "Release" from any physical status condition by touch. Further, the first two mends or bandages you perform do not count against your limits for this combat. (Character Trait: Honesty)

Channel Vobi: You become a youthful version of yourself and your eyes shift to solid black with no trace of white. Your blades bleed of their own accord and giggle as they cut flesh.

You may use a pair of full length swords to inflict 4 Devastating damage or a greatsword to inflict 5 Devastating damage. You gain 2 Deflects and may strike once for Fear 10. You may throw two packets for 8 Air damage. Though powerful, Vobi is particularly cruel to those he rides, dealing 10 points of Devastating damage to his vessel upon departing. (Character Trait: Battlelust. If you fell unconscious before the power ended, you gain Cowardly instead).

Channel Zarasha: Your hair grows long and animate, your eyes erupt in a vibrant purple glow and you become female if you were not already. Icy cold waters flow in the air around you.

You may throw packets for 6 Water or Magic. You must wait a full 5 seconds in between throwing them. You are immune to Water damage. You do 4 Water or Magic with a staff. You may deliver a Paralyze 10 and a Sleep 15 effect through your staff strike once each during the duration of this power. (Character Trait: Vain)

Ceremonies

One of the most important functions performed by those on the Path of Faith is their ability to conduct ceremonies: e.g., funerals, weddings, blessing for births, and sacrifices to the Gods. Such ceremonies do not have a specific immediate mechanical effect but are significant for

other reasons. Whenever a character learns a new Invocation, they learn a Ceremony for free as a bonus. Ceremonial customs vary widely from nation to nation and even race to race, but with a little bit of time, a priest can perform any culture's variant on the theme. All ceremonies cost 1 Mana (per person if applicable). Below are some types of common Ceremonies.

Adulthood: You allow an individual to be properly recognized as an adult.

Birth and Naming: You bring a child into the recognition of the Gods.

Blood Oath: Two or more individuals swear to be blood brothers or sisters. Also works for adoptions. They may now purchase the Family ability.

Funeral: You bless the grave or pyre of a dead individual, decreasing the odds of their returning as an undead or risen.

Marriage: You bring two (or more) individuals into union. This is said to tie their destinies together.

Divorce: You undo a marriage.

Hearth: You bless a new home, ship, or business so that the gods will favor and protect it. This has a lasting effect but is only applied to larger-scale structures.

Blessing: A very general Ceremony, this blesses a person, voyage, object, or undertaking, asking the gods to give it favor. This effect is considered finite and only applies to smaller scale things than Hearth.

Harvest and Hunt: These are the rites performed during the harvest, both in the large autumn and the early spring harvest. Included also are rites honoring slain animals to be used for food.

Honoring the Ancestors: This rite is used to keep connected to one's ancestors and past lives.

Sacrifice: A particularly important Ceremony, you make an offering on behalf of yourself or another. This is particularly important, as the Gods pay close and real attention to such things and may offer rewards for particularly significant or consistent offerings.

Seasons: The solstices and the equinoxes are important holidays and these are the ceremonies associated with properly celebrating them.

General Path of Faith Skills

Additional Ceremony (1): You may pick another Ceremony to know. The cost of this ability increases by +1 every time you buy it.

Ancient Scripts (5): You are familiar with ancient Draconic (also called the First Tongue), the scholarly language which many ancient texts are written in or derived from. You will be able to more easily decipher such writings. This skill requires you to be literate by some means.

Call Ancestors (5): A very fickle ability, this allows one to call upon one of their ancestors (or do so for another) to provide wisdom and guidance. Usually this is a general sort of advice, but certain ancestors may on occasion have more specific lore to share or aid to give. Using this too often will cause your ancestors to grow annoyed.

Commune (8): After 10 minutes of thoughtful prayer (though other divinations such as the use of fire read, card, etc might work too), you may commune with a divine source to seek its advice or guidance on a particular topic of interest to you. While they are unlikely to give you straight and direct answers, they will often be able to provide some manner of useful help. Using this ability more than once per day rapidly dilutes its effectiveness, but giving pleasing Sacrifices with the proper Ceremony might be of help in such situations....

Community Ties (6): As a person of Faith, you are often sought out by members of the local populace for guidance, advice and aid with matters of spirituality. In the course of such work, you will often hear things that could be of importance. At the start of each game, you will be informed of certain rumors acquired from this power. If you spend a BGA, you may be able to find out more rumors or more details.

Empowered (6): You gain a second Divine Vessel selection but you may still only use one per Encounter. You must be 3rd level before selecting this.

Extra Invocation (4): You learn an additional Invocation. This may be taken up to four times.

Favored Deity (8): Select a deity you have a particularly close connection with. You may use up to 10 Mana per Encounter on that deity's spells and the Mana cost for all spells of that deity are reduced by 1, unless they cost 1 or are variable in cost. If you use Sacred Vessel for your deity, all Status Effects are removed from you.

Note on Divination

Clerics have several powers that are variants on divination. Divination is quite tricky to run and your results may vary significantly: it should never be relied upon the prime tool for solving plots. Ones who are overly dependent upon it may find they begin receiving false readings. Buying all of the divination powers and then asking the same approximate question of all of them is very unlikely to yield good results. Remember, all things in moderation.

Pantheon

Principal Deities:

The Huntsman: Lord of Ways, Faefoe, King of the Gods. Death, Archery, Hunting, Autumn, Strength, Cunning, Travel, the Earth, Rulership, and Orcs.

Zarasha: The Dark Lady, The Duskstar, Queen of the Gods. Magic, the Moon, Politics, Revenge, Power, Necromancy, the Sea, Resolve and Elves.

Major Deities:

Ibronka: The Mistress of Making, Our Lady of the Towers, The Divine Steward. Civilization, Medicine, Domesticated Animals, Crops, Farming, the Sun, Spring, the Written Word, Artisans, Miners and Dwarves.

Trist: The Trickmaster, The Masked God, The Divine Messenger. Comedy, Tragedy, Actors, Lies, Riddles, Trickery, Thieves, Bargains, Second Chances and Ogres.

Vobi: The Child God of War. Lord of Bloody Laughter, Mercybane. War, Ambition, Fear, Lightning, Conquest, Weapons and Tengu.

Pyra and Kyro: The Celestial Twins, Lady of the Heart, Lord of the Mind. Pyra: Passion, Hate, Love, Sex/sexual potency, Courage and Summer. Kyra: Learning, Civility, Manners, Knowledge and Winter. Both: Humans

Eternity: Maiden of the Hourglass, The Infinite. Time, History, Mathematics, Bureaucracy, Alchemy, Dreams, the Stars, Destiny and the Unseeing.

Vex: The Wandering Lass, The Whistling Wind: Ships, Currency, Black Powder, Luck, Trade, Adventure, the Wind and Goblins.

Felcitate: The Tapestry, The Songsinger: Beauty, Art, Sculpture, Music, Androgyny, Sensuality and Sexualities, Wooing, Fertility, Drugs, Inspiration, Peace, Fashion, Imagination and Swanmae.

Notable Minor Deities:

Saint Joy of the Marches: Valor, Honor, Justice, Sacrifice, Honesty, Freedom and Albralar.

The Reaper Cowled in Black: Cruelty, Irony, Traps, Meaningless Death, Fiends.

Capri the Horned One: Ambassador to/from the Fae Courts. Celebration, Wine, Fermentation, Distilling and Changelings.

Saint Desaere of the Veils: Dancing, Omens, Divination, Fire, Mystics, Tea and Jewelry.

The Fera Council: Representatives from the allied/domesticated animals of mortals; includes Horse, Falcon, Dog, Cat, Bovine and others. Deities of those animals and of Wildkin.

Trot the Uncaring: Nothing

Path of Magic

“Do not meddle in the affairs of wizards, for they are subtle and quick to anger.”

G.T. Grey

To walk the Path of Magic is to conjure flame from thin air, to move objects with not but a thought, and to toy with the very powers of life and death. The strange and wondrous powers you wield are sought by many and can be mastered by few. Magic was a power forbidden to mortals by the first divine laws, for it is the power of the gods themselves to shape the world and to bend the laws of reality, but ever since Zarasha gave to mortals the secrets of sorcery, it has flourished and grown in their hands.

You should walk the Path of Magic if....

- You enjoy employing spell balls and casting spells.
- You like having an air of mystery and hidden power.
- You favor less in the way of direct front-line fighting.
- You are quick with mental puzzles.
- You like blowing stuff up.
- You wish to portray any of the following common fantasy archetypes: Wizard, Necromancer, Psionicist, Fighter-Mage, or Elementalist.

Immediate benefits upon selecting the Path of Magic:

Empowered: You begin play with 35 blue Mana.

Bolts of Power: So long as you have at least 1 Mana in your reserve, you may hurl magical spell packets (see below).

Grimoire: You select a school of magic: Conjuring, Mysticism, or Necromancy. You begin play knowing a certain number of spells and Arcana depending upon your school.

Tools of Sorcery: You are proficient with Daggers and Quarterstaves. You may also wear light armor.

Level Dependent Benefits:

3rd:

Tested: You gain +5 Mana and +5 HP.

Studious: You learn additional spells and/or Arcana. You may cast Rituals.

5th:

Empowered: You may inflict +2 damage with your Bolts of Power three times per Combat.

Infused: You gain +5 Mana.

Mastery: You may cast Group Rituals.

Overcharge: You may spend all of your remaining Mana to overcharge a Bolt of Power. It deals bonus damage equal to the Mana spent and that damage becomes devastating.

Bolts of Power

Magicians are capable of blasting their foes with bolts of magical energy. So long as they have at least 1 Mana, they may throw packets for 4 Magic. You must hold a packet in your hand, charging it for at least 5 full seconds before throwing it, but may hold it indefinitely once charged. Holding a Bolt of Power is considered hostile has the same social impact as having a naked sword. Unless otherwise stated you may only hold one Bolt of Power at a time.

Some spells enhance your Bolts of Power. You may never have more than one such spell active.

Spells

A magician's bread and butter are the ability to cast spells. Spell casting requires you to speak the spell, draw your Mana, and produce gestures. In order to cast a spell, you must read the words aloud at a measured, even pace. Speed-casting is forbidden and will result in the loss of Mana (this is enforced in Wanderlust). As the words can be complex, it is recommended you cast your spells from a phys-rep'd book of magic. If you misspeak, you must begin again from the start but do not lose your Mana.

Gestures are also important to spell casting. These may be completed using either hand motions or may be mimicked with a staff or dagger. If you mess up your gestures, you must begin again from the start but do not lose your Mana.

Spells and Arcana require a variety of little items to cast: e.g., strange jars of fluids, bags of butterfly wings, preserved raven heads, etc. These should be phys-rep'd if possible, but it is not required. Mages begin with an item card for their components; if deprived of it, they may not cast spells.

Enervation: Channeling the power meant for the gods is dangerous and exhausting. Those on Path of Magic suffer a Snare effect whenever they cast a Spell or Arcanum with a duration in seconds equal to twice the Mana cost. Spells that are Stored inflict Enervation when they are released, not when they are Stored. This effect may not be Resisted, Rebuked, or Released.

Arcana

Arcana are potent but complex magics. They do not cost Mana like Spells but are considerably more difficult to cast. If you know an Arcanum, a puzzle of some kind will be put in your packet at the start of the game. To cast an Arcanum, draw and examine the puzzle. This may be a riddle, a math problem, or a small physical puzzle. Typically, the answer will be written on the folded inside of a card. You have one opportunity to guess the correct answer (though you may continually work on physical puzzles) and you must state it out loud before opening the card to view the correct answer. If you are incorrect or if you take damage while casting, your Arcanum and is wasted.

You begin the day with one Arcanum puzzle. New Arcana may or may not be available throughout play. You may request one from an ST between Combats if you have none remaining, but magic is fickle and there are no guarantees.

Needless to say, looking at your Arcana before you have begun casting is cheating.

Mana Orbs

Characters on the Path of Magic have blue Mana Orbs, reflecting a powerful but imperfect form of magic tainted by mortal methods. These are phys-rep'd in the form of blue marbles. Should a mage acquire them, they may also use White Orbs. Spent Mana Orbs should be either placed into a different pouch or given to an ST as soon as is convenient. It is suggested for consistency that an individual wear their unspent Mana Orbs on their right side and put their spent ones on their left side. The game provides Mana Orbs and bringing in your own is considered counterfeiting (see cheating above).

Mana Orbs are in-game objects and can be seen. Thus, holding them in your hand means your hand is glowing with arcane energy. Similarly, if you find Mana Orbs laying on the ground or in a location, it means that this is a sacred spot and you may draw power from it by simply picking up the Orbs. Those on the Path of Magic may draw both blue and white Mana Orbs, for they may freely ravage sacred places for their power.

Handling Mana is dangerous, as it was never meant for mortals. If a mage uses more than half of his maximum Mana in a given Encounter, he suffers a Minor Injury.

Arcane Tools

Arcane Tools may only be used if the mage has purchased Spell Storing. Magicians may employ staves and daggers to store their magics. At any given time, they may store one spell in either a staff or dagger, casting it and paying the Mana cost ahead of time. If it is a packet or point-cast spell, it may be channeled through a strike of the staff or dagger. This spell is otherwise discharged as normal.

Rituals and Group Rituals

Rituals are particularly powerful forms of magic that require extensive ceremony and strange components. The remains of the Divine Law preventing mortals from learning magic stops them from ever memorizing a Ritual, so all must be cast from specifically enchanted vellums. Group Rituals are more complex still and require several individuals, lead by a magician of at least 5th level. Details of Rituals will be found on Ritual vellums.

Conjuring

The most well-known and common form of magic, those who practice it are often called conjurers, sorcerers, wu jen, or sha'irs. It focuses on calling up and shaping the elemental forces of Fire, Earth, Air, and Water. The effects of conjuring are often direct and damaging. It is a poor army who lacks those who conjure. Conjurers begin play knowing seven spells of their choice and learn three more upon reaching 3rd level and another two upon reaching 5th level. They know two Arcanum at 1st level and learn one more at 3rd and at 5th levels.

Air Magic

This sort of magic commands wind, storms, lightning, and weather. The gestures for Air magic involve drawing circular swirls in the air, once per Mana the spell costs, to reflect the raging typhoon.

Great Breath

Mana: 1

This spell allows you to exhale powerfully and deliver a Knockback by packet or by melee point-cast. In place of the usual gesture, you may take a deep breath and blow at your target. This spell may instead allow you to hold your breath for 20 minutes.

"I'll huff and I'll puff and I'll blow you to the winds."

Typhoon Sphere

Mana: 2

You may hurl a spell packet that does Blast 6 Air.

"To my fingers I call the bloody cry of the wind. Fall swift from the heavens and join the magic in my hands."

Forked Thunderbolt

Mana: 3

You may throw two packets at the same time, one from each hand. They each deal 8 Air damage.

"The storm's bright lance I grasp in hand to sunder tree and sky and land. What now is one I split in twain amid the thunder and the rain."

Lightning Bolts

Mana: 3

For the duration of the Encounter, your Bolts of Power deal 4 Air damage. You need only charge them for 3 seconds at a time.

"By my words and by my guile, I conjure from the skies the power of lightning. Let it crackle upon my fingertips and raze all that opposes me."

Chill of the Wind Daggers

Mana: 4

You may deliver a 8 Air attack by point-cast.

"I summon you, oh winds so cold, to strike down foes, both fierce and bold. From you there is no place to flee, and from you, mercy they shall not see."

Crimson Tornado

Mana: 5

Call a Hold. Call "All Enemies 5 Air" followed by "Armageddon 5 Air."

"With lashing winds and ceaseless might, I call the storm of reckless blight. With crushing force your power lands and makes it such that nothing stands."

Arcanum: Wrath from the Heavens

Upon completing this Arcanum, you cause the sky to churn dark. During this Combat, you may toss packets for 8 Air or Stun 10 for a total of 5 times. You may not affect the same target more than once with the same effect, but you may both damage and Stun the same target.

Arcanum: Winds of Destiny

Call a hold. You may alter the positions of 6 individuals on the battlefield as you like. You should do this in a timely fashion. An individual may expend a Rebuke to ignore this effect.

Earth Magic

This sort of magic commands the earth, metal, and stone. The gestures for Earth magic involve drawing a triangle in the air, once per Mana the spell costs, to reflect the great mountain.

Weapon of Earth and Stone

Mana: 1

This spell enchants a weapon to deliver +1 damage for its next three strikes and converts its damage to Earth damage in place of its usual damage. This is an Enhancement effect.

"I suffuse the power of ancient stone into this (weapon)."

Seismic Shock

Mana: 2

This spell delivers a Burst Knockback. In addition to the usual gestures, the caster must stomp his foot or strike his staff to the ground

"Earth below, I bid ye to quake with my fury."

Avalanche Bolts

Mana: 3

For the duration of the Encounter, your Bolts of Power inflict 5 Earth damage.

"And my power shall be as the raging rocks which fall from top the great mountain, crushing all who dare to stand before me. Let none know shelter from my wrath."

Boulder of Conflict

Mana: 3

The caster may throw a packet that deals 12 Earth.

"I summon down from mountains near a rolling crushing rocky sphere. None are safe within its path for they cannot escape its wrath."

Blessed Steel

Mana: 4

For the duration of the day, one primarily metal weapon gains a Resist to a Sunder weapon effect. The wielder may end this spell (if the Resist is unused) by striking with the weapon for +5 damage. This is an Enhancement effect.

“Iron, coal, and forge so bright, I strengthen you with earthen might. Create this blade that cannot break and leaves great triumph in its wake.”

The Sinking Sands of Suffering

Mana: 5

You may call, “All enemies Snare 30.”

“Soil, road, grass, and field, to my magic you shall yield. Change you now to sandy waste and slow my foes with all due haste.”

Earth Arcanum: Gaze of the Medusa

Upon completing this Arcanum, you may use a gaze attack at one foe and deliver a Paralyze 25 or Earth 30 effect by Gaze. You may instead deliver one of these effects by point-cast but the number is reduced to 20. Foes dropped by the damage are turned into statues. If this Arcanum is rebuked, you may use it again on a different foe.

Earth Arcanum: Alter Terrain

Call a hold. You may remove any battlefield condition currently in effect. You may also enact any battlefield condition, which only affects your enemies. You may propose new battlefield conditions to the STs between games. This may also be useful for solving certain RP obstacles, at ST discretion.

Fire Magic

Ah, to wield the power of the great inferno. Few forces are so terrifying as the naked glory of flame and to wield it is a frightening thing indeed. Fire spells require one to trace a star pattern in the air once for every 2 Mana the spell costs.

Burning Hands

Mana: 1

Call Burst 3 Fire.

“Sparks and embers flow like a fountain from my hands.”

Breath of Fire

Mana: 2

All of your Fire spells do not require gestures for the duration of this Combat as you instead breathe them from your mouth. Single-target packet effects, as well as Bolts of Power that deal Fire damage, may be delivered by melee point-cast if you wish; if they would have been Blast effects, they become Burst effects.

“My breath no longer cool or warm, I turn it now to blazing form.”

Flash of Flame

Mana: 2

You may throw a packet that delivers a Sunder weapon effect.

“As the spring melts the winter snows, so too does my magic reduce your weapon to ashes.”

Crimson Fireballs

Mana: 3

Your Bolts of Power deal 4 Fire for the duration of the Encounter. You may call “Blast” three with your Bolts of Power during this Encounter.

“By the inferno that rages inside of my heart, I command the cinder and the blazing light to join with my magic. Burst forth from your confines, for you are caged no longer.”

Conjure Molten Fists

Mana: 4

You conjure grasping hands of flame. You may throw two packets, one of which inflicts Frozen Foot 20 the other of which inflicts 10 Fire. These may be thrown separately.

“Hidden fire, hear my say, grasp with hands of flame my prey. Ash and coal, burning bright, turn to cinders those I smite.”

Rise of the Phoenix

Mana: 5

The next time you would drop to 0 hit points, you explode with a Burst 10 Fire effect. You are Healed to half hit points, but still suffer an Injury as normal. This spell lasts for the day or until used.

“Bird of smoke and heat so bright, grant to me eternal light. Should I fall to spell or blade, by your power I am remade.”

Fire Arcanum: Starfall

You summon a great power to fall from the sky. You may throw a packet for Blast 25 Fire.

Fire Arcanum: Flare of Life

All of your allies are considered Mended. All of your allies who are already Mended have their Mends take effect immediately.

Water Magic

Some foolishly believe that water is the element of life and peace. This is not so in the realms of Wanderlust, and it is no less lethal than other forms of conjuring. To cast a Water spell, you must draw three waves in the air, as if drawing 3 “U’s,” once per 2 Mana the spell costs.

Crushing Wave

Mana: 1

You may throw a packet for Knockback.

“I conjure up the power of the sea. Swirl and strike as the crushing wave.”

Blast of Winter

Mana: 2

Once during this Encounter you may call Burst Frozen Foot 15.

“By the frozen winter’s night, I call forth the ice and the driving snow. Come and enshroud me as protection against my foes.”

Bolts of Acidic Essence

Mana: 3

For the duration of the Encounter, your Bolts of Power deal 4 Water damage. You may hold up to three at a time but must still charge each separately.

“Though the venom of the snake is strong and the heat of the flame burns bright, they are nothing to the essence I conjure. Come to my hands as the green elixir that burns what fire cannot.”

Tidal Wave

Mana: 3

This is an Area spell that causes a huge wave of water to appear. Call “All Enemies Knockback” or “All Enemies Stun 10,” whichever you prefer.

“Arise from darkest ocean deep, conjured up from peaceful sleep. A wave of water shall crush the land and leave no foe allowed to stand.”

Flow Like Water

Mana: 4

For the duration of the Combat, you are immune to Frozen Foot, Lure, Repulse, Knockback, Break Limb, Stun, Snare, Paralyze, and Slow Motion. You may end this immunity to go OOG for 10 seconds. This does not remove these effects if already upon you. You may use this spell to circumvent certain Battlefield Conditions.

“I am unfettered, swift as flood, for I have magic within my blood. Like the river I shall flow to where so ever I bid to go.”

Squall of Acid Rain

Mana: 5

Call All Enemies 7 Water or evoke a Storm 5 Water effect.

"From the clouds I call my wrath to bring now down a burning bath. A storm of acid is my desire, a rain that falls but burns like fire."

Water Arcanum: Jaws from the Blackest Depths

You conjure a terrifying sea monster made from water. You may throw it as a packet for 35 Devastating. You may hold this packet as long as you like.

Water Arcanum: Prison of Winter's Wrath

Call a hold. All enemies suffer a Paralysis 20 effect, but also gain the benefits of Sanctuary for 20 seconds.

Different Options for Conjurers

Elemental Specialist

Also called elementalists or simply Fire/Earth/Air/Water mages, these are individuals who have given all of their focus to one element. They may only cast spells of that school but gain formidable benefits as follows and begin play knowing all spells of their school:

Elemental Affection (4): You may reduce all damage done to you by your elemental type to 1.

Elemental Might (3): You gain the effects of the Bolts of Power appropriate to your element enhancing spell at the start of every Combat without need for Mana or casting. You may not forgo this effect.

All Elemental Specialists learn a variant of the following spell according to their element:

Summon <type> Elemental

Mana: 3/6

You conjure into this world an elemental servant to fight for you. Due to the difficulties of crossing plains, it requires a suitable vessel: an unconscious or dead body. You must deliver this effect by touch. Once summoned, the elemental follows your commands for the duration of the combat. It has 20 hit points and does 2 <type> damage with whatever weapon is at hand. It is immune to attacks of its type. For 6 Mana, it does 3 <type> and has 25 hit points. You may only have 1 summoned elemental at a time. You are responsible for explaining these mechanics to the NPC or PC used as a vessel.

"The laws divine I do break to call up form of primal make. Let you come now to be bound to my will, I summon thee!"

Elemental Boon (5): Each type of Elemental Specialist may buy the following benefit correspondent to their elemental type:

- Air: Grants a Flight Feat card at the start of the day.
- Earth: Gain +5 hit points.

- Fire: You may employ a Bandage by spending 1 HP.
- Water: You gain a Swim Feat card at the start of the day. Your Spells and Bolts of Power deal Devastating damage.

Trained at the Ziggurat/Knight of the Blade and Staff

Quozane is known for its numerous and excellent schools of magic, yet few are so famous as the Ziggurat. Centuries ago it developed a unique style mixing marshal techniques with powerful magics and the results are well known through the world. Peoples from any nation can study at the Ziggurat, though few succeed.

During the Great War, a splinter group felt that it had become too hard for non-Quozane to come to study at the Ziggurat. What originally started off as a disagreement turned into a schism that caused a small but powerful handful of masters to depart. Few in Quozane would take them in, for they feared the influence of the Ziggurat. The Knights of the Horse and Wheel proved exception. In time this group formed the core of a new Order called the Knights of the Blade and Staff. Still very new and weak as knightly orders go, they are in some ways still an adjunct of the Horse and Wheel.

Any PC on the Path of Magic may be Trained at the Ziggurat. Those who wish to be Knights of the Blade and Staff must be approved for the Knight Aspirant background. They are otherwise mechanically the same. They gain the following benefits and downsides:

Arcane War Training: You gain proficiency with one-handed swords, bows, bucklers, and medium armor. You gain +5 hit points. Those Trained at the Ziggurat only suffer half the usual Snare duration from Enervation and suffer Enervation when they cast their spells into Arcane Tools rather than upon releasing them.

Ziggurat Style: You may wield a one-handed sword in your main hand and a Quarterstaff in your off-hand. While you may not attack with it, you may parry with the staff; you may also use it to deliver a spell stored inside of it, if you have purchased Spell Storing from the Prime school. If you employ a bow, you may store packet or Burst spells in it as if it were a staff. You may empower an arrow you fire with that spell, substituting the effect of the spell for the damage of the arrow. Burst spells become Blasts.

Divided Training: Your progression and power as a magician is lessened by your martial pursuits. You may only select two elements to draw spells from. You begin play knowing only 5 spells and one Arcanum. At 3rd level you learn another spell and another Arcanum. You have 5 fewer Mana at first level.

Charged Blade (9): You may store a spell in your sword as well as in your staff. You may freely call the damage of appropriate element in place of your usual weapon damage with your sword. Prereq: Spell Storing.

Enchanted Arrows (2/arrow): You may store packet, Blast or Burst spells in your arrows. Burst spells become Blast spells. Arrows capable of storing spells must be clearly marked in some fashion. When fired, the arrow delivers the spell in place of its usual damage. You may buy this power up to three times, each one allowing an additional arrow to be infused with a spell at once. Further, you deal +1 damage with that spell (and any spells stored in your bow) for every level of Enchanted Arrows you have. If a spell grants more than one packet, you may store it in more than one arrow. See the Spell Storing power for more details on how spells are stored. Prereq: Spell Storing.

Empowered Pavis (8): You may infuse your buckler with 3 Mana. It may now block the next packet that strikes it. Call Resist.

Mysticism

Developed originally by Desaere, a Phaeren courtesan/assassin who went on to ascend to divinity, Mysticism is a deeply internalized form of magic. Though most these days can recognize the casting for what it is, it was originally unheard of to perform such subtle magics and this proved of great use to Desaere in her adventures.

Mysticism does not require extensive gestures. Indeed, the only gestures involved at putting one's fingers to their temple to aid in concentration. It also does not require traditional components. Instead, a gem is affixed to the mystic's forehead as a focal point. The mystic will be given an item card for her gem and must costume it. If it is removed, she cannot cast her spells.

When not yet engaged in hostility, Mystics may cast spells without speaking. They pay 2 additional Mana to do so and count in a quiet whisper to 10 (this represents the faint hum of their power). Often, the effect of their spell will start combat.

Mystics begin play knowing 6 spells. They learn 2 more at 3rd level and 1 more at 5th level. They begin knowing one Arcanum and learn another at 5th level.

Spells of Mysticism

Mind Thrust

Mana: 1

Your next Bolt of Power deals +2 damage.

"I reach into your mind and make manifest pain."

Telekinetic Shove

Mana: 1

You may melee point-cast a Knockback or charge your next Bolt of Power to Knockback instead of doing damage.

"I bid you away."

Telepathic Message

Mana: 1

You may deliver a message of no more than 20 words to an individual in your line of sight without it being heard by others. This does not transcend language barriers.

"....." (There is never an incant for this spell and you need not pay additional Mana.)

Drain Will

Mana: 2

You may deliver a Weakness 1 or Snare 30 with your next Bolt of Power.

"May you limbs grow weary as I draw away your fighting spirit."

Suppress Psyche

Mana: 2/8

This spell suppresses a character's Traits. This lasts for one Encounter, though you may pay 8 Mana instead to make it last the day. If the subject is unwilling, this is delivered with a packet strike. It also removes any Stun effects currently on them. Some non-mental Traits, like Blindness, cannot be suppressed, nor can ones that are the result of being a Divine Vessel.

"Errant thoughts that pull astray clear will and truth, I hold at bay. Let your mind know calm and peace, from your pain I you release."

Telekinetic Force

Mana: 2

Touch a weapon to imbue it with telekinetic force. It may strike for a Knockback effect in place of its usual damage once during the next day.

"My will made manifest in a swing of blade and staff."

Telepathic Reading

Mana: 2

This may only be done out of combat. It gives you a general description of the mood of an individual and allows you to know their Path (or the nearest thing to it if they have one; PCs almost always do, NPCs may or may not).

"Reveal to me your heart and soul."

Ego Lash

Mana: 3

You may point-cast Confuse 60.

"Pathetic fool, do you truly think you are anything? By my power, I shatter your will."

Id Intrusion

Mana: 3

You may throw a packet that inflicts Slow Motion 20

"My mind to your mind, I travel to your place of sanctuary and tear it asunder. No where are you safe from my gaze."

Psychoport

Mana: 3

You may go OOG for 10 seconds. During this time you may move, but only in a straight line.

"I bend the folds of time to travel afar for mine is the seven league stride made in the blink of an eye."

Pulse of Sorrow

Mana: 3

You conjure a packet that inflicts Weakness 1 Blast

"The sadness in your hearts is made manifest."

Regrets of Old

Mana: 3

You conjure two packets that inflict Snare 45 each.

"May the weight of your conscience crush you."

Fortress of Iron Will

Mana: 4

Once during this Combat, you may call Burst Repulse 20. Alternatively, you may trap someone in your Fortress and call Paralyze 10 by packet strike within the usual time after your incant.

"Walls of a castle are made of stone, walls of a house of brick or wood, my walls are made of magic alone, stronger than any that have ever stood."

Meeting of the Minds

Mana: 4

You may converse freely with anyone as per Telepathic Message, but they may return thoughts to you as well. This lasts the Encounter. If people spend long periods in awkward silence, others may sense something is amiss.

"..." (this spell never requires an incantation)

Psychic Pummel

Mana: 4

This power lasts the duration of a Combat. Each time you hit the same target with a Bolt of Power, it does an additional point of damage. Thus, the second time you stike an opponent, you deal +1 damage, the third time +2, etc.

"Blows I strike shall not mend, for they will be without end. Smashed and broken shall you be and only darkness shall you see."

Mystic Mist

Mana: 5

Call All Enemies Confuse 30 or All Enemies Frozen Foot 25.

“Fog and cloud, come to my hand and shroud this plain by my command. Escape from you there cannot be, with eyes so blind they cannot see.”

Psychic Surgery

Mana: 5

You may restore one Minor Mental Injury. This spell takes 5 minutes to enact, during which you contact a person’s mind and draw forth pleasant memories while erasing the source of their strife. This should be role-played.

Release Inhibitions

Mana: 5

Your next Bolt of Power may inflict Rage 30 instead of its usual damage.

“Crimson rage I do release and ignore all pleas or hopes for peace. Blood shall ooze across your sight and you shall slay with all your might.”

Mystic Arcanum: Sands of the Hourglass

You may call Sleep Encounter by packet strike.

Mystic Arcanum: Dominion of the Heart

You may call Love 60 by packet strike.

Mystic Arcanum: Haste

You may call Armageddon Slow Motion 15. You and those within arm’s reach are unaffected.

Necromancy

Rarely popular except when they are needed, necromancers conduct what is likely the most dangerous form of magic. Theirs is the mastery of Life and Death. If the Huntsman’s divine law forbade magic as a whole, it condemned the idea that mortals should have power over such forces. Yet as easily as they can take life away, so too can they remake it. Some necromancers wear all white and claim to be “White Necromancers” and say they only use the healing powers of necromancy. Some folk accept this claim, others remain dubious.

Black necromancy spells require you to draw an X in the air for every 2 Mana spent, while white necromancy spells require an infinity symbol (a figure 8) for every 2 Mana spent. White spells are marked with an *.

Necromancers begin play with all of their spells that cost 4 Mana or less and one Arcanum. At 3rd level they learn the remaining spells and Arcana.

Necromancers suffer a small penalty to Reputation gains with all Organizations, save a few unsavory exceptions.

Animating the Dead

Some spells in Necromancy animate the fallen. They do so by conjuring a vengeful spirit into the body of a dead or unconscious individual. All such powers end at the end of the Encounter and the spirit departs. Using this on a still-living person doesn't automatically kill them. The necromancer is responsible for telling the NPC or PC who is portraying the animated individual their stats after animating them. They are under the control of the Necromancer.

Fusion of Undeath: During combats in which monsters must respawn, undead created by Necromancy undergo a curious phenomenon, fusing together into a creature of greater power. For each lower-ranked casting of these spells beyond the first, your servant heals to full and gains +5 HP. For each higher-ranked casting of these spells, your servant heals to full and gains +1 to all damage.

Necromantic Spells

Vision of Death

Mana: 1

You may throw a packet for Fear 15.

"May you see the moment of your demise."

*Knitting Flesh

Mana: 1

You may call Mend.

"I command the flesh to make whole what has been broken."

Drain Life

Mana: 2

Your next two Bolts of Power Heal you for the amount of damage it does if it successfully harms its target.

"I draw from your lungs the sweet breath and take it from my own."

Animate Corpse Puppet

Mana: 2

You create a minor undead. You may choose for it to be a skeleton, which has 10 HP and inflicts 2 damage, or a zombie, which has 20 HP, inflicts 3 damage, and is affected by Slow Motion.

This spell takes 20 seconds to cast and requires placing 2 coins over the subject's eyes in place of gestures and an incantation. You may explain the mechanics to the target during the cast time.

Bolts of Doom

Mana: 3

Three times during this Encounter, your bolts of Power may inflict +2 damage or Weakness 1.

"May black death seep into my magic, drawn forth from dark places where brave men dare not tread."

*Mummy's Mirth:

Mana: 3

You may employ Bandages during this combat.

"By twists and turns this cloth so weaves and by my magic your pain relieves."

Shroud of Night

Mana: 3

Call a Hold. The Darkness battlefield condition takes effect.

"I deny the light which brings life to the land and shroud it in mystic ebony that none may see the terror which is to come."

*Replenish the Weary

Mana: 4

You may call Release to any Status effect.

"I give to you, oh weary soul, the vigor that another stole. I mend your sickness and your pain, that your ills may quickly wane."

Animate the Empowered Revenant

Mana: 4

As Animate the Corpse Puppet, but you may now animate an enchanted skeleton with 15 hit points which may throw up to 3 packets for 3 Fire or Water in addition to weapons strikes that deal 2 of that same element. (You must provide the packets.) Alternatively, you may animate a ghoul which has 20 hit points, throws 2 damage, and may deliver two Stun 5 effects with melee strikes. In addition to the requirements of Animate Corpse Puppet, you must speak the following words:

"Rise you now, oh thing of bone, wake you now from sleep of stone. Come and heed my power's call and bring your claws to rend and maul."

Phantom Horror

Mana: 5

You may throw a packet for Fear 45.

“Ne’er again shall you know peace from the terror I release. It shall know where you sleep and for sweet death shall you weep.”

*Blood Pact

Mana: 5

You transfer a Minor Physical Injury from one individual to another. The recipient of the Injury must be willing or must be unconscious.

“I mend thy wounds, but with great cost, for what you gained, another lost. Blood for blood I do now trade that thy hurt may be unmade.”

*Infusion of Life

Mana: 2

You may take any number of hit points from one willing target and give them to another. You may not be the giver but you may be the receiver. You may not reduce a target below half of their Hit Points.

This spell has no incantation, but you must grasp the targets' hands in your own tightly for one second per point of damage Healed.

Necromancy Arcanum: *Final Hour*

Your deliver Death by packet strike (see Status Effects).

Necromancy Arcanum: *Legion of the Damned*

Call a Hold. All currently unconscious individuals on the field rise as skeletons or zombies (see Animate Corpse Puppet) under your control. This includes your allies. Each PC affected automatically suffers an minor injury at the end of the Encounter.

General Skills for Path of Magic

Mage Armor (6): You may spend 3 Mana at the start of an Encounter to gain a Deflect. (Conjurer only.)

Familiar (3): You have a loyal (though potentially snarky) small creature bound to you. You should phys-rep it and STs may occasionally play it. Once per day, it can deliver a spell (but not Arcanum) typically delivered as a packet as a point-cast instead. This includes Bolts of Power but not Blast spells. Every now and then, it might do something else useful, at ST's discretion. (Conjurer only.) (Ally)

Psychometry (6): You may touch an object and get a sense of it or its owner. As with all divinations, details may vary. This power can only typically be used two or three times a day. (Mystic only.)

Precognition (7): You are not Stunned during ambushes. In addition, you may occasionally experience visions of possible futures, though this is unreliable at best. (Mystic only.)

Magic from the Blood (7): You may take a minor wound to regain 5 Mana. (Necromancer only.)

Speak with Dead (8): You may sometimes speak with the dead or unconscious, if they are inclined to talk with you and have stuck around. Typically, you may not speak with the dead more than once per Encounter, and even then they won't ever answer more than a few questions. Their memories are often fuzzy because they are dead. (Necromancer only.)

Ancient Scripts (5): You are familiar with ancient Draconic (also called the First Tongue), the scholarly language which many ancient texts are written in or derived from. You will be able to more easily decipher such writings. This skill requires you to be literate by some means.

Extra Spells (3): You learn an additional Spell. May be bought three times. (Conjurer without Ziggurat Style only.)

Extra Spells (4): You learn an additional Spell. May be brought twice. (Mystic, Ziggurat Style only)

Arcanum Mastery (4): You learn an additional Arcanum.

Prime Magic

These are abilities that are available to all who walk the Path of Magic. They deal with the raw forces of Mana and few magicians feel proper without them.

Surge of Power (6): You may cast packet-delivered spells without spending mana. Pure Conjurers may spend up to 3 mana in this fashion per Combat Without losing any mana. Mystics, Necromancers and individuals with Ziggurat Style or Elemental specialists may spend up to 2 mana in this fashion. These totals increase to 4/3 at 3rd level.

Astral Form (9): You may spend 5 Mana to go OOG for 15 seconds. You may not move during this time.

Concentration (7): Your spells are no longer interrupted by damage. If your incantations or gestures are halted mid-cast, you may simply begin again without any loss of Mana.

Counterspell (5): If you recognize a spell being cast, you may deliver a Counterspell by point-cast. This interrupts the spell and prevents its use for 10 seconds after the Counterspell. You must include the *exact* name of the spell when activating this ability (Ex: "Counterspell: Bolder of Conflict!). Doing so costs 1 mana.

Mirror Magic (6): You may now catch enemy packets and throw them back for the same effect. You still endure the effect unless you manage to resist it somehow. Prereq: Counterspell.

Sense Magic (4): You may sense magical presence with concentration for the cost of 1 Mana. Further details will vary.

Spell Storing (6/10): You may cast a Spell and then store it in your staff or dagger to be

released at will. For 10 points you may store a spell in both.

Syphon Mana (4): You may draw Mana from willing subjects. For every 2 Mana they lose, you gain 1. This requires an ST.

Path of Adventure

“The greatest adventure you can undertake is living the life of your dreams.”

-O. Winfrey

Across the sea and over the mountains, through the cities and into the deserts, the Path of Adventure is walked by those who want to see it all. Students of stories are they, picking up bits of wisdom and skill from wherever they can find it. Fortune favors the bold, and those upon this Path rely on luck, wits, and myriad little tricks to keep them safe and fill their bellies. No Path has such a diverse set of abilities as does the Path of Adventure, and few pursue excitement and wonderment with as much vigor.

You should walk the Path of Adventure if...

- You enjoy having a wide variety of talents.
- You favor a fluid play style that takes advantage of many small pieces rather than being presented a solid picture.
- You want to try a bit of everything.
- You have a great spirit of adventure.
- If you want to portray any of the following classic fantasy archetypes: Jack of all Trades, Bard, Wanderer, Alchemist, or Entertainer.

Immediate benefits upon selecting the Path of Adventure:

Experienced: You gain a third Background and know two additional languages.

Hardy: You gain +5 starting HP, bringing your starting total up to 25.

Adroit: You pay 1 less XP on General Point Buy skills, minimum of 1.

Bag of Wonders: You have a Bag of Wonders that improves with levels (see below).

Multi-talented: You may use any item, regardless of restrictions, so long as you meet its prerequisites (see below).

Alchemy: You may use alchemical recipes (see below).

“Something I picked up...”: You gain two weapon proficiencies of your choice. You are able to use light or medium armor and bucklers.

Level Dependent Benefits:

3rd:

A bit more Hardy: You gain +5 HP.

Fortune Favors the Bold: You gain a Luck Feat card at the start of the day.

Your Bag of Wonders improves.

5th:

Clever Escape: You may Release yourself from a Frozen Foot, Snare, or Slow Motion effect once per day.

Hardier: You gain +5 HP

Your Bag of Wonders improves.

Bag of Wonders

At the start of each day, the adventurer receives several items. These items represent little things they have found, jury-rigged together, or traded for. Typically these will be one-shot or limited-use magic items such as potions or wands, but almost as often they will be truly strange and bizarre things. Of course, the adventurer uses such items as often as he gains them; thus all unused items drawn from the Bag do not persist between games.

The allotment may be determined randomly or influenced by certain factors determined by the staff. The player has no control. These odd items are hard for anyone but the adventurer to use properly and only give half their benefit with used on others; if this reduces a quantitative effect below 1, the item cannot be used by another individual.

Though random, a Bag of Wonders is meant to be a considerable portion of this Path's potency; if you dislike randomization, this Path is likely not for you.

It is considered a dire stroke of bad luck to sell items you find in your Bag of Wonders, though every now and then bartering with unusual people you meet is acceptable (particularly if they keep to the spirit of the class). From time to time an adventurer may even find more trinkets that they can use after an Encounter. They have a sharp eye for these kinds of things.

It is recommended that you bring several little phys-reps to games, particularly potions, to represent the items in your bag.

A not uncommon bag for a 1st level member of this Path might include:

- 3 Chiron Potions that Heal 10 or perform a Mend.
- 1 Elixir of Striking that grants +1 to melee weapon damage for an Encounter.
- A small box of coconuts filled with gunpowder from The Knives; each Encounter you may throw one to deal Blast 6 Fire.
- A small magical carving that may turn into a boat for 20 minutes once.

A not uncommon bag for a 3rd level member of this Path might include:

- A scroll that allows you to cast Crimson Cyclone once and another that allows you to cast Seismic Shock.
- Three small puff mushrooms grown in a wild magic area; they may be thrown by packet for Sleep 10.
- An enchanted feather that grants you a Flight Feat Card
- An icicle wand that allows you to deliver a point-cast 5 Water once per Combat.
- Five magic apples which, when consumed, Heal 7 hit points. Eating more than one per Encounter causes you to be affected by Sleep 20.
- The key to a door you will Encounter that day.

Multi-Talented

Those on the Path of Adventure are particularly fond of knick-knacks. They may use any item, unless the item requires a specific skill or attribute they do not have; for example, an item that enhances Critical Strikes or an item that requires Mana.

This includes using things like Poisons, scrolls, or even stranger trinkets.

Alchemy

Nearly all on the Path of Adventure know a bit about the alchemical arts. While this ability is covered by Multi-talented, it is worth making note that occasionally you may Encounter an alchemical recipe. While in possession of it, you may follow the procedures upon it to create potions or other sorts of alchemical creations. Most of these are considered identical to things found in a Bag of Wonders, but some do not vanish between games and may be employed to full effect by others.

Knacks

Knacks are simple skills an adventurer has learned along their travels. They vary considerably in their uses.

Adventurous Brew (6): At the start of the day, you pour all the random bits from your previous days' bag of wonders into a bottle and drink it! Play rock-paper-scissors at check in. With a win, you get a random high-end Feat card (like Charm or Flight); on a tie, get a random typical Feat card (Like Swim or Acrobatics); and on a lose, gain a random personality Trait which must be RP'd that day.

Alchemical Affection (6): When you benefit from an alchemical effect that is not taken from your Bag of Wonders, you increase the effect by 50%, round down if it has a numerical effect.

Ambidexterity (5): You may dual-wield weapons.

Bag of Wonders of Holding (5): Over the years magic has leaked into your bag, causing it to take on strange properties. Far more things seem to be able to fit in there than should. You gain +10 to your Encumbrance.

Borrow Magic (5): You may hold a packet-based Invocation or Spell cast by a friendly member of the Path of Faith or Path of Magic in your hand or in your Bag of Wonders. You may freely throw it at any time, though you may not hold more than one such Invocation/Spell at once, nor may you throw more than 1 per Combat.

Borrow Talent (4): You may accept a Feat card from a friend so long as it is not a Charm, Flight, Dexterity, or Strength Feat card. You may use it as normal or return it.

Caffeine Buzz (3): Whether you prefer Tari or Rulan, you always seem to be able to draw a beverage from your Bag of Wonders to give you some pep. You may be active on all watches in any situation in which there needs to be a watch rotation due to sleep. You are only confused for 5 seconds during Ambushes. You may resist Sleep once per day.

Chant the Rousing Battle Song (4): Twice per day, you may sing a rousing song or play it on a musical instrument. Up to three targets who hear you sing this song to its fullest may inflict +3 damage with their next weapon attack or Bolt of Power; attacking and missing still expends the effect. This is an Enhancement effect. While you may select a different battle song, this one is recommended: http://www.youtube.com/watch?v=eCrnF844_ww (Heather Alexander - March of Cambreadth)

Creative Transmutation (8): While all adventurers know a bit of alchemy, reflected in the fact they so often have potions in their Bag of Wonder, you have mastered deeper secrets. With 10 minutes of RP, you may transmute a collection of items into something else. Interesting resource cards are particularly common candidates. There are no guarantees of what will

come out and it will not likely work exactly the same way twice. In general you may perform 2-3 smaller transmutations or 1 larger one per day. Doing more than this increases risk of explosive backlash; did we mention there was a risk of explosive backlash?

Disarm Traps (7/9): This ability functions exactly like lock-picking but for traps. You will be able to identify traps by searching for them, but some traps may be so well hidden they may only be spotted by those with Acute Senses.

Duck and Cover (5): You may call Resist to one Area, Storm, or Armageddon effect per Combat.

Empathetic (4): You may freely ask other PCs, after a conversation, what their Character Traits are and they must answer you honestly. This will not identify the following traits: Criminal, Cursed, Bad Luck, Enemy, Fealty, or Weirdness Magnet. It will only identify a Trait, not give details about it (Code of Honor specifics, for example). This will often, but not always, work on NPCs as well (assuming they are important enough to have been assigned Traits).

Entertainer (5): You have a talent for keeping people happy and in good spirits. You may be a fire dancer, a song-singer, a bartender, or even a courtesan. You may use your abilities and 10 minutes of RP to restore 1 Minor Mental Injury up to twice per day (three times at level 5). You may take less than the allotted time if you actually act out in a meaningful fashion (such as singing a song). This takes only 5 minutes on the trail, because the Injuries are easier to soothe when fresh.

Friend of a Tactician: (8) You may select an extra weapon proficiency, you may wear up to medium armor and you may employ a shield. Further, you may either preform one critical strike (dealing +3 damage on a hit to the torso, see path of cunning) or one deflect per Combat. Once per day you may perform a disarm by melee strike. You may not select a 2nd "Friend of" knack until 5th level.

Friend of a Magician: (8) You may carry up to 5 blue mana in your Bag of Wonders, though you do not begin with any. All abilities employed with this mana on require a 5 second count (or a clever rhyme appropriate to the situation). You may spend 1 to hurl a Bolt of Power that inflicts 3 magic. You may spend 3 to may throw a packet that inflict Frozen Foot 10. You may spend 5 to empower your weapon with an elemental damage type for the combat. You may not select a 2nd "Friend of" knack until 5th level.

Friend of a Physician: (8) You may employ up to 3 Bandages per Combat. If you also have First Aid, you may mend 3 times per Encounter rather than per day. Further, you may treat 1 minor injury per day with 5 minutes of appropriate RP. You may not select a 2nd "Friend of" knack until 5th level.

Drinking Song: (7) You begin a drinking song for all to enjoy. If they have purchased tavern refreshments (see above) and participate in your song either by singing the chorus or at least clapping along, they gain 5 HP which may bring them above their maximum. Alternatively, you may restore 3 mana to each target (you may choose which effect each individual gets). This is the recommended song, though many are possible: <http://www.youtube.com/watch?v=7urgOP1fw8c>

"Good thing I had a backup!" (3/6): Once per day you may resist a Sunder effect on a weapon by having an identical weapon hidden in your Bag of Wonders that you draw swiftly and gracefully. For 6 points, you may also resist a Sunder on your buckler or shield.

Gut Feeling (6): You have a keen sense of intuition. Once per game, you may ask an ST what your gut tells you about something and more often than not it is right. Some questions are beyond the purview of your intestines to divine. Other questions, such as “What should I have for lunch?” often do not expend your daily use of this power. The ST is free to use this power for you in some instances where it is advantageous.

Lock-picking (7/9): You may engage in lock-picking mechanics. Typically these will involve a challenge of personal dexterity, such as moving a specific number of Jenga blocks. For 9 points you may bypass simple locks without such a mechanic by performing a 30 count and you get a do-over to any failed mechanic.

Mana Battery (3): While you may not use Mana in any way, you have learned how to draw it into you to give to others. You may pick up Mana Orbs you find and freely hand them to people who can employ them.

Mirror Magic (6): You may now catch enemy packets and throw them back for the same effect. You still endure the effect unless you manage to resist it somehow. You may store it in your Bag of Wonders if you wish, but you may not do so at the same time as using Borrow Magic. Prereq: Borrow Magic.

Oooo, Shiny! (4): Pick one Resource type at the start of the day. You may harvest Resources of that type.

Recant the Scary Story (3): You may tell a scary story; take at least 10 minutes to role-play this. Those that hear this story, while put a bit ill at ease, are hardened against future frightening situations, and each individual gains a Resist Fear that may be used that day. This ability may only be used once per day. This only takes 5 minutes if told on the trail, because the trail is kind of scary!

Teamwork (6): Pick an ally and discuss some ways in which you might work together for 3 minutes. In the next Combat the gain the following benefits: If they are on Path of War, they gain a Deflect for the Encounter. If they are on Path of Cunning, they gain an extra Critical Strike that Encounter. If they are on Path of Magic, they may cast one Spell with a Mana cost of 2 or less for free that Encounter. If they are on Path of Faith, they increase the duration of their Sacred Vessel power by 30 seconds for that Encounter. You may use this ability once prior to every Combat, but no one may benefit from it more than once per thread. You are responsible for explaining the mechanics ahead of time to them and no holds will be called. This power should be RP'd if possible.

Tell the Tall Tale (4): You spend 10 minutes telling a story about mighty legends and flights of fancy. Those who choose to listen stand firmer in their shoes and may resist the next Stun or Knockback that strikes them. This only takes 5 minutes if told on the trail, due to the better mood provided by the environment. You may do this once per day.

“The pointy end goes in the bad guy!” (6): You may perform a Critical Strike for +3 damage once per Encounter (see Path of Cunning description).

Weapon Trick (4): Using strange techniques you've seen others fight with, you may change the qualities of a melee weapon you are wielding to those of another melee weapon. They must both be one-handed weapons or they must both be two-handed weapons. For example, while you may be wielding a sword, you could exchange its properties with a flail in order to do Devastating damage. This lasts for one Encounter.

General Point Buy List

All classes may freely purchase items from this list as it reflects a broad pool of learnable abilities. Some represent skills you possess, while others may represent talents or social advantages.

Ally (4-7): You have a close friend or family member of some kind, such as a wise and strange grandmother or a militia sergeant drinking buddy, who is competent and will aid you. Work with the ST staff to come up with the specifics of this Ally. They will not usually be able to take the field with you but may provide support in other ways. Note that this skill can be lost if you treat your Ally poorly or if you send them into danger. The more you spend on this skill, the better your ally is or the more important you are to them. The power of your ally also impacts how often they will try to help you. A street urchin bought at ally 7 will do everything in their power to help you most all of the time. A baron bought, captain or hero bought at 7 will help you much less often, though their influence is considerably greater. (Ally)

Blacksmithing (4/6/8): While not a full time operator, you know your way around a forge and around metal well enough to make field repairs. You may repair two Sundered weapons or Bucklers per day per level you have of this ability. Shields and two-handed weapons count as two weapons.

By Eternity Entwined (5/3): You are entwined by destiny with another PC (5) or NPC (3). Such an individual might be a rival, a family member (such as a twin), a lover, or even an enemy. Whoever they are, you have a deep connection to them. If a status effect would ever cause you to attack this individual, it is immediately removed. If the individual is unconscious, you may spend 3 HP and deliver unto them a Mend with no casting time by Melee Point Cast. Anytime you are over half hit points, you may freely give hit points down to half your maximum as Healing to the person you are Entwined with by touch. This power also has potent RP significance and requires ST approval and it should never be taken lightly. It can be removed if the interaction is not deemed close enough. With extensive time and story it may evolve into other forms which grant different effects.

Carousing (5): You know how to party! This functions like Savoir Faire but for lower brow society instead.

Cartography (4): A useful if not narrow skill, this allows you to accurately draw maps of places you visit. You must either have Orienteering or be accompanied by someone who does.

Contacts (3-4): As Ally above, but they will only provide you with some info and are far less attached to you. (Ally)

Creative Talent (1): You are good at some creative skill at a mundane level. While such skills will never have a mechanical or plot impact, it's a good way to flesh out your character. Choose from the following: Musical Instrument, Singing, Poetry, Writing, Sculpting, Art, Stage Acting, Cooking, and Dancing.

First Aid (4): You may perform 3 Mends per day with a 30-second count. You may also ask someone their current hit points with a brief examination.

Full Literacy (3): Unlike most folk, who can only read simple notes, letters, and signs, you are fully literate and can read novels or great fat texts.

Haggle (4): You are skilled in getting good deals. Buying things from NPCs is done at a discount.

Family (4/1): Another PC (4 points) or NPC (1 point) is a member of your family and you care for them dearly. If this is your spouse, the effects of Married are included in this. If the individual is dropped in Combat, you immediately gain a +1 to all damage you inflict and are immune to Snare or Frozen Foot while trying to reach them. For extended families, you must buy it for each member from which you wish to gain such benefits. Note: If you take this with an NPC and you wish them to be competent, you must also buy them as an Ally.

Lores: Knowledge is a rare thing to come by in the Northern Shores, with few books and a great deal forgotten in the Great War. Each time you purchase a new Broad Lore with XP, the initial cost of future Broad Lores increases by 2. Each time you purchase a Narrow Lore with XP, the initial cost of future Narrow Lores increases by 1. Characters with access to lores at level 1 are given the appropriate packet for their Lore and may submit BGAs asking for limited further information. Characters with a level 2 lore may also ask limited questions related to their Lore during the course of game or submit BGAs for more in depth answers. Characters with level 3 Lores may ask in depth questions during game and may submit BGAs to uncover hidden secrets regarding their Lore. Lores regarding enemies (such as Fae lore) provide in depth descriptions of their abilities, with higher levels granting knowledge of more powerful enemies, though they are less likely to yield additional information. Artifact lore grants the ability to identify unknown artifacts instead of the typical effects of Lore.

Lore, broad (5/7/10): You are learned on a particular subject. Select one from the following list: Artifacts, History, Geography, Legends, Politics/Law, Religion, Architecture/Engineering, Culture, Magic, Fae, the Wilds, Monsters, Elementals, Demons, or Undead. For 5 points you have a solid foundation in the field and will be able to answer many questions. For 7 points you have considerable expertise; this requires role-playing and/or backstory to accomplish. For 10 you are a master of the lore; you may not generally acquire this before exceeding 5th level and it reflects a lifetime of study. Becoming a master of the lore requires ST permission, and characters may not have more than one lore at such a level. Despite the inclination, most people with lore beyond level 1 prefer not to share said lore, as it dilutes the uniqueness of their knowledge. Lores can be particularly useful if combined. For example, if you want to know about Kyo-dai's last emperor, you will find more details if you have both Lore: History and Lore: Kyo-dai (see Lore, Narrow, below).

Lore, Narrow (3/5): Pick one of the following: A particular nation, a particular race, or another narrow topic approved by the staff. This otherwise functions as the above levels one and two.

Married (1): You are married to another PC and were made so by a proper Ceremony. This provides certain legal benefits to you, and the gods take notice of such things as well. If performed in-game, the XP cost may be waived. In the case of polygamy, each marriage requires a separate purchase.

Mathematics (3): Unlike most common louts, you know your numbers well. While most can count to 100, though the numbers are fuzzy after 20, you understand the concept of one million. While others are limited to simple addition, subtraction, and very simple division and multiplication, you know arithmetic up to the modern high school level.

Orienteering (5/7): This is the skill of knowing where you are going and not getting lost while going there. It also allows one to properly employ maps to get to places, something most people can't do. The first level covers most situations, but for 7 points you may also usually find your

way back to civilization from extremely difficult places, such as being dropped in the middle of some Darkenwood.

Renowned (4): You are famous for your deeds, abilities or personality and have a title to go along with it. Perhaps you are Dryfus the Just or Matilda the Magnificent. You might be a famous singer, a noted local soldier or maybe you just have good PR. Most plot NPCs will recognize you by your name and take consideration of your abilities. Alternatively, you may pay only half the cost for this power: In this case, you have a great deal of negativity associated with your name. Perhaps you are Harkens the Cruel or Devora the Dreaded. While you suffer a small penalty to your Reputation gains, you still gain the recognition of NPCs (though it is less likely to be positive!). There is no such thing as bad publicity, after all. Only a finite number of PCs may take this power and no PC with the Uninteresting Trait may take it.

Riding (4): You know how to ride a horse and other appropriate mounts. This is an important skill. Details on horse mechanics will be listed on their individual item cards, but most will increase the amount of Encumbrance you can carry and will allow you other advantages, particularly during travel BGAs.

Sailor (3): You know how to operate ships. This is chiefly useful during travel or BGAs. If you have Orienteering, you may also act as a navigator.

Savoir Faire (5): You know how to behave yourself in polite society. While everywhere is different, you can usually adapt fairly quickly and are familiar with the customs of a variety of cultures. This can help in certain BGAs and you may request an ST instruct you in how to be polite in a given circumstance.

Speak Language (2): You speak another language and have basic literacy in it as well. If you have Full Literacy, it applies to this other language as well.

Streetwise (5/8): You know how to navigate back allies and have a solid grasp on urban survival. For 8 points, you know the streets quite well and may attempt to evade authorities or locate secret hide-outs.

Tracking (6/8): You can track proficiently in wild areas. It gives you a general idea of what has passed recently nearby and what frequents the general vicinity. For 8 points, you will get more details. Neither level is mandatory for pursuing most plot.

Trade (3/6): You are learned in some manner of trade. While obviously not your full time profession (as you're an adventurer!), it does earn you some extra coin each game: 3 silvers for the first level, 5 for the second. If you physically perform your trade at game (such as dipping candles, making jewelry, sewing, calligraphy, art, etc.), NPCs will appear and buy your stuff, and you will be a stronger candidate for bonus XP. If you craft things specifically useful for the game that it requires, you will also of course be eligible for Brownies.