

Magestry 1.3 Rules Update 2011

Please note that only major changes are mentioned in this document. Players should re-read individual skill descriptions for their character since incantations and other minor things may have changed. It will take some time for all of these changes to make it to the rulebook; if there is a conflict between the rulebook and this document, the rulebook is incorrect.

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General Changes For Everyone To Read

An approved character history is now worth 20 SP instead of 10. All characters that currently have character histories will be given 10 more SP. (You cannot get additional SP for rewriting a character using the 3-games-to-change-your-character rule, but you can get a separate 20 SP for a history for a secondary character or a new character made with the converted PXP of an old character.)

Any player, even a veteran, has 3 games to change his new character's skills without having to do the PXP conversion.

PCs now have a baseline of 5 life points and will no longer gain additional LP by character level. Additionally, we will remove the cost cap on Toughness and Natural Armor and let them increase without end.

Temporary armor points and life points are now capped at a total of +8. Any combination of temporary AP or LP can be used as long as the total does not exceed +8.

The Magestream now heals all crippled limbs and restores 2 LP instead of just one.

Poison and weapon-based spells (including creature effects) no longer deal a point of normal damage in addition to their effects, which makes them mirror weapon-based techniques and drain effects. That is to say, a weapon attack that accompanies a verbal statement will always only ever do what the verbal statement says; there is no other life point damage. (e.g. "Poison 2" now does 2 total points of damage, not 3.)

There might, however, be armor point damage, but only if you use an armor point to stop the effect. Techniques [that do things other than increased numeric damage] and drain effects always bypass armor points, but other weapon-based spells and poison can be stopped by armor [as long as they are not made with a weapon enchanted to bypass armor].

In the event that you use an armor point to stop a poison or weapon-based spell, that armor point is considered damaged. The only time that a weapon-based spell or poison will ever deal damage in addition to its effect is if it is accompanied, on the same attack, by a technique that deals increased numeric damage. (e.g. "Crit 4, Poison Sleep" or "Baskstab 4, Freeze Paralyze." Note that, in these examples, to stop the poison or spell effect, you would need to have at least 5 armor points to spend, not 4.)

Drain effects are weapon-based spells, so they may be used with numeric damaging techniques, but no two techniques can ever be used on the same attack. Though weapon-based poisons, techniques, and spells (including drain effects) do not do an additional point of

damage in addition to their effects, they will still set off a Flare spell, resulting in one point of damage.

Clarification: If you use Resist Poison or Resist Disease, your character does not realize it.

The minimum length that the striking edge of any melee weapon can be is now 12 inches. As such, unarmed weapons may now be up to 20 inches long. Pommels may be anywhere from 2 to 5 inches long and may be no more than 5 inches wide. No cross guard may be longer than the weapon's maximum handle length (maximum of 14 inches). Players will have until the beginning of the fall season to make any necessary modifications.

A disarmed weapon must go at least 3 feet from its wielder. If disarmed, a person must be allowed to safely retrieve his weapon before anyone else tries to retrieve it (you may attack him while he is unarmed, but remember that machine-gunning is not allowed and a person can ignore all such hits if he wishes). If, at any time, you are bending to pick up someone else's weapon at the same time he does, you must back off and allow him to safely retrieve his own weapon. It is also clarified that, on an in-game level, just because you disarm an NPC of his weapon he may not be defenseless. Therefore, you should not try to take an NPC's weapon from him while he is still actively fighting unless that weapon is very obviously special or belongs to someone else.

If a target is affected by the same skill that he is already under the effect of, the duration of the effect will restart, but he will then technically only be under one effect, not 2, meaning only one countering ability is needed to negate all of a given effect. Overcasting and then dismissing your spell can only be done if you meet or beat the original spell as long as that spell is still in effect. One Command spell will replace another, even if the command is different (a Nightmare will replace another, etc.) A spell can be used to overcast and dismiss a mass-effect spell of a similar type for one a single target affected by the mass-effect spell.

If you forget that your character is benefiting from some ability (like a spell protection or temporary life points), and you allow something to affect you when that ability could have prevented it, you must stick with your role-playing decision to let the effect affect you. Later, if you wish to have your unused ability returned to your character, you must come to NPCHQ to ask a GM if you can have it back. You will only get the unused ability back, you cannot undo anything that happened as a result of your forgetting.

The total number of Get Out of Death Free cards a single character is allowed in his lifetime has dropped to one.

A player's new character can start with as much in-game money as his retired or dead character had when he died (turned in at check-out of that game). Essentially, he can transfer the money, but that transfer must be done at the time the new character is made. Gems may also be passed along, but not other items.

We will now use 30 feet as the standard for spell distances (like GoW, Fear, Whirlwind, etc.). This will make distances, along with "dirt-nap durations," based on the number 3.

Clarification: If someone wakes you up OOG for an OOG reason (to ask for a replicated skill or spell or something), you must continue to role-play that you are asleep for at least three minutes afterward and then your character can wake up if you'd like. However, your character may wake up at some point during these three minutes if something happens in-game that would legitimately wake him up.

A Prone state is now specified. Prone means lying flat on back or stomach, you cannot move to attack or defend, you cannot cast any spells but may still talk as is appropriate to the situation that made you prone (role-playing decision), and you cannot use any skills that are not Attributes (even Damage Reduction, unless the damage reduction is an Attribute). Flatten is an effect that makes you prone.

Catching or pinning weapons or shield is not allowed.

Physically holding doors shut joins tent cutting in the land of things that you just don't do.

While the area underneath a bed is OOG, a person may still hide himself there if he needs a place to hide. However, if the bed you are trying to hide under is not your own, you may not touch any items under the bed. If you think you might not be able to fit under the bed without touching the items (taking into consideration that you might be found, attacked, and have to defend yourself), then do not go under that bed.

Clarification: Devices that have locks on them lock automatically when you close them.

Tricks and Cantrips

"Tricks" has been added as a baggage skill at grade one Fighting and Stealth. "Cantrips" has replaced Extra Casting (Light) and (Darkness) as the grade one baggage for Magestry, Nature, Psionics, and Spiritualism. Tricks and Cantrips all work similarly; they are essentially grade zero (0) tower skills (meaning that higher grade tower skill slots may be down-cast for them). Gaining Tricks or Cantrips gives you four uses of these grade zero skills in the school that you acquired the baggage skill. Attaining the baggage in another school will give you four more uses, but those four uses can only be used for that school's Cantrips. Fighting and Stealth both feature 3 Tricks to choose from and the 4 magic schools each feature 4 Cantrips to choose from. Here is the breakdown:

Fighting Tricks

Lesser Battle Readiness: Take 10 seconds to temporarily repair a single point of physical armor the same way Battle Readiness does (cannot stack with itself but can stack with Battle Readiness).

Lesser Stamina: Grants one temporary life point that vanishes in ten minutes if not used. Only one of these can be used (activated) every 10 minutes. OOG Statement: "Lesser Stamina"

Trip: See rulebook.

Stealth Tricks

Backstab One: Just what it sounds like. This requires at least an Improved Parry or Improved Dodge to avoid. OOG Statement: "Backstab One"

Focus: The character gets +1 to all Spot checks for 10 minutes. Focus can be activated after seeing a yellow card but before seeing the Spot # on it.

Simple Mechanics: See rulebook.

Magestry Cantrips

Light: See rulebook.

Detect Magic: See rulebook.

Hear Magestry: See rulebook.

Magic Strike: Enchants a weapon with magic energy for a single attack (or Final Blow). The magic will vanish after 10 minutes if unused. Spell Base: Touch (Weapon).

Incantation: "(Spell Prefix) enchant this weapon with one magic strike."

Nature Cantrips

Light: See rulebook.

Detect Poison: See rulebook.

Elemental Strike: Enchants a weapon with one type of elemental energy for a single attack (or Final Blow). The magic will vanish after 10 minutes if unused. Spell Base: Touch (Weapon). Incantation: "(Spell Prefix) enchant this weapon with one fire/ice/acid/lightning strike."

Toughskin: Grants one temporary armor point that vanishes in 10 minutes if unused. Spell Base: Touch (Armor). Incantation: “(Spell Prefix) toughen your (my) skin for 10 minutes, one armor point.”

Psionics Cantrips

Darkness: See rulebook.

Awaken: See rulebook.

Detect Mind: Determines if a particular creature has a mind that is susceptible to psychic energy. Spell Base: Automatic. Incantation: “(Spell Prefix) detect the presence of a mind in the creature before me (No Save).”

Lesser Empower Spell: Grants the caster +1 casting level to the next level-based spell he casts, but it must be used in 10 minutes or it will vanish. Lesser Empower Spell cannot ever stack with itself, but it may stack with other temporary empowerments, such as Empower Spell or Mental Empowerment. Spell Base: Touch (Empowerment). Incantation: “(Spell Prefix) empower myself, one level.”

Spiritualism Cantrips

Light: See rulebook.

Delay Disease: Delays the effects of any diseases a creature is suffering from for 10 minutes. Spell Base: Touch (Empowerment). Incantation: “(Spell Prefix) delay the effects of your (my) disease for 10 minutes.”

Identify Spirit: See rulebook.

Lesser Health: Grants one temporary life point that vanishes in 10 minutes if unused. Spell Base: Touch (Life). Incantation: “(Spell Prefix) grant you (myself) health for 10 minutes, one life point.”

A character’s Cantrips and Tricks are refreshed at the Shadowstream (sunset) in addition to the Magestream (sunrise). Like other tower skills, Cantrips and Tricks are not cumulative. Any that are unused at sunrise or sunset will vanish.

Minimum Death Time

Clarification: You may bleed out in under 30 minutes if you want, but you can do so in no less than 3 minutes. The same is the case with going early to see Death: you are able to wait up to 30 minutes (without your spirit being detained), but you may not leave to see Death in the first 3 minutes that you are dead. This rule may only be broken in the case of safety being jeopardized (such as lying exposed in extreme weather). With this rule, a PC may also choose to go to Death after 3 minutes of being stone or having a destroyed mind.

Reacting to Skills

If you have not responded with a counter to a particular effect within 5 seconds of it being used against you (whether because you forgot that you could stop it or are unsure if an ability you have can stop it), your character will be subject to the effect. Additionally, even if 5 full seconds have not yet passed, if your character clearly begins role-playing the effect, we recommend that you continue to take the effect even if you then remember that you could have stopped it. Doing otherwise has the potential to confuse the encounter, and, while it is technically allowed as long as it follows the 5-second rule, we consider it poor role-playing. In combat, if you do counter an effect after your character has clearly started reacting to it, you must disengage from that combat long enough for your opponent(s) to realize that you were actually not affected, because in many cases he will have continued on as if you were affected, and he likely has several other opponents occupying his attention.

Injured and Unusable Limbs

If one of your limbs is dealt at least one Life Point of damage when you have only one Life Point left, that limb becomes "Injured." An injured limb is unusable for 10 seconds, but if that limb is an arm, the player is not required to drop what he is holding in the hand of that arm. If you are at 2 LP and catch a Crit 3 in the leg, your leg is NOT injured and you drop to 1 LP.

A crippled arm no longer forces you to drop what is in your hand, and the Stun skill, if used on a leg, forces you to drop to that knee. Basically, there are now two states of unusable limbs: "paralyzed" and "crippled." Cripple, Stun, and the Injured Limb rule cause the “crippled” state, and Freeze Limb causes the “paralyzed” state. Here is a chart to help explain:

State	Arm	Leg	Duration
Injured	Can't use but may hold item	Can't stand on but may crawl	10 sec
Stunned	Can't use but may hold item	Can't stand on but may crawl	1 min
Frozen	Can't move but may hold item	May stand on but can't move	5 min
Crippled	Can't use but may hold item	Can't stand on but may crawl	Permanent

Armor and Poison/Weapon-Based Spells

If a weapon-based spell or poison hits an armor point, the armor will stop it from affecting the target, but the spell or poison will not be spent. However, if the attack carrying the spell or poison is parried or dodged (with an appropriate Parry or Dodge skill) or has "no effect" (as from Resist Poison or the target being immune to the type of weapon used to deliver the attack), the spell or poison is considered spent. A weapon-based spell may not be combined with poison, a weapon-based technique (except for those that deal numeric damage like Crit 2), or any other weapon-based spell on the same attack.

Offensive Skill Durations

All offensive skills that used to have durations of 10 minutes now have durations of 5 minutes. The exception to this are Complete Control effects; they remain at 10 minutes. This means that the following skills now have 5-minute durations: Terrorize, Crit Paralyze, Waylay, Hypnotize Charm, Hypnotize Sleep, Hypnotize Paralyze, Entangle, Silence, Magic Bonds, Blind, Deafen, Paralyze, Freeze Limb, Calm Emotions, Charm, Freeze Paralyze, Despair, Fear, Sleep, Delusion, Feeblemind, Detain Spirit (offensive), Morale, Weakness, Dampen Caster, Dampening Field, Detainment, Enrage, Halt Transformation, Nightmare, Uncontrollable Dance, all mass-effect spells that cause these effects, and all such creature effects.

Skill Specialization Pool

All Extra Spell and Extra Skill baggage skills in the game have both been renamed "Skill Specialization".

All Specialization skills (including Weapon Specialization and Stealth Specialization) are now grouped together into the same pool instead of all being separate skills that each allow a number of castings per day equal to character level. When you add another skill to your specialty pool, it not only becomes another option to use with your number of castings per day equal to character level, the size of your specialty pool also increases by 2 uses per day. Skill Specialization, Weapon Specialization, and Stealth Specialization remain grade 9 baggage skills; those acquisitions are free. The same goes for any Skill Specialization skills that appear on prestige class tables.

For Skill Specialization, you cannot choose dual spells (like Cure/Inflict Wounds). You must choose one or the other for your specialization (Cure or Inflict, not both).

Skill Specialization has also been added to the Miscellaneous skill chart with a cost of 50[^] and prerequisite of 25 skill grades in the school you are choosing your specialized skill from (must be one of the 6 basic schools and must be grade 3 or lower) – every time you buy this skill, you must meet an additional prerequisite of 25 skill grades in the school; also, the cost of the skill will increase even if you are buying it for a skill in a different school.

Example: A player could buy Skill Specialization for 50 SP after he bought his first grade 5 skill slot (assuming he went right up the tower: 2 slots of every grade up to 4 plus one grade 5 slot equals 25 skill grades). Let's say he is a spiritualist and chooses Cure Wounds 2; he would get a number of castings of that each day equal to his character level. Then, when he got his second grade 7 slot (which would give him more than 25 additional grades), he could, if he wanted, pay 100 more SP to add Calm Emotions to his specialty pool and get 2 more castings a day. Then, when he got his first grade 9 slot, he would get the Skill Specialization baggage skill and could use it to add Fear to his pool and would get another 2 specialty castings a day. Then, let's say he dipped into Psionics. Once he got his first psionics 5 slot, he could add Weakness to his pool and get 2 more castings added, but he would have to pay 150 skill points for it. If he didn't want to spend those 150 SP, he could just hold out until grade 9 psionics when he could pick it up for free as a baggage skill.

Misc Changes For Most People To Read

True name casting, to be clearer, will always include the words “own power” in incantation prefixes. Example: “By my own power, I put you to sleep.” Or, “by Evaklor’s own power, I make you really sorry for that!”

Manacles are now considered to be locked with a Common lock unless they are marked otherwise.

The rule about needing to have a skill’s prereq before learning it does not mean you need 2 tower skills in one grade before you can learn the next grade; only one is required before you can learn.

If you are using a skill with a bow or thrown weapon, you may call the OOG statement for the skill after your target is hit, as long as you do it within 3 seconds of contact

Someone identifying or appraising a potion or scroll can tell when the expiration date is to allow that to be considered when determining its value (as far as he is concerned). The rulebook will state that a market value is the value when a potion or scroll is fresh. Over time, the market value drops, but it generally never gets below half its original value until the week it is going to expire. Depreciated values are to be determined through the role-playing or bargaining.

There is no longer any amnesia effect with Mind Control (or any Complete Control effect). The target remembers everything. Also, the caster can now force the target to bring him any items or treasures or whatever. However, the caster cannot force the target to tell the truth; the target is able to lie.

There is now a way to change your choice for Favored Enemy (or Favored Dimension) or Skill Specialization (that is, only for those types of skills that give you options). To do so, you must declare that you would like the change it upon the purchase of a new grade X skill slot in the appropriate school (where X is the grade that you achieved the baggage skill in). So, if you have Favored Enemy (Orcs) and want to change it to Favored Enemy (Shadows), you’ll need to buy another 5th grade Fighting slot and be sure to declare to a GM that you wish to change it. Changing your Skill Specialization if you bought that skill on the Miscellaneous skill chart requires attaining an additional 25 skill grades in the appropriate school.

No spell will have the same name as any technique anymore. So, the following are changing:

- The spell Feat of Strength is renamed “Strength.”
- The spell Feign Death is renamed “Aspect of the Opossum.”

c. The technique Detect Poison is renamed “Sense Poison.”

d. The spell Resist Magic is renamed “Magic Resistance.”

Repairing a shattered item with the appropriate profession-based Repair skill now takes 3 minutes, but repairing a permanently enchanted item still takes 10 minutes.

Fighting and Stealth Skills are now referred to as Techniques so the word “Skill” is no longer ambiguous. Skills refer to all abilities in the rulebook.

The smash effect no longer counts as an automatic torso shot. If an item is hit, it does the damage to the limb holding the item.

Feat of Strength cannot be used to empower a smash attack.

The cost of both Resist Poison and Resist Disease drop to 30^.

The cost of Toughness is now 25^.

Ink does not expire.

All skills with increasing costs now continue to increase. They do not stop increasing on the 4th purchase.

There is now a cap on the amount of extra damage you can add to a single attack (as from Feat of Strength, Weapon Readiness, Great Attack, etc). It is +8. This does not include the base damage done by a skill that deals numeric damage (like Crit 2 or Backstab 5).

Now, the player of a character who is stalked between games will not be told about it. This obviously also means that his character would not know.

In the event that you have the ability to stack multiple kinds of damage reduction, you can never reduce more than 8 points of damage from one attack.

You cannot use a shield that has a width or length that is longer than the distance from your wrist to the middle of your neck when your arm is held straight out, and no shield can ever be larger than 24” x 36”. If you pick up a shield to use in-game, you should give it a quick measure from your wrist to your neck, and if it is obviously longer, you should not use it.

For simplicity, it is clarified that any effect that is a disease will include the word “disease” in the OOG statement or incantation.

Zombie Rot: You now lose one LP every 3 minutes; you die in 3 minutes after reaching zero LP, and you become a zombie 3 minutes after that. Zombie Rot, if not removed, will be removed by the Magestream, but if you have already died from it, it will not restore your life.

Mind Rot: Now, the time increment is 10 minutes (per grade of skills) instead of one hour.

For Add-On skills, 5 SP per grade is the baseline. Sometimes, the skill will cost more depending on what it is and which class it is for.

A true Magestic weapon cannot be disenchanting or dampened by any ability in the rulebook, but if Absorb Item's Ability is cast on it, the absorber will still gain use of the Magestic Weapon spell for the day.

Clarification: It requires 2 feats of strength to break a rope around your hands, and another two to break them around your feet, but you never need more than 4 feats to break out of any amount of rope, even if your body is tied up. Further clarification: when you "tie" someone up, you need to make sure you do it in a way that they can easily and immediately get out of it if they use an Escape skill.

Clarification: If your character level changes artificially (as from level drain), only your casting and resistance levels are affected, not other things that change with level, such as extra skill uses from Skill Specialty (used to be called Extra Skill and Extra Spell).

Characters are now limited in the number of information requests they can submit for certain types of requests. For each event, a character can submit up to 8 of the following (total): Travel, Stalking, Gather Information, Library: Gather Information, and Astrology. All other types of information requests have no limit.

Clarification: With Gather Information, if you ask your question of a hostile NPC, an NPC who doesn't know your character well, or an NPC who doesn't know much (or anything) about the topic; you may get an unhelpful answer.

Clarification: Only one question can be asked with each Gather Information request. If you ask multiple questions in one request, you run the risk of your request not being answered, or answered vaguely.

Armor

Sexy chain is now considered Light Armor.

Armor is now assigned new armor point values (note that it is now easier and faster to repair armor with the Repair Armor skill):

Light Armor Type	Armor Points
Padded Armor; Fur; Soft Leather	1
Hard or Studded Leather or Hide; Light Chainmail, Scale Mail, or Splint Mail	2
Heavy Armor Type	Armor Points
Medium Chainmail, Scale Mail, or Splint Mail; Banded Mail	3
Heavy Chainmail, Scale Mail, or Splint Mail; Breast Plate	4

Additionally, you now get only half an armor point for each additional covered area whether it is heavy armor or light armor.

Now, if you are wearing more than one piece of armor on the same armor location, you choose one piece to get armor points from and, once they are all damaged, both pieces of armor are completely damaged.

Repairing a single armor point using the skill Repair Heavy Armor or Repair Light Armor now requires 3 minutes instead of 5; repairing a point with Improved Repair Armor takes 2 minutes instead of 4; and repairing with Great Repair Armor takes one minute instead of 3. Also, Armor Repair numbers have gone from 6/15/all to 10/25/all.

Technique Scrolls

Magestry now has technique scrolls. They are just like spell scrolls, except once you read one, you are bestowed with the ability to use the technique at your convenience. This bestowment will fill your touch-based bestowment slot, so you will not be able to hold any others. Example: You find a scroll of Fatal Crit, so you read it and you have a Fatal Crit bestowed on you (added to your bestowment slot). Later that afternoon, you can use the Fatal Crit against Rakesh when he comes to get your taxes. You need not have a weapon skill to use the bestowed technique. Like a spell scroll, you can also use the Learn skill to learn new techniques from technique scrolls.

Poison and Resist Poison

Clarification: It requires 10 seconds, with the vial in hand, to spread a blade poison or alchemical substance onto a weapon. During that 10 seconds, you should check the poison card OOG to make sure of which poison you are spreading.

It now takes two powder effects to negate one Resist Poison skill. A single powder effect followed by another kind of poison (blade, contact, or ingestive) will result in the Resist Poison being used up, but both the powder and the other poison will be negated. Also, powders can now be parried with a regular Parry skill.

Smash can be used with any weapon and so can poison. Poison no longer requires a blade. If you use a smash attack when you have poison on your weapon, your poison has no effect and is lost.

Poison tags will no longer be small adhesive tags. Instead, the cup, bowl, or plate that contains the poison or alchemical substance will have the entire effect card either taped or clipped (with a binder clip) to the outside or underside of it. Same thing for an item covered in contact poison (OOG petroleum jelly). After reading the effect card the affected person must rip it up.

To simplify the effects of lesser poisons:

10-Second Effects (all powders are 10 seconds)

Coughing: Cannot attack or cast spells (even psionic spells) but may defend normally.

Sneezing: Cannot attack or cast spells (even psionic spells) but may defend normally.

Laughing: Cannot attack or cast spells (even psionic spells) but may defend normally.

Itching: Cannot attack or cast spells (even psionic spells) but may defend normally.

5-Minute Effects

Hiccup: No effect other than role-playing (will not end if attacked)

Nausea: No effect other than role-playing (will not end if attacked)

Intoxication: No effect other than role-playing (will not end if attacked)

If poison is on a weapon that is used for a weapon-based skill that is not usable with poison, the poison is wasted on the attack.

Learn

Learn may be used to share the lesson that another student is getting from a teacher. This can be done clandestinely, but the teacher must, OOG, sign off on the learner's Learn card. It is up to the player of the teacher to determine if the learner witnessed enough of the lesson to have learned the skill in this way. This should be done after the game is over.

Any spell from Chapter 5: Magic (just the basic schools) that can be learned as an Add-On in another basic school will now have an "Add-On" heading revealing which school(s) and grade(s) it can be an Add-On for. This information will also appear on scrolls, and the Learn skill may be used to learn an Add-On from a scroll (this requires Read Magic). One Learn card is required per spell learned, and learning an Add-On from a scroll spends that scroll, destroying it.

No Prestige spell from the main book can be taught to or scribed into a scroll for an Add-On for any basic school or any other prestige class in the main book.

No spell from the main book that can be learned as an Add-On requires GM permission to teach. Other add-on spells do require GM permission to teach.

If the teacher of an Add-On does not have the grade of the school the learner is learning the Add-On in, the learner must spend a Learn card in addition to the teacher spending a Teach card. In this case, no other student may comprehend the lesson by using a Learn card of his own unless the teacher also spends another Teach card for that student.

A character may spend a Learn card to "teach himself" an Add-On if he has access to the spell and, of course, the grade of the school he wishes to add it on to.

Add-On spells cannot be scribed into scrolls using the Scribe Scroll skill from the main book. For that, a separate skill is needed, which will ensure GM permission is acquired.

A Learn card may now be used, if not used for any of its other purposes, to turn one of the learner's lessons into a Profound Lesson. To do so, the lesson must be complete (for lessons that span multiple days) and legitimate and also requires that the teacher give the learner a Teach card. A legitimate lesson is something that the learner has all the pre-requisites for and has not already acquired a teach card for. (i.e. Each skill or grade of skills is only available as a profound lesson once ever for a character.) Learn can only be used in this way once per event.

Shattered and Detained Items

Detained items will only stay detained if there are people around it that know it was detained (or 5 minutes).

If you see an unattended weapon or shield on the ground in a combat area, assume that it is shattered unless there is someone there who can verify otherwise. If you identify it as an NPC weapon, please return it to NPCHQ at your earliest convenience.

If you see a weapon being used that, last you knew, was shattered, you can assume it was repaired.

If an NPC weapon is attended by an unconscious or dead NPC and you want to take it to fight with for the combat that is still in progress, you must ask, "OOG, can I take this weapon to fight with." If the answer is yes, you must return it to the NPC or to NPCHQ at your earliest convenience. If the answer is no, don't take it. It is likely shattered. (This goes hand-in-hand with the text on telling an NPC, "I throw your weapon into the woods.")

If a PC weapon is in the hand of any unconscious or dead PC or NPC, you can take it unless an in-game ability is preventing it. Remember that it must be returned to the PC at the end of game or you are OOG stealing.

Items that are banished or teleported are considered OOG and should be placed in an OOG location at the bearer's earliest convenience.

New Alchemy and Toxicology System

Alchemists and toxicologists no longer get the 3 "free" potions/poisons per grade for each game they attend. They can still make potions and poisons between games using the components they find or buy, but in place of the "free" potions ("free" meaning they don't require the expenditure of acquired components), we are introducing a new system that allows alchemists and toxicologists to essentially make additional potions and poisons in-game without the need for regular alchemical components. Here is how it works:

Alchemists and toxicologists will now be able to spend in-game time to make something called "Transformative Elixir." Each game, an alchemist or toxicologist will be able to make a number of "drams" of this elixir, and that number is equal to the total of his recipe grades divided by 2 (rounded down), plus 4 drams that come free with the purchase of Alchemy or Toxicology.

Examples:

A. An alchemist that knows 5 grade one recipes, 4 grade 2 recipes, and 3 grade three recipes would be able to prepare 15 drams of Elixir each game (not each day!).

B. A toxicologist that knows 4 recipes in every grade up to grade 10 would be able to prepare 114 drams of Elixir each game.

C. A character that knows 4 grade one Alchemy recipes, 3 grade 2 Alchemy recipes, 4 grade one Toxicology recipes, and 2 grade 2 Toxicology recipes would be able to prepare 17 drams of Elixir each game (that number includes 4 drams from Alchemy and another 4 from Toxicology). (Recipes known in Alchemy are combined with recipes known in Toxicology for the purpose of determining a person's total number of drams.)

A person's Transformative Elixir must be prepared with in-game time, but he need not prepare it all at once; he can prepare some, use some, and then prepare more as needed. Preparing one dram of elixir requires one minute of in-game time. It can be done anywhere, but props should be used to represent the tools your character is using. Once Transformative Elixir is prepared, it will remain potent for no longer than one week (i.e. it may not be carried over from one game to the next). A character needs to have some prop to represent his Transformative Elixir, such as a [safe] bottle filled with glass beads (the beads can represent drams for easier counting).

Using your elixir is the fun part. To do so, you must use a Catalyst Component to turn your Elixir into the alchemical or toxicological substance that you wish it to be. The substance must be one that you know the recipe for (but it cannot be a substance that has a recipe that normally requires a Very Rare component; it also cannot be Essence of Magestry, Magic Ink, or Bottle of

Storing). A catalyst component is NOT a regular alchemical component as represented by a Popsicle stick. A catalyst component may be anything your character wishes it to be, but you should try to be consistent (i.e. if your character decides that buttercups and hair from anti-magic creatures are good catalyst components for spell-protection type potions such as Resist Magic, Spell Immunity, Spell Turning, Iron Will, etc.; one of those should be the catalyst component you use every time you wish to turn your Transformative Elixir into a spell-protection potion). Simply grabbing a random item that is near you (like a stick or a handful of grass) each time you wish to use your Elixir is considered poor role-playing. Catalyst components need not be consumed at the time of use; they may be used again in the future.

Upon adding a Catalyst Component to your Transformative Elixir, the elixir becomes the specified potion and will remain so for 10 minutes (though the *effect* of the potion, once it is in effect on the target, may have a longer duration – such as *Pain* lasting 10 seconds *Health* lasting Until Used). After 10 minutes, it returns to being the Transformative Elixir and any unused drams remain usable. Each potion or poison you wish to create with the elixir requires that you spend a number of drams equal to the grade of the potion or poison's recipe (minimum of one). So, if you wish to turn your Elixir into a Cure Wounds 2 potion to administer to a friend, you must combine the elixir with the appropriate catalyst component, turning the elixir into a Cure Wounds 2 potion, and then have your friend drink 3 drams of your elixir (since Cure Wounds 2 is a grade 3 recipe). Now, if you had turned all of your Transformative Elixir into Cure Wounds 2, you could continue to administer Cure Wounds 2 potions from it for 10 minutes, but you would need to spend 3 drams of elixir for each "potion" you administer. If you wish to have multiple potions in existence at the same time, you would need to have additional props to represent containers that hold the separate Elixir.

Example: Say you normally use one bottle as the prop for your all drams of your Elixir and you just turned that whole bottle into Sleep poison because you found yourself needing to put a lot of people to sleep. Then, you notice a few friends on the ground that could use some healing potions, but you still need to put more dudes to sleep. You may pour 5 drams of elixir into a second bottle you keep for just such an occasion and use a catalyst component to turn those 5 drams into a Cure Wounds 1 potion (yes, you may turn the Sleep poison into a Cure potion even before the 10 minutes expires on the Sleep poison – also note that, since Sleep is a grade 6 poison, only 5 drams of it would make it useless as a Sleep poison). The second bottle would then essentially

contain 5 Cure Wounds 1 potions since it has 5 drams, and one Cure Wounds 1 potion only requires one dram because it is a grade one recipe. You could then apply Sleep poison onto your sword from your main bottle and then immediately administer a Cure Wounds 1 potion to a friend from your second bottle.

A character's Transformative Elixir may not be made into potions or poisons by anyone but him, and it may not be administered or used by anyone but him. Without him, it is just inert liquid. 10 minutes after the catalyst component is applied and the substance is created, the substance loses its properties and becomes plain Elixir again, meaning that ingestive and contact poison cannot be created with the Elixir and then applied to food or an item (especially since the creator is the only one who can administer it), it would need to be directly administered to the target.

The Identify Potion skill may be used to identify the type of substance a Transformative Elixir has become. To do so, the identifier must say to the alchemist: "Identify Potion X" (where X is the number of times he has acquired the Identify Potion skill). If X minus 1 meets or beats the grade of the substance, the alchemist player must (OOG) tell the identifying player what the substance is. The identifier cannot identify a grade 10 substance unless he has 10 acquisitions of Identify Potion and knowledge of either one grade 10 Alchemy recipe (if it is a potion) or one grade 10 Toxicology recipe (if it is a poison). A Transformative Elixir substance can never be dissected and learned with the Learn skill as a regular potion or poison can be.

In addition to using Transformative Elixir in the ways described above, a character may also spend "real" alchemical components (as denoted by Popsicle sticks) to create appropriate temporary substances in his Elixir while only spending one dram of the Elixir, no matter what grade the substance was. As an example, if the alchemist had all of the necessary and properly-harvested alchemical components that are normally required to create a Heal potion between games, he could immediately combine them with his Transformative Elixir to make a temporary (lasting 10 minutes) Heal potion that would cost him only one dram even though Heal is a grade 8 potion. The alchemical components would then be considered spent.

New Skills

The Scribe Scroll skill is renamed "Scribe Spell Scroll" and there is now skill called "Scribe Technique Scroll," which costs 10 SP and mirrors the way Scribe Spell Scroll works, only with techniques instead of spells; the prerequisite for this is also Read Magic.

Weapon Readiness

Type: Miscellaneous

Cost: 35

Teaching Required: No

Prerequisite: Fighting 3

Uses: See Description

Description: A character can spend 3 minutes preparing his weapon for his next battle (it must be a weapon he has the appropriate weapon skill for); sharpening his blade, securing the grip on the weapon, making sure that his weapon properly balanced, etc. After 3 minutes of uninterrupted preparation, he will gain a +1 damage bonus to the next attack he makes with that one-handed weapon (including a throwing weapon) or a +2 damage bonus to the next attack he makes with that two-handed weapon (including a bow, but *not* including a one-handed weapon wielded with 2 hands). He can gain the benefit of this skill a number of times per day equal to his Character Level, though it cannot be stacked with itself. If he wishes he may prepare multiple weapons or arrows ahead of time, but doing so still requires 3 minutes per item. If a bonus is not used, it will remain through the Magestream. Only the character who prepared the weapon may gain the benefit from it.

Skill Focus

Type: Miscellaneous

Cost: 75 SP

Teaching Required: No

Prerequisite: 4 Skill Slots in the School and Grade of the Focused Skill

Uses: See Description

Description: You have focused on your training in the use of a specific skill so carefully that using the skill comes more easily to you than it does to others. For you, the chosen skill is treated as if it were an option for the grade below the grade it is listed on the chart. (e.g. If you focus on the skill *Mind Over Body*, which is normally grade 7 in Psionics, it will become a grade 6 option for your character.) A character is able to focus multiple skills, but no skill may be focused more than once. Cantrips and Tricks may not be focused, but grade one skills may be focused, turning them into Cantrips or Tricks. Add-on skills and skills from Alchemy, Toxicology, and prestige classes may not be focused.

Heavy Armor

Type: Miscellaneous, Fighting 1 (Baggage)

Cost: 10[^]

Teaching Required: Yes

Prerequisite: Light Armor

Uses: One per Day (Attribute)

Description: A character with this attribute may wear any type of armor and benefit from the armor points it provides. See "Chapter 7: Armor" for details.

In addition, for every additional purchase after the first, you may take half damage (rounded down) against one numeric Crit, Backstab, or Smash attack each day. The OOG statement you use is "Evade," but this skill will not reduce the damage from any spells. You do not need to have any armor points left to benefit from the evasion effect, you only need to be wearing at least the torso piece of your heavy armor. The cost increases by itself each additional time this skill is taken.

Fast Healing

Type: Miscellaneous

Cost: 20[^]

Teaching Required: No

Prerequisite: None

Uses: See Description (Attribute)

Description: This attribute grants your character the ability to heal faster than usual. In addition to healing 2 life points at sunrise as normal, the first time you acquire Fast Healing, you will also heal one life point at sunset (one every 12 hours). The second time this skill is acquired, you will heal one life point every 4 hours, and a crippled limb in 8 hours. The third time, you heal one life point every hour and a crippled limb in 2 hours. The fourth time, you heal one life point every 30 minutes, a crippled limb in 1 hour, and can no longer bleed to death. The fifth time, you heal one life point every 10 minutes, and a crippled limb in 20 minutes. The sixth time, you heal one life point every 5 minutes, and a crippled limb in 10 minutes. The seventh and final time, you heal one life point every minute, and a crippled limb in 2 minutes. This effect (regardless of the number of Fast Healing skills) is considered self-healing and not regeneration, so no matter how fast a creature heals with this ability, it cannot heal back life points if it has been dealt a Final Blow. However, this also means that damage from Shadow energy will not stop this healing. The cost increases by itself each additional time this skill is taken.

School Mastery

Type: Miscellaneous

Cost: 200

Teaching Required: No

Prerequisite: 4 grade 10 slots of the chosen school

Uses: See Description

Description: The effect of this skill will be determined by the staff (from input from the player) depending on the character and the school. The skill is only usable once per event; however, based on what your skill does and how long it last, the staff may allow the user to have an extra grade 10 skill use on the days of the event that he does not use School Mastery. This skill will also be available for prestige classes, Alchemy, and Toxicology, but, for prestige classes, it will have a more specialized use than it will for the more general schools of study.

Extra Bestowment

Type: Miscellaneous

Cost: 60^

Teaching Required: No

Prerequisite: None

Uses: Unlimited (Attribute)

Description: Most characters can only have one bestowment on them at a time. This skill increases the number of bestowments a character can have at a single time. The cost increases by itself each additional time this skill is taken.

Improved Bow (or Improved Crossbow)

Type: Miscellaneous

Cost: 100

Teaching Required: Yes

Prerequisite: Bow/Crossbow

Uses: Unlimited (Attribute)

Description: This skill adds +1 damage to all attacks made with a bow (or crossbow). For Elemental Archers, this bonus damage applies only to techniques, not spells.

Extra Tricks and Cantrips

Type: Miscellaneous

Cost: 30

Teaching Required: No

Prerequisite: Any Tricks or Cantrips

Uses: Four per Sunrise, Four per Sunset

Description: This skill grants a character 4 more uses of any Tricks or Cantrips they have access to. This skill may be purchased multiple times and does not increase in price.

Skill Specialization

Type: Miscellaneous

Cost: 50^

Teaching Required: No

Prerequisite: 25 skill grades in the school you are choosing your specialized skill from

Uses: See Description

Description: This skill allows a character to select a skill that is grade 3 or lower and add it to their Specialization Pool. This can only be purchased for the 6 basic schools in the rulebook. If they have no Specialization Pool, this skill will create one. As an example, if a character purchases one Grade 5 Fighting skill, they will meet the prerequisites for this skill and can purchase it to get Skill Specialization (Parry).

Every time you buy this skill, you must meet an additional prerequisite of 25 skill grades in the school; also, the cost of the skill will increase even if you are buying it for a skill in a different school.

Magic Rule Changes

We will now use 30 feet as the standard for spell distances (like GoW, Fear, Whirlwind, etc.). This will make distances, along with "dirt-nap durations," based on the number 3.

"Spell" will now be a prefix that denotes the weapon strike carries a weapon-based spell. (e.g. "Spell Entangle" and "Spell Paralyze")

You can now begin a storm spell, then stop, move to another place, replant your feet, and then continue your storm. You need to say the incantation again after replanting, so if something is prohibiting your spell casting, you cannot continue your storm. All packets must be thrown within one minute of saying the initial incantation. Also, a storm can now be cancelled with Dispel Magic or a dampening effect.

Stack Spells: You can now only include, in your stack, spells from schools that you have gained the Stack Spells baggage skill in. As an example, a character would only be able to ever stack a Spell Immunity on top of an Iron Will if he had grade 7 Magestry / Nature AND grade 7 Spiritualism / Psionics.

Temp AP and LP is now capped at a total of +8. Any combination of AP or LP can be used as long as the total does not exceed +8.

Bestow Magic can no longer be dispelled.

Transform Spell no longer makes Inflict Wounds. It makes "spirit" energy, which is a damaging energy. It also has shadow energy as a conversion option, but shadow energy can only be used at night or underground where no daylight can reach.

Touch-Based (Shielding) spells always lie atop all other touch-based spells of other categories. (e.g. Elemental Immunity (Fire) will stop a Fireball before it reaches the target's Spell Immunity, and Magic Immunity would stop a Dispel Magic spell before it reaches Magic Armor). However, if the shielding spell is able to be dispelled by [regular] Dispel Magic, Dispel Magic will not affect it if the target is also wearing a spell protection that protects against Dispel Magic. (e.g. A caster using Elemental Flare will not lose his flare spell to a Dispel Magic spell if he is also wearing a Spell Turning spell; in that case, the Dispel Magic spell would be turned back at its caster and the Elemental Flare spell would remain.) Spell Reduction is a technique, not a Touch-Based (Shielding) spell, so this rule does not apply to that skill.

If you do not have a weapon when Enraged (as per the spell or creature effect Enrage), you have 10 seconds to retrieve one that is unattended (using the proper method for taking a weapon from an unconscious person if applicable). If you cannot acquire a weapon within 10 seconds (an unarmed boffer counts as a weapon for a character that can fight unarmed), you will pass out unconscious as if affected by the skill Waylay. You may opt, in place of attacking with a weapon, to attack with a spell, but that spell must be an offensive spell that does not have a prefix (e.g. Magic Missile, Death Word, Ice Storm, etc.). Once you have gone 10 seconds without casting a spell or acquiring a weapon, you will go unconscious. This unconsciousness will last until Enrage has expired. If you are awakened before the spell has expired, you will continue to be enraged and will pass out again in 10 seconds if you cannot attack. This rule also applies to a character that is kept from combat (Entangle, Paralyze, ect.), and it applies to a player who cannot participate in combat as denoted by a yellow armband.

The caster of a mass-effect spell can no longer choose for the spell to affect him. He cannot be affected by his own mass-effect spell.

The caster of a mass-effect spell does not know if his spell was successful on a particular target or if it wasn't.

Explosions now deal 3 damage. Mass Cure and Mass Inflict remain at 2.

Permanently Magic Items can be banished by Banishment or teleported by Teleport Item.

Astral Projection, Psychic Projection, Elemental Form, Spirit Walk, Vile Resurrection, and Vengeful Spirit have undergone a lot of changes. They will not be described here because they apply to so few people, but we will let you know when they have been updated in the book.

Clarification: Spell protections and magic resistance levels apply to items that people are holding.

While under the effect of Elemental Flare, you no longer flare unless you actually take damage, whether AP or LP. In addition, this spell no longer grants 4 AP. You should just notify each individual opponent that you are flaring (and when you stop flaring) so you don't need to keep calling the effect on every attack.

The "No Save" suffix on all Automatic spells is now optional, kind of like saying "out-of-game" at the start of a psionic spell. That will still keep the language in-game without people needing to say it for all Automatic spells.

Incant of explosions are now "To all within the sound of my voice, Magic/Fire/Ice/Etc. Explosion, Damage 3!" ("No Save" is an optional suffix.)

Damage Reduction will not prevent your spell casting from being disrupted.

Weapon-based spells may not be used with missile weapons. (Elemental Archer spells turn the arrows into spell packets.)

Having Focused Diagnosis in more than one school will allow you to focus everything you are able to in one casting of Diagnose.

A touch-based spell will no longer fail if the target moves his feet. Only the caster cannot move his feet.

Diagnose is now a touch-based (Instant) spell.

To avoid confusion and OOG clarifications, Life Drain will always give the user its full stated amount, even if the target did not have that many LP left. Basically, as long as the target did not avoid your life drain 4 attack, you know you got 4 life points out of it (even if the target only had 2 LP before the attack). However, the Life Drain attack will have no effect on either person if the target is unconscious with zero LP (meaning someone using Berserker Rage can still be drained of LP because, even though he has zero LP, he is not unconscious).

New Grade 10 Baggage Skills

The grade 10 baggage skills have changed. In addition to Create Spell will be the following skills:

Magestry

Baggage Skill: Essence Attunement (same skill name)

- What it does now
- Makes Detect Magic free to cast
- Lesser Empower Spell becomes a cantrip

Nature

Baggage Skill: Natural Attunement (replaces Damage Reduction [Any Element])

-Once per spell, you can change the spell's energy type to another elemental energy type. Doing so requires that you touch the item or person under the effect of the spell and cast the spell say the incantation, "By the power of Nature, I convert the energy type of this [Spell Name] spell to fire/ice/acid/lightning." The spells this can be used with are *Elemental Weapon*, *Elemental Storm*, *Elemental Flare*, *Elemental Immunity*, and *Elemental Form*. This cannot be cast if you are silenced or dampened, and doing so does not restart the spell's duration.

-All numeric damage spells you cast from the school of Nature are cast at +1 damage (even storms and explosions). This does not apply to spells you bestow or scribe to scrolls.

-Elemental Missile becomes a cantrip (as a cantrip, the +1 damage does not apply)

Psionics

-No change

Spiritualism

Baggage Skill: Composed Will (replaces Courage)

-A character with this attribute has gained such control over his emotions that he has become immune to effects that cause despair or laughter. He also gains 2 levels of resistance against all types of fear and becomes immune to weapon-based and poison-based fear effects.

New Grade 5 Baggage Skills

Magestry

Baggage Skill Name: Essence Link

Does all of the following:

-Once per day, you can convert the energy type of one damaging or weapon enchantment spell. For this conversion, you may choose fire, ice, acid, lightning, or magestic energy.

-Lets you use Awaken (power of Magestry only) to create your own Magestry Speak

-One casting of Refresh Essence per day, which is a touch-based (empowerment), Other-Only spell that can have one of 2 uses:

Option 1: It refreshes one of another character's skill slots. It can refresh a skill slot of a grade equal to half the casting level of Refresh Essence (rounded down), and doing so drains the Magestry caster of a number of his skill slots equal to the casting level. The Magestry caster decides which skill slots are drained, and they need not be slots from the school of Magestry, but Cantrips, Tricks, and extra skill uses from Skill Specialty, Favored Enemy, Opportunist, or the like cannot satisfy any amount of this requirement. The character receiving this refreshed skill slot has an hour to use it or it will vanish, but it cannot be dispelled, even by Dispel Greater Magic.

Option 2: If you or another person miss the target of a packet-based spell (whether naturally or from a Dodge or Parry skill, but NOT from a spell protection or anything else that made the spell have "No effect"), you can go to the spot where the spell packet landed and spend at least 30 seconds "re-gathering" the spell. After that is done, you may bestow the spell back onto its original caster (and only the original caster). However, you may not bestow your own missed spell back onto yourself, as this spell is Other Only. Instead, you may bestow your own missed spell on any other person. The spell that is bestowed must be the same one that was cast and it must be used within one hour. This bestowment is considered a Touch-based (Empowerment) and the incantation for it is "(Spell Prefix) empower you with the following incantation, (State Incantation)."

Nature

Baggage Skill Name: Wild Empathy

Does all of the following:

-What Communicate with Animals does now

-Allows you to create your own treespeak (must be hand-written, not computer generated) by casting Awaken on a tree (power of Nature only) and allows you to benefit from one (but only one) "Wild Empathy Bestowment" treespeak each day. Wild Empathy Bestowment treespeaks will be special speaks that are put up by the staff; they will represent the tree bestowing the indicated incantation on the nature caster as per the spell Bestow Magic. You may choose if you want to

take the bestowment of not, but if you do, you must take down the treespeak.

-Untangle becomes a Cantrip option and Entangle becomes able to be used weapon-based.

-Gives you +2 Spot while in the forest

-Grants Speak with Stones for free

If you have Speak with Stones from the Misc chart, this skill will allow you to leave messages with rocks as well as trees, it will give you +2 spot when underground, and it will allow you to benefit from "Wild Empathy Bestowment" stonespeaks

Psionics

Baggage Skill Name: Psychic Link

Does all of the following:

-What Telepathic Link does now

-Skill Replication once per day, which is a touch-based (Bestowment) spell gives the caster the use of one skill of a grade equal to half its casting level (rounded down), and doing so drains the psion of a number of his skill slots equal to the casting level. The psion decides which skill slots are drained, but they must be from the school of Psionics and cannot be Cantrips or extra skill uses from Skill Specialty. The replicated skill must be used by sunrise or it will vanish.

-Allows you to cast one self-only spell on a person you are involved in a Telepathic conversation with. The spell must be from the school of Psionics, and it cannot be a spell that is only able to be cast once per day (like Psychic Projection). Only one spell is permitted per Telepathy spell that is cast.

-Allows you convert a numeric damage or weapon enchantment spell to shadow energy, but the spell must be from the school of psionics. You may do this a number of times per night equal to your character level. (Shadow energy can only be used at night or in a place were daylight cannot reach.)

Spiritualism

Baggage Skill Name: Spiritual Empathy

Does all of the following:

-What Remove Spiritual Effect does now

-Any excess healing you are given from the power of someone's spirit (even your own) you are able to give to someone else if used within 10 minutes. (Example: You are at 4 of 5 LP and are given a Cure 3. You then have a Cure 2 to give out.)

-Allows you to use your own Spiritual Sympathy to cast a spell on someone else (not yourself). This spell can only be one of the ones listed under the Spiritual Sympathy description and can only be cast as a touch-based spell (meaning the target must be either willing or helpless).

-Allows you to spend a Spiritualism Cantrip slot to cast Spiritual Message, which allows you to say one sentence to an undead creature, spirit, or corpse that it will understand.

Magical Area Spells

For any spell that requires a boundary be represented, you must clearly mark that boundary (a GM will tell you if your boundary is not good enough). Scratching on the ground is never good enough; you must use something like a rope or powder or packets or sticks. The boundary need not be completely unbroken (six light spells, for instance, will suffice), but if there is a person blocking the boundary at the time of casting, the boundary cannot go up. If someone attacks you with spell or weapon while you are behind a barrier (circle or cage or whatever), the OOG response you must use is "Barrier, No Effect." If a spell is cast at you that is able to remove the barrier in front of you (such as Dispel Greater Magic), you are not touched by the spell, but the barrier will vanish (remember that one casting of Dispel Greater Magic will remove a Magic Cage in addition to all Magic Cages within it). If a Magic Cage is empty and there is no OOG note with it and nobody around to clarify, the cage is effectively not there.

Magic Cage, CoP, Absorption Field, and Nature's Refuge:

- Magic Cage drops to 10 minutes and CoP stays at 10 minutes

- You can cast a Magic Cage inside any Cage as long as the cage is represented and is entirely within the bigger cage

- You cannot cast Magic Cage inside of any circle or refuge. The prop(s) that indicate a circle or refuge represents the last line of defense.

- You cannot cast a circle inside another circle or refuge or Absorption Field.

- You can cast any circle, refuge, or Absorption Field inside a cage.

- One casting of Dispel Greater Magic will take down all cages inside the one that the spell was cast on, but it will not take down circles or refuges within those cages.

- You must be in contact with a cage to raise or lower it, and you must use the spoken incantation, "By the power of [Magestry], I raise/lower this cage." You can still do this if blinded.

- Terrorize still affects you inside a CoP or Absorption Field, but you are no longer forced to leave the protected area since fear effects no longer make you scared out of your mind and you can still reason that the circle is the safest place to be. However, as long as the terrorist is within 30 feet of you, you need to cower like normal as if you were cornered; you cannot cast any spells. Terrorize does not affect you within a Refuge.

- Anyone inside a circle or cage can hypnotize or terrorize outside of it.

You should be sure to make your Circle of Protection (or similar spell) big enough for a person to Blink into it. If you don't make your circle big enough, you (the caster, not anyone else in the circle) will be forced out of the circle when he blinks into it, ending your spell. Only one blinker can be in a circle at one time.

Circles cannot be used to block things at all. If you put one in a doorway, anyone can get around it. Use cages to block things off.

It has been clarified that it takes only 10 seconds to get through a Magic Cage with Great Escape, not one minute. Also, during these 10 seconds, the rogue cannot be attacked by people on the opposite side of the cage.

Clarification: Any missile weapon can leave a Circle of Protection. A melee weapon cannot cross the circle, and the caster should notify others of this if he needs to. However, any person may choose to attack with his melee weapon while stepping out of the circle, but once he is out he may not return.

Dispel Magic can dispel all glyphs inside an unopened item (box, book, etc.), but for this purpose Dispel Magic can only be level-based and it will only dispel the glyphs that it meets or beats the level of.

Dispel Greater Magic and Disenchant Item can only disenchant a single potion or scroll with one casting, and they will disenchant none of the scrolls or potions inside a container if the container is the target of the spell.

Magistry Specific Rules

Magic Lock is now Until Sunrise

Dispel Magic is now level, touch, and packet based.

Dispel Greater Magic will close a portal but will not destroy it.

Dispel Greater Magic can no longer end Feign Death (the Stealth technique) or any Heroic Effect, even if it is from a spell.

Spells that are not level based but can be empowered by casting level (e.g. Ice Storm and Healing Hands), cannot be dispelled by Dispel Magic or Greater Dispel Magic unless the dispelling spell meets or beats the spell's casting level. For spells that require Dispel Greater Magic to remove, the Dispel Greater Magic spell must be cast at a level equal to or greater than the spell's casting level.

Bestow Magic can no longer be dispelled.

Grade 1 Magestry gains *Lesser Magic Resistance* and *Lesser Empower Spell*.

Magic Resistance, Lesser

School/Grade: Magestry 1

Base: Touch (Empowerment)

Target: One Creature

Detects as Magic: Yes

Can be Dispelled: Yes

Potable: Yes

Duration: Until Sunrise

Description: This spell grants the target one additional level of Magic Resistance against the next level-based spell cast at him. It may be cast up to 4 times on the same target for a total of +4 resistance to the next level-based spell. The bonuses from *Lesser Magic Resistance* may be stacked with those from any other *Resist Magic* spell, but his Magic Resistance Level may never exceed 8 more than his natural Character Level. Any touch-based spell protection (like *Spell Immunity* or *Iron Will*) gets used up first, and then the next level-based spell meets the bonus resistance levels from *Lesser Magic Resistance*.

Incantation: "(Spell Prefix) grant you/myself one level of resistance to the next spell cast upon you/me."

A distinction is now made between the technique "Feat of Strength" and the spell "Strength." Strength may either be cast on someone as a Touch-Based (Empowerment) spell or it may be cast as to negate a particular effect (like Weakness). If cast to negate an effect, Strength will also be negated immediately. If cast as an empowerment, Strength will remain until used. One person may hold up to four of these Empowerments at once, and they may stack with other touch-based empowerments (such as Empower Spell). Each of these empowerments may be used just like one Feat of Strength technique.

The Mending spell now repairs any 6 AP of armor that the target is wearing. They need not be from a single piece of armor. Also, with the new determination on how unusable limbs work, Mending will now undo Stun and an Injured Limb since those effects both give the "crippled" state.

Under normal circumstances a glyph only lasts one event. If you want it to be permanent, you need magic ink equal to the grade of the spell you are putting into the glyph (or possibly some other magic substance that you can buy or acquire in-game).

Detect Magic will detect if there is something magical amongst the contents of a box, but it will not specify what or how many items. Scrolls and glyphs detect as magic but potions do not (potions detect as poison). Identify will tell you how many magic items and potions are in a box, and it will identify the type(s) of glyph(s) that is inside it. Identifying an individual potion or scroll requires its own Identify spell (or Identify Potion or Read Magic as appropriate.)

Normal Weapon Immunity has changed to only gives a number of immunities to normal weapon attacks equal to the casting level, and they must all be used in 10 minutes or they will vanish.

Nature Specific Rules

Nature Prereq changes to Speak w/ Plants only. Speak w/Stones cost goes to 20 SP and has a pre-req of Speak w/Plants.

Now, the target and the caster of Translate both speak in common and everyone who can understand common can understand the conversation. The incant becomes, "By the power of Nature, I grant you speech and understanding of the common tongue."

Clarifications have been made on what things affect you when you are dead. The Feign Death type skills were changed to more closely match that. Here is the result:

Actually Dead:

- All skills affect you (your resistance levels still apply), except for healing effects, inflict wounds effects, drain effects, and [obviously] death effects; however, you cannot speak or move.

- Immune to Poison and Disease

- Resurrect acts as a full Heal spell and a full Restoration spell that is automatically high-enough level to remove any level-based effect that Restoration can remove.

- Speak with Dead and Animate Dead type effects work. Telepathy does not work.

- You are unaware of your surroundings while dead and can remember nothing from that time.

- Detect Mind will show the presence of a mind as long as there is a body there. Diagnose will do what it does and will also reveal that you are dead.

Feigning Dead (stage 2):

- All skills affect you (your resistance levels still apply) - even death spells (though not Assassinate) - but not healing effects, inflict wounds effects, or drain effects. You cannot speak or move, and no skill can make you decide to break yourself out of Feign Death if your intention is to remain playing dead.

- Immune to Poison and Disease

- Resurrect, Animate Dead type effects, Speak with Dead, and Telepathy all do nothing. ("No Effect")

- You can be aware of your surroundings while playing dead and can remember everything from that time. If you are put to sleep during Feign Death, you will lose awareness of what is around you (though Awaken can then restore your awareness), but you cannot be made to lose awareness from Waylay.

- Detect Mind will show the presence of a mind. Diagnose will do what it does and will also reveal that you are dead.

Additionally, the following changes have been made to the Feign Death effect:

- Stage 1 and 2 are no longer stages; the effect has 2 separate uses. If you choose to use it for its current stage 1 purpose, it will last Until Sunrise, but you can never

enter stage 2. If you choose to use it for its stage 2 purpose, it will last for a total of 10 minutes, but you need not play dead the entire time (the beginning of the effect allows you to benefit from the stage 1 effect), and entering the dead-playing part of it no longer requires 10 seconds of preparation, it just requires that you start playing dead while you are still conscious (so you cannot do it if, for example, you are made unconscious from LP damage, Waylay, or Sleep; but you can do it if paralyzed, bound, or under a Pain effect). Also, though Assassinate will not kill you once you have already started playing dead, it will kill you if done before you begin playing dead, thus ending your Feign Death effect. -If you move after you have begun playing dead (including using any technique), your Feign Death effect will immediately and completely end and anything that affected you while feigning dead will proceed to affect you normally if its duration did not yet expire.

Gust of Wind is now grade 4. Regenerate Limb is now grade 3 and will fix all unusable limbs on one creature.

Stoneskin moves to grade 5 Nature and Heat/Chill Metal moves to grade 6.

Heat or Chill Metal now deals a point of damage immediately, and then, after 10 seconds, the target additionally becomes subject to a pain effect until the spell ends or he drops the item. The last point of damage is dealt 10 seconds before the spell ends. Anything that reduces a point of damage also delays the Pain effect for 10 seconds. Also, Chill Metal now always negates Heat Metal (or vice versa), no matter the level.

You may no longer move or be moved while you have a Whirlwind in effect.

When blowing someone away with Gust of Wind, you cannot run after him and "catch up" with him, meaning you cannot attack him with a melee weapon.

Release can now get you out of Gust of Wind, but not before you have been blown back 30 feet. Release will do nothing against Whirlwind.

Elemental Form now gives the following benefits and restrictions depending on the chosen elemental type. Benefits (a number of skill uses equal to casting level of Elemental Form; these are separate from any Skill Specialization skills the character might have):

Fire: Chose from Fire Bolt and Heat Metal

Water: Chose from Freeze Limb and Absorb Damage 1 (absorb 1 damage and turn it into +1 damage on a future attack – no single attack can be more than +4 damage from this)

Air: Chose from Gust of Wind and Dodge

Earth: Chose from Smash 2 and Reduction 2

Restrictions:

Fire takes 2 points of damage from: Freeze Limb, Freeze Paralyze, and Chill Metal

Water takes 2 points of damage from: Heat Metal, Sunbeam, and Sunburst

Air takes 2 points of damage from: Entangle, Mass Entangle, and Flesh to Stone

Earth takes 2 points of damage from: Gust of Wind, Whirlwind, and Stone to Flesh

(If these effects are level-based, they will only deal damage if they meet or beat the casting level of E.Form.

If the damage is dealt to life points, those life points cannot regenerate.)

Delay Poison is a new spell in grade one Nature. It delays the effects of any poison in one target for 10 minutes, but it will do nothing for poison with an instantaneous duration. Incantation: “(Spell Prefix) delay the effects of your (my) poison for 10 minutes.”

Identify Potion now allows you to identify the type and effect of the substance that is already mixed into a drink or spread on a blade if you use Detect Poison or Sense Poison, though you may only identify substances up to the grade that you are normally able to identify with Identify Potion.

Purify Food and Drink now also removes Disease and any other non-magical impurities. It also removes beneficial alchemical effects that may be in the food or drink, but it will not remove the magical properties of magically brewed drinks (such as Magestic Wine) unless the effect card says otherwise. It is clarified that some rare poisons may not be removed by this spell or even detected with normal poison detecting skills. In these cases, the accompanying effect cards will be very clear.

Nature’s Refuge duration drops to 10 minutes. It no longer has a limit to the number of people that it can contain, and it is able to heal and restore a number of people (not including the caster) equal to the caster's natural Character Level (it cannot be empowered), and Dispel Greater Magic needs to meet or beat that level to take it down.

As a general rule, Nature’s Refuge no longer has adverse effects on undead creatures.

During Regeneration, a life point that is damaged by shadow energy will cease to regenerate; however, if that life point is then healed by a healing spell or First Aid ability, it becomes able to resume benefiting from Regeneration.

It now only takes 4 points of fire damage to bring someone out of a Freeze Paralyze, not 5.

The smash effect no longer counts as an automatic torso shot. If an item is hit, it does the damage to the limb holding the item.

Flare spells do not flare if you reduce all of the damage from the attack.

Psionics Specific Rules

Meditation time for the skills Mental Focus, Mental Empowerment, and Mental Healing has dropped from 10 minutes down to 3 minutes.

Mental Healing has changed to heal one LP per minute of meditation.

Mental Focus and Mental Empowerment now allow the psion to meditate for additional time to gain bonuses to or against multiple spells at one time. Example: Using Mental Empowerment, he may meditate for 9 minutes to gain +2 casting levels to his next 3 psionic spells. Levels from Mental Focus cannot stack with themselves just as levels from Mental Empowerment cannot stack with themselves. Benefits from Mental Focus and Mental Empowerment no longer last through the Magestream.

Combine: You can now cast a self-only spell on someone else you combine with, but if you do that, that combining may not be used to cast any other spell.

Combine: If the combiners are attacked between castings, their combining is not broken. However, if the casters cast Combine and, before they can cast their next spell, one of them gets Flattened or Gusted of Wind or the circle otherwise breaks, all people (not just some of them) must regain contact with one another in order to cast a spell at the upped level. If this doesn't happen, the spell cannot be cast and the Combine spells are spent for the day.

Casting Dispel Magic on one person joined in a Combine spell will dispel the Combine spells of everyone involved in that combining.

Psychic Shield moves from grade 2 to grade 1, Diagnose moves from grade 3 to grade 2, Empower Spell moves from grade 4 to grade 3.

Amnesia is now gone from Psionics. It will be in the disease section. It is replaced with Armor of Agony, which acts as a Pain Flare for each armor point damaged.

Psychic Armor is gained at grade 4 Psionics. It can be cast on a person using Armor of Agony (as long as at least one point from that spell remains) to restore 2 armor points to his Armor of Agony spell.

Iron Will can no longer be dispelled.

Iron Will will now stop a single drain attack along as it is not weapon-based. Indomitable Will now stops all drain attacks.

Iron Will now stops Sleep, Forget, Delusion, and Feeblemind no matter what power they are cast by. Indomitable Will grants 8 levels of resistance to all Sleep, Forget, Delusion, and Feeblemind effects.

Psychic Emulation and Dimensional Emulation will no longer be able to emulate any grade 10 spells.

The maximum duration of Mind Over Body drops to 10 minutes.

There is no longer any amnesia effect with Mind Control (or any Complete Control effect). The target remembers everything. Also, the caster can now force the target to bring him any items or treasures or whatever. However, the caster cannot force the target to tell the truth; the target is able to lie.

Release can now get you out of Gust of Wind, but not before you have been blown back 30 feet. Release will do nothing against Whirlwind.

Replicate Skill or Spell, Drain Skill or Spell, and any such skill will be renamed to simply Replicate Skill, Drain Skill, etc.

A skill replicated with Replicate Skill will now be added to the caster's bestowment slot and will vanish from it if unused by sunrise.

Normal Weapon Immunity has changed to only gives a number of immunities to normal weapon attacks equal to the casting level, and they must all be used in 10 minutes or they will vanish.

False Aura now lets you determine the result of any detection, diagnose, or identify spell on one item or person (including any items the person is holding). If used on an item or another person, all such determinations must be specified at the time of casting. If used on yourself, you may change those determinations at will.

Clarification: Restore Mind restores any drained skills and returns all of your levels to normal if they were above or below normal.

The duration will now be stated in the Command incantation: "By the power of power, I command you to die for one minute, Level Bajillion."

Clarification for the Command spell: if the target doesn't understand the meaning of the command word, he doesn't have to follow it. He can either do something that he thinks the word might mean or he does not have

to let the spell affect him at all (though it would still spend a spell protection or the like). Sorry to you folks who want to command a simple farmer to “filibuster.”

Whenever a target is given a delusion but the delusion is not specified (as with Delusion poison or an NPC just letting the PC have fun) with it, the target decides what he delusion is.

Spiritualism Specific Rules

The current Spiritual Empathy skill is renamed “Spiritual Sympathy.”

Clarification: You may not use your Spiritual Sympathy to cast one of your own spells, whether on yourself or another person. It can only be used as a free skill slot for another spiritualist to cast a spell on you. (However, the new Grade 5 Spiritualism baggage modifies this general restriction.)

Consecration is a new spell that replaces Mass Remove Disease at grade 10 Spiritualism. With it, the caster consecrates the area around him for 10 minutes, which casts a Mass Cure Wounds 1 every 30 seconds, with the first spell being cast at the moment of casting. While the spell is centered on the caster, after he says the initial incantation (“To all within the sound of my voice, I consecrate the area around me”), it will continue even if he is dampened, silenced, or killed. The spell remains with his spirit until it departs to Death or the 10 minute duration ends. Dispel Greater Magic will have no effect on this spell, nor will Dampening Field. It can, however, be countered by the spell Desecration, at which time both spells end. Similarly, one Consecration spell can be used to negate one Desecration spell (but not more than one). To use it in this way, the incantation becomes, “To all within the sound of my voice, I consecrate his/her desecration.” Multiple Consecration and Desecration effects can be in effect at once, but each caster may only use one such spell at a time.

No Animate Dead effect, even Vile Resurrection, will work inside a consecrated area. Additionally, a corpse that was formerly affected by Animate Dead is able to be resurrected if it is within a consecrated area; however, that is not the case for a corpse that was subject to Vile Resurrection. Similarly, no Resurrection spell can be cast inside a desecrated area, and Destroy Undead will not utterly destroy an undead creature in such an area; it will drop an undead creature to zero LP. Also, for clarity with Consecration and Desecration, every 30 seconds, the OOG statement is, “To all within the sound of my voice, Consecration/Desecration, Cure/Inflict Wounds, 1 life point.”

Combine: You can now cast a self-only spell on someone else you combine with, but if you do that, that combining may not be used to cast any other spell.

Combine: If the combiners are attacked between castings, their combining is not broken. However, if the casters cast Combine and, before they can cast their next spell, one of them gets Flattened or Gusted of Wind or the circle otherwise breaks, all people (not just some of them) must regain contact with one another in order to cast a spell at the upped level. If this doesn't happen, the spell cannot be cast and the Combine spells are spent for the day.

Casting Dispel Magic on one person joined in a Combine spell will dispel the Combine spells of everyone involved in that combining.

Dispel Magic replaces Cure/Inflict 6 in Spiritualism.

Spells that are not level based but can be empowered by casting level (e.g. Ice Storm and Healing Hands), cannot be dispelled by Dispel Magic or Greater Dispel Magic unless the dispelling spell meets or beats the spell's casting level. For spells that require Dispel Greater Magic to remove, the Dispel Greater Magic spell must be cast at a level equal to or greater than the spell's casting level.

Heal now fixes paralysis.

Speak with Dead now allows everyone around to hear, understand, and speak with the target, just like Translate. Even though undead creatures may speak at whatever volume is appropriate, a corpse targeted with this spell may only whisper.

Iron Will can no longer be dispelled.

Iron Will will now stop a single drain attack along as it is not weapon-based. Indomitable Will now stops all drain attacks.

Iron Will now stops Sleep, Forget, Delusion, and Feeblemind no matter what power they are cast by. Indomitable Will grants 8 levels of resistance to all Sleep, Forget, Delusion, and Feeblemind effects.

Detain Spirit can now be dispelled.

Great Health now grants 6 temporary LP, not 5.

Morale is now Automatic (not level-based), but it is clarified that, if it is used to negate Fear, Despair, or Calm Emotions, the target does not continue to benefit from Morale; all effects are canceled.

Purify Food and Drink now also removes Disease and any other non-magical impurities. It also removes beneficial alchemical effects that may be in the food or drink, but it will not remove the magical properties of magically brewed drinks (such as Magestic Wine) unless the effect card says otherwise. It is clarified that some rare poisons may not be removed by this spell or even detected with normal poison detecting skills. In these cases, the accompanying effect cards will be very clear.

Spirit Walk will now only remain in your bestowment slot until sunrise.

A distinction is now made between the technique "Feat of Strength" and the spell "Strength." Strength may either be cast on someone as a Touch-Based (Empowerment) spell or it may be cast as to negate a particular effect (like Weakness). If cast to negate an effect, Strength will also be negated immediately. If cast as an empowerment, Strength will remain until used. One person may hold up to four of these Empowerments at once, and they may stack with other touch-based empowerments (such as Empower Spell). Each of these empowerments may be used just like one Feat of Strength technique.

During Regeneration, a life point that is damaged by shadow energy will cease to regenerate; however, if that life point is then healed by a healing spell or First Aid ability, it becomes able to resume benefiting from Regeneration.

Clarification for the Command spell: if the target doesn't understand the meaning of the command word, he doesn't have to follow it. He can either do something that he thinks the word might mean or he does not have to let the spell affect him at all (though it would still spend a spell protection or the like). Sorry to you folks who want to command a simple farmer to "filibuster."

The duration will now be stated in the Command incantation: "By the power of power, I command you to die for one minute, Level Bajillion."

Healing Hands is now a Touch-Based (Empowerment).

Resurrection now includes Restoration when it is cast.

Restoration [now works like this]

School/Grade: Spiritualism 8

Base: Level

Target: One Creature

Detects as Magic: No

Can be Dispelled: No

Potable: Yes

Duration: Instantaneous

Description: *Restoration* instantly restores the mind and spirit of one creature to their normal states, but it does nothing for the creature's physical body, unless the body is subject to a mind or spirit effect. (e.g. It can remove paralysis caused by a *Paralyze* spell that was cast by the power of the mind, but it cannot remove paralysis from the skill *Crit Paralyze* or from the spell *Paralyze* if it was cast by the power of Magestry.) Effects that *Restoration* will reverse include: any spell cast by the power of the mind or spirit with a duration longer than instantaneous but shorter than permanent, any type of Control, any memory the target was made to forget since sunrise of that day, and any drained or gained levels of any kind. It will not, however, restore any drained skills or remove any gained skills unless a GM says otherwise. Any effect that used a level can only be affected if the casting level of *Restoration* meets or beats that level, and a spell that reads "No" next to its "Can be Dispelled" heading cannot be removed by *Restoration*.

Effectively, *Restoration* functions like *Dispel Magic* against the schools of Psionics and Spiritualism (meaning it will dispel *Health*, *Psychic Armor*, and other beneficial effects that are able to be dispelled). While it does not neutralize poison or remove any disease, it will reverse any Control effect or drained or gained levels, even if they were caused by poison or disease.

Restoration will return your Character Level, Casting Levels (including for techniques such as *Hypnotize* and *Terrorize*), and all your Resistance Levels to normal, whether or not they were higher or lower than normal prior to being restored.

Incantation: "(Spell Prefix) restore your mind and spirit to normal."

Fighting Rule Changes

Bravery is a new skill at grade one fighting. Bravery can be activated anytime after thirty seconds after being hit with a fear effect as long as you are 30 feet away from the caster, and what it does is it allows you to go within 30 feet of the caster, but you cannot attack him and, if he attacks you, you need to get 30 feet from him again before rejoining the combat. You cannot use the same Bravery skill against more than one person.

Defensive Stance: Duration drops to 10 minutes; You can now move any distance and replant, but you are vulnerable as normal while moving and, when you replant, your Damage Reduction drops to 3, then to 2, then to 1, and then D.Stance will end if you move again.

You cannot use Defensive Stance while raging. Defensive Stance no longer grants complete immunity to weapon-based spells unless they are drain attacks. If a weapon-based spell or poison is used against someone in D.Stance, it will not be effective unless it is used with a numerical damage skill that deals at least one more point of damage than his damage reduction is reducing. If the attack does not overcome the reduction, the OOG statement the D.Stancer uses is "armor," meaning the poison or spell is unused. It is also clarified that damage reduction granted by D.Stance does not protect any of the user's armor points.

All drain attacks, even Life Drain, completely bypass both Spell Reduction and Damage Reduction. Those skills cannot be used to reduce damage from drain attacks. Also, Harm bypasses Spell Reduction because it does not do a stated number of points of damage.

Grade 10 Fighting loses the Toughness baggage.

Riposte now allows you to use the blocked skill on anyone as long as you use it within one minute.

Flatten no longer requires you to drop things in your hands.

Two-handed weapons are now immune to Disarm. That is, if you have a two-handed weapon skill and you are using that type of weapon in two hands, Disarm will have no affect on you, but Fumble still will.

When using Combat Instinct, you may cast any spell even if affected by Blind, Calm Emotions, Confuse, Despair, Nausea, or Weakness, but you may not cast any spells if affected by Coughing, Itching, Laughter, Pain, or Sneezing (these are easily remembered because these effects all last 10 seconds).

Itching, Coughing, and Sneezing are added to the list of effects that Combat Instinct lets you fight through.

Sturdiness will stop you from being disarmed or tripped even if your limb is unusable.

Now, if you fail a Hypnotize or Terrorize attempt against a target, you will have a 2-level penalty on your next Hypnotize or Terrorize attempt on that same target. These -2 penalties are cumulative, but 10 minutes after your last attempt on that target, those penalties vanish.

The Feat of Strength technique no longer negates Weakness, but it can be used during Weakness to achieve what it is supposed to achieve: +1 damage to a single attack or the completion of a 10-minute task that requires strength (however, under Weakness, normal things like walking at a normal speed or helping to carry an unconscious friend require strength). The Strength spell, if cast after Weakness is already in effect, will negate Weakness, at which time both spells end.

Berserker Rage ends if the rager's life point total goes above zero. (Clarification: during Berserker Rage, the rager's life point total does not go into negative numbers. Technically, he is at zero life points the entire time, but he is able to fight through 4 more points of damage. Therefore, if he enters the rage upon reaching zero LP, takes 3 points of damage while raging, and then is hit with a Cure Wounds 1 spell (must be packet-based), he will be at one LP and his rage will end. The same applies if he uses Stamina or Great Stamina while in a Berserker Rage.

Having Favored Enemy more than once creates a pool of Crit 4 uses in the same way that Skill Specialization does: each skill adds 2 uses to your pool and lets you use your Crit 4s against an additional enemy type. If you gain Favored Enemy as a prestige class baggage skill and you already have Favored Enemy for that specified enemy type, you may change the enemy type of your original Favored Enemy.

You cannot use any kind of Damage Reduction to reduce damage done to armor points. You also cannot use Spell Reduction to reduce spell damage that is done to armor points. If a spell would damage both armor and life points, you say "Minimal Effect" for that attack to represent that armor was damaged but not life points.

Clarification: Sturdiness prevents Trip and Disarm even from sources that are not weapon skills, such as "Trip, No Save" or earthquake type effects.

Stealth Rule Changes

Alertness has been changed to allow you to know when someone tried to hypnotize you or affect you with a spell cast by the power of the mind. You cannot tell who the caster of the spell was, and you cannot tell who the hypnotist was unless you are certain that his eyes are the only ones you looked at in the last few seconds. Alertness can no longer counter Hypnotize Control. It can be used while confused now, but not while asleep or unconscious. If you are under the effect of one or more effects that Alertness can negate and you use Alertness to negate an incoming effect, all effects that Alertness can negate will vanish. You may not, however, ever use Alertness when there is no new effect being used against you.

In addition to Spot 2, there is a new grade 2 Stealth baggage skill called Acquisitions. At check-in of each game you attend, Acquisitions gives you 5 copper pieces for every grade of Spot skill your character has. So, if your Spot level is 5, you will get an additional 2.5 silver at check-in. Occasionally, Acquisitions might yield things that are not just money.

You can stack Slow Poisons and you do not need to slur your speech when using the skill, but you need to speak slowly and softly, and since you cannot attack, you cannot cast packet-based or mass-effect spells, but other spells are okay.

Waylay goes up to grade 3 and Common Mechanics takes its place at grade 2. Complex Mechanics drops from 6 down to 5 and Hypnotize Charm goes from 5 up to 6.

Clarifications have been made on what things affect you when you are dead. The Feign Death type skills were changed to more closely match that. Here is the result:

Actually Dead:

-All skills affect you (your resistance levels still apply), except for healing effects, inflict wounds effects, drain effects, and [obviously] death effects; however, you cannot speak or move.

-Immune to Poison and Disease

-Resurrect acts as a full Heal spell and a full Restoration spell that is automatically high-enough level to remove any level-based effect that Restoration can remove.

-Speak with Dead and Animate Dead type effects work. Telepathy does not work.

-You are unaware of your surroundings while dead and can remember nothing from that time.

-Detect Mind will show the presence of a mind as long as there is a body there. Diagnose will do what it does and will also reveal that you are dead.

Feigning Dead (stage 2):

-All skills affect you (your resistance levels still apply) - even death spells (though not Assassinate) - but not healing effects, inflict wounds effects, or drain effects. You cannot speak or move, and no skill can make you decide to break yourself out of Feign Death if your intention is to remain playing dead.

-Immune to Poison and Disease

-Resurrect, Animate Dead type effects, Speak with Dead, and Telepathy all do nothing. ("No Effect")

-You can be aware of your surroundings while playing dead and can remember everything from that time. If you are put to sleep during Feign Death, you will lose awareness of what is around you (though Awaken can then restore your awareness), but you cannot be made to lose awareness from Waylay.

-Detect Mind will show the presence of a mind. Diagnose will do what it does and will also reveal that you are dead.

Additionally, the following changes have been made to the Feign Death effect:

-Stage 1 and 2 are no longer stages; the effect has 2 separate uses. If you choose to use it for its current stage 1 purpose, it will last Until Sunrise, but you can never enter stage 2. If you choose to use it for its stage 2 purpose, it will last for a total of 10 minutes, but you need not play dead the entire time (the beginning of the effect allows you to benefit from the stage 1 effect), and entering the dead-playing part of it no longer requires 10 seconds of preparation, it just requires that you start playing dead while you are still conscious (so you cannot do it if, for example, you are made unconscious from LP damage, Waylay, or Sleep; but you can do it if paralyzed, bound, or under a Pain effect). Also, though Assassinate will not kill you once you have already started playing dead, it will kill you if done before you begin playing dead, thus ending your Feign Death effect.

-If you move after you have begun playing dead (including using any technique), your Feign Death effect will immediately and completely end and anything that affected you while feigning dead will proceed to affect you normally if its duration did not yet expire.

Hypnosis can only be used if you are within 30 feet of the target. Close call is in favor of target as usual.

Now, if you fail a Hypnotize or Terrorize attempt against a target, you will have a 2-level penalty on your next Hypnotize or Terrorize attempt on that same target. These -2 penalties are cumulative, but 10 minutes after your last attempt on that target, those penalties vanish.

Like Sleep, taking a point of damage will awaken you from Waylay. Also, an effective Pain effect will awaken you from Sleep or Waylay.

Like Spell Reduction, Life Drain and Level Drain cannot be evaded by Evasion or Improved Evasion.

Extra Skill (Backstab 2) is replaced with a skill called Opportunist. It gives a number of backstab attacks each day equal to the character's level. One of these uses may be spent to turn a non-backstab attack into a backstab attack of a similar type. The skills available for this are Crit Paralyze, Fatal Crit, and any Crit attack that increases numeric damage. So, a Fatal Crit could be turned into a Fatal Backstab (or an Assassinate for someone with that baggage skill) and a Crit 5 could be turned into a Backstab 5. If a use granted by Opportunist is not used for this purpose, it may instead be used as a Backstab 3.

Stealth Mastery changes to the following 3 options: 1. Mechanics: In addition to Anti-Magic Mechanics, you will be able to pick locks and disarm traps without thieves' tools; however, if you do use tools, you can open a lock or disarm or set a trap that is one step better than the skill you are using normally allows (for example, use a grade 5 Complex Mechanics skill to pick a Great quality lock). 2. Escape: you no longer get Escape Artist; instead, you get both Avoid Glyph and Anti-Magic Escape. 3. Hypnosis: +2 to your casting level for hypnosis attempts.

Stealth Mastery is renamed Stealth Focus to not be confused with School Mastery.

Only one appropriate escape skill is required to get out of multiple like restraints.

Battle Finesse has changed to give a number of Improved Dodge skills equal to character level, and they must all be used in 10 minutes or they will vanish.

Clarification: Evasion cannot be used if you are immobilized or restrained in any way, or if you have any unusable limbs. Same with Battle Finesse and Parry Finesse.

Evade lets you evade a single packet-based damage spell as per the skill Evasion. If you have the skill Evasion, using Evade will allow you to round the damage from the spell down instead of up.

Prestige Class Rule Changes

Absorber Specific Rules

Order of Absorption: Armor of Absorption is always on the outside of everything, followed by Absorb Skill, and then Absorb Damage and Absorb Magic are underneath that.

Absorb Item's Ability: If it is used to absorb a weapon enchantment:

1. The absorber cannot call back the magic on a permanently enchanted item. It must be non-magical.
2. He is limited to calling back the magic on only one weapon he wields.
3. The weapon is only enchanted if the absorber is holding it. He may not pass it around.
4. Dispel Magic dampens his ability to call back the magic for 10 minutes, and any dampening effect makes him unable to use the enchantment on his weapon.

Also, if the item is under the effect of a detrimental spell (like Heat or Chill Metal), absorbing it will give the absorber one casting of that spell, nothing more.

Absorb Item's Ability is now a once per day spell.

You now say "Absorb X" if you are only absorbing X points of damage from an attack that did more than X.

Absorption Field now casts Heal on the absorber when he leaves it.

A skill gained from Absorption Field is now considered a bestowment and will not stack with any other bestowments. Absorption Field cannot absorb any touch-based spells except for Blink effects.

If Absorption Field is ended with Dispel Greater Magic it will end, but the absorber may choose that as the skill he leaves the field with.

While Dispel Magic and Dispel Greater Magic need to beat the casting level of certain spells to remove them, the Absorb Effect spell only needs to beat the resistance level of the person under the effect. Also, when Absorb Effect is used to absorb a touch-based spell with a casting level greater than zero, it is effectively taken by the absorber at the casting level of his Absorb Effect spell.

Skills that are absorbed or drained are used by the absorber at his own level, not the level of the person he took it from. If it is a skill that the absorber can empower, then he may do so.

Blink and Dimensional Blinking will allow the user to get into an Absorption Field. If either is used to do this,

the absorber may only choose to absorb a single Blink spell; he may not choose Dimensional Blinking.

Replicate Skill or Spell, Drain Skill or Spell, and any such skill will be renamed to simply Replicate Skill, Drain Skill, etc.

A skill drained with Drain Skill will now be added to the caster's bestowment slot and will vanish from it if unused by sunrise.

If a skill absorbed with Absorb Effect is touch-based, it is now considered touch-based for the caster and will replace the last touch-based spell of a similar type that he cast on himself.

A true Magestic weapon cannot be disenchanting or dampened by any ability in the rulebook, but if Absorb Item's Ability is cast on it, the absorber will still gain use of the Magestic Weapon spell for the day.

To avoid confusion and OOG clarifications, Life Drain will always give the user its full stated amount, even if the target did not have that many LP left. Basically, as long as the target did not avoid your life drain 4 attack, you know you got 4 life points out of it (even if the target only had 2 LP before the attack). However, the Life Drain attack will have no effect on either person if the target is unconscious with zero LP (meaning someone using Berserker Rage can still be drained of LP because, even though he has zero LP, he is not unconscious).

The levels gained by Drain Resistance are now able to be dispelled, but the levels that are lost cannot be returned with Dispel Magic.

Someone who has been subject to Absorb Life Force cannot be subject to Vile Resurrection.

Level Drain's duration is now Instantaneous instead of Permanent.

Absorb Excess will now work with any level-based (or level-based mass-effect) spell, but it can only be used a number of times per day equal to character level. The resulting "excess" skill that the absorber gets from one use of this cannot be a skill that has a duration longer than 10 minutes (Empower Spell, for example, cannot be chosen). Also, a grade 2 skill that has been focused with Skill Focus (and is thus grade 1) is not able to be chosen as this "excess" skill.

Improved Absorb Excess replaces Absorb Excess and will work the same except it will give 4 skill uses from grades 1-3 that the absorber normally has access to (but

not a focused grade 4 skill or a skill with a duration longer than 10 minutes).

Absorber loses Resist Magic at grade 8 and gain Skill Specialization (Life Drain 1).

Assassin Specific Rules

The Assassin skill Magic Attack becomes “Psychic Attack.”

Poison Immunity leaves grade 10 Assassin and is replaced by Poison Familiarity, which does the following:

-Allows the assassin to know when a poison is used on him even if he resists it (but he will not know what type of poison it was)

-Allows the assassin to use the Slow Poison skill to completely negate the effect of one poison that has an effect longer than Instantaneous but shorter than Permanent.

-One hour after all Resist Poison skills (but not Slow Poison skills) have been used, the assassin regains the use of one of them. This can be done multiple times per day, but he will never regain one until he has spent a full hour with none (not counting spells that grant Resist Poison).

Assassin changes Complex Mechanics to Backstab 7.

Dampener Specific Rules

It will be noted in Dampening Field that Dispel Greater Magic will not remove it; only flooding an area with magic energy can, and that can only be accomplished by a character using Essence Attunement, which is now the skill that allows for reversing the polarity of a Dispel Greater Magic spell.

Anti-Magic Storm replaces Amnesia at grade 8 Dampener.

Counterspell replaces Spell Turning at grade 7 Dampener. It works much like Countersong and will soon be available to read in the rulebook.

Clarification: If multiple people have Dampening Field spells active in the same area, every spell remains active and attached to its caster, meaning, if they walk apart their own fields follow them. However only one Dispel Greater Magic [inverted] is needed to clear all Dampening Fields from one area.

Dampening Attack now only does a number of dampens equal to casting level.

Dispel Greater Magic will close a portal but will not destroy it.

Dispel Greater Magic can no longer end Feign Death (the Stealth technique) or any Heroic Effect, even if it is from a spell.

Dampen Caster can now be dispelled and it is no longer removed by Restoration.

Hopper Specific Rules

Dimensional Survival drops from grade 7 to grade 6, Dimension Hop drops from grade 8 to grade 7, and Dimensional Souvenirs is gained as a baggage skill at grade 8. Dimensional Souvenirs gives the hopper some number of abilities to use in-game after he travels to some other dimension or realm between games (the player must submit an official travel request by the information request deadline). The function and quantity of the abilities will be determined by the staff.

Detainment will now detain objects in place, Great Escape will get you around a detained door, and physically holding doors shut joins tent cutting in the land of things that you just don't do.

Blink now grants Great Escape instead of Improved Escape. Additionally, it can be used to blink across a Circle of Protection or other such barrier or force field, but only once per use of Blink.

You should be sure to make your Circle of Protection (or similar spell) big enough for a person to Blink into it. If you don't make your circle big enough, you (the caster, not anyone else in the circle) will be forced out of the circle when he blinks into it, ending your spell. Only one blinker can be in a circle at one time.

Psychic Emulation and Dimensional Emulation will no longer be able to emulate any grade 10 spells.

Astral Armor (from Hopper's Summoning baggage skill) no longer stops drain attacks.

Contingency Banishment cannot be used if dampened.

Clarification: *Dimensional Conversion* allows the energy type of weapon enchantment spells to be converted to astral energy.

Clarification: If a person is holding an item that is bound to him (such as a magestic weapon, whether real magsetic or from the Magestic Weapon spell) and that item gets banished or teleported, the holder gets banished along with it unless he is able to drop the item

before the in-game portion of the incantation is complete.

Spirit Hunter Specific Rules

Mass Destroy Undead has become “Maelstrom of Disruption,” which functions as a storm of packet-based Destroy Undead spells that must be used within one minute.

Protection from Evil can no longer be dispelled by regular Dispel Magic.

Protection from Undead now makes the target completely immune to drain effects and gives him immunity to a number of weapon attacks equal to the casting level of the spell. These weapon attacks can be normal or magically enchanted, but they must be made by an undead creature for this spell to stop them.

Drop grade 10 Toughness so they only get one at 8.

Dream Weaver Specific Rules

Restoration Sleep is renamed Restful Slumber. It becomes touch-based (Empowerment); it takes only 5 minutes, not 10; and it grants both a Heal and a Restoration spell to the target upon waking.

Mass Sleep leaves Dream Weaver and is replaced by Slumber Party, which functions like Elemental Storm, but it throws Sleep spells instead of Elemental Arrows.

All of Dream Weaver's spells that require the target to be asleep will not work with a target that is unconscious from LP damage or Waylay, except for Heroic Dream.

Sleep Control no longer ends if the target is Awakened or dealt LP damage.

Sleepwalk no longer allows you to remain awake if you resist the spell. It now follows the rule that was passed that states you have to continue to pretend to sleep for at least 3 minutes unless something else happens in-game that will wake your character. You will also not know that the spell was attempted on you.

The time it takes for a [formerly OOG asleep] person to get out of bed and get dressed does not count against the duration of a control spell that is affecting him unless the caster wishes it to. Also, the target should be as quick and quiet as possible in doing these “OOG” things so as not to wake other players. Taking too long or making excessive noise is bad role-playing.

The spell Sleeping Sickness is renamed Sleeping Disease to avoid confusion between the spell and the disease.

Clarification: In Sleepwalk, the caster can only command the target to attack (or kill) one person, not multiple. That command will result in the target continuing to attack (or trying to kill) the stated person until he is awakened or the duration of the spell ends. Even if the person is on the ground unmoving, the sleepwalker will continue to attack him in any way he deems appropriate to the command. Like other control effects, Sleepwalk does not force the target to use his skills, but he may if he wishes.

Sleepwalk and Sleep Control are both considered Complete Control.

Destroy/Restore Mind is replaced with Indomitable Will.

Replicate Skill becomes Dream Replication and has one of 3 uses. 1. You replicate a skill from a sleeping creature. 2. If you sleep near a sleeping creature for at least 3 minutes, you can cast Restore Mind on it. 3. You can cast it on someone while he is sleeping and you will share any dreams he has during that sleep.

A skill replicated with Replicate Skill will now be added to the caster's bestowment slot and will vanish from it if unused by sunrise.

Maestro Specific Rules

You may now choose, during Uncontrollable Dance, to fall prone of exhaustion if you wish. You may also get up again after being prone and continue dancing, but, as long as the music plays (maximum of 5 minutes), the only two options you have are to dance uncontrollably or lie prone.

Even though Dispel Magic has become touch, level, or packet, if Countersong is used as a Dispel Magic, it can only be used in its level-based form.

Improved Countersong cannot stop a mass-effect spell without a prefix, and “To all within the sound of my voice” does not count as a prefix for this purpose.

Song of Shielding now has a maximum duration of 10 minutes.

To dispel Song of Healing, you must cast Dispel Greater Magic on the caster of the spell. Casting it on the target will not end it.

Mass Sleep leaves Maestro and is replaced by Improved Song of Healing, which is a mass Heal spell to all within the sound of the maestro's song. The maestro must play the song for 3 uninterrupted minutes before casting. Combat happening in range of the spell will interrupt the song (the player of the maestro character is the judge of whether or not his song was interrupted).

Improved Countersong changes to Instrument Mastery. It does 3 things: 1. Gives you +2 to your casting level when casting spells from the Maestro table, 2. What Improved Countersong now does, 3. Allows you to cast spells by music even when silenced, deafened, or blinded (say "Minimal Effect"). All of these things only apply if you are playing the instrument you have "mastered." You cannot master the voice.

If you are using Combat Casting, you should say "combat casting" to those around you so they are aware. You only need to repeat it for people who join the combat and are not aware.

Necromancer Specific Rules

Curse now has a target of "Other Only." It will also be clarified that it is illegal in many places.

Animate Dead lasts for an hour, but it only gives the caster control for 10 minutes. Like Detain Spirit, every time after the first that a creature is Animated, the Animate Dead spell will only last 10 minutes, not an hour.

Consecration is a new spell that replaces Mass Remove Disease at grade 10 Spiritualism. With it, the caster consecrates the area around him for 10 minutes, which casts a Mass Cure Wounds 1 every 30 seconds, with the first spell being cast at the moment of casting. While the spell is centered on the caster, after he says the initial incantation ("To all within the sound of my voice, I consecrate the area around me"), it will continue even if he is dampened, silenced, killed, or animated as an undead creature. The spell remains with his spirit until it departs to Death or the 10 minute duration ends. Dispel Greater Magic will have no effect on this spell, nor will Dampening Field. It can, however, be countered by the spell Desecration, at which time both spells end. Similarly, one Consecration spell can be used to negate one Desecration spell (but not more than one). To use it in this way, the incantation becomes, "To all within the sound of my voice, I consecrate his/her desecration." Multiple Consecration and Desecration effects can be in effect at once, but each caster may only use one such spell at a time.

No Animate Dead effect, even Vile Resurrection, will work inside a consecrated area.

Additionally, a corpse that was formerly affected by Animate Dead is able to be resurrected if it is within a consecrated area; however, that is not the case for a corpse that was subject to Vile Resurrection. Similarly, no Resurrection spell can be cast inside a desecrated area, and Destroy Undead will not utterly destroy an undead creature in such an area; it will drop an undead creature to zero LP. Also, for clarity with Consecration and Desecration, every 30 seconds, the OOG statement is, "To all within the sound of my voice, Consecration/Desecration, Cure/Inflict Wounds, 1 life point."

Desecration replaces Mass Animate Dead at grade 10 Necromancer. It is identical to Consecration except that it does a Mass Inflict Wounds 1 every 30 seconds and can be countered by Consecration.

Vile Resurrection no longer gives the caster complete control over the target (if he wants that, he needs to also cast Control Undead). However, the target cannot attack the caster unless another control ability directs him to do so. The target will behave in all ways like himself except that he will have a hunger for living flesh and, while he does not need to make that his only motivation, it is very likely that he would attack a friend to satisfy that hunger (role-playing decision). The target of Vile Resurrection becomes completely in agreement with the Incarnation of Evil (even if he doesn't admit it) and will do things that he perceives to be pleasing to her.

Someone who has been subject to Absorb Life Force cannot be subject to Vile Resurrection.

To avoid confusion and OOG clarifications, Life Drain will always give the user its full stated amount, even if the target did not have that many LP left. Basically, as long as the target did not avoid your life drain 4 attack, you know you got 4 life points out of it (even if the target only had 2 LP before the attack). However, the Life Drain attack will have no effect on either person if the target is unconscious with zero LP (meaning someone using Berserker Rage can still be drained of LP because, even though he has zero LP, he is not unconscious).

Level Drain's duration is now Instantaneous instead of Permanent.

Bestow Magic on Undead is now a touch-based (Empowerment) spell, but any bestowed skills vanish at sunrise. On an undead creature that you animate, you can cast Bestow Magic on Undead up to 4 times, giving them 4 of your spells to use. On any other creature, you can cast Bestow Magic on Undead only once.

Necromancers now have "Darkness Casting" as a grade 6 baggage; it allows any Light spell they have to be cast as darkness.

Instead of an unused Undead Construct resulting in 5 AP and 5 LP, the necromancer starts the next day with 8 LP.

Zombie Rot: You now lose one LP every 3 minutes; you die in 3 minutes after reaching zero LP, and you become a zombie 3 minutes after that. Zombie Rot, if not removed, will be removed by the Magestream, but if you have already died from it, it will not restore your life.

Warlord Specific Rules

Warlord pre-reqs change to Fighting 6, Heavy Armor x3, Spiritualism 1, Stabilize x2, Weapon Readiness.

Morale is now Automatic (not level-based), but it is clarified that, if it is used to negate Fear, Despair, or Calm Emotions, the target does not continue to benefit from Morale; all effects are canceled.

Enrage now makes its target immune to all Control effects except for Complete Control and it will break the target out of any Control effects but not Complete Control.

Warlord loses Extra Skill (Great Health) and gains Skill Specialization (Improved Health). Improved Health grants 3 temporary LP.

Remove Toughness from 6, 8, and 10. Leave them at 7 and 9.

A new spell called Aegis of War replaces Normal Weapon Immunity at Warlord grade 10. Gives the caster 8 regenerating armor points (one every 10 seconds). These armor points cannot be bypassed by psychic, spiritual, or astral energy, but they can be bypassed by drain effects. Any temporary life or armor points that are gained by the caster while Aegis of War is in effect become incorporated into the regenerating armor effect. Any numerical damage spell and any weapon-based skill (except for numeric damage ones) will have no other effect besides dealing one point of damage ("Minimal Effect") as long as Aegis of War lasts. Aegis of War is considered Touch-Based (Armor and Shielding). Additionally, while under this effect, every point of damage that is taken by the warlord, whether life point or armor point damage, will add a point of damage to one of the warlord's future attacks (as long as it is made during the duration of this spell). No more than 4 points of damage may be added to a single attack in this way, but the resulting Crit is able to be empowered by Great Attack.

If you are using Combat Casting, you should say "combat casting" to those around you so they are aware. You only need to repeat it for people who join the combat and are not aware.

Wood Warden Specific Rules

Wood Warden: Remove Favored Enemy from 6. Entangle Mastery loses the ability to make Entangle weapon-based. In place of it, it can allow Elemental Flare to do and Entangle Flare (but not Aegis of Nature).

Aegis of Nature has changed. It now gives the caster Elemental Immunity against the chosen element, Elemental Flare of the chosen element, and 8 armor points that regenerate at a rate of one every 10 seconds (weapon-based spells and poisons, if striking AP, will result in the OOG statement "Armor, [fire/ice/acid/lightning] Flare 1.") These armor points cannot be bypassed by psychic, spiritual, or astral energy, but they can be bypassed by drain effects. Any temporary life or armor points that are gained by the caster while Aegis of Nature is in effect become incorporated into the regenerating armor effect. Any numerical damage spell and any weapon-based skill (except for numeric damage ones) will have no other effect besides dealing one point of damage ("Minimal Effect") as long as Aegis of Nature lasts. Aegis of Nature is now considered Touch-Based (Armor and Shielding).

Fighting Skills Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
0	Lesser Battle Readiness, Lesser Stamina, Trip	N/A	N/A	Fighting Tricks
1	Bravery, Crit 2, Disarm	Heavy Armor, Fighting Tricks	10	Light Armor, Any Weapon Skill
2	Damage Reduction, Feat of Strength, Stun	Toughness	20	2 grade 1 slots
3	Battle Readiness, Crit 3, Parry	Stabilize	30	2 grade 2 slots
4	Berserker Rage, Cripple, Sturdiness	Toughness	40	2 grade 3 slots
5	Combat Instinct, Crit 4, Stamina	Favored Enemy	50	2 grade 4 slots
6	Crit 5, Flatten, Terrorize	Resist Fear, Toughness	60	2 grade 5 slots
7	Crit Storm, Improved Parry, Magic Attack	Weapons Master	70	2 grade 6 slots
8	Crit Paralyze, Shatter, Spell Reduction	Toughness	80	2 grade 7 slots
9	Fatal Crit, Improved Stabilize, Riposte	Skill Specialization (Fighting)	90	2 grade 8 slots
10	Defensive Stance, Great Parry, Great Stamina	Create Technique, Improved Sturdiness	100	2 grade 9 slots

Magic Baggage Skills Table

Level	Magestry	Nature	Psionics	Spiritualism
1	Magestry Cantrips	Nature Cantrips	Psionics Cantrips	Spiritualism Cantrips
2	Magic Conversion	Untangle	Mental Empowerment	See Spirit
3	Scribe Spell Scroll	Resist Poison	Resist Hypnosis	Resist Disease
4	Enchant Potion	Natural Armor	Mental Healing	Enchant Potion
5	Essence Link	Wild Empathy	Psychic Link	Spiritual Empathy
6	Resist Magic, Scribe Spell Scroll	Focused Diagnosis, Resist Nature	Focused Diagnosis, Resist Psionics	Focused Diagnosis, Resist Spiritualism
7	Stack Spells	Stack Spells	Stack Spells	Stack Spells
8	Enchant Item	Enchant Item	Enchant Item	Enchant Item
9	Skill Specialization (Magestry)	Skill Specialization (Nature)	Skill Specialization (Psionics)	Skill Specialization (Spiritualism)
10	Create Spell, Essence Attunement	Create Spell, Natural Attunement	Create Spell, Hardened Mind	Composed Will, Create Spell

Nature Prereq changes to Speak w/ Plants only

Stealth Skills Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
0	Backstab 1, Focus, Simple Mechanics	N/A	N/A	Stealth Tricks
1	Backstab 2, Evade, Sense Poison	Spot 1, Stealth Tricks	10	Appraise, Any Weapon Skill
2	Backstab 3, Common Mechanics, Escape	Acquisitions, Spot 2	20	2 grade 1 slots
3	Dodge, Hypnotize Confuse, Waylay	Resist Poison, Spot 3	30	2 grade 2 slots
4	Avoid Trap, Backstab 4, Improved Escape	Spot 4, Trap-Setting	40	2 grade 3 slots
5	Backstab 5, Complex Mechanics, Slow Poison	Opportunist, Spot 5	50	2 grade 4 slots
6	Great Escape, Hypnotize Charm, Improved Dodge	Resist Hypnosis, Spot 6	60	2 grade 5 slots
7	Alertness, Backstab Paralyze, Hypnotize Sleep	Evasion, Spot 7	70	2 grade 6 slots
8	Backstab 8, Feign Death, Great Mechanics	Gather Information, Spot 8	80	2 grade 7 slots
9	Fatal Backstab, Great Dodge, Hypnotize Paralyze	Skill Specialization (Stealth), Spot 9	90	2 grade 8 slots
10	Battle Finesse, Free Action, Hypnotize Control	Create Technique, Spot 10, Stealth Focus	100	2 grade 9 slots

Weapon Skills Table

Weapon Skill (Flat)	Cost
Bow/Crossbow	10
Florentine	40
One-Handed Axe	20
One-Handed Club/Mace	20
One-Handed Sword	20
One-Handed Warhammer	20
Shield	40
Shield, Buckler	15
Small Weapon	10
Spear/Polearm	30
Staff	25
Thrown Weapon	15
Two-Handed Axe	30
Two-Handed Club/Mace	30
Two-Handed Sword	30
Two Handed Warhammer	30
Unarmed	40

Miscellaneous Skill Table

Miscellaneous Skill (Flat)	Cost	Teach	Prerequisite
Alchemy	40	Yes	Knowledge (Nature)
Appraise	20	Yes	None
Astrology	40^	Yes	Knowledge (Future)
Enchant Ink	40	Yes	Scribe Scroll
Enchant Potion	10	Yes	None
Extra Bestowment	60^	No	None
Extra Tricks and Cantrips	30	No	Any Tricks or Cantrips
Fast Healing	20^	No	None
First Aid	25	Yes	None
Gather Information	30^	No	Knowledge (Any Subject)
Gather Components	20	Yes	Knowledge (Nature)
Heavy Armor	10^	Yes	Light Armor
Identify Potion	10	Yes	None
Improved Bow	100	Yes	Bow/Crossbow
Improved Crossbow	100	Yes	Bow/Crossbow
Knowledge	20	No	None
Learn	25	No	Knowledge (Any Subject)
Legend Lore	40^	No	Gather Information or Knowledge (History)
Light Armor	20	No	None
Literacy	20	Yes	None
Mental Focus	40	No	None
Natural Armor	40^	No	None
Profession	30^	Yes	None
Read Magic	20	Yes	Literacy
Resist Disease	30^	No	None
Resist Fear	30^	No	None
Resist Hypnosis	30^	No	None
Resist Magic	50^	No	None
Resist Nature	30^	No	None
Resist Poison	30^	No	None
Resist Psionics	30^	No	None
Resist Spiritualism	30^	No	None
School Mastery	200	No	4 grade 10 slots of the chosen school
Scribe Spell Scroll	10	Yes	Read Magic
Scribe Technique Scroll	10	Yes	Read Magic
Skill Focus	75	No	4 Skill Slots in the School and Grade of the Focused Skill
Skill Specialization	50^	No	25 skill grades in the school you are choosing your specialized skill from
Speak w/ Plants	40	Yes	None
Speak w/ Stone	20	Yes	Speak w/ Plants
Spiritual Sympathy	40^	No	None
Stabilize	25^	No	None
Stack Potions	50	No	None
Stalking	30	No	Gather Information or Wilderness Survival
Teach	10	No	None
Thickness	30^	No	None
Toughness	25^	No	None
Toxicology	40	Yes	Knowledge (Nature)
Transform Spell	30^	Yes	Grade 5 Spell-Casting
Weapon Readiness	35	No	Fighting 3
Wilderness Survival	30	No	Knowledge (Nature)

Spells by School Table

Magistry	Nature	Psionics	Spiritualism
Grade 0	Grade 0	Grade 0	Grade 0
Detect Magic	Detect Poison	Awaken	Delay Disease
Hear Magestry	Elemental Strike	Darkness	Identify Spirit
Light	Light	Detect Mind	Lesser Health
Magic Strike	Toughskin	Lesser Empower Spell	Light
Grade 1	Grade 1	Grade 1	Grade 1
Lesser Empower Spell	Awaken	Confuse	Awaken
Lesser Magic Resistance	Barkskin	Laughter	Cure/Inflict Wounds1
Magic Missile	Delay Poison	Psychic Missile	Detect Poison
Magic Shield	Elemental Missile	Psychic Shield	Health
Grade 2	Grade 2	Grade 2	Grade 2
Awaken	Diagnose	Despair	Despair
Confuse	Entangle	Diagnose	Diagnose
Diagnose	Purify Food or Drink	Fumble	Purify Food or Drink
Entangle	Sunbeam	Pain	Turn Undead
Grade 3	Grade 3	Grade 3	Grade 3
Acid Arrow	Elemental Arrow	Empower Spell	Calm Emotions
Empower Spell	Freeze Limb	Psychic Arrow	Cure/Inflict Wounds 2
Magic Armor	Regenerate Limb	Telepathy	Fear
Pain	Translate	Weakness	Strength
Grade 4	Grade 4	Grade 4	Grade 4
Strength	Calm Emotions	Fear	Detain Spirit
Magic Lock & Key	Elemental Weapon	Psychic Armor	Empower Spell
Magic Resistance	Empower Spell	Release	Remove Disease
Magic Weapon	Gust of Wind	Silence	Speak w/Dead
Grade 5	Grade 5	Grade 5	Grade 5
Bestow Magic	Elemental Bolt	Charm	Cure/Inflict Wounds 4
Cripple Limb	Neutralize Poison	Command	Neutralize Poison
Lightning Bolt	Remove Disease	Psychic Bolt	Silence
Silence	Stoneskin	Psychic Weapon	Spiritual Weapon
Grade 6	Grade 6	Grade 6	Grade 6
Dispel Magic	Aspect of the Opossum	Combine	Combine
Identify	Charm	Forget	Command
Magic Bonds	Control Elemental	Iron Will	Iron Will
Spell Immunity	Heat or Chill Metal	Sleep	Morale
Grade 7	Grade 7	Grade 7	Grade 7
Blind/ Deafen	Elemental Ball	Delusion	Destroy Undead
Fireball	Elemental Storm	False Aura	Dispel Magic
Glyph	Spell Immunity	Feeblemind	Great Health
Mending	Whirlwind	Mind Over Body	Remove Curse
Grade 8	Grade 8	Grade 8	Grade 8
Ice Storm	Elemental Flare	Armor of Agony	Harm/Heal
Magic Cage	Elemental Immunity	Indomitable Will	Healing Hands
Paralyze	Freeze Paralyze	Mind Control	Indomitable Will
Spell Turning	Heal	Paralyze	Restoration
Grade 9	Grade 9	Grade 9	Grade 9
Circle of Protection	Elemental Explosion	Destroy/Restore Mind	Circle of Protection
Finger of Death	Flesh to Stone	Mass Awaken	Death Word
Magic Explosion	Regeneration	Normal Weapon Immunity	Mass Cure/Inflict Wounds
Open or Close Portal	Remove Curse	Spell Turning	Resurrection
Grade 10	Grade 10	Grade 10	Grade 10
Astral Projection	Elemental Form	Mass Silence	Consecration
Dispel Greater Magic	Mass Entangle	Psychic Emulation	Mass Despair
Magic Immunity	Nature's Refuge	Psychic Projection	Regeneration
Normal Weapon Immunity	Sunburst	Replicate Skill	Spirit Walk

Prestige Class Tables

Absorber Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Absorb Damage, Absorb Magic, Life Drain	Draw from Nature	60	Fighting 2, Magestry 3, Nature 2, Psionics 2, Spiritualism 2, Stealth 2
7	Drain Resistance, Feeblemind, Level Drain	Absorb Excess	70	2 grade 6 slots
8	Absorb Skill or Spell, Dampen Caster, Vampiric Weapon	Skill Specialization (Life Drain 1)	80	2 grade 7 slots
9	Absorb Effect, Armor of Absorption, Drain Skill	Bottle Absorbed Ability	90	2 grade 8 slots
10	Absorb Item's Ability, Absorb Life Force, Absorption Field	Improved Absorb Excess	100	2 grade 9 slots

Assassin Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Forget, <i>Great Escape</i> , Sleep	Resist Poison	60	Psionics 2, Stealth 5, <i>Stalking</i> , <i>Toxicology 2</i>
7	<i>Backstab Paralyze</i> , Backstab 7, Improved Dodge	Skill Specialization (Hypnotize Confuse)	70	2 grade 6 slots
8	Psychic Attack, Paralyze, Feign Death	Improved Sense Poison, Resist Poison	80	2 grade 7 slots
9	Crit Paralyze, Fatal Backstab, Hypnotize Paralyze	Assassinate, Escape Artist	90	2 grade 8 slots
10	Battle Finesse, Great Dodge, Silent Death	Poison Familiarity	100	2 grade 9 slots

Dampener Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Anti-Magic Bolt, Dispel Magic, Spell Immunity	Avoid Glyph	60	<i>Read Magic</i> , Resist Nature, Resist Psionics, Resist Spiritualism, Stealth 6
7	Counterspell, Dampen Caster, Level Drain	Anti-Magic Mechanics	70	2 grade 6 slots
8	Anti-Magic Storm, Disenchant Item, Improved Spell Immunity	Anti-Magic Escape, Resist Magic	80	2 grade 7 slots
9	Dispel Greater Magic, Finger of Death, Mass Dispel Magic	Skill Specialization (Dispel Magic)	90	2 grade 8 slots
10	Dampening Attack, Dampening Field, Mass Dampen	Anti-Magic Casting	100	2 grade 9 slots

Hopper Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Astral Bolt, Astral Weapon, Open or Close Portal	Dimension Survival	60	Knowledge (The Dimensions), Magestry 5, Nature 4, Transform Spell
7	Analyze Portal, Dismissal, Mass Dimension Survival	Dimension Hop, Skill Specialization (Translate)	70	2 grade 6 slots
8	Astral Storm, Blink, Detainment	Dimensional Souvenirs	80	2 grade 7 slots
9	Banishment, Circle of Protection, Create or Destroy Portal,	Dimensional Conversion	90	2 grade 8 slots
10	Astral Projection, Dimensional Blinking, Dimensional Emulation	Dimension Seed, Summoning	100	2 grade 9 slots

Analyze Portal: We are going to start making portal cards to accompany portals in-game. A portal card will explain if a portal is open or closed and what the average viewer sees on the other side of an open portal. It will also explain, to someone who analyzes the portal, the name of the dimension or realm that the portal leads to, who created it (the portal signature), and any other relevant information depending on the portal. Any PC hopper creating a portal and any portal jacker redirecting a portal must leave an appropriate portal card with it, even after they close it (but not after they destroy it). Hoppers and PJs will only be able to create or redirect portals to places they have analyzed portals to. So, when they cast Analyze Portal, they can spend time to write down the description from the card so that they can make their own in the future. If they don't want to create cards ahead of game to leave with the portals they create or redirect, they will need to fill one out when they cast the spell and that will be considered part of the casting time.

Dimensional Souvenirs: Dimensional Souvenirs gives the hopper some number of abilities to use in-game after he travels to some other dimension or realm between games (the player must submit an official travel request by the information request deadline). The function and quantity of the abilities will be determined by the staff.

Spirit Hunter Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Crit 5, Destroy Undead, Spiritual Weapon	Favored Enemy (Undead), Resist Disease	60	Resist Disease (x2), Fighting 4, Spiritualism 5
7	Cure Wounds 6, Protection From Undead, Shining Armor	Resist Evil, Skill Specialization (Sunbeam)	70	2 grade 6 slots
8	Healing Hands, Improved Parry, Protection From Evil	Resist Disease, Toughness	80	2 grade 7 slots
9	Crit 9, Mass Cure Wounds, Sunburst	Resist Evil, Undead Resistance	90	2 grade 8 slots
10	Maelstrom of Disruption, Regeneration, Vengeful Spirit	Disease Immunity	100	2 grade 9 slots

Maelstrom of Disruption: Functions as a storm of packet-based Destroy Undead spells that must be used within 1 minute.

Dream Weaver Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	<i>Hypnotize Sleep</i> , Sleepwalk, Weave Dream	Sleep Resistance	60	<i>Astrology</i> , Psionics 6, <i>Resist Spiritualism</i> , <i>Spiritual Sympathy</i>
7	Combine, Mass Awaken, Nightmare	Skill Specialization (Sleep)	70	2 grade 6 slots
8	<i>Restful Slumber</i> , Sleep Control, <i>Sleeping Disease</i>	Favored Dimension (Dream Realm)	80	2 grade 7 slots
9	Heroic Dream, <i>Indomitable Will</i> , Mass Weave Dream	Dream Hop, Sleep Immunity	90	2 grade 8 slots
10	<i>Slumber Party</i> , Psychic Projection, <i>Dream Replication</i>	Power Nap	100	2 grade 9 slots

Slumber Party: Functions as a storm of packet-based Sleep spells that must be used within 1 minute.

Dream Replication has one of 3 uses: 1. You replicate a skill from a sleeping creature. 2. If you sleep near a sleeping creature for at least 3 minutes, you can cast Restore Mind on it. 3. You can cast it on someone while he is sleeping and you will share any dreams he has during that sleep.

Maestro Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Charm, Countersong, Sleep	Combat Casting	60	<i>Legend Lore</i> , Nature 4, Spiritualism 5
7	Remove Curse, Song of Healing, Uncontrollable Dance	Skill Specialization (Morale)	70	2 grade 6 slots
8	Restoration, Mass Cure Wounds, Song of Shielding	Song of Awakening	80	2 grade 7 slots
9	Heroic Song, Mass Morale, Mind Control	Music Casting	90	2 grade 8 slots
10	<i>Improved Song of Healing</i> , Mass Charm, Resurrect	<i>Instrument Mastery</i>	100	2 grade 9 slots

Improved Song of Healing: Mass Heal spell to all within the sound of the maestro's song. The maestro must play the song for 3 uninterrupted minutes before casting. Combat happening in range of the spell will interrupt the song (the player of the maestro character is the judge of whether or not his song was interrupted).

Instrument Mastery: This does 3 things: 1. Gives you +2 to your casting level when casting spells from the Maestro table, 2. What Improved Countersong now does, 3. Allows you to cast spells by music even when silenced, deafened, or blinded (say "Minimal Effect"). All of these things only apply if you are playing the instrument you have "mastered." You cannot master the voice.

Necromancer Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Animate Dead, Control Undead, Life Drain	Bolster Undead, Darkness Casting	60	Magistry 2, <i>Resist Disease (x2)</i> , Spiritualism 6
7	Armor of Darkness, Disease, Harm	Skill Specialization (Inflict Wounds 2), Resist Disease	70	2 grade 6 slots
8	Death, Level Drain, Vampiric Weapon	Improved Animation, Skill Specialization (Bestow Magic on Undead)	80	2 grade 7 slots
9	Bestow Curse, Mass Inflict Wounds, Mass Pain	Evil Casting, Undead Construct	90	2 grade 8 slots
10	Degeneration, Desecration , Vile Resurrection	Evil's Blessing, Greater Animation	100	2 grade 9 slots

Darkness Casting: Allows the necromancer to cast any Light spells as Darkness spells instead.

Desecration: Consecration that casts Mass Inflict Wounds 1 every 30 seconds instead of Mass Cure Wounds 1.

Warlord Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Enrage, <i>Flatten</i> , Morale	Resist Fear	60	Fighting 6, Heavy Armor (x3), Spiritualism 1, Stabilize (x2), Weapon Readiness
7	<i>Crit Storm, Shatter, Shining Armor</i>	Skill Specialization (Improved Health), Toughness	70	2 grade 6 slots
8	<i>Crit Paralyze, Heal, Spell Reduction</i>	Combat Casting	80	2 grade 7 slots
9	<i>Fatal Attack, Improved Stabilize, Mass Morale</i>	Great Attack, Toughness	90	2 grade 8 slots
10	Heroism, Mass Enrage, Aegis of War	War's Blessing	100	2 grade 9 slots

Improved Health: 3 Temp LP

Wood Warden Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	<i>Combat Instinct, Heat or Chill Metal, Terrorize</i>	Draw from Nature	60	Fighting 3, Nature 5, Spiritualism 2, Wilderness Survival
7	<i>Crit Storm, Cure/Inflict Wounds 6, Elemental Flare</i>	Skill Specialization (Entangle)	70	2 Grade 6 slots
8	Freeze Paralyze, Heal/Harm, <i>Shatter</i>	Skill Specialization (Stoneskin), Toughness	80	2 Grade 7 slots
9	<i>Fatal Crit, Improved Stabilize, Mass Entangle</i>	Entangle Mastery	90	2 Grade 8 slots
10	Aegis of Nature, Nature's Refuge, Regeneration	Animal Empathy	100	2 Grade 9 slots

Entangle Mastery loses the ability to make Entangle weapon-based. In place of it, it can allow Elemental Flare to do and Entangle Flare (but not Aegis of Nature).