



# Player's Handbook

Version 1.2.3

*2000 years since the time of the Great Undoing, and the Land is sick - Great Beasts roam the Wilderness, the Cities are dead, and magic has become feral and unruly. People live in the ruins of the Old World, living and dying by their wits and the hunt.*

## Legal:

All attendees must have purchased a valid ticket in order to attend any Origin event. All attendees must have valid ID. Any "Origin: Long Night" events are 18+ ONLY and attendees must be able to produce valid ID. Young People under 16 must have an accompanying adult and cannot enter any area off-limits to under-16s unless accompanied by Origin staff.

All attendees agree to safe and fair play, as well as to abide by UK law and local law. All Attendees agree to treat the staff, other players and members of the public and campsite crews with respect.

Medical Conditions must be made known to the organisation, first aid team or staff, and must be listed on your Identity Card (Guildcard). Identity cards must be kept on your person at all times and must be either hung around the neck or on either wrist in an accessible and safe manner.

Actions taken unlawfully, against safety regulations or against Origin policy will not be tolerated and any person committing such acts will be asked to leave the site and may risk permanent banning from the game and its affiliated events.

For further information, see our Community Code of Conduct.

Origin rulebook, logo and trademark are all copyright protected.

## Collaborators and special thanks:

- Will Halfhide - Rebecca Grant - Jae Singh - Alette Magno - Craig Maguire - Andy Rimmer - Sarah Greatorex - Lewis Taylor -

Written by Danielle Starkey

## Table of Contents

Terms	4
Calls	5
Out of Character Calls and Hand-signs	5
In-Character Calls	6
The World of Origin	9
The Old World and The Great Undoing	9
Magic	9
Miasma	9
Lands and Groups	10
Masks	10
Providence	10
Food	11
<i>The Guild</i>	11
A Strange Invitation	11
Guildhaven and The Guild	11
Hunts and Quests	11
The War Table	11
Character Generation and Standard Character Play	12
Important Notes	13
Lands	13
Abalus Vastitas	14
Darkmourne	14
Falcon Basu	15
Jade Mountains	15
Kingsvalley	16
Liore	16
Nvordmyr	17
Roadweavers	17
Saat Sammaan	18
Tir Tairngire	18
Yanmashima	19
Races	19
Strengths and Flaws	21
General Strengths and Flaws	21
Race Locked Strengths and Flaws	23
Free Skills	25
Stacked Abilities	27



# Terms

**Player(s)** - That's you! The term 'Player' in Origin specifically refers to the actor (and not the character) taking part in the LRP.

**In Character (IC) and Out of Character (OoC/OC)** - "In character" or "IC" refers to active areas of the game during time in and the in character actions of both Players and Monsters/NPCs during game time. "Out of character", "OC" or "OoC" refers to any actions or locations that occur outside the scope of the game.

**Game Organisation Desk (GOD)** - the Out of Character hub that supports the practical functions of the game, including signing in upon arrival at the game site, purchasing tickets, distributing spell balls etc. It also functions as the location where forage tokens are redeemed and ritual, research and crafting projects are submitted and assessed. If you have any questions or need to find an Origin staff member, the GOD desk is the best place to look.

**Referee (Ref)** - Referees help enact the game rules, and assist with OoC and IC functions of the game. Referees can be recognised by their Origin bags, Tabards or OoC radio.

- ❖ Any radio wearing person(s) is an on-duty Referee.
- ❖ Referees wearing Referee tabards are considered to be OoC, and are therefore invisible to characters.

**Ops Team/Volunteers** - The Ops Team and Volunteers can be spotted by use of high-vis jackets and will be onsite to assist with the OoC functions of the game, such as tickets and sales, car-parking, photography, cleaning, and general site maintenance. Anyone in high-vis jackets are considered invisible to players whilst in play.

**Game Team** - The Origin showrunners, who are responsible for the in-character functions of Origin, including Plot, Monsterring, Crafting and Alchemy, etc. Referees can also be part of Game Team.

**Monsterring and NPCs** - The system by which Players temporarily act as Monsters or Non-Player Characters (NPCs) to enrich the game for other players. Monsterring is usually done on a timetable and Groups will take it in turns to monster for the other players, but Special monsterring slots can be requested by Game Team for keen players.

**Identity Card / Character Card / Guildcard** - Your Guildcard holds information that is used to identify you in case of emergencies - please keep it in a loose holder around your neck or on an easily accessible place on your wrist at all times whilst on site. All players must have a current character card as proof of admittance to entry of any 'Origin' event. The Character card will be referred to as a 'Guildcard' during play, and serves as an In-Character identification as well as Out of Character.

**Player Primer** - An OoC document sent directly to the player upon character generation to give them more information on their Land, Background, Racial Background and any starting Skill or Spell information they may need.

**Downtime** - Refers to In-Character actions taken between events.

## Calls

### Out of Character Calls and Hand-signs

**Time In** - *(Ref Only call)* This call denotes the beginning or resuming of in-character play.

**Time Out** - *(Ref Only call)* Play is suspended, either at the end of the day or if a lengthy pause in play is necessary. Sitting down or relaxing is allowed during extended Time Out calls, though it is preferable that all players stay in the same location until "Time In" is called to resume play. Some specific areas can be timed out whilst play continues in other areas. Time Out is also called when play finishes at the end of an IC day, or to mark the end of an event.

**Time Freeze** - *(Ref Only)* Used when a short pause is needed whilst in play. It can be used to create special effects, move monsters or investigate lengthy outcomes. It is expected that all players stay in place, close their eyes and hum to conceal any IC information. When Time In is called to resume play, characters should resume what they were doing before Time Freeze was called.

**Guildcard** - Sometimes a Ref will need to check a player ID or IC skill composition. When this occurs they will ask to see your Guildcard. Some IC skills will allow for Players to see certain parts of the IC Guildcard, but only Refs can use this call to inspect all of it including the OoC elements. If a player is inspecting your Guildcard they must specify which part of the Guildcard they are inspecting and you may cover or hide all but the relevant information the Player needs.

**Man Down** - A real, Out of Character injury or emergency has occurred. Anyone hearing the Man Down call must cease all gameplay and take a knee whilst the incident is assessed. Anyone discovering a real-life injury may announce the Man Down call in order to alert a nearby Referee or First-Aider. **DO NOT repeat the Man Down call after the initial call, (the first referee on the scene will do this for you). DO NOT use Man Down as an in-game vocal under any circumstances.**

**Index Finger in Air** *(gesture)* - This indicates that a Player or Monster is invisible and you cannot sense them in any way. This can only be used under specific circumstances, usually with the express permission of a referee, however some skills such as 'Camouflage' employ the finger in the air to denote character invisibility. Do not use this sign unless specifically given permission by a Ref or via use of a skill you have purchased via the character generation system.

**Thumbs Down** *(gesture)* - Anyone may make this gesture if they are not in a safe condition to continue roleplay. If another person makes this gesture at you, the individual is experiencing an Out of Character issue, such as injury, trauma or mental health difficulty and they are asking you to cease interacting with them In-Character. Under no circumstances should you continue to roleplay with this person, and where possible, please refer them to a referee. Do not use thumbs down

as an In Character gesture under any circumstances. In the event of a real life injury, “Man Down” may be called to assess the gesturing player’s condition.

“Ok” Symbol (index finger and thumb meeting) (*gesture*) - This hand sign is a subtle way of asking another player how they are feeling without interrupting the flow of play. It can be used at any time, but is recommended for any in-game happenings that may be considered traumatic in an Out of Character context. Referees may use this sign during high-intensity roleplay to confirm a player is in a stable condition to continue play.

Thumbs up/down or Not Sure (Flat Hand) (*gesture*)- As a reply to the ‘Ok’ Symbol, the player is expected to answer with a thumb up if they are feeling well enough to continue play, a thumb down if they need to step away, or a flat hand to denote that they are not sure. If the reply to the OK hand-sign is a flat hand or thumbs down, it is advised that the player is taken out of the roleplay situation. If the player’s condition remains negative then the player is advised to retire to an OoC designated quiet space and let any referees know of their condition. Further counselling, care or first aid may be further advised.

## In-Character Calls

Call	Effect
Execute	The target must be Dying or have consented to the execution. After 5 seconds of appropriate roleplaying the target is Killed by a damaging blow or spell, with the call "Execute." Please roleplay large dramatic swings but do not attempt to strike someone's neck or use hard or OC damaging blows. (Players that are monsterring must NOT use the Execute call unless specifically instructed.)
No Effect	The target of a spell or skill is Immune to that spell or skill. Players can also use the 'No Effect' call when hitting an opponent that they intend to do no damage to, or cannot harm. No Effect can be used only when all components of a Skill or Spell do not affect the Player; for example, if the play receives a "Firestrike" if a player is immune to Fire but would still take a Strikedown effect from the blow, No Effect must not be called.
Strike	Any skills with this shorthand denote that the target is knocked over and must fall to the ground for 10 seconds. e.g. Strike Down, Water Strike, Void Strike etc. Damage from any weapons or spells called with the Strike are still taken, however the character must still fall over even if undamaged. If a strike ability is parried it will still knock the target over, though damage is not taken. Please look where you are falling - if it is unsafe for the player to fall, please take a knee or crouch to simulate the Strike effect instead.
Bolt	Any Skills that include this call ignore Armour. Projectiles (not including slingshot fire or thrown weapons) are considered to do Bolt damage without a call. Do not try to parry or catch arrows.
Storm	Calls including the word Storm denote the use of magic in a 90 degree cone, 5m in front of the caster. All within that cone are affected by the spell. If unsure whether you are included in a Storm call, assume that if you can see both the caster's eyes that it has affected you. All Storm calls are assumed to do 1HP of damage to every location. Storm can be combined with other calls; for example, a "Fire Storm" call would do 2HP of damage to every location.
Mass	The Mass call affects every Character in hearing range, and denotes the use of large magical or mundane forces across a wide area. Mass is always used with another call. Casting stackable abilities with a Mass call implies that all types of that ability are present, and that it affects all locations, for example, Mass Heal Wounds would include Life magic, which would make the call damaging for some types of Wraith.
Earth	These calls all denote the type of elemental spell being used, and can be called on their own or with another call e.g. Lightstorm. The base spell does 1 Hit Point per Location on contact with the target (if the Target has no Flaws or Affinities). If thrown, calls can be made prior to release of the spell ball and upon a successful hit on a target. Touch spells or spells relayed through a weapon or item must be called on all uses. The call also notes what sort of roleplay reaction is needed. Showing pain and putting out clothing if a Fire spell is used, wiping away Water or shivering from cold, or picking out shrapnel from Metal spells are all good ways of roleplaying
Fire	
Light	
Void	
Water	

Metal	Elemental damage. Elemental spell balls can be parried lightly. Please do not try to play spell baseball or cricket. Elemental spells cast into weapons can be parried as part of normal weapon safety procedure. Once an elemental call is made via a weapon hit it is expended, whether parried or successfully landed.
Fatal	The call denotes the struck Location is reduced to 0 Hit Points instantly. In the case of Mass Fatal or Fatal Storm, the call must be taken on all locations. Fatal does not go through armour, instead doing one hit point of damage to the struck location.
Quake	The targeted character can cast spells but must drop any held weapons or objects as their entire body shakes. Whilst this affliction is in effect, the player will lack coordination and even things such as picking something up or walking in a straight line will require monumental effort. Staggering, shaking and twitching are all expected actions. Quake lasts for 60 seconds and persists during Death Count.
Blind	Targeted Character is rendered completely Blind, but is still able to move and retreat carefully (OC note: The player should keep their eyes shut tight within reason - making sure you and others are in a safe space to roleplay before running over dangerous terrain. Please refrain from flailing, fighting, or throwing weapons and limbs around). Blind lasts for 60 seconds and continues during a character's death count.
Paralyse	The Targeted Character may not move, but is still aware of their surroundings. The player will still take the effects of 'Strike' skills, but must remain paralysed after falling safely prone should the effects have not worn off. Should the player fall unconscious whilst paralysed, they will stay in their paralysed position and begin their death count. Players afflicted with this condition cannot be healed until it is cured or the Paralysis runs out. Standard Paralysis lasts for 30 seconds, and will continue during death count.
Breathless	The Targeted Character must roleplay not being able to breathe and is incapable of spell vocals or verbal communication whilst this affliction is in effect. The player will be able to walk and parry for brief periods but must frequently rest or collapse whilst gasping for air for 60 seconds. Breathless continues during a character's death count, rendering the victim unable to call for help. (Make sure you are still breathing properly and continuing safe roleplay throughout.)
Burn	The targeted character is burning from the inside out, and must roleplay trying to put out the internal fire and acting as though they are in pain. They are unable to attack, but can run and take defensive actions against anyone stopping them from trying to put out the fire. This skill goes through armour. The character will lose 5 Hit Points globally for every 20 seconds that the caster is touching them until contact is broken. If the targeted character is drenched or put under a Sustain spell effect before 20s elapses, in which case the spell only deals 1 Hit Point of damage to the touched Location. If the player is Dying during or after the effect of a Burn spell, they are also Unconscious. Burn spells used in a grapple scenario affect every Grappler and the target of the Grapple.



<p><b>Heal (Wounds)</b></p>	<p>The target regains 1HP after 20 seconds of healing roleplay to the targeted location(s). Healing does not interrupt other durative effects such as Blind, Quakes or Breathless. Death counts are halted during the spell vocal phase, but resume immediately if the spell is interrupted in any way before regaining a HP to the Head and/or Chest location. Please see Stacked Abilities: Heal Wounds for more information.</p>
<p><b>Shatter</b></p>	<p>Shatter denotes that any inanimate object touched or parried with this call is broken, and is unusable. Any shattered weapon must be dropped safely.</p>
<p><b>Disarm</b></p>	<p>Any struck arm carrying a weapon, struck weapon or improvised weapon parried with this call must be dropped by the user. (Note: please do not fling weapons around dangerously.)</p>
<p><b>Repel</b></p>	<p>A fearful force pushes the targeted Player directly away from the caster for 20 seconds. The Character can speak under the effects of repel, but will be unable to use any spells, items and weapons or defend themselves. If the targeted player comes up against an obstacle and cannot retreat further, the player is expected to cower or roleplay trying to escape until the end of the spell duration. They must act panicked and repulsed.</p>
<p><b>Pain</b></p>	<p>The caster is afflicting the illusion of intense pain on the character. The player must roleplay intense agony, whilst trying to crawl away from the caster. They can defend or weakly parry, but will be in too much pain to speak, attack, cast or use items.</p>
<p><b>Miasma</b></p>	<p>Miasma is a damaging force, sometimes akin to a highly localised weather front and a poisonous fog. The Miasma call is usually paired with an elemental call. Miasmatic areas inflict “fatal” damage on any character that enters it without a mask immediately, unless they have a resistance to that specific Miasma type. Characters undergo their death count as normal in Miasma. Characters with masks can survive for 20 seconds in Miasma before taking a “Fatal”. Resistant characters can survive for three minutes before taking a “fatal” call. For example; “Miasma: Fire” would mean Fire Mages and fire resistant creatures can survive under miasma conditions for three minutes before they must take a “Fatal” call.</p>

# The World of Origin

## The Old World and The Great Undoing

*“Nobody remembers the Old World, but it is everywhere - taunting us like bygone sunshine. I see the Temple Ruins, I find scraps of the old culture, hear whispers of unearthed contraptions and bountiful magics - but it’s all buried in the sands of time now - all we have left is Miasma and a great Mystery” - Munireå, of a Saat Sammaan treasure hunting team, as recorded in the Book of Cassio*

The world is a vast place, and all who walk it know of the old legends. You, the player, live amongst the Old World and the Evidence of the past apocalypse every day, but you probably only have personal conviction to tell you what caused it or how long ago it was. The Great Undoing is truly the mystery to end all mysteries.

*“Nasty business, Apocalypses are. Ended the previous age, brought us into this current perilous one. Probably birthed all these sodden Great Beasts we got to dance around. A blighted nuisance, by all accounts.” - Lioran Merchant, upon commencing trade of an old world artefact, overheard conversation*

As a player, the Old World may be your Primary concern, or it may be a blip of random knowledge on your path of continued survival, but whatever the case, you are aware of it, and many of the stories and legends you grew up with speak of what came before.

*“The Before is believed to be a time of prosperity but little else is known about it. Some say the Miasma appeared and bought it to an end, some say there was a war, some say it was forsaken by the Gods, though which Gods those are, only Providence knows. Whatever the truth, it is long gone now.” - Wei RuLan, Hunter from Jade Mountains, Silk scroll*

## Magic

*“Honestly, I have no idea how it works, but I feel it. I was born a Void mage, and the spirits gifted me my Protection spells. One is raw instinct - Elemental and fundamental - fuelled by emotion and power. The other is worshipful and purposeful - full of faith and belief. They say anyone might have the potential for magic. I say, if that’s true, then I am lucky to have realised such wonders.” - Mikio Aratani, Magical advisor to Shogun Sosurai*

Magic is a rare but wondrous commodity in the world of Origin. Some cultures ostracise certain types of it, some aggrandize magic specialists in particular fields. Whether the wielder is an Elementalist or a Hierophant, magic responds to their beck and call. Nature, culture and belief itself may be shaped by its passing.

## Miasma

*“Well, it’s like magic fog, but it ‘urts, an’ it comes in flavours. Some ‘urt different than others. It kills ya if you stay in it too long. Sometimes it comes in fiery waves, sometimes a hurricane made a’ iron splinters an’ rolling thunder, but it’s bad news all o’ the time. Monsters come with it, them Great Beasts love it. There’s bits o’ it everywhere, an’ it’s poison, ain’t it? S’ why we all wear masks - that, an’ for avoiding the King’s tax collectors.” - anon. Kingsvalley peasant, overheard conversation explaining Miasma to a young child*

Miasma is a damaging force, sometimes akin to a highly localised weather front and a poisonous fog. It permeates the air through many Lands, and many go to great lengths to avoid breathing it in. Very few people can survive longer than a few seconds in concentrated Miasma. Most avoid it at all costs, as with Miasma come the Great Beasts - creatures of legend who are difficult, if not impossible to kill.

Miasma pools are present in the world of Origin. Most miasma has elemental affinities which may grant certain characters a resistance to it. Miasmatic areas inflict “fatal” damage on any character that enters it without a mask immediately, unless they have a resistance to that specific Miasma type. Characters undergo their death count as normal in Miasma. Characters with masks can survive for 20 seconds in Miasma before taking a “Fatal”. Resistant characters can survive for three minutes before taking a “fatal” call. For example; “Miasma: Fire” would mean Fire Mages and fire resistant creatures can survive under miasma conditions for three minutes before they must take a “Fatal” call.

## Lands and Groups

*“I’ve seen many Peoples and the lands from which they hail - from everywhere between the Oldwood and the Steppe. Some Bands are formed from families, some mercenary companies, some out of survival & necessity. Packs of hunters, gaggles of friendless orphans, Dukedoms, priesthoods - they may not call themselves Families, but that’s what they are - lost ones who found each other - perhaps united by a religion, cause, culture or race. There’s a lot of strange folk out there just trying to get by, just like us.” - Excerpt from a fireside conversation with a Roadweaver Caravan Guard*

Lands are areas that consist of Peoples related (sometimes distantly) by shared values, culture, politics or Miasma boundaries. Many have similar beliefs or worship the same Gods. Groups are usually close knit people who rely on each other for survival. These groups can number anywhere between 2 and 200, and can often show as much variance as the Lands they hail from. Free agents likewise roam their Lands, surviving solitarily or looking for a Group to belong to.

*“Lands? Perhaps a simplification, but a useful one. Everyone must come from somewhere, after all. All a Land is, by our definition at least, is an area where the people within recognise similar customs, manners, traits, or share a similar knowledge of the local area. It’s a vague grouping, and Providence knows that it is usually ineffectual at gauging a person’s true merit, but as a guideline it can be useful to know where a person hails from. It has prevented me from being rude to many a traveller.” - A Diplomat from Abalus Vastitas conversing about foreign dignitaries*

## Masks

*“They are there to stop you breathing in Miasma - that fog you see over there? I can’t believe you haven’t seen a Miasma cloud before! I know you don’t like it, but if you want to come hunting you better wear it - when the fog hits you’ll be thanking me. Why is mine made of cloth? It’s adapted for the Miasma in the Oldwood, just like how the Liorans adapt theirs for the fog in the city. Why is mine so decorative? It scares off the Bumbleweed - they don’t like the light reflecting off the beads, plus it looks nice. What? No! You can’t have it, the*

*beads aren't worth anything!" - Aoife Shilva, a Tir, overheard in conversation with a Nvord*

Masks are a standard item that act as a filter to stop humans from breathing in low-level Miasma, and allow a wearer to bear a few seconds of concentrated Miasma. Sometimes, those few seconds are all it takes to avoid death, and survival in the world of Origin is paramount. Over time masks have become points of shared culture between disparate Groups, and many folks can be geographically placed by mask alone.

## Providence

*"Amongst all the myriad Gods, Providence is the name most worshipped and who possesses the most faces; worshipped as a pantheon-leading sun-god with 5 names by some, the Goddess of survival by others, or as a great dormant world-birthing spirit by many. Providence's most popular form is as the center-piece to the monotheistic main religions of central Abalus, southern Kingsvalley and High Liore." - Bjørn Nilsen, River Lorekeeper, Notes on Providencia*

Providence is the most recognised God amongst many of the Lands, and will often be used as a shared monolith or invitation to hospitality amongst those of shared believership. Shrines to Providence are regular throughout the many lands of Origin, and even the most reclusive of Groups and survivors will have heard their name. The symbol of Providence is a vertical line cutting through the diameter of a circle.

## Food

Groups often do not have much need for money when survival is on the line - people here trade in Food. Origin uses a small denomination Food token to represent the rations of a single meal. Large denomination Food tokens represent the rations for a whole day. Monsters and creatures may be drawn to Food, and Players will have to regularly hunt and forage for it. Likewise, Hunts and Forages take a lot of energy, so food must be expended in order to go hunting or use energetic skills.

## The Guild

### A Strange Invitation

*"Some refer to it as The Before. Everyone has their own names for it, from Ragnarok to Kingdomfall, every day we face the prospect of death because this ancient calamity has forced upon us ever-changing climates, harsh seasons, strange weather and the poisonous miasma-fog that only the Beasts can live amongst. It has been hundreds - perhaps thousands - of years since then, and still we struggle onwards. People cling to a few safe shelters, a few vestiges of culture, and they scabble over food and resources. Some Groups co-exist together in tenuous unity, reuniting their Lands under alliances of similar customs and community - but all this, of course, you know already.*

*I write to you to tell you of a hope - a safe Haven. A space of abundance, miasma free, fertile and protected by wards and magics unlike any you have ever seen. There are ruins, fauna and beasts here that are unique, and I have heard it said that the Gods themselves walk amongst the local riches. Why should I tell you of such a secret paradise? Because it is my home - and I have a great hope for it - to act as a harbour throughout all the Lands. All are welcome who would welcome all.*

*We have created Guildhaven. Our own community, focused on extending the understanding of man in the face of death. The sanctity of Haven must be protected and its abundance shared and recreated - I summon those who would build a new era, and would heed the call of the future.”*

- Yasha Hoot, The Beggar Queen - Letter dated 7th Moon, 14th Day, Nannatide

## Guildhaven and The Guild

Guildhavens are strange anomalies - they do not experience Miasma at all. Yet outside any Haven, the appearance of Miasma seems to be a regular, almost clockwork occurrence. Barriers seem to protect the Havens, blocking poison, Great Beasts and allowing only those who have been invited inside to enter. Hoot, the Guildmaster, has extended you a written invitation - to join her Guild of wayfinders and trail blazers, to understand the Havens and rebuild the world of knowledge that was lost to the Undoing.

## Hunts and Quests

Many Groups need to send their people on missions for food, materials, information, resources and contact with other Groups. It is commonplace for people to band together to achieve more on these outings into the wilderness than they would alone. As such, whether it is daring to hunt a Great Beast, or whether it is a quick outing for some scraps of food, most every creature is familiar with the thrill of the hunt.

## The War Table

Securing Haven is a risky business, and though plenty are willing to share in the riches of Haven, few look to protect it. The War Table is a necessity for the Guild, and allows for the strategic placement of the Guild's limited resources against all manner of Great Beasts, hostile forces, political intrigue, merchant foibles, magical mishaps and *Providence* knows what else. All you have to do is make sure the right information makes it to the ears of the right people, and make the right moves at the right time.

# Character Generation and Standard Character Play

To play Origin, you must create a Character that abides by the rules of Character Generation and the community rules. A player can only have one character at a time and this character must retain the same skills each event with the addition of skills granted by Character Progression and In Game Roleplay. Under some roleplay and mitigating out of character circumstances it will be possible to change a character's core makeup - but permission must be granted from the Game Organisation Desk or relevant IC infrastructure.

A new character for a returning player can be made only upon death or retirement of a player's previous one. Characters cannot be retired and then brought back at a later date, unless special permission is granted. Items, spells, learning and character traits do not carry over from one character to the next and any attempt to do so is considered cheating. Temporary monsterring or NPC characters do not affect your Playable Character's status.

All characters must have a named race. Should a Player wish to adopt an unclassified race, create a new Strength or Flaw, or play a Monster/NPC as a Playable character they must contact GOD first.

Every Player, upon creating a new character will have an opportunity to submit a background to GOD - these are not necessary, but greatly improve Roleplay conditions and game Lore whilst on the field. **Please be aware that backgrounds may be used in an official capacity to create new scenarios for the Players and as such may become an important part of in-game Lore.**

A new character must start with an affiliated Land - this does not necessarily mean that your character is a central part of a Land or Group, but can exist on the outskirts of one and may follow a rough (but not strict) adherence to the Land's morals and aesthetic. It is entirely possible that a character may undergo a change in their affiliated Land or Group or become outcast depending on their character's preferences or personal plot development whilst in character.

Every Character in Origin starts with 1 Hit Point per Location. The Locations are Head, Torso, Right Arm, Left Arm, Right Leg and Left Leg. This means it would take 1 basic hit to one of these to render that location of the Character's body useless. Legs and arms are considered non-lethal locations meaning if one location is reduced to 0 Hit Points, that location is unusable until healed. Someone with 0 Hit Points remaining on an arm will not be able to use that arm, either to attack, parry, pick anything up or cast spells with. Similarly, a leg at 0 Hit Points will not support the weight of the character and the character will not be able to walk. If either your head or Torso are at 0 Hit Points, the Character begins bleeding out or is mortally wounded and is considered to be on their Death Count. All characters (unless under a specific item, spell or racial skill effect) have a Death Count of 3 minutes. This is the time it would take between an attacker reducing the Head or Torso locations to 0 HP, to the character having Perished. Whilst on Death Count, a player can only crawl towards help, gesture weakly or cry weakly (unless under another spell or skill effect, such as Breathless or Death Charge) but cannot use any other Spells or

Skills. After 3 minutes has elapsed, the character cannot be healed or revived and is considered Dead. The player must see a Referee after the end of their Death Count.

Characters can suffer other kinds of damage - through roleplay, a character may gain a Trauma or a Curse, which will be a lasting negative effect that will be more complicated than normal to cure. Likewise, they may gain a Blessing or a Boon, which will grant them longer lasting positive effects. These will be granted for good roleplay and may be given out during intense in game scenarios by Referees and NPCs.

A base character has:

- ❖ 1 Hit Point Per Location
- ❖ A Weight Class and Grapple Value
- ❖ A Race
- ❖ A Land
- ❖ All Free Skills
- ❖ 3 Apprentice Skills or Spells
- ❖ 2 Expert Skillsets or Spellsets

Optional:

- ❖ 1-2 Strengths
- ❖ 1-2 Weaknesses
- ❖ A written background of 500 words or less

Origin allows new players to restructure their existing characters after their first event, no questions asked. Subsequent restructuring of characters may be allowed pending injury, disability, or the Showrunners discretion.

## Important Notes

- ❖ Vocal performance of spells is preferred in crowded or badly lit scenarios.
- ❖ Touch based spells are recommended if your target is in a group or has their back turned and may not otherwise notice a thrown spell hitting them.
- ❖ All Skills can be used on the character using them, including damaging ones, unless the character is unconscious or incapacitated. (e.g. paralysed, on their death count etc.)
- ❖ All Spells CANNOT be used on the player casting them, but can be used on other Characters NPCs and Monsters (unless under the effects of specific Trauma or other roleplay effects) or objects. This includes rituals, as the target player to receive the ritual benefits or detriments cannot be part of the ritualists doing the casting.
- ❖ Multiple Spells and Skills cannot be held and cast at the same time by the same player. Any Spell vocal or performance that is interrupted - e.g. through taking damage or receiving an adverse skill or spell effect, must be abandoned or restarted. The Skill or spell physrep or charge are not used up if it is interrupted.
- ❖ Skills and spells activate and resolve *after* skill performance or vocals have taken place and physrep expended, with the exception of passive skills, or unless otherwise stated.
- ❖ Backgrounds, strengths and weaknesses can be used to generate story in game.

## Lands

*Note: All Lands pull from real world aesthetics, cultures and have inspirational basis therein. When representing a Land, Origin recommends that all players do research into the real world cultures those Lands are drawn from in order to better play their character and pay homage and respect to the people for whom those cultures are of foundational and personal importance.*

- ❖ Lands represent a small proportion of the population of Origin's world. You may wish to play a character from Elsewhere, or someone who is outcast, an outsider or in between the briefs provided here.
- ❖ Origin encourages diverse briefs, and we welcome you writing your own. Where possible we urge you to share those briefs and allow other players to explore them with you.
- ❖ Lands enhance character experience and allow for an extra depth of roleplay. Extra information about your Land will be provided within your personalised player primer where possible.
- ❖ Cities and populations are very small within the world of Origin - with larger settlements having an upper limit of around 5,000 people. Lands will be large but sparsely populated.



## Abalus Vastitas

### The Dustland Archipelago

*Pronunciation: Ah-BAH-luss vahs-TEE-tas*

**Term for People:** Ablian, Dustlander

**Names for Groups:** Phalanx, Nisos, Cohort, Lochos

**Masks:** Gladiator Helmets, Stiffened linen masks, Ceramic masks, Drama Masks: Thalia & Melpomene

**Most Popular Event:** Nythian Games

It is said that Abalus Vastitas is the land of Gods, where deities have many names or faces - upon meeting a stranger, you have as much chance of confronting a deity as you might a hierodule. Most Ablians choose a Patron God to worship and dedicate shrines to, with much of their wealth upholding grand dilapidated temples, decrepit art and centuries of tradition.

For glory and catharsis, an Ablian will do anything. Riches and ownership mean nothing here - hoarding is punished. Only those that can touch true greatness, even a momentary one, are written in the stars. Gladiators, Craftsmen and Philosophers vie for splendour with peers, Hierophants specialise in sacrificial rituals and Bandit Cohorts are a regular occurrence. Elemental magics are not prized and are often chalked up to be the minor blessings of Demi-Gods - a drachma a dozen, as far as a Dustlander is concerned.

The majority of Ablian city-states are ruled by a Triumvirate - The Centurion, The Senator and The High Priest. Each Nisos, or island, has its own way of conducting affairs - and wars are commonplace and fierce between the different cities, seeking glory and the blessings of the gods for their victories. An individual has a far higher chance of being a collateral bloodstain than achieving the Gods' Glory, and yet, ever the Ablians strive upward.

## Darkmourne

*The Black Marshes*

*Pronunciation: dark-MAWn*

**Term for People:** Darns, Mourners

**Names for Groups:** Houses, Dens, Arks

**Masks:** Dark Veils, Mossmasks, Herbal Poultices

**Most Popular Event:** Candlerun

In near perpetual darkness, the Heathlands and Marshes are inhospitable and shrouded in freezing fog. The sparse towns and cathedrals had perhaps once been scenes of Gothic beauty, but are now grim reminders of the times before the ever-night set in. Many of the Mourners have limited sight but are excellent night-hunters and skirmish fighters. Loud speech, Fire and Light magic are scarce and hated here, as any light that gives away a Den's location means certain death. The inhabitants wear net veils to hide their faces and protect from the harsh miasmatic mists. Age is respected, for anyone old enough to have lived to old age has survived horrors, highwaymen and beasts untold.

The undead are an accepted part of life upon the moor and many a wanderer has fallen only to rise again to haunt the quiet highways. Most of the Covens of The Darklands are smaller than those of other lands, often no larger than nine people for quickness of movement. Religion is particularly bleak with the most common god across all the groups being known only as The Stranger - an arbiter of eternal silence, fate and death. Many Spellcasters and fighters here are efficient, specialising in quiet sacrificial rituals, poisons, and trapping. Loremasters are proficient in gleaning what little they can from the heather and shrubs to survive. Those who die rise again, said to be property of Undergods and vengeful spirits. All fear the shapes and ghosts forever winding through the mists - innumerable souls end up following them past the mortal veil.

## Falcon Basu

*The Sand Seas and the Vault of the Sky*

*Pronunciation: Fal-conn Bah-soo*

**Term for People:** Falcons, Bedu, Basu

**Names for Groups:** Madu or The Many, Bedu

**Masks:** Headscarves, Veils, Headdresses

**Most Popular Event:** The Great Game of Ur

The sand-sea, *Basutamtu (Ba-su-taam-tu)* and its rocky outcrops produce numerous difficulties for its populace - not only is it home to vast shifting deserts of mirage heat, arid flatlands and scrubland. It is hemmed in by parched mountains to the north and hot bogs to the south, but the creatures that live here are vast sand-swimmers or sky fiends, some capable of eating men whole. The Falcons have learned to thrive by hunting these giants, primarily for their Ichor - a resource that can be used as sustenance, as fuel for fires, sacrifices pleasing to the gods, as trading items, and as a heat repellent. It is said that some have even used the Ichor to revive Golems that lay dormant under mountains and beneath dunes. Between irregular farming and hunting, Basu people are adept at using every shred of their gains to maximum effect. Teams herd great quarries into traps, crafters work together to produce large hunting instruments and tents. Ritualists purify corrupted areas to allow safe passage and good eating.

The Gods of the Basutamtu are the vaults of the sky - the stars that guide The Many and solidify the senses of direction and time. Constellations are regularly assigned as guardian deities and decorate clothing, tents and weapons. Keeping favour with the Gods ensures that groups will not be led astray whilst travelling, and that their current settlement will remain fertile. Customs are practical and polite, with Warriors and Hunters always eating first in case they are needed to defend or depart quickly, ritual purification observed before meals and after hunts, and the pursuit of useful hobbies and team games. Disparate Bedu groups may meet to pursue larger quarries, for marriages, for Full Moon feasts, and for the Great Game of Ur - a board game played on a vast scale, meant to test the luck and skill of the participants.

## Jade Mountains

*The Xian Path (The Immortal Path)*

*Pronunciation: jayd mown-tayns*

**Term for People:** Jades, Rénmen, Cultivators, Disciples

**Names for Groups:** Temples, Sects, Clans, Brotherhoods, Schools

**Masks:** Miansha, Mili, Jing masks

**Most Popular Event:** Returning Moon, Xian Parade

The highest towers begin from the ground, and Sects in the Mountains are built with immortality in mind - temples dedicated to elements, settling the undead, martial prowess, education and the Great Spirits may be found tucked away in corners where Monsters may not discover the scroll libraries or meditation spots. Jades believe in karmic balance, where good deeds inch the bestower supposedly closer to the Celestial realm of immortals, ruled by the Supreme, and dishonest deeds have a reward skulking in the Netherworld. The Great Beasts here are intelligent and referred to as Spirits, Kami or Shen: with some demanding appeasement, waging war, balancing the natural order, and some even granting gifts that rival those of the immortals or Gods. Some that live in temples often reject the truths of these Spirits, for their power invalidates that of the Celestial Realm. To the lowborn, these spirits represent a glimpse of Heaven and a tie to the worldly elements - many are adopted as ancestor spirits or sect protectors - a cornerstone of respect to your Clan name and your Temple's inherited element (even if you cannot use the magic associated with that element). Ancestor worship allows for Jades to request help from their departed Elders in their journey towards immortality. Each element has a hierarchy in the Mortal Realm - Wood, Fire, Earth, Metal, Water are all believed to create, destroy and interact with each other in specific ways, often leading to alliances being called off between unsuitable elementally misaligned peoples. Mages who are aligned to the Void are unsettling to those of the "pure elements" - their energies have no clear tie to the tangible world, as if they are Spirits themselves.

## Kingsvalley

*The Castled Hills*

*Pronunciation: Kings val-ee*

**Term for People:** Valleymen, Bannersmen

**Names for Groups:** Bands, Banners, Kingdoms, Orders

**Masks:** Gable Hood and Veil, Mummers masks, Helms, Coifs

**Most Popular Event:** Mummers' Dance, Wassailing

Outside tribes say that the Lords of Kingsvalley outnumber the peasants - in truth, few of the so-called royals have any historic claim to a land or throne. Most are bands of brigands who pose as Knightly Orders and sequester themselves in old-world castles, demanding tithes from the vallevmen or raiding the other dilapidated castles. The few True Kings and Queens of the Vale are lofty figures, mythic in scope; their Knights, Squires and Bannersmen the only proof of their existence beyond the tax collectors or Battles between Kingdoms. When Orders are not fighting one another or repelling Nvord raids, they are often competing in tournaments or forging shaky alliances for titles and honours, with the High King or Queen overseeing all.

Between this inter-castle politicking are the peasants, farmers, merchants and spellslingers living a harried existence, dodging raiders and trying to hide their crops. Hardy and proficient in defending themselves as a result, they are used to their lands changing allegiances from one week to the next, and their food supplies being regularly stolen. Miasma in Kingsvalley is transient in nature and a fertile land one year may be rendered completely untenable the next. Numerous are the old-world sanctuaries, now used to worship Providence by the well-fed, where ritual magic is viewed as an abhorrence. Quietly in the glades, Vallevmen practice outlawed worship to Old Gods and conduct their rituals in secret, deepening their bond with their ancestral homes and encouraging the land to grow what may soon be taken anyway. The Vallevmen often live more honourable lives than the knights looming in the hills above, but still there are the rare knights of valour that favour chivalry. Some who fight for their homes often become the next set of false-kings in high castles, and some Bannersmen become heroes. All it takes is a handful of soldiers, a mage, a metalsmith and a leader with an appetite for grandeur to turn a band of freedom fighters into legend.

## Liore

*The Deadriver City*

*Pronunciation: LEE-or (or, LEE-or-eh)*

**Term for People:** Lioran

**Names for Groups:** Crew, Flotilla, Company

**Masks:** Commedia Dell'arte Masks

**Most Popular Event:** Carnivale of the Gods: Masquerade

They say Liore is as cutthroat as it is ancient. It exists in an area torn apart by calamitous miasma. Its people are viewed as decadent and diseased. Ornate Respiration masks and sumptuous, well repaired clothing disguise the scars and sickness beneath, with lucious balls and rowdy parties all held in the ruins of a crumbling city. Few of the buildings are occupied in the deserted urban jungle, and crews of Ruffians and Pirates squabble over the empty city territory in the name of Noble Benefactors. The practice of duelling to settle disputes is common and assassinations to finish them even more so.

The Dead City is blessed with highly skilled traders and merchants, as well as an abundance in water magic. Much of the ruling class of Liore are wealthy merchants, overseen by the ruling Famiglias, 'The Spiders', headed by the Doge and the fabled and unseen 'Council of Eight.' Most Liorans live on their trade ships and are sponsored or hired by wealthy patrons. Each ship has its own minor God or figurehead, and all are subject to the whims of the Stars, Ocean and Weather Gods. The crews wander the oceans and rivers, talented at raiding as well as trade, with Lioran outposts smattered along driftwood coastlines and riverways, their leaders called "Captain" or "Commodore". Priests on the ships are there to appeal to the Gods for good weather and bountiful trades, to predict oncoming storms and phenomena and to uphold crew morale.

## Nvordmyr

*The Cold Rivers*

*Pronunciation: nord-meer*

**Term for People:** Nvords, Ruscs

**Names for Groups:** Raid, Sveit

**Masks:** Animal masks, Hide masks

**Most Popular Event:** Vappu

The Nvords have a special name for the Great Undoing; Ragnarok. They are awaiting the New World, or the appearance of New Gods. In the meantime, the Old Gods are held in high esteem and the Nvords eke out a continued existence along the riverways and the Tundra. Holding onto all that was sacred in the Old-World has made the Nvords gifted storytellers and keepers of Lore. When holding meetings, stories are used to bridge the gaps between differing tribes, mead is the method for healing rifts and violent Holmgangs used to settle them.

The Nvords number many in proficient skirmish fighters and raiders, regularly campaigning downriver to steal wealth and surfs from other Lands. Some Nvord river ships are not for raiding or the transportation of people and goods, but as floating libraries or altars to what has come before. They prize fire magic to keep them warm in the harsh winters, and Seers and Diviners to interpret the Old Ways, and predict the times to come. Miasma here is scarce, thought to be chased away by the Old Gods. Many do not wear masks, even outside of their own land, and are seen as mad or deranged by other lands for doing so. Many Nvords are solitary or live only in small family units, and meet with others only for a few days every moon - some downriver people swear allegiance to Jarls for protection against the wild beasts and other Nvord groups beyond their small settlements.

## Roadweavers

*The Nomad Free*

*Pronunciation: rohd-wee-vers*

**Term for People:** The Free, Weavers, Nomads

**Names for Groups:** Families, Caravans, Bands, Troupes

**Masks:** Kerchiefs, Headscarves

**Most Popular Event:** Silk City

Between Miasma clouds and penned Lands crawl the roads less travelled - the spaces in between - it is here the Free build their lives.

Weavers pass down oral histories of their removal from their ancient lands, all records of which have been surreptitiously scrubbed from the docketts of other groups. Even today, their people are regularly moved on forcibly, though some weavers have found safe spaces to call home and taken root. It is a Weavers point of pride to leave when asked and to obey the laws of lands in which they find themselves (should it be safe to do so), for outsiders are not often treated well; and though righteousness is still the true path (though it does not always beget respect), Landowners do not usually ask them to leave nicely a second time.

As a result, the Roadweaver groups are wily, tight-knit, self-reliant and demonstrate the power of community against authorities. Members of a caravan often have specific, vital roles in their groups, even amongst those who have settled in one place. There are few or no similar Gods or Faiths amongst the Free, often carrying culture, ancient idols and fables themselves, or adopting religions from other lands. Most carry only what is useful, often keeping tradable wealth as small or wearable personal belongings, such as jewellery, weaponry, crystals and idols. A common item amongst the Free are Headscarves big enough to cover two people, used as a welcoming temporary shelter - representing the will of hospitality to others. When preparing for a journey to another land, they regularly trade their current wealth for whatever is the most barterable commodity on their journey or at their destination point; as a result, Weavers often have an expert merchant-diplomat amongst their caravans.



## Saat Sammaan

*The Seven Honours*

*Pronunciation: saT sah-MAHN*

**Term for People:** Samma, Samai

**Names for Groups:** Mula, Prajaa, Castes, Samooh

**Masks:** Veils, Headscarves, Dupatta, Wooden Masks

**Most Popular Event:** Purnima Festival

Past conquerors once took over Saat Sammaan, refined the use of crystomancy and imposed a controlled caste system to allow the Samma to survive the explosive whims of Miasma Monsoons and Creatures alike. These great works have birthed a city unlike any other - it is built on a Riftline, disguising it from many Great Beasts and the rolling Miasma that oft floods the region. The Rift sequesters beings known as the Djinn - creatures that are both there and not-there, an entire community just beyond the veil. This leads many to dub Saat Sammaan as a city of ghosts and spirits, with stories and songs performed to appease their spectral neighbours.

The reality of the Samma is that of responsibility and order - Samma are born into castes and change ranks depending upon their aptitude. The Crowns are the leaders, tacticians and wise-men; each crown leads a Mula, a cell of people that can function as a specialist unit or crew. The Crowns are followed by The Domes - ritualists, scholars and the crystal artificers who record lore and command excursions. Battle Mages and Warriors, known as the Arms, famed for wearing threatening bright colours, uphold the defences of Saat Sammaan. The Gut caste (farmers, medics, alchemists and merchants) keep the populace fed and healthy. The Shank (messengers, crafters and menial workers) toil away for the benefit of all Samai. The Bases are the caste that walk the Rift, keeping peace with the Djinn and acting as justices. Samma individuals can change their cast by proving their worth via challenges to test their Nischay or resolve. Despite the rigidity of the castes and the kaleidoscope between worlds, Saat Saamaan enjoys a steady rate of survival and a thriving society, with regular festivals and widespread education. Everything has its use, every person their purpose. Likewise, peace gives time for moral introspection, with most Samma believing in limiting suffering - they will not display conquests and will regularly observe rites and burials for even the most hated of enemies.

## Tir Tairngire

*The Oldwoods*

*Pronunciation: TEER tan-geer / CHEER chan-gi-ruh*

**Term for People:** Tirs, Tairns

**Names for Groups:** Àlach, Clan, Kin, Kenetlom

**Masks:** Wooden masks, Greenman masks, Woad

**Most Popular Event:** Mòd

The Oldwood wears two faces - the first is that of family. Kenetlom, or Kin-groups are the pillars of Tir society. Elders, Vergobrets and War-chiefs are elected to rule by age and followship - Tairns swear oaths to their leaders in return for protection, education or in the case of vassals and desperate individuals, purely for survival. Fostering and adopting family members is rampant and extremely important for safety from monsters and other Clans, and for the fostered to learn exclusive knowledge from the new school of Kin-groups. Kenetlom suffer as a whole - Families share inheritance equally between heirs, successes are rewarded with equal spoils amongst all within a clan, and all Kin are chastised for the failure or lawbreaking of the individual. Those that break the Geissi, or sacred bonds to their chosen Elder, are punished individually - usually with permanent consequences.

Beyond the boisterous friendly face, the second visage looms beyond - The Otherworld. They say the unseen world breathes miasma into the Oldwood and begets the Undead, Great Beasts and illusory creatures. Rituals here are often akin to parties or ballads, poet-historians (Fili's) recount the oral traditions of their clans, using ghostlights, sacred-glades and natural stone circles to appeal to those that dance just beyond the borders of our sight. Stories are woven of the Phantom Queen, or a nightmare besetting the land since the time of the Undoing. Vergobrets that gain enough recognition are promoted to Rix or King-status, and married to the Gods or Goddess to symbolise their everlasting tie as a protector and keeper to their clans but those whose rule displeases the deities are claimed by the Queen. Druids act as guides between the Otherworld and the Oldwood, sometimes marrying or pledging loyalty between men and spirits to appease both sides and maintain wisdom and tradition of co-existence.

## Yanmashima

*The Dragonfly Isles*

*Pronunciation: YANN-mah-SHEE-ma*

**Term for People:** Yans, Hito, Dragonflies, Bushi

**Names for Groups:** Clans, Bannermen, Buzoku, Ichimon, Island, Shogunate

**Masks:** Kabuki, Mempo, Men-yoroi, Oni-Masks, Uchikatsugi

**Most Popular Event:** Yurei Matsuri

The archipelago is rife with the swish of sails, the clash of swords and the whisper of the brush. Territories abundant in flatlands with farming potential or coastline ripe for fishing are rare in the archipelago - often overcome or poisoned with shifting miasma, or impenetrably studded with mountains and dense forest. Shoguns and warlords vvy for the best lands, training warriors and spies for the purpose of conquering, and installing magistrates to wield the scythe upon victory. The cycle of battle dictates that forests are carved apart for war walls, new tinctures and constructs are researched, and Great Beasts lured to unknowingly aid with wiping out rival clans. Shoguns are as deft in military tactics as they are in diplomacy and subterfuge - warriors, spies and assassins that work under them are often more loyal and honour-bound than their masters. Often ships double as city halls, with great barges and floating towns functioning as entertainment districts where no viable land can be found to house them. Though the fighting may be quick and brutal, the courtly procession afterwards is long, intricate and meditative - no issue too small, and no ceremony left undone.

The hard work of the Yans inspires harder play, and Art across the archipelago is vibrant, prized and excessive, with being a patron to the arts a point of personal pride, and being an artist or performer of any small renown treated with utmost respect. Magic is practised like dance or opera, with many battle mages using a combination between martial forms and high art, using swords to draw calligraphic bloodstains across enemies. Likewise, crafters, mages and artificers are just as honoured. Their creations walk the many Islands of Yanmashima; moving constructs of bamboo and mountain rock - experiments of maddening brilliance that have been commissioned or cast aside by warlords, often left alone to hunt the hulking oni and yokai that hide in the seablown mists.

# Races

In order to play a race other than human, a character must be visually different from a human through the use of costume, make-up, prosthetics, and by adopting a demeanour that characterises the chosen race. Races may have Strengths and Weaknesses that are associated with that species and may provide inspiration for additional Roleplay Prompts and Effects.

Race	Physical Representations	Additional Roleplay
Human	Fleshbags - Humans with strengths of enhanced hearing might have larger, pointed ears, or some with enhanced smell might have a large nose, but for the most part they seem to just look...well, Human.	Humans are easily wounded and scar quickly. They are often short lived and very social, preferring larger groups. They are known for being prideful, ambitious and reasonably adaptive to differing climates.
Wraith	Perfectly Normal Dead People - Wraiths often have peeling skin, exposed bone or extra bone growths, pale flesh, flesh rot, sharp teeth, sunken eyes, shrouds and layers of decaying fabric. Other humanoid species will look different as wraiths, but most will lose all colour in their skin and experience some form of elemental degradation. (For instance, the Orcks might experience oxidation and their skin will become pale and bubbly on the surface.)	Wraiths always try to avoid large quantities of elements that could unbalance them, and all species of Wraith only eat meat and viscera, preferably the fresher the better.  Sub species include the blood drinking Vampyre, the skeletal Draugr, the deformed Myling, the bone Golem, and the Banshee, with all its bone protrusions and wild screams. Wraiths are sometimes harmed by healing Life magic, but can be mended by other means, including surgery, restoration magic, or alchemy.
Orck	With metallic colours and a look that reflects their sharp skeletal structures, this race have shimmering or reflective skin, often scaled with metal plates or filigree. Some even have naturally occurring armour, horns, tusks or claws.	Sub-species include the colourful Ogres, Iron-like Trolls, verdigris coloured Goblins, the blocky Jotun, cobalt-coloured Gnomes or the gold and silver Dwarves. Dwarves tend to be shorter in stature because the metals that make up their forms are rarer, however this is not always the case.  Orcks by nature are exceptionally diverse, but generally have long lives and good memories. Older Orcks can be recognised by the rust and oxidation that occurs with gained wisdom.
Dryad	This Race is closely related to trees - all members of the race have large visible areas of bark-like skin, leaves, mushrooms or grasses growing	Sub species include the mushroom-like Funga, the blossoming Floros, the tiny Korok and the towering Kodama.

	<p>from them and regularly have leaves instead of hair. They rarely have any real difference in terms of gender differentiation, with most being completely agender. Some have extra arms or limbs.</p>	<p>The Dryad absorb sunshine, water and sometimes eat insects as sustenance, but rarely eat food.</p> <p>Most of this species move purposefully but slowly, and usually have long natural lifespans. Many are known to have an instinctive fear of fire.</p>
<b>Sylph</b>	<p>Sylphs are Void and Air based creatures, often sporting colourful or iridescent skin, wings, feathers, carapaces and airy tendrils. Many have antennae to sense changes in magic and wind flow.</p>	<p>Sylph tend to have more nomadic dispositions and are inclined to migrate large distances.</p> <p>Sub- species include the bird-like Tengu, the multi-limbed Dryder, the beetle-like Khepri, the winged Mothman, and the dragonfly-esque Pixi. Regular dealings with the Sylph show that they usually have short attention spans.</p>
<b>Naiad</b>	<p>Naiads can be recognised by their majority aquatic features; gills, fins, seashells, flippers, tentacles, scales and coral formations are all regular occurrences.</p> <p>They generally dislike intense heat - a large number of the species are nocturnal to combat this.</p>	<p>Sub Species include the amphibious frog-like Bunyip, the Corals, the seaweed based Kelpie, the fish-based Mer, mammalian-looking Selkie, and the jelly-like Hiruko.</p> <p>Most Naiads do badly in dry environments and prefer shaded spaces, preferring to stay out of the sun when on land. Very few amongst them can live solely in the water and most are amphibious.</p>
<b>Beastmen</b>	<p>Beastmen or Human-mammal hybrids come in all shapes and sizes, but are most recognisable by their fur, ears, tails and claws, as well as muzzles and grey, brown, black or blonde coloured fur.</p>	<p>Subspecies include the wolf-like Lycan, the proud Sphynx, the incredibly rare Centaur, the robust Minotaur, the bear-based Ursa, and the introverted Mola.</p> <p>Many Beastmen have lengthy grooming rituals and strong family units. They tend to make very fierce fighters and also tend towards superstition more than other species.</p>
<b>Scaleskin</b>	<p>This species is most recognisable for their scales, horns, bright skin colourings and usually raspy voices.</p>	<p>Types of Scaleskin include the horned and colourful Daemon, the fiery Ifrit, the scaled cobra-like Lamia, the fierce Gorgon, the long tailed Naga, and the nocturnal Lampad.</p> <p>A lot of Scaleskins shed their skin on a regular basis. This species particularly dislikes the cold - it is normal for most Scaleskin to be unable to naturally regulate their body temperature, and most spend a great deal of time piling on clothes or sunbathing.</p>

# Strengths and Flaws

## General Strengths and Flaws

A character can have up to two Strengths and two Weaknesses. The player may choose not to have any strengths or weaknesses. Personalised strengths and weaknesses can be suggested and agreed with the game team, but the player must arrange these in advance of an event, and it is recommended that new players try to generate a standard starting character first to learn the game. A Strength or Weakness may only be picked once.

If the Player chooses a Level 1 strength, they **MUST** pick a Level 1 weakness, likewise a Level 2 strength needs a Level 2 Weakness, and so on. Race locked Weaknesses and Strengths can only be picked by a character with the correct race, but can be paired with equivalent Level weaknesses or strengths from the general Strengths and Weaknesses table.

Level	Strength	Flaw
Level 1	<p><b>Favour</b> - One time only, a player may use their favour ability to call upon an NPC that they have talked to for more than 5 minutes, or that is written into character background, to help them. A Ref must be forewarned and the Game Team must be allowed time to prepare the NPC. The NPC cannot be asked to do anything outside their ability, but will help or give information freely if they are able to. Favours can only be granted by NPCs with Human-level intelligence.</p> <p><b>Ancient Knowledge</b> - The character may use this ability <i>one time</i> to gain a small percentage of a cipher for a language. They gain this knowledge permanently, as if their character had known it all along.</p> <p><b>Inheritance</b> - Your character starts the game with a small pack of items, relevant to their Land or character background.</p> <p><b>Double or Nothing</b> - Once per event the character may take two of a random ingredients found during their hunting, foraging or scavenging yield, instead of one.</p>	<p><b>Cut Corners</b> - The player must choose 3 Free Skills which their character has never learned. They cannot use those skills and must learn them IC, or forfeit them permanently.</p> <p><b>Phobia</b> - A character is scared of a specific named Element, Weapon type (1 handed, projectile, etc), named non-human humanoid Race, a named type of Hierophant Magic, Non-Humanoid Monsters or Ritual Magic. The character will roleplay being afraid and wary of the subject of their phobia, and will not actively approach the subject of their phobia, running away if the subject comes nearer.</p> <p><b>Dark Past</b> - An NPC or monster is hunting the character actively, and may appear at any time to hurt the character in question. This Weakness can be better informed by a written character background.</p> <p><b>Starving</b> - The character does not gain any Food tokens at the start of events.</p> <p><b>Debt</b> - You are in debt to some shadowy organisation until your debt is paid (let's face it, it's the post office). Half of any Food Tokens you earn must go to GOD.</p>

		<p><b>Outcast</b> - You went and done something stupid, a Land or race have cast you out from their society and will never come to your aid in any form. This should be expanded on in your character background, with reference to which race or Land you have angered.</p>
<p>Level 2</p>	<p><b>One Shot</b> - Once per event, a character may use a single pre-selected Apprentice skill that they do not otherwise have access to, for ten minutes.</p> <p><b>Sixth Sense</b> - a character may choose ONE sense from Sight, Hearing, Smell, Taste, or Touch. That sense is enhanced and must be physrepped in some way. E.g. Those with enhanced hearing have pointed ears, those with enhanced smell have nose ridges etc. The character, Twice per day, may use sixth sense as per the Enhance Senses spell.</p> <p><b>Font of Mana</b> - The Player receives an additional +1 Elemental Spell or Hierophant Spell per day. If they have both Elementalist and Hierophant skills, or more than one Expert Spellset in either, the player must choose which Spellset to gain the extra spell in. This Strength can be taken once for every Expert Spellset the user possesses.</p> <p><b>Stronk</b> - You are very, very strong. The character gains +1 to their grapple value. (This stacks with other grapple capacity enhancing abilities.)</p> <p><b>Careful Harvester</b> - You're really good at harvesting - this allows you to gather a few more ingredients than normal. Specify whether you would prefer to be good at harvesting Monsters or harvesting plants. You will receive an extra ingredient or two when foraging, harvesting or using the grow skill once per day.</p>	<p><b>Allergy</b> - The player is allergic to one of the following; Herbs, Non-Humanoid Monsters and Monster Parts, Ritual magics or "Heal Wounds" skills. Under exposure to the subject of the character's allergy, the character is afflicted with itching and rashes, and must roleplay as such. After the character has stopped exposure or contact with the subject of their allergy, they will still itch for 20 seconds afterwards.</p> <p><b>Curse</b> - The character is afflicted with a reoccurring curse that can only be cured temporarily. Details of the curse will be known to the player and presented in the Player Primer, and may be based on any written background the Player has provided.</p> <p><b>Forbidden Tie</b> - The character owes a debt to a powerful person or deity, that can be named by the player in their background, or by the game team, and information will be delivered in their player primer. The player must do what their debtor asks, or take a forfeit in game.</p> <p><b>Magically Challenged</b> - The Player receives 1 less Elemental Spell or Hierophant Spell per day. If they have both Elementalist and Hierophant skills, or more than one Expert Spellset in either, the player must choose which Spellset to lose the spell charge in. Players must have taken at least one of the Elementalist or Hierophant spellsets to take this.</p> <p><b>Weedy</b> - The character has a -1 value to their Grapple capacity, down to a minimum of 0.</p> <p><b>Truant</b> - You missed a lot of the classes in survival 101. You must select 5 Free Skills that your character cannot use (which must be named on your Guildcard).</p>

	<p><b>Keen Balance</b> - Twice per day if an effect would knock you down you may ignore it by calling "Keen Balance." Damage should be taken as normal.</p>	<p><b>Sensitive Hearing</b> - If a monster or creature unleashes a roar or screech in your vicinity you must roleplay disorientation and being in pain for 20 seconds. This effect resolves <i>after</i> any other effects have taken place.</p> <p><b>Clumsy</b> - When a character is Disarmed, the character must also suffer a knockdown effect. When the character receives a knockdown effect, they are also disarmed.</p> <p><b>Memory Lapses</b> - You have the worst memory and have difficulty remembering events or details about monsters and people. Flip a coin when recalling information - if the coin lands on heads you may remember correctly, if tails you forget the information, as per the Forget spell. You may try the same flip the next day.</p>
Level 3	<p><b>Ahead of the Curve</b> - The Player can pick an extra Apprentice Skill at Character Generation only.</p> <p><b>Friends in High Places</b> - The character has a patron deity or powerful guardian spirit that allows them to do one of the following once per Event:</p> <ul style="list-style-type: none"> <li>❖ Find out what has happened to a missing ally</li> <li>❖ Look into the possible outcomes of taking a certain action</li> <li>❖ Regain Magic or Skill uses using a Prayer</li> <li>❖ Gain information about something that has happened to another character or NPC.</li> </ul> <p>If no patron deity is included in the Character Background, one will be selected for the player and included in the player primer.</p> <p><b>Absolute Unit</b> - You have muscles enough to ruin a man. The character's Grapple value is increased by +2 (This stacks with other grapple capacity enhancing abilities.)</p>	<p><b>Vulnerable to (Element)</b> - A character must take a "Fatal" to either their Head or Chest Location (player's choice) if hit by any spell of an Element that they are Vulnerable to. The Element must be named on their character card. Mass and Storm spells using the specified Element affect all Locations. Durative elemental spells include a "Fatal" effect as well as their usual effects, as do non-damaging spells. If the character walks into an irradiated area of the element they are Vulnerable to, they will instantly lose all HP on their Chest and Head Location.</p> <p><b>Basic</b> - May only have one Expert Skillset or Spellset at character generation, rather than the standard two.</p> <p><b>Lost Nerve</b> - (Character must have an Elementalist or Hierophant Expert Spellset). If a spell vocal or performance is interrupted before completion, either by taking damage or another effect, the user must expend their attempted spell charge and cease use of that Spell.</p> <p><b>Royal Mode</b> - Character has access to their Apprentice and Expert Abilities, but must forego all Free Skills at character generation.</p>



## Race Locked Strengths and Flaws

Race	Race Specific Strengths	Race Specific Flaws
Human	None	None
Wraith	<p><b>Level 1: Breathless Silence</b> - You are more difficult to detect if you are stealthing as you emit no breathing sounds. You may move 20 paces at a very slow speed whilst using the Stealth skill.</p> <p><b>Level 2: Fresh Meat</b> - Once per day, If you consume the fresh meat of an unresisting, living creature you can regain 1 hit point to all locations after 20 seconds. This will reduce the target's Chest Location as per a "Fatal" call.</p> <p><b>Level 3: Slow Bleeder</b> - The character has an additional minute added to their death count.</p>	<p><b>Level 1: Brittle</b> - You are more susceptible to strikedown attacks, anytime you are struck down AND damaged it affects 2 locations instead of 1.</p> <p><b>Level 2: Scavenger's Delight</b> - Monsters are particularly sensitive to your scent, unless you take measures to cover your scent you will always give yourself away upon any use of the Analyse Skill, and be highly trackable.</p> <p><b>Level 3: Dead Inside</b> - The character is Vulnerable to Life magic. Any Life magic used on a wraith instantly drops the characters Head and Chest locations to 0HP, and they must lie prone and begin their Death Count.</p>
Orcks	<p><b>Level 1: Magnetic Personality</b> - Once per day an Orck can use the Magnetise spell.</p> <p><b>Level 2: By Sheer Size Alone</b> - Twice per day you can use your size to intimidate a monster and make it think twice about attacking you. This can be achieved via a Repel Call</p> <p><b>Level 3: Armorskin</b> - An Orck may have an additional Hit Point at character generation. (Must be taken with the Heavy Metal Weakness).</p>	<p><b>Level 1: Corrosion</b> - Any use of the Drench skill against Orcks also does an additional +1HP damage to the targeted location</p> <p><b>Level 2: All that Glitters</b> - You have super shiny skin, stealth is very difficult for you. You cannot be hidden, nor use the Camouflage skill. Beasts and hunters will be able to track you easily. Flare spells when used within 10ft of the character also do 1HP damage to the Head Location.</p> <p><b>Level 3: Heavy Metal</b> - +2 to character Weight.</p>
Dryad	<p><b>Level 1: Wood for the Trees</b> - Once per event you can meld with a tree and render yourself invisible to sight, as per the Stealth skill. You must be against a tree or plant and this Stealth lasts for up to 3 minutes.</p> <p><b>Level 2: Strong Limbed</b> - The dryad has multiple limbs and can Grapple up to two characters at</p>	<p><b>Level 1: Fire Bad</b> - You obviously hate fire, you won't engage any Fire based creature and the Heat or Burn spells will also reduce a single Arm or Leg location to 0 HP (player's choice).</p> <p><b>Level 2: Don't be so Hasty</b> - You must move at a slower pace than other creatures. The Dryad takes</p>

	<p>a time, using their maximum Grapple Value on both targets.</p> <p><b>Level 3: Photosynthesis</b> - 1 minute at rest in the sun or a single Flare spell will restore 1 Hit Point to all Locations. The Dryad cannot be in shade, under cover or move during the 60 seconds. This effect includes Dryads who are on their Death Count. If this strength lifts you from your death count, return to play as normal.</p>	<p>an additional 10 seconds to recover from Strikedown or Disarm effects.</p> <p><b>Level 3: Slow Regrowth</b> - A Dryad will take an additional 10 seconds per Hit Point to Recover when being healed by the Heal Wounds Spell.</p>
Sylph	<p><b>Level 1: Hive Mind</b> - Once per day, the Sylph may send a one word message telepathically to any other Sylph. You must know the receiving Sylph's name. They do not know who is sending the message nor where it is coming from.</p> <p><b>Level 2: Featherweight</b> - Lowers a character's weight class by -1 to a minimum of 1.</p> <p><b>Level 3: Carapace</b> - The Sylph cannot be harmed if hit on their back, but their front Chest Location can be damaged as normal. This must be Physrepped by a hard shell or armour that looks as though it is part of the Sylph's body. The carapace cannot be larger than 50cm x 80cm, and cannot wrap around to the front of your body or over your head. This Skill counts as Armour and Carapace does not stop Bolt damage. Carapace must also be mended via the Mend skill.</p>	<p><b>Level 1: The Liiiiiight</b> - At night you are drawn towards light of any kind, and will actively seek out luminous objects. You are still in control of your actions, but any glowing monster or fire nearby will always catch your attention over almost everything else, bar saving your own life. Light and Fire spells and spell balls hold the same attraction for you.</p> <p><b>Level 2: Plughole</b> - The water magic spells, "Purify" and "Waterstrike" render the character unable to breathe, as if affected by the Breathless spell for a minute.</p> <p><b>Level 3: Soft Underside</b> - Sylphs breathe through their skin, rather than their mouths. As such, it is impossible to wear any form of armour (apart from Carapace) on their chest or head location, including light armour and mage armour.</p>
Naiad	<p><b>Level 1: Gills</b> - A Naiad will recover from Breathless straight away, as opposed to the usual 20 seconds of roleplay, and can utter one word for every 20 seconds whilst under the effects of Mute.</p> <p><b>Level 2: Moist</b> - Can call "No effect" on any Fire Spell 3 times Per Day. This can stack with Fire Affinity.</p> <p><b>Level 3: Starfish</b> - Twice per day, a Naiad may choose to defer</p>	<p><b>Level 1: Shortsighted</b> - Will double the duration of the Blind spell (if the character is unaffected by any other abilities or effects) to a total of 40 seconds.</p> <p><b>Level 2: Vicious Hangover</b> - If the Naiad is poisoned or has a trauma affliction, the effect may: double in damage output, double in duration or double in potency. This weakness is at referee discretion, please see a ref if you gain a</p>

	<p>Head or Chest damage to a limb in order to avoid dropping to their Death Count. The amount of damage must be transferred wholesale; for example, if a Fatal call is deferred, the Character must still take the standard 5HP on the limb of their choosing instead.</p>	<p>disadvantageous effect.</p> <p><b>Level 3: Under Pressure</b> - You can't speak or call out as normal whilst on Death Count. Being grappled actively hurts the character, and anytime a Grapple occurs the character loses 2HP. If the character is already on their Death Count, the Naiad loses 10 seconds from their Death Count.</p>
<b>Beastman</b>	<p><b>Level 1: Sniff</b> - Once per day, a Beastman can touch another creature and Sniff it to determine what type of species a creature is, if that type is known. E.g. Golem, Vampire etc. This can be used in conjunction with other skills, such as Track.</p> <p><b>Level 2: Pack Mentality</b> - If you are reduced to a Dying state within 10 feet of a specific named character, written on your Guildcard you may add 1 minute to your death count.</p> <p><b>Level 3: Never Unarmed</b> - You never count as being unarmed in a conflict. Use a dagger with a coloured ribbon or an appropriate phys-rep to indicate you are using your claws. This dagger isn't disarmable or shatterable under any circumstances. Can be used with "Ambidexterity" to have a pair of un-disarmable claws.</p>	<p><b>Level 1: Bit of a Stink</b> - If there are too many people or monsters around or if your sense of smell is overpowered, you must roleplay being disoriented and in pain.</p> <p><b>Level 2: Man's Best Friend</b> - The Command Spell will be more effective on certain Beastman, and it will be possible to issue a 3 word Command Spell that the Beastman must obey, or, if only one word is used, the Beastman must obey the Command for an additional 3 minutes. See Command.</p> <p><b>Level 3: Masterless</b> - The player must choose another player character that must be named on their Guildcard. If the chosen character reaches the end of their death count and dies, the Beastman permanently loses 90 seconds from their death count.</p>
<b>Scaleskin</b>	<p><b>Level 1: Sticky</b> - Once per day, a Scaleskin can call "no effect" on a Disarm effect or spell that would make them drop a weapon.</p> <p><b>Level 2: Natural Venom</b> - Once per day the character may use a charge of Sleep Venom to put a target to sleep. They must use a 1 handed weapon in order to dispense the Venom, or they must have a physreppable LARPsafe spine or talon.</p> <p><b>Level 3: Thermal Senses</b> - Three times per day, you can tell if a monster is nearby by looking for its heat signature - this will even</p>	<p><b>Level 1: Cold-Blooded</b> - The "Quakes" effect lasts for 40 seconds instead of 20, as if the Scaleskin is shivering. "Purify" will also make a Scaleskin "Quake"</p> <p><b>Level 2: Taste What You Smell</b> - If a creature has a noxious odour it affects you more. You must roleplay being disoriented and in pain for 30 seconds.</p> <p><b>Level 3: Shedding Skin</b> - Water or Fire Magic will cause the Scaleskin a huge amount of irritation (unless has an Affinity with one of the types of magic, they cannot be resistant to both</p>

	<p>work if the creature is actively camouflaged. This works as per the Enhanced Senses (sight) spell, and requires Ref presence.</p>	<p>and take this Weakness), and they will have to use both their hands to itch themselves for 20 seconds after any Water or Fire spell has been cast on or within 10 paces of them. They can place their weapons down voluntarily first. They are able to continue as normal afterwards, and they are allowed to cast spells during the itching action.</p>
--	--	---

## Free Skills

These abilities are open to any character at character generation and are not specific to Expertise. A Player can pick as many of the Free Skills as they like. You do not need to include Free Skills on your Guildcard, unless you are missing some of them as per a Weakness or if the player so chooses. (All, unless stated, are Skills).

**Buckler** - Use of small shields up to 20 inches or 50cm in diameter. (Physreps must abide by the Origin Weapon Policy, which can be found [here](#))

**Forage** - The player may go out into the hunting ground twice per day to look for food and ingredients. They may come across foraging points or monsters that they can harvest. A player cannot use both of the uses of their Forage skill in the same Hunt or Quest session. (See: The World of Origin: Hunts and Quests)

**Grapple** - This Skill allows characters to move, carry or resist being moved or carried by other creatures. Creatures and objects can have an IC weight that Grapple can be used to overcome. An attempt to Grapple a creature must be roleplayed by placing a hand on the intended target's shoulder or upper arm (or anywhere along its torso or body if the target is non-humanoid) and calling Grapple. You may only Grapple one target at a time.

A base character has a Grapple Value of 1. This means they can successfully Grapple an unresisting character of Weight 1. Armoured and large creatures weigh more, therefore Grapplers may need to work together to perform a successful Grapple. An unresisting creature of Weight 5 will need 5 creatures with Grapple Value 1 in order to be moved. Unresisting, unconscious, or creatures on their Death Count can only be moved once the Grapple Value has equalled or exceeded their Weight. Counting out loud when you join a group of Grapplers lets the target of the Grapple know when their Weight has been lifted. Players must keep track of their Grapple Value, and their armoured and unarmoured weights.

Grapple does not interrupt durative effects such as Death Count or Paralysis, but a successful Grapple can be used to interrupt Spell vocals and performances. If a Grapple is interrupted and the Weight of the target exceeds the current Grapple Value, the target is dropped and may resume their previous actions. A character may contest a Grapple attempt by placing a hand on their opponent's shoulder and

calling Grapple in return. Whomever has the highest Grapple Value (or if Grapple Value is the same, highest Weight) wins and the victor holds the loser stationary. The loser is then considered to be unresisting, and normal Grapple rules can commence.

**Instruct** - Once per day, a character can choose to instruct another creature in any Ability they are currently in possession of. Character Progression rules must be obeyed (see: Character Progression). The instruction must begin and end in sight of a referee, and roleplay should include elements of the ability you are trying to teach. For example, demonstrating a spell and helping another character practice spell vocals, or studying the movement or theory behind a skill together. Instruction sheets should be filled out to keep track of character progress. Only 1 ability can be taught per session. Abilities may take multiple sessions to learn, and a ref will be able to tell the instructee when they have successfully learned the studied ability. It is considered unless told otherwise that a character can only be instructed or instruct one ability at a time. (see: *Downtime*, for more information.)

**Light Armour** - (See *Stacked Abilities*)

**Literacy** - The Character can read and write very simple script in common tongue (OC: English, for the purposes of this game), but cannot read or write any "Expertise" documents written with Advanced Literacy. These include Research papers, Dossiers, Blueprints, Ritualised or Religious texts, Coded texts and Pact Documents.

**Numeracy** - The character can count and can do basic or complex arithmetic.

**Pray** - All characters can beseech a Deity, Element, Force or Spiritual entity for aid. The character must be conscious, have one or more Hit Point on their Head and Torso and be able to speak or perform a Prayer. The Pray skill must be performed within sight of a referee, who will tell you if the prayer is successful, or if it may have an effect later on in play time. The prayer can have a number of effects, and may be used to grant a number of temporary benefits or detractors to any *other* player, NPC or monster. If more people take part in a prayer it may have greater effect.

**Read Maps** - The character can interpret basic information from geographical maps and create simple directions (but cannot accurately map out a landscape for long term use).

**Single Handed Weapon** - Use of one handed weapons up to 42 inches or 101cm in length. A strike from a standard 1 handed weapon does 1 HP of damage to the targeted location. one handed weapons can also count as Blunt or Bladed weapons depending on physical appearance, which will have different effects on different Monsters. (Physreps must abide by the Origin Weapon Policy, which can be found [here](#))

**Thrown Weapon** - Use of coreless throwing items up to 18 inches or 46cm in length. A strike from a standard thrown weapon does 1 HP of damage to the targeted location. (Physreps must abide by the Origin Weapon Policy, which can be found [here](#))

# Stacked Abilities

An ability that can be taken multiple times across different skill trees is referred to as a “stacked” ability. These skills/spells strengthen and reinforce each other to cause additional effects the more duplicates of a stacked ability you have. Examples include “Armour” skills, “Heal Wounds” as well as abilities like “Physique” and “Ritual.”

**Affinity** - (Skill only) The Mage has trained their body, or been born into, an affinity with an elemental magic that they are proficient in. For example, a Mage who can use Light Magic would have an automatic Affinity with Light. Affinity for an element grants resistance to all spells from that specific Elemental Spellset, cutting durative spells down to half of their usual time (20 seconds cuts down to 10 seconds, for example), and negating any damaging effects of that spell, though knockdown or extra effects may still occur. Miasma of the same Affinity Type also has less effect on the possessor of this skill, meaning a character can survive 3 full minutes in thick miasma before dropping to their death count. Affinities may also:

- Grant favour with specific gods or beasts
- Alter foraging outcomes
- Give more information when dealing with the Affinitous element.

**Analyse** - (Skill only) An analyst can observe a creature in order to gain information about it. Upon encountering a creature, object or context, the player must notify a ref, then spend a suitable amount of time studying, testing or engaging the target in order to learn about it. The ref will then disclose the information the user has gleaned. A player may also Analyse another player, instead asking the target to show them the section of their Guildcard relevant to the skillset used, or asking a ref to do it for them after appropriate roleplay. Any answers the player receives from Analyse may vary depending on their roleplay, time spent studying the target, and what type of the Analyse skill they have. Stacked uses of Analyse will return a wider picture of the target’s function and abilities according to the user’s own expertise, and will return quicker results.

**Armour (Light, Heavy, Mage)** - (Skill) Wearing Armour bestows additional HP to any location where the relevant type of Armour is covering over half the area of that Location, and must be visible or heavily implied via use of costume. Armour skills also allow the user to mundanely repair armour of the same type, as per the Mend ability, with each Armour skill the character possesses counts as one stack of the Mend ability. Different types of the skill can be stacked, allowing a character to wear, for example, light armour underneath heavy armour for a total of +3 HP and weight. HP bestowed by armour is non-native and cannot be used if the Armour is shattered or has lost all efficacy due to damage. Bolt calls ignore Light and Heavy Armour when calculating damage. Bolt calls do not go through Mage Armour.

*Origin does not recommend use of excessively heavy metal armours due to potential for personal injury. Be aware that the player chooses to wear heavy armour at their own risk.*

Armour Type	HP value	Added Weight	Appearance
Light Armour	+1	+1	Medium leather hide, studded leather, or naturally occurring armour such as bark, shell, etc.
Heavy Armour	+2	+2	Maille, plate and substantial armours made of sturdy and inflexible materials.
Mage Armour	+1	+2	Armour that looks magical - may include runes, symbols, or scripture.

**Evaluate** - (*Skill*) Two times per day, the user of this skill can accurately evaluate the worth, some potential uses and origin of any In-Character item or resource. The skill can also be used to detect forgeries, as well as any lies a creature may be telling about an object or resource. The Evaluate skill will give reference to the disciplines of the user. Uses of the stacked Evaluate skill will give more information about the object in reference to the Users specialties and expertise.

**Heal (Wounds)** - (Durative Touch Skill / Durative Touch Spell) (*6 charges per day. +6 charges per day for every Heal stack possessed.*) The player is using their skills to Heal their target using roleplay that is relevant to the type of healing being performed; for example, an Apothecary might use balms and potions in order to heal, a surgeon may bandage or stitch a wound, a Life Mage may draw upon native energies from the world around them, whereas a Priest might call upon a deity to heal the target.

The player may use one charge of the Heal Wounds ability to heal their target 1 Hit Point on a single location for every 20 seconds they are in contact with their target. The player may use 2 charges of the Heal Wounds ability to upgrade it to 1HP per location for every 20 seconds they are in contact with their target. For every additional stack of the Heal Wounds ability, the player can heal an +1 HP for every 20 seconds of healing roleplay. For example, if a character is both a Life Mage and a Surgeon, they can spend 1 charge in order to heal a target 2 Hit Points on their Head Location after 20 seconds of roleplay. A character who is an Expert Apothecary, Life Mage and Restorationist would be able to heal another creature 3 Hit Points per location for 20 seconds of contact and two spell charges.

- ❖ The target's Death Count is frozen whilst any Heal Wounds ability is being performed.
- ❖ Stacked uses of Heal Wounds which include a spell (i.e. the Restorationist and Life Mage uses of Heal) component cannot be used on the caster themselves.
- ❖ Other durative effects such as Paralyse, Burn, Quakes etc. persist whilst Heal is being performed, and are not affected by the Heal ability.
- ❖ If the Heal ability is interrupted before 1HP is returned to the target's Head or Chest location, the target must resume Death Count as normal.
- ❖ Only Native HP can be restored via Heal - armour cannot be repaired via Heal Wounds.
- ❖ The player may indicate to their target how many Hit Points are being recovered per 20 seconds by holding up the relevant number of fingers as an OC action.

The player may indicate which Location or Locations are being healed by indicating those Locations through spell vocals and roleplay.

**Lie** - (*Skill*) The user, so long as the falsehood is plausible, will always appear to be telling the truth. The Lie skill will help the user omit things they don't want known, even under the influence of skills such as Deja Vu, Alchemical concoctions, and others.

Stacked uses of the Lie skill make the user's falsehoods near impossible to detect, except under extreme circumstances such as a truth-based Pact, or a Sanctuary of Truth.

**Mend** - (*Touch Skill / Durative Touch Spell*) The act of repairing armour, weaponry, objects or items that have been broken. Mend repairs armour 1HP per location for every 20 seconds spent roleplaying repair. Using 2 charges of the ability upgrades the spell to repairing 1HP globally for every 20 seconds in contact with the target. For every additional stack of the Mend ability, the player can repair an extra +1 HP for every 20 seconds of mending roleplay. Mend as used in conjunction with 'Armour' abilities, can only be used as a stacked ability if the user has the relevant Armour ability, for instance, characters possessing only Light Armour cannot Mend Heavy Armour. A character with Light armour and Restorationist would only be able to use their Restorationist's Mend to repair Heavy Armour but could stack the abilities to mend Light Armour for 2HP per 20 seconds. Mend does not affect Native HP. Only Magical charges of the Mend Skill can restore Mage Armour.

**Physique** - (*Passive Skill*) Whether you are a Trickster who has spent years bending bars and avoiding capture, or a Surgeon adept at holding down flailing patients, time in the field has made you hardy and strong.

For every Taskmaster: Expert Skillset possessed, the character gains an additional Native +1HP to all locations, and +1 to their Weight.

**Research** - (*Skill*) Once per day the character can develop an idea in their chosen field of Expertise. For instance, research into the creation of rechargeable magical items if they are a Crafter or Artificer, or they may wish to research the manners and customs of other Groups if they are a Diplomat. Each use of the Research skill takes an hour of roleplay, can be aided by another creature with the Research skill, and can be informed and augmented by studying other creatures, objects, Spells and Skills. Research must begin and end within the sight of an informed Ref. Research forms including characters and players involved, methodology, explaining experiments and any used items or abilities must be submitted for every session completed. Roleplay that is relevant to the attempted research will be rewarded. For example, a Biologist conducting research into the effects of an unknown herb might test it on a subject to find out what it does. Answers to Research may not be immediate and may be cumulative over multiple sessions. Once started, if Research is interrupted it may be resumed again within 15 minutes, otherwise the session must be abandoned, and the skill used. An hour can also be spent converting successful Research into a Dossier or Blueprint so the information can be stored,



sold, traded or held as an IC item. Having a Blueprint also speeds up the time necessary to reproduce the Blueprint's item or effect. Blueprints cannot be read without the Advanced Literacy Skill.

A team of Researchers can comprise up to five people with the Research skill. Scholars with the Lead Research skill can coordinate research between up to 15 Researchers in order to achieve better or faster results, so long as at least one Researcher is an expert relevant to the question being looked into. Every Loremaster: Expert Skillset possessed allows an extra Research session to be completed per day, or can be used to speed up currently undertaken Research. For group research to be sped up, all Researchers must be using the same amount of stacked Research skills, or the median average value applies.

**Ritual** - (*Spell*) In service of your beliefs you perform your sacred duties with fervour and dedication. Rituals allow communication with those powers higher than yourself. A character may use Ritual spells to perform a ritual or rite, beseeching a deity, spirit, power or faith to help you enact their will or grant powers or detriments to friends and enemies alike. Rituals can be used to worship a Higher Power, ask a Higher Power for assistance or information, cure a creature of a latent condition and much more. Any Hierophant: Expert Spells can be used in a Ritual setting and Rituals can be used to gain more effective results than the standard spells can, including improving durations, effects, increasing number of potential targets and durations, and targeting creatures who aren't physically present. Rituals take longer and require more complex performances than their Spell counterparts. Rituals should include performance and artistry that is relevant to the object of your worship and what the goal of your ritual is. Location, participants, shrines, offerings and outside influences may all affect the result of a ritual. It is possible for Rituals to fail and have unintended negative effects. Rituals must take place within sight of an informed ref.

Rituals can include up to 5 characters with Hierophant Expert or Apprentice Spells. Priests in possession of the Lead Ritual skill can lead Rituals up to 15 characters total, and can lead Rituals pertaining to disciplines that they are not experts in, so long as at least one of the relevant experts is taking part in the ritual. For every Hierophant: Expert Spellset possessed, (or the Exorcism or Dispel Spells), the character gains a point in Ritual ability which increases the chance of an attempted Ritual being successful. Group Rituals include the ritual points of all participants.

**Sustain** - (*Durative Touch Spell*) So long as the caster is in contact with the target and spell vocals or performance are continuous throughout, any durative condition the target is suffering is frozen and endures, including Death Count, Mute, Paralyse, etc. Casters of the Stacked Sustain spell are not interrupted in their spell vocals when damaged, as per the Unflinching Will Spell, though they must take damage as normal. The caster falling to their Death Count, losing contact or being rendered unconscious will interrupt a Sustain spell.

# Taskmaster

Taskmasters specialise in feats of physical prowess. They are the front line of warriors or quick and capable scouts that can serve as defenders or aggressors. Apprentice Taskmasters are often squires, guards or hunt guides. Expert Taskmasters are often the foodwinners and resource gatherers for their groups. Taskmasters are often instinctually at one with the environment, thriving under the pressure of a fight or taking up only the most daring of physical challenges. All Apprentice and Expert Taskmaster abilities are assumed to be Skills.

## Apprentice Skills: Taskmaster

*(Skill-based only)*

Each new character is allowed to pick a total of 3 apprentice skills from across the 4 ability pools (Taskmaster, Loremaster, Elementalist, Hierophant). The character will only be able to select Expert skills from within the same pools from which they've chosen apprentice skills from. For example, if a character has no Apprentice skills in the Taskmaster pool, they will not be able to pick any expert skills in the Expert Taskmaster pool, such as Surgeon or Defender.

**Ambidexterity** - Allows the dual-wielding of any single-handed weapons up to 101cm or 4ft in length. Can be combined with the "wand" Hierophant Apprentice skill (see "wand").

**Projectile Weapons** - Allows the use of bows or crossbows, and all coreless throwing weapons up to 42 inches or 101cm. (Physreps must abide by the Origin Weapon Policy, which can be found [here](#))

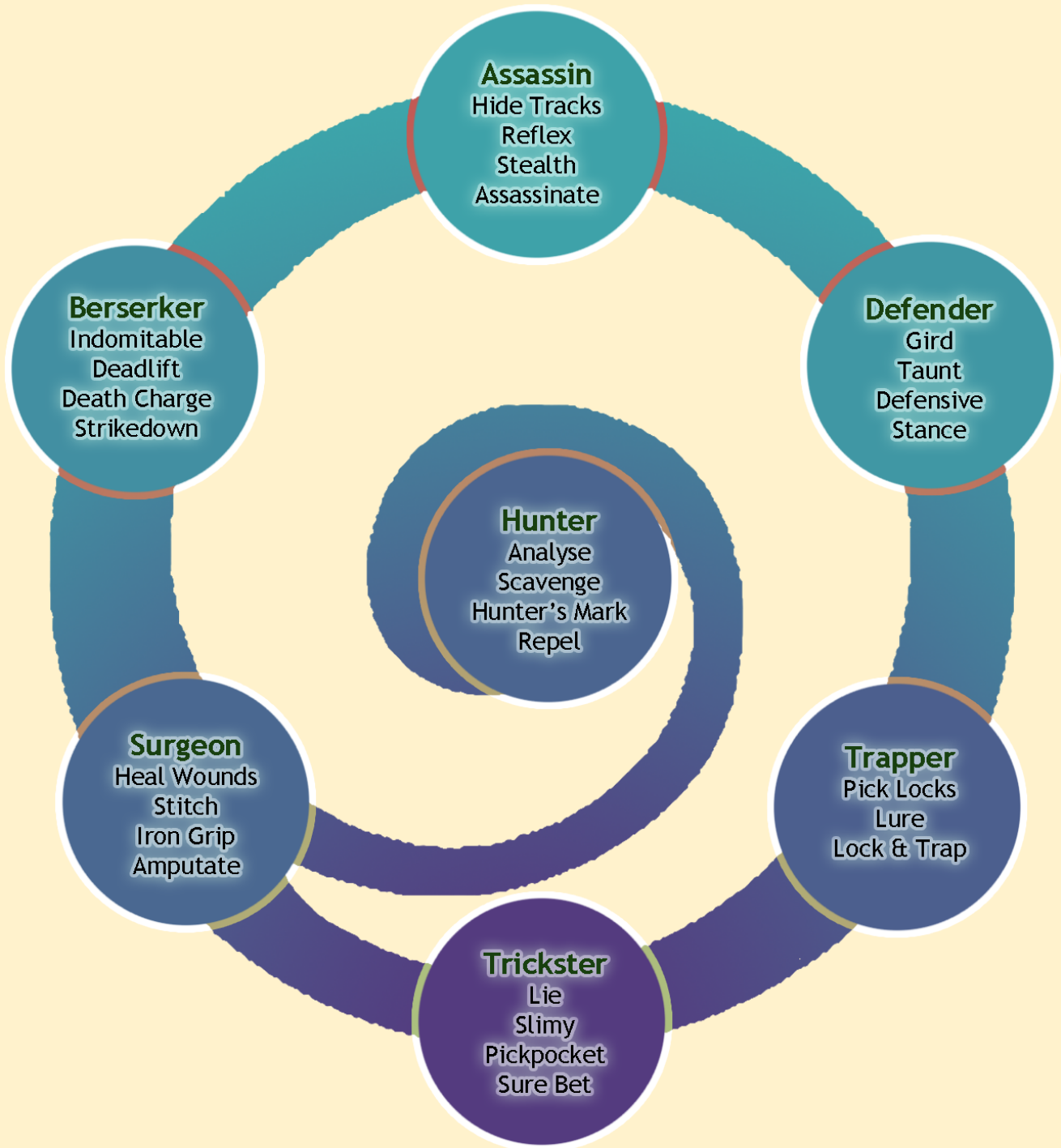
**Heavy Armour** - *(See Stacked Abilities)*

**Shield** - Use of defensive accessories up to 6ft by 4ft or 183cm x 120cm. A shield strapped to the body still protects the wearer if it is hit instead of the player. A worn shield cannot be shaped around the body like armour, and a character is only allowed one shield each. (Physreps must abide by the Origin Weapon Policy, which can be found [here](#))

**Weapon Master** - Use of all weapon types up to 7 ½ ft. or 229cm in length. (Physreps must abide by the Origin Weapon Policy, which can be found [here](#))

## Expert Skillsets: Taskmaster

For every Taskmaster Expert Skillset purchased, the character gains a stack of the Physique Skill (See *Stacked Abilities*)



## Assassin

**Hide Tracks** - Once per day, you may use this skill to hide the movements of yourself or another creature, making them more difficult to track. In order to perform the action, you must spend 3 minutes of roleplay hiding footprints, cleaning touched objects and disguising scents. If you are trying to hide a crime or misdeed, you may place a Hide Tracks token on the subject of your misdeed e.g. someone you've just assassinated, into a chest you've stolen from or on a trap you've hidden. Likewise you can hide the tracks of a group or monster by spending time roleplaying and then informing a Ref.

**Reflex** - Twice per day, you are quick to recover from a blow, and you may call "Resist Strikedown" to any effect that would knock you off your feet. You must still take the damage from any attack as normal.

**Stealth** - Twice per day, a character may hide themselves and will be undetectable to other creatures. In order to be considered hidden, the character must be concealed by stationary terrain or objects (not including shields or people), over half their body must be concealed from view. You cannot move whilst using the stealth skill, with the exception of very slow head movement, otherwise the skill is considered expended and other creatures will be able to see you. You can use the Stealth skill *after* readying your weapon or spell vocal, however speaking, making calls or using another skill will instantly end its effects. If another creature sees you enter Stealth, the skill will not work on that creature. You may be seen by creatures under the Enhance Senses Spell whilst using Stealth.

Any accidental hit or spell that connects must be taken as normal, and the Stealth skill will have failed upon receiving damage or the user having moved. In order to show you are using the Stealth skill, the player must hold two fingers tightly together in the air.

**Assassinate** - Twice per day the character may take an uninterrupted 20 seconds to prepare to kill a target. The user must remain unseen and behind the target and within weapon reach during this time. The Player may not use other skills whilst preparing this one, unless they are already in effect (such as Stealth). The target must be struck successfully on the head or chest location with a one-handed weapon with "Assassinate" being called or whispered upon success. Assassinate penetrates Light and Heavy Armour but does not go through Mage Armour.

It is recommended that a ref be present and watching before this skill is used against other player characters. Upon an uncontested whisper of "Assassinate" the targeted character must drop to 0 Hit Points on the relevant Head or Chest Location and begin Dying, unless another skill negates the Assassinate Skill, such as Defensive Stance, in which case they must call "No Effect".

## Berserker

**Indomitable** - Once per day, a Berserker can choose to negate an Elementalist, Taskmaster or Alchemy Skill or Spell that they are affected by, that has a duration of 20 seconds or longer, including effects such as Breathless, Hunter's Mark and any sustained poison effects. Indomitable cannot negate the effects of any Blessings, Curses or Traumas. For the purposes of roleplay, it is considered that the skill user has overcome the effect duration in a period of focus or a fit of seething anger, and shouting, chanting, roaring, hitting oneself to regain control, or other roleplay flourishes must be shown for 10 seconds in order to consider the skill use successful.

**Deadlift** - Twice per day, a Berserker may double their Grapple Value for 3 minutes by consuming a unit of food.

**Death Charge** - Once per day when a Berserker enters a Dying state, they can instead choose to use their Death Count in order to attack or pursue their enemy. The Berserker *must* chase after or attack any enemies in their path, or continue attacking, otherwise they must fall down and continue their Death Count. Any character using this skill cannot use any other skills, spells, or communicate. The character's HP on any location cannot fall below zero whilst in the Death Charge state, however any location which was not already on zero HP that receives damage, must be counted as losing the relevant amount of HP.

Strikedown effects must still be taken, but the player is allowed to get back up and resume their charge. The player cannot be healed whilst using the Death Charge Skill, but can be healed if they resume their normal stationary Death Count before it reaches zero, so long as they are not under any additional effects. Whilst using the Death Charge skill, the Execute call has no effect. The Death Count must be continuous throughout all Dying processes. A character that has begun their Death Count by calling out for help may not use the Death Charge skill. Likewise, if a player wishes to stop using the Death Charge skill, they cannot call out for help, speak, or move for the remainder of their death count.

**Strikedown** - Three times per day, a player may call Strikedown whilst parrying or hitting another combatant to send their target flying. The strike knocks the target off their feet for 10 seconds or more, whether the hit has connected or has been parried. If the Strikedown lands upon a location, it will deal damage to the struck location as normal.

## Defender

**Gird** - Three times per day, the character may choose to negate a single successful damage call made against them, by treating it as successfully parried or shielded instead, by calling “No effect: Gird”. Every time Gird is used the player must consume 1 unit of food before it can be used again.

**Taunt** - The character must announce that they are Taunting a target, by indicating the creature they wish to gain the attention of, and roleplay insulting or goading that creature into focussing their attack on them. The taunt will only work on creatures with sub-human intelligence. The Taunt ends as soon as the character ceases goading the enemy verbally.

**Defensive Stance** - Two times per day, the character may assume a Defensive Position, with their weapon and/or shield raised in a guarding stance. Whilst the Defensive Stance is in effect, the player may only move within 3 paces of the position where the skill was activated, may only parry blows, and may not move to attack.

The user cannot cast spells and must keep their guard up, but may communicate and taunt as normal. Whilst this skill is in use, the player ignores all mundane damage, they cannot be knocked down and their weight class is increased by +2 points whilst the skill is in effect. Magic can still harm the skill user, and any spell effects must be taken, however the skill does not end unless the user is reduced to a Dying state, or is moved or grappled away from their initial start position.

**Disarm** - Twice per day the character can choose to parry a blow and through quick thinking and movement, can disarm their opponent. This skill can only be used on monsters or players that are wielding weapons, or in rarer cases, where weaponry can be loosened off a creature’s body. The skill user must parry another droppable weapon with a heroic swing (keeping other players’ safety in mind) and call Disarm. The target must drop the weapon safely, and if they are able, can retrieve it after 10 seconds. This skill can also be used to disarm specific traps.

## Hunter

**Analyse** - *(See Stacked Abilities)*

**Scavenge** - Once per day, this skill allows the character to retrieve extra monster matter, items or other objects from the natural environment by roleplaying searching for it. This may include combing through ruins, monster nests, dead creatures or sites of interest. Please complete scavenging roleplay in the location or with the monster or fauna you wish to scavenge from within sight of a ref, then proceed to GOD for your scavenge rewards.

**Hunter's Mark** - Twice per day, this Skill allows a Hunter to track, follow or encounter specific creatures that the character has analysed or tracked before. Hunter's Mark can be used to force an encounter with a specific creature if lots of information is known about it. The intention to track or place a Hunter's Mark must be announced to a Referee, either near the creature the Player wishes to Track, or before entering the Hunting Field, so an encounter may be set up.

**Repel** - Three times per day, a fearful force pushes the targeted Player directly away from the caster for 20 seconds. The Character can speak under the effects of repel, but will be unable to use any spells, items and weapons or defend themselves. If the targeted player comes up against an obstacle and cannot retreat further, the player is expected to cower or roleplay trying to escape until the end of the spell duration. They must act panicked and repulsed.

## Surgeon

**Heal Wounds** - *(See Stacked Abilities)*

**Stitch** - This skill enables the player to temporarily stabilise a Dying creature. After 20 seconds of roleplay, the surgeon will have performed rushed surgery in order to allow a Dying creature to survive. The target's Death Count is frozen whilst the Stitch skill is being performed over 20 seconds, and resumes if the Stitch skill is interrupted before it is complete. Upon successful use of the skill, the target can then move and walk slowly, using support from another player. Their Death count is paused after a successful Stitch, and will remain paused until the target receives healing, the target uses a skill or spell, is damaged, or targeted by any other spell or skill, however they are still considered to be in the Dying state, and can be Executed. Stitch can also grant a single Hit Point back to all limb locations when a character is not on their Death Count. The target will not be able to fight with the limbs but will be able to perform gentle basic actions like walking.

**Amputate** - Once per day, using surgical roleplay, the character may spend 20 seconds using tools to remove a limb from an Unconscious, Grappled, Dying, Dead or Willing creature. This can be used on Monsters to debilitating effect. The player must announce to a ref their intention to use this skill on a monster, and must call "Amputate" once the 20 seconds of roleplay have elapsed.

**Iron Grip** - Twice per day, a surgeon may automatically succeed on a contested Grapple (see Grapple) by calling "Irresistible Grapple". This only works on normal sized humanoids, and will succeed against any creatures with the "Slimy" skill.



## Trapper

**Pick Locks** - Twice per day using relevant tools and Roleplay, the player can pick or dismantle locks. The amount of time taken to pick a lock will reflect how difficult the lock is to pick. Ref presence is needed whilst lockpicking.

**Lure** - Four times per day, a Trapper may lure a creature by placing a lure token on a target and placing another lure token on the area, object or creature they want the target drawn to. Ref presence is needed for the Lure to take place. Lure may work better if the "Lure" used is appealing or necessary to the target. Food tokens may be used to further entice creatures. Items the Trapper wishes to use as part of the Lure must be handed to the Ref before Lure roleplay commences. Both Lure tokens must be placed within 3 minutes of one another.

**Lock and Trap** - This allows for the specialist creation or dismantling of traps and locks - using an hour of relevant crafting roleplay once per day, a character can make or disassemble roughshod traps or locks in order to ensnare creatures. The player will know of trap making techniques unique to their Land or Race which will be given to you in your player Primer. A Ref must be present or informed at the beginning and end of all trapmaking processes. The character can also use this time to experiment with new trap techniques. If Trapmaking or dismantling time is interrupted before completion, it may be restarted again within 15 minutes, or abandoned if a time longer than 15 minutes elapses.

The player may set a trap once per day. Setting Traps requires 10 minutes of adequate roleplay and a Trap lammie, with a relevant physrep. Please inform a Ref of the location and type of any placed traps or locks on the hunting field. The player may then return to the trap after an hour to see what they have caught. The Player may be able to force an encounter with specific creatures if they have tailored the trap correctly, otherwise they have a random chance of catching something in the wilds. Outcomes can be altered via quality of roleplay. The trap used has a chance of being broken each time it is used.

## Trickster

**Lie** - (See *Stacked Abilities*)

**Slimy** - Four times per day, where a Trickster is conscious and resisting, they may slip out of a contested Grapple scenario by calling “No Effect: Slimy” and must roleplay throwing the assailant off them. Slimy fails against an “Irresistible Grapple” call. Likewise, a Trickster can escape traps and bonds by using Slimy and notifying a Ref, the trap will still have triggered.

**Pickpocket** - Once per day, this skill allows you to thief a pocket, bag or unlocked chest by placing a Trickster token into the targeted container without being noticed. Inform a referee of the use of the skill. You may name a sought IC object or commodity. If that item is present you have successfully stolen it. If no named item is present you receive one at random. If the trickster chooses or chances to steal food, they receive all available food tokens in that container. The Referee will hand you the items you have stolen, if any, after the encounter has taken place. You may pick up another pickpocket token from the GOD desk the following day.

**Sure Bet** - Once per game, the Trickster may use a Hidden Ace token in an In-Character bet or game in which they have a high, but not certain chance of losing, in order to automatically win. The game or bet must not be a foregone conclusion, and must be heavily reliant on chance. Sure Bet can be roleplayed as a successful attempt at cheating in a game or bet, or as a lucky play at the user's discretion. The roleplay must be decisively one or the other, and the character cannot switch between the two. A Hidden Ace token must be used after the terms of the game or bet have been discussed or announced, but before the game or bet has reached completion, and before knowledge of certain defeat or victory has been gained. Ref presence is recommended. The subsequent roleplay must announce the character as the winner.

# Loremaster

Whether an experienced creator or a wise purveyor of information, Loremasters can be relied upon to take the smart solution to any problem. These masters come in many forms, from Merchants to Bookkeepers, from people of science to politicians. Regularly they are the behind-the-scenes masterminds who orchestrate quests, or better yet, supply them. These smart fellows come in all shapes and sizes, but one thing can be said for sure; it is far better to have your wits about you, and have these talented individuals on your side, than it ever would be to bet against them. Most who do find a finely crafted dagger in the back, poison in their belly, or worse.

## Apprentice Skills: Loremaster

*(Skill-based only)*

**Advanced Literacy** - The Character can read and write fluently in common tongue (OC: English, for the purposes of this game) and create and decipher texts that require Expert linguistics, such as: Research papers, Dossiers, Blueprints, Ritualised or Religious texts, Coded texts and Pact Documents. Advanced Literacy is needed to write and compile Dossiers, Blueprints, Ritualised or Religious texts, Coded texts and Pact Documents.

**Cipher** - The Character can read the Cipher specific to their Land (information given as part of your Player Primer). If the character moves to a new Land during their lifetime, they must learn the Cipher for their new Land during play.

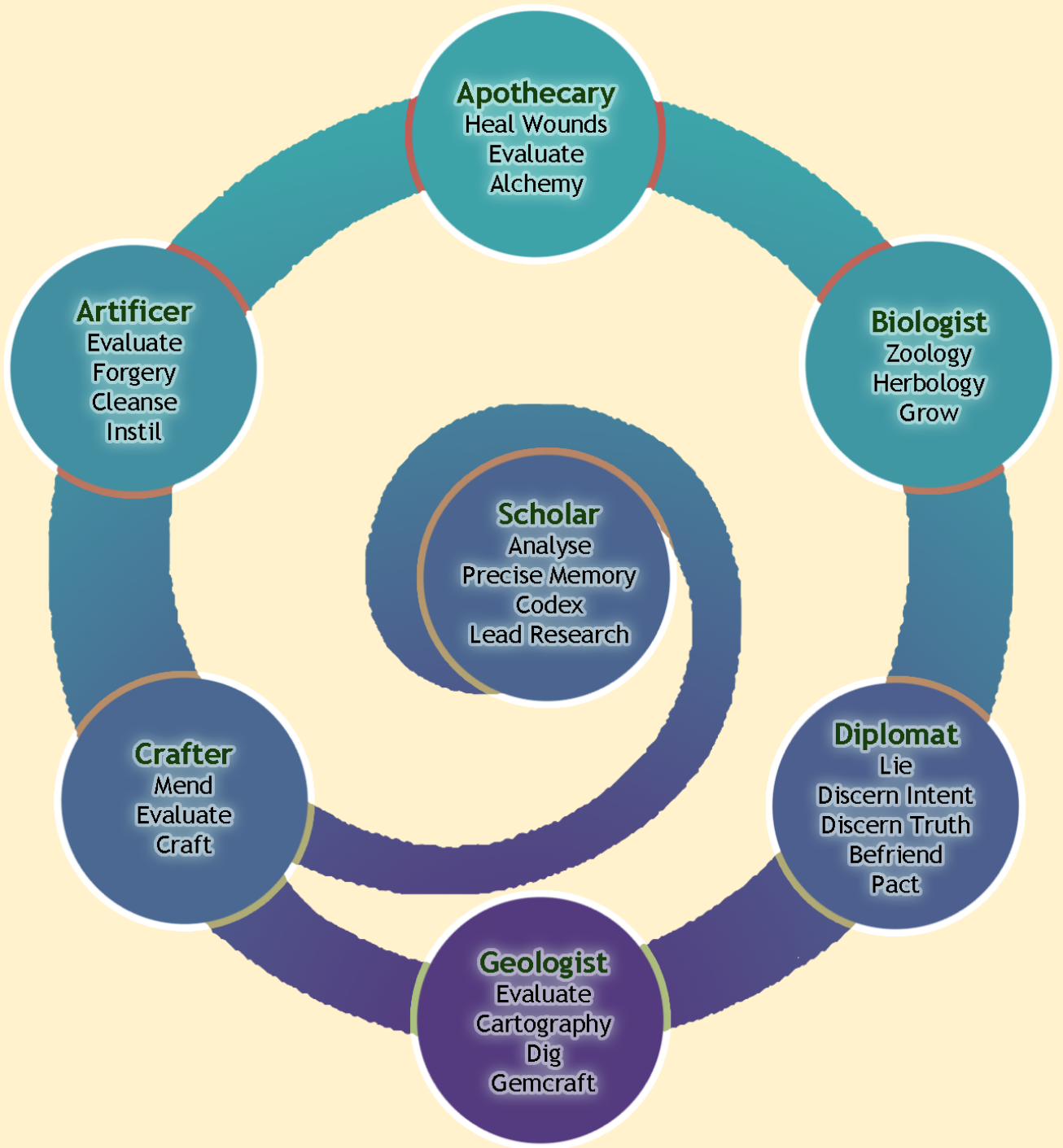
**Insight** - *(Once Per Day. Ref must be Present)* Deep thinking and concentration leads the character to having an insight into a problem. This can be used to bolster a skill such as Codex, which might help to translate a specific letter in an untranslated alphabet, or it can be used to gain solutions to more general problems.

Roleplay for this skill can include debate or conversation, or practising something that is related to the question you are trying to ask. The more relevant the type of roleplay, the more likely you are to receive a helpful answer. Solutions may not be immediate, and there might not be a solution at all depending on the question asked and the context with which the character is in.

**Quick Witted** - *(Once per day)* When working alone, a research session takes half the usual time.

# Expert Skillsets: Loremaster

For every Loremaster Expert Skillset purchased, the character gains a stack of the Research Skill (See *Stacked Abilities*)



## Apothecary

**Heal Wounds** - *(See Stacked Abilities)*

**Evaluate** - *(See Stacked Abilities)*

**Alchemy** - Alchemy has several specialist fields and can be picked multiple times to gain access to more of them. These expertise fields include Potions, Poisons, Pigments, Materials and Explosives.

Using up to an hour of suitable roleplay per day, the Alchemist can study concoctions in order to find out their composition or effects, or use that time to create their own concoctions. Herbs and natural materials are necessary in the production of Alchemical matter, and studying their effects before mixing them into concoctions is recommended (Biologist - Herbology skill).

If Alchemy study time is interrupted before completion, it may be restarted again within 15 minutes, or abandoned if a time longer than 15 minutes elapses. Any interruption may have negative effects on your research.

## Artificer

**Evaluate** - (See *Stacked Abilities*)

**Forgery** - Once per day, the Artificer may copy an object, item, blueprint or weapon with a special attribute and make a replica that appears to possess the same properties, magical or mundane, but will break upon use of its special property. The Artificer may also use forgeries to develop their understanding of the real equivalent, either by breaking them or studying their pattern.

**Cleanse** - Three times per day, the artificer is capable of cleansing a person, item or object of any unwanted physical properties. After 10 minutes of appropriate roleplay of drawing energies, specific effects or properties out of an object, the artificer will have successfully cleansed the object. This can be used to get rid of poison, some kinds of Miasma or removing evidence of a creature's presence. Please consult a ref upon use of this skill.

It is possible for an Artificer to cleanse an object too well, for instance, leading an alchemical ingredient to lose all potency. Likewise it is possible to not cleanse well enough, stopping a material from functioning properly when crafted into something, therefore lowering its quality. Success in cleansing may depend upon research and knowledge of the material and skill use context.

**Instil** - Three times per Day, an Artificer may do any of the following:

- ❖ Spend 3 minutes creating scrolls that store magical charges. The scroll will last until the end of the *next* event, must be issued by GOD, and cannot store multiple charges of the same spell. The user may store another character's magic within the scroll but the caster must be present during the creation of the scroll. Some scrolls may have stipulations on who can use the resulting scrolls and these will be listed on the item.
- ❖ Use 3 expended Hierophant spell crystals, or 3 expended Elementalist magic charges of the same Element or type in order to imbue an object or a Spell crystal with a charge of the spent spell or an elemental magic charge. They can use this to place a spell in a weapon, trap, scroll or other object. The item will store the most powerful copy of the spell that has been cast, so long as the 3 charges can co-exist (e.g. 2 Fire charges and Water would not mix, but Two Fire charges and one Mass Fire charge would create a mass Fire spell). This requires 20 seconds of relevant roleplay, transferring energy between crystals or gathering elemental energy in one spot. The expended Mage charges must be within 20 metres of one another. The Artificer must tell a Ref if they are trying to instil "Storm" or "Mass" spells. The object will be indicated as having that spell Instilled via a scroll, given at GOD. The scroll's power will dissipate at the end of the *next* event. The resulting spell crystal or Elemental magic may be used as normal by anyone holding the relevant object, who can complete the relevant spell performance or vocals and tear the attached scroll.
- ❖ After cleansing an object, an Artificer may choose to instil a perfectly cleansed material or object with a property from another material, object or ingredient, by spending an in-game resource that possesses the desired

property. This must include appropriate roleplay, such as pasting herbs on top of an object in order to infuse that object or material with a specific property. This requires a longer period of roleplay and a ref must be present. The instilled property will last until the end of the *next* event.

The Instil skill may be more successful upon research into specific properties, materials or elements. If the time taken to use the Instil skill is interrupted before completion, it may be restarted again within 15 minutes, or abandoned if a time longer than 15 minutes elapses. Any interruption may have negative effects on your product or research. Instilling an object may be done over multiple sessions and employ the use of ritual and/or research skills.

You cannot re-Instil Spells that have already been Instilled.

## Biologist

**Zoology** - Once per day the Biologist can study specific monster or species behaviours or materials gleaned from monsters, such as scales, fossils, guana, fur, organs, blood, venom and others. This can allow specific insight into habitats, yearly cycles, migration, hibernation and a myriad of other factors that would be useful for identifying a monster, material or NPC. The user of this skill might also be able to tell what properties an organic material has, such as a type of scale lending itself well to special armour properties. A Biologist can use this skill to classify and name species, allowing for easy cataloguing of species information. This is a particularly useful skill for crafters and apothecaries, whose recipes depend on knowing what materials will make a successful product.

**Herbology** - (Once per day) Biologists specialise in being able to glean information from organic matter, and herbs are no exception. Using an hour per day of research time, a Biologist will be able to examine herb matter, such as plants, roots, seeds, flowers, leaves etc. in order to study the effects and applications of specific herbs and materials, as well as plant cycles and monster diets. This is a particularly useful skill for crafters and apothecaries, whose recipes depend on knowing what materials will make a successful product.

**Grow** - The Biologist may spend an hour per day cultivating samples of different types of organic matter. Biologists can choose to specialise in one of the following: Fungi, Flowers, Seaweeds and Corals, Vegetables and Vegetation. The Biologist can use this skill to cultivate a home-grown supply of one type of growable ingredient at a time. Harvests may depend on the ingredients' growth rate and a number of other factors. Be aware that large food sources attract attention, as they are rare in the world of Origin. This skill can also be used to regrow decayed flora and fauna that aren't fully dead.

## Crafter

**Mend** - *(See Stacked Abilities)*

**Evaluate** - *(See Stacked Abilities)*

**Craft** - *(The Crafter Skill can be taken multiple times at both character generation and as character progression so the Player can achieve more than one area of expertise.)* Crafters must choose an area of expertise in which to specialise; these include Smithing, Glasswork, Masonry, Tailor, Toolmaker and Carpenter.

Monster parts are regularly used in the pursuit of all these skills. The Craft skill allows the recognition of forgeries or fake items within the crafter's realm of expertise after 10 minutes of careful studying of an object. This skill also allows insight into how an object might be constructed or replicated, and how to dismantle an object. Crafters can use this skill once per day to experiment with and find out the properties of materials relevant to their specialist areas, or use that knowledge to create an item or object. Please see your Player Primer for more details on specific crafting techniques and Land-specific specialties and blueprints. If research or crafting time is interrupted before completion, it may be restarted again within 15 minutes, or abandoned if a time longer than 15 minutes elapses. Any interruption may have negative effects on your research. Crafters can spend 10 minutes once per day to repair a shattered item, armour or weapon. The item will not be usable whilst the repair is being conducted.



## Diplomat

**Lie** - (See *Stacked Abilities*)

**Discern Intent** - (*Twice per day*) The player can read another player or NPC's body language, and glean their intent from that information. The player must ask a referee to tell them the intent of their target, or act as a go-between to ask another player of their intent. The Diplomat will then receive an answer of "peaceful" "neutral" or "nefarious" from the referee. Discern Intent can also be used on some specific monsters, though it is mostly effective on humanoid creatures.

**Discern Truth** - A diplomat may spend 3 minutes conversing with a creature in order to tell whether it is Lying or telling the truth about a particular subject. The NPC or player can confirm this themselves by using a statement of "Lying", if they are in fact knowingly lying, "Unsure" if the answerer doesn't know if what they are saying is true, or if an NPC needs referee intervention, or "True", if the creature is telling the truth. The NPC or player has to be aware they are Lying in order to confirm it, so even if the information is false, but the Player or NPC believes it to be true, the result will still be "Truth." Any creature with the "Lie" ability can answer using any of the three declarations to the Discern Truth skill, as they wish. This skill can be combined with Truth potions, Pacts and Sanctuaries in order to better ascertain the truth.

**Befriend** - (*Once per day*) The player must engage an NPC or another player in meaningful conversation for 3 minutes, wherein the player must announce their intention to befriend their target. The target will then be unusually predisposed to give up information on themselves, their Land or Group, local knowledge or other plot relevant information. Instead of knowledge, the skill user can ask to be owed a favour, or ask for an NPC's help, who, if registered with a referee, can perform an extra action for them later on during play, within reason. The player can ask a favour proportional to the amount of meaningful time spent engaging with that NPC. Quality of roleplay will greatly affect how this skill can be used and pursued, so including elements of hospitality, gifts to the NPC, or even studying local customs and politeness beforehand will gain the player better results. We recommend ref presence in order to use this skill. This skill can also be used to pacify angry NPCs or players, using conversational aspects and good roleplay.

**Pact** - Once per day, using a pact document, the diplomat can broker a pact between two parties.

The pact must:

- ❖ Be entered into willingly by both parties
- ❖ Be upheld by the diplomat
- ❖ Have IC leverage against both sides of the pact, be it HP, character death, food, weapons, favours, blessings, etc
- ❖ Have an agreed cut for the diplomat presiding over the pact, even if that sum is nothing

If the pact is broken by either party, the remaining party receives all leverage after the diplomat has taken their cut. If both parties break the pact, the diplomat

receives all accrued leverage. The diplomat must oversee the regain of any missing leverage, if there is any.

Pacts can:

- ❖ Be used to pay for goods or services at a later date
- ❖ Be used to broker peace or avoidance agreements
- ❖ Be used to divvy monster parts or forages
- ❖ Be used to settle Land disputes
- ❖ Be used to recognise familial ties, blood oaths and marriages
- ❖ Be used to make agreements between spirits, gods and other creatures

Each pact will be recognised by a relevant authority from the users Land, indicated on the provided pact document.

## Geologist

**Evaluate** - *(See Stacked Abilities)*

**Cartography** - The Geologist has the ability to make and produce highly accurate maps, as well as accurately exploring and recording local geographic information. To create an accurate map, 45 minutes of roleplay is required and the results will be more accurate depending on the amount of Geologists helping, the area covered and studied, and use of tools or magics in the aid of this skill. Other types of map can be created with the use of other skills, such as magic or Miasma maps, tunnels, maps to aid the war table and others.

**Dig** - The Geologist has the ability to spend 30 minutes per day excavating a site in order to glean information about the local area, historical occurrences, local magic, and to search for treasure. Results will vary depending on the location of the dig site, the amount of Geologists helping with the dig, how many digs have already taken place in that location and what kind of magic there is in the area. Specific research using this skill may also allow for the gaining of historical information on ruins, settlements, roads, rivers and so on.

**Gemcraft** - A Geologist may use their research time in order to refine mineral or crystalline material into a more usable form for the purpose of making jewellery, storing spells or general crafting.

## Scholar

**Analyse** - *(See Stacked Abilities)*

**Precise Memory** - *(Ref needed)* A Scholar can use the Precise Memory Skill to recall any details that they have heard or been a part of in conversation over the course of an event, the contents of which cannot be confirmed as truth unless the Scholar had used the Discern Truth skill in the conversation they are trying to recall. The Player must ask a ref to confirm any details of the conversation in order to recall accurate information.

**Codex** - Allows insight into ancient texts, other languages and alternative forms of communication. The scholar will receive bonus information, depending on their performed research, Land, background and language difficulty into the translations and solutions to other languages, codes and ciphers. A referee will grant the user of this skill an advantage in cracking a code or translation, whether it be the translation of a single word, or an idea of which letters may be which in a cipher. A scholar may also have access to another Land's cipher as part of their Player Primer upon character commencement. Please list which Land's Cipher you would like as part of your character background.

**Lead Research** - *(See Stacked Abilities: Research)* This skill allows the coordination of multiple forms of research in order to ascertain a greater collective truth. Better results will be achieved if each individual researcher is interrogating a specific part of the overall question being asked, and relevant experiments are being performed in order to gain that knowledge.

# Elementalist

Whether raised by the sound or the roaring sea, or the great rumble of Earth beneath the stampede, Elementalists are one with their environment and surroundings. From the flow of pressure and wind down to the sparkling light reflected in dew-drops, all creation is yours to experience. Elementalists are specialists in using & manipulating the forces that govern the world, be it to harm or help. Many are skilled scouts, wisemen and warriors trusted by the will of nature itself. Elemental magics are won by pure instinct, and many are cultivated by spending long times amongst miasma and the wilderness beyond the safety of groups or cities.

Elemental spells **cannot** be used on the character casting them. This includes stacked spells such as Heal Wounds, Sustain and Mend. Elemental spells can be used on both objects and creatures, with the exception of the Life element which may only be used on creatures.

All elemental magic spells are either:

- ❖ **Touch based** - Where the user has to be in contact with the spells intended target. This may need to be held for a duration to be effective. Non durative touch spells can have their spell vocals made, and can then have the call effect delivered via touch within 30 seconds of the initial spell vocal.
- ❖ **Infused** - Where a caster can infuse their magic into a weapon for a short period of time.
- ❖ **Thrown** - Where a spell ball must be thrown and connect with its intended target in order to work, using coloured throwing weapons provided by GOD.

To use any thrown elemental spells, the target must be at least 5m away from the target for safety purposes. Please use common sense when throwing spells, and keep the force of the throw proportional to the distance from the target.

It is assumed that unless a specific skill has been granted, the base amount of spell charges per day is 6. New spell charges at the beginning of the day must be collected from GOD. Elemental Magic spells must be dropped and left once used, unless a specific skill allows the retrieval of used Spells. Used spell balls will be collected by a ref or by monsters or players after an encounter.

An example of a spell vocal could be:

- ❖ *'With flow of water I drench this creature so that the fire upon it may be extinguished, and it may return to health. PURIFY.'*
- ❖ *'May you gaze into the bright eye of the sun, so you may be hurt as ants are, under a looking glass! LIGHTSTRIKE!'*
- ❖ *'Life flow through me and collect in my hand so I may steal away this creature's life force and remove them from my sight. By my hands, death takes you. FATAL.'*

Alternatively, the player can choose to use hand signs, movement, performative dancing or martial arts for the same duration to cast the spell. We recommend touch-based and verbal casting of spells in dark or crowded environments for safety and clarity purposes. All magic vocals and performances are expected to be at least

10 seconds long, and “strike” spells, or sustained spells like “Burn”, “Breathless” etc, must have longer, more flavourful Vocals and performances.

## Apprentice Skills: Elementalist

*(Spell-based only unless stated)*

**Decontaminate** - Once per day a character may use this skill to cleanse an area up to 3m in diameter of a single type of Elemental radiation by spending 1 Hit Point per Location. If the character has an affinity to the type of decontaminated element, it will do 1 Hit Point to an area of the Character’s choosing. If Weak to the decontaminated element, the character takes 2 Hits Points per Location, and if Vulnerable, the Character must drop to 0 Hit points Globally. Appropriate roleplay is expected - the player must be seen to draw the elements that are radiating in their surroundings towards them. Decontamination is painful for the character doing it, so roleplay of discomfort and pain is expected.

**Glyph** - Once per day the Elementalist may spend 10 seconds with appropriate spell vocals or performance to draw a Glyph that contains one of their Spell Charges. GOD will provide the user with a relevant hidden envelope to store their Glyph in. Please inform a Ref of where the Glyph is drawn and the Glyphs purpose. The Spell Glyph is considered hidden as per the Protectionist Spell ‘Hide’ to all but the caster. This spell will then be unleashed on the first creature who touches that Glyph. The Glyph lasts until the morning of the Next day. The Glyph can be detected using skills such as Enhance Senses. The Glyph once drawn cannot be moved, nor placed on a moving or magical object, otherwise the glyph activates immediately. Glyphs can be removed using relevant skills such as Dissipate.

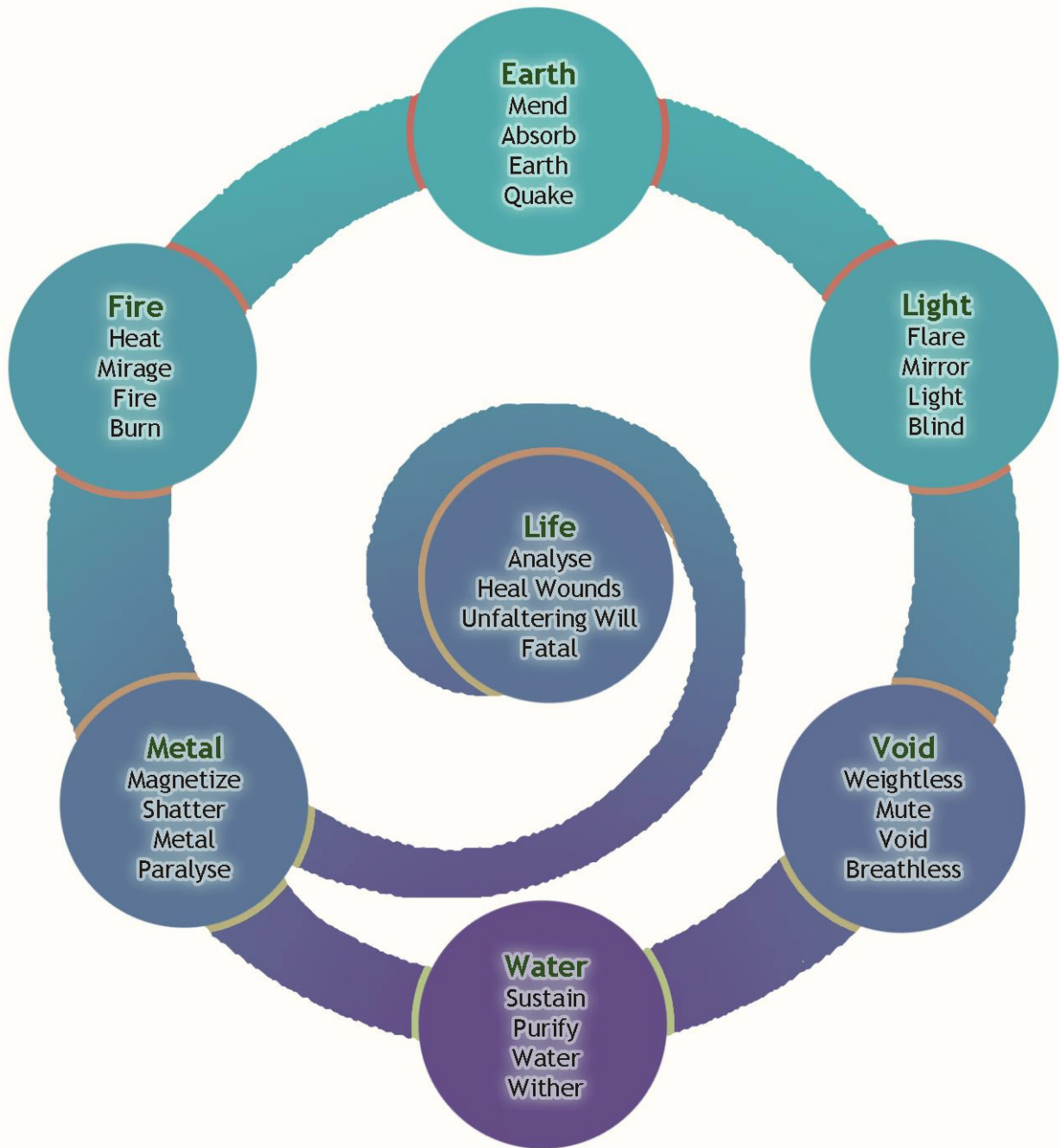
**Mage Armour** - *(See Stacked Abilities: Armour)*

**Slingshot** - *(Skill)* Use of a slingshot or throwing aid for any spell requiring a Thrown Spell component. Physreps must be below 20 pounds of draw and be fired from at least 5m away from the intended targets. All fired shots must be coreless and greater than 3 inches in diameter, with no sharp points. The Slingshot should look in-character where possible. Nerf guns and other flingers are allowed so long as they are unaltered, they are only used to fire 7cm soft foam balls and they meet Origin safety standards. (Physreps must abide by the Origin Weapon Policy, which can be found [here](#))

**Wand (Skill)** - The Character can cast any Elementalist or Hierophant skills through a Wand or a Rod (any single handed LARP-safe weapon that looks like a wand, rod or short staff (cannot be bladed and must look magical) that is under 42inches or 101cm in length. (Physreps must abide by the Origin Weapon Policy, which can be found [here](#)). If the character also has the weapon master Skill, they may use a staff of up to maximum length. (See Taskmaster: Apprentice Skills - Weapon Master) The Wand can be held at arm’s length and Spell cast through it, however in doing this, the spell can be parried by hitting the wand and will not work if contact is broken with the intended spell target during Spell casting. The Spell is expended if it is parried as normal.

# Expert Skillsets: Elementalist

For every Elementalist Expert Spellset purchased, the character gains a stack of the Affinity Skill (See *Stacked Abilities*)



## Earth

### (Green Spell Balls)

**Mend** - (See *Stacked Abilities*)

**Absorb** - (*Touch*) Allows the caster to take on any negative effects, such as Curses, Traumas, temporary weaknesses, or spells with a duration, such as “Paralyse”, “Burn” “Quakes” etc. from another NPC, player or creature, the player must then take the damage or effects as normal, ignoring elements they have affinities with and roleplaying the transference of the effects onto themselves.

**Earth** - (*Thrown, Infused or Touch based*) After making the necessary spell vocals or performance, the spell can be cast one of 3 ways;

- ❖ **Thrown** - The caster must use a thrown spell ball to cast their spell. The caster must be at least 3m away from their target. Upon a successful hit of any bodily location, the caster may call “Earthstrike.” The target will be dealt 1 point of Earth damage to every location and be knocked prone.
- ❖ **Touch** - The caster must make the necessary spell performances or vocals, and within 30 seconds Touch the target on their head or chest. Upon a successful contact, the caster may call “Earthstrike.” The target will be dealt 1 point of Earth damage to every location and be knocked prone.
- ❖ **Infused** - The caster may infuse a weapon with the spell. The next hit from that weapon will do “Earth” damage and deal one hit per location, plus an additional -1HP to the location struck upon the target creature (though it is not knocked prone). The weapon does not need to be wielded by the caster. A weapon cannot hold the charge longer than 3 minutes, and cannot hold multiple charges of the Earth spell. The caster may give the weapon user their spell ball to represent the element within their weapon, which must be dropped once the spell is used. If the weapon is parried the spell is expended without damage.

**Quake** - (*Touch*) Upon successful delivery of the spell, a Targeted Character can cast spells but must drop any held weapons or objects as their entire body shakes. Whilst this affliction is in effect, the player will lack coordination and even things such as picking something up or walking in a straight line will require monumental effort. Staggering, shaking and twitching are all expected actions. Quake lasts for 60 seconds and continues throughout the death count. Targets on Death Count cannot crawl towards help but can still call out.

## Fire

### (Red/Orange Spell Balls)

**Heat** - (*Touch*) Heats an object instantly. If concentrated on a touched arm, weapon or tool it will disarm the weapon user. This must be indicated in the spell vocals: Disarm: Heat.

If this spell is concentrated on a damaged limb, it can be used to return 1HP back to an arm or leg Location if that location was previously on 0 Hit Points. Spell vocals must be used to reflect the cauterising effects of the spell, and the target of the spell is required to roleplay significant pain. The spell cannot be used to stabilise a torso or head location at 0HP. This spell has no effect if the target has an affinity with fire, however items are still heated as normal.

**Mirage** - (*Touch*) The caster sends an illusory wall of fire after the target, making them retreat for 20 seconds. The call for the caster is “Mirage: Repel”. A fearful force pushes the targeted Player directly away from the caster for 30 paces, or 20 seconds, whichever comes first. The Character can speak haltingly under the effects of repel, but will be unable to use any spells, items and weapons or defend themselves.

**Fire** - (*Thrown, Infused or Touch based*) After making the necessary spell vocals or performance, the spell can be cast one of 3 ways;

- ❖ **Thrown** - The caster must use a thrown spell ball to cast their spell. The caster must be at least 3m away from their target. Upon a successful hit of any bodily location, the caster may call “Firestrike.” The target will be dealt 1 point of Fire damage to every location and be knocked prone.
- ❖ **Touch** - The caster must make the necessary spell performances or vocals, and within 30 seconds Touch the target on their head or chest. Upon a successful contact, the caster may call “Firestrike.” The target will be dealt 1 point of Fire damage to every location and be knocked prone.
- ❖ **Infused** - The caster may infuse a weapon with the spell. The next hit from that weapon will do “Fire” damage and deal one hit per location, plus an additional -1HP to the location struck upon the target creature (though it is not knocked prone). The weapon does not need to be wielded by the caster. A weapon cannot hold the charge longer than 3 minutes, and cannot hold multiple charges of the Fire spell. The caster may give the weapon user their spell ball to represent the element within their weapon, which must be dropped once the spell is used. If the weapon is parried the spell is expended without damage.

**Burn** - (*Durative Touch, ignores armour and mage armour*) The caster must stay in contact with the target for 20 seconds without interruption, announcing “Burn” after the duration. The target takes 5 global HP of damage. This spell Ignores armour. If this spell is used whilst grappling it damages all who are involved in the grapple. If the target is put under a sustain spell, drenched or loses contact before the duration ends, the spell is expended and does only 1HP damage. Burn spells can be chained together without vocals or performance needing repetition after the



first cast, so long as contact is maintained and a spell ball expended every 20 seconds. If the player is Dying during or after the effect of a Burn spell, they are also Unconscious, and cannot cry out for help.

## Life

(Touch only, No Spell Balls or Infusion)

**Analyse** - (See *Stacked Abilities*)

**Heal Wounds** - (See *Stacked Abilities*)

**Unfaltering Will** - This passive skill can be used in conjunction with any other Elementalist spell, including stacked uses of Heal, Mend and sustain. Whilst the Elementalist using this skill is making spell performances or vocals, they can choose not to be interrupted by any effect that does not Mute them (if making spell vocals), incapacitate them (if making a spell performance) or put them on their death count. They must roleplay taking damage or effects, but will continue to cast nonetheless. Casters may include a call of “Unfaltering Will” with their performance.

**Fatal** - (*Touch*) The call denotes the struck Location is reduced to 0 Hit Points instantly. The player must make their spell performance and from therein, has 30 seconds to touch a bodily location of their target, wherein they call “*Fatal*.” Fatal does not go through armour, and in such cases will simply do 1HP damage to the location instead. 1HP is restored to the user of the spell (on a location of their choice) upon a successful cast that is not blocked by armour, interrupted or parried, unless they are at their maximum health, in which case they remain at full health and ignore the additional +1HP.

## Light

(White/Yellow Spell Balls)

**Flare** - (*Touch*) The flare spell can produce ONE of the following effects:

- ❖ Affixes a trackable point of light to a touched creature for 3 minutes.
- ❖ Can be used to show hidden items or stealthed creatures, Glyphs etc. within 5 metres of a touched object.
- ❖ Can be used to stun a touched creature temporarily.

**Mirror** - Used to reflect any call targeted at the caster back at the attacker. The caster may perform the spell, and within the following 3 minutes, choose a single call used against them to mirror back to its user, calling “No Effect: Mirror: [insert call you wish to mirror]”. The effects are instead suffered by the user of the chosen call. The caster does not have to touch or re-engage the target for the spell to be successfully Mirrored. If the caster performs another skill or spell within the 3 minutes before making the Mirror call, Mirror is cancelled and the spell charge is lost.

**Light** - (*Thrown, Infused or Touch based*) After making the necessary spell vocals or performance, the spell can be cast one of 3 ways;

- ❖ **Thrown** - The caster must use a thrown spell ball to cast their spell. The caster must be at least 3m away from their target. Upon a successful hit of any bodily location, the caster may call “Lightstrike.” The target will be dealt 1 point of Light damage to every location and be knocked prone.
- ❖ **Touch** - The caster must make the necessary spell performances or vocals, and within 30 seconds Touch the target on their head or chest. Upon a successful contact, the caster may call “Lightstrike.” The target will be dealt 1 point of Light damage to every location and be knocked prone.
- ❖ **Infused** - The caster may infuse a weapon with the spell. The next hit from that weapon will do “Light” damage and deal one hit per location, plus an additional -1HP to the location struck upon the target creature (though it is not knocked prone). The weapon does not need to be wielded by the caster. A weapon cannot hold the charge longer than 3 minutes, and cannot hold multiple charges of the Light spell. The caster may give the weapon user their spell ball to represent the element within their weapon, which must be dropped once the spell is used. If the weapon is parried the spell is expended without damage.

**Blind** - (*Touch*) Targeted Character is rendered completely Blind, but is still able to move and retreat carefully. Blind lasts for 60 seconds and continues during a character’s death count. (*OC note: The player should keep their eyes shut tight within reason - making sure you and others are in a safe space to roleplay before running over dangerous terrain. Please refrain from flailing, fighting, or throwing weapons and limbs around*).

## Metal

(Dark Grey/Silver Spell Balls)

**Magnetise** - (*Touch*) The character must make their relevant spell vocals in order to summon a magnetic aura. Within 3 minutes of the magnetise spell vocals, the character can call "Magnetise: disarm" in response to any weapon after that weapon has landed a hit upon them. Magnetise can be used in non-combat scenarios to attract metal objects to one another. Both objects must be visibly made of metal or have metal components, and the objects must be of 2 or lower weight value. Magnetise will be cancelled and the spell charge used if 3 minutes elapses or the user tries to cast any other spells.

**Shatter** - (once per day only) (*Touch*) The caster can make the relevant spell vocals and then may call "Shatter" on ONE weapon they have parried with a weapon or has damaged them immediately after it makes contact. The "Shatter" call must be made within 3 minutes of the initial spell vocal, otherwise the spell charge is expended. The caster must still take damage as appropriate. The Shattered item must be dropped, discarded or temporarily removed from play. Shattered items may be repaired by the spell "Mend" or the "Craft" Skill. Any magic item that has been shattered permanently loses its magical effect, unless the object effect states otherwise. (Note: Do not catch weapons with your hands under any circumstances.)

**Metal** - (*Thrown, Infused or Touch based*) After making the necessary spell vocals or performance, the spell can be cast one of 3 ways;

- ❖ **Thrown** - The caster must use a thrown spell ball to cast their spell. The caster must be at least 3m away from their target. Upon a successful hit of any bodily location, the caster may call "Metalstrike." The target will be dealt 1 point of Metal damage to every location and be knocked prone.
- ❖ **Touch** - The caster must make the necessary spell performances or vocals, and within 30 seconds Touch the target on their head or chest. Upon a successful contact, the caster may call "Metalstrike." The target will be dealt 1 point of Metal damage to every location and be knocked prone.
- ❖ **Infused** - The caster may infuse a weapon with the spell. The next hit from that weapon will do "Metal" damage and deal one hit per location, plus an additional -1HP to the location struck upon the target creature (though it is not knocked prone). The weapon does not need to be wielded by the caster. A weapon cannot hold the charge longer than 3 minutes, and cannot hold multiple charges of the Metal spell. The caster may give the weapon user their spell ball to represent the element within their weapon, which must be dropped once the spell is used. If the weapon is parried the spell is expended without damage.

**Paralyse** - (*Touch*) upon successful spell delivery, the Targeted Character may not move, but may still communicate and is aware of their surroundings. The player will still take the effects of 'Strike' skills, but must remain paralysed after falling safely prone should the effects have not worn off. Should the player fall unconscious whilst paralysed, they will stay in their paralysed position and begin their death count. Players afflicted with this condition cannot be healed until it is cured or the

Paralysis runs out. Standard Paralysis lasts for 20 seconds, and will persist during death count.

## Void

(Purple Spell Balls)

**Weightless** - (*Touch*) For 20 seconds, a single touched creature or item's weight class is halved (rounded up). The person casting the spell can also grapple during the spell vocal.

**Mute** - (*Durative Touch or Touch*) This spell interrupts all Hierophant spell vocals and conversation of the target. After completion of the spell vocals, the caster must touch a target and call "mute". The target is then forced into magical silence for 20 seconds. If the caster so chooses, they may use Mute as a durative touch spell and, for as long as they are in contact with the creature and also remain silent after spell vocal or performance, the target must also stay mute. (Note: you cannot swap between the two uses of mute at your convenience. Choose one. It may be worthwhile using spell vocals to explain which of the two varieties of mute you are using to your target beforehand.)

**Void** - (*Thrown, Infused or Touch based*) After making the necessary spell vocals or performance, the spell can be cast one of 3 ways;

- ❖ **Thrown** - The caster must use a thrown spell ball to cast their spell. The caster must be at least 3m away from their target. Upon a successful hit of any bodily location, the caster may call "Voidstrike." The target will be dealt 1 point of Void damage to every location and be knocked prone.
- ❖ **Touch** - The caster must make the necessary spell performances or vocals, and within 30 seconds Touch the target on their head or chest. Upon a successful contact, the caster may call "Voidstrike." The target will be dealt 1 point of Void damage to every location and be knocked prone.
- ❖ **Infused** - The caster may infuse a weapon with the spell. The next hit from that weapon will do "Void" damage and deal one hit per location, plus an additional -1HP to the location struck upon the target creature (though it is not knocked prone). The weapon does not need to be wielded by the caster. A weapon cannot hold the charge longer than 3 minutes, and cannot hold multiple charges of the Void spell. The caster may give the weapon user their spell ball to represent the element within their weapon, which must be dropped once the spell is used. If the weapon is parried the spell is expended without damage.

**Breathless** - (*Touch*) Upon successful delivery of the spell, the Targeted Character must roleplay not being able to breathe, and is incapable of spell vocals or verbal communication whilst this affliction is in effect. The player will be able to walk and parry for brief periods but must frequently rest or collapse whilst gasping for air for 60 seconds. Breathless persists during a character's death count, rendering the victim unable to call for help.

## Water

(Blue/Light Blue Spell Balls)

**Sustain** - (See Stacked Abilities) (Touch)

**Purify** - (Touch) Unlimited uses per day - Using a minute of appropriate roleplay, the user of this skill can:

- ❖ Put the HP of any single creature's limbs (i.e. any location that does not include chest or head) from 0HP back to 1HP. It cannot heal above 1HP on any location.
- ❖ Purify a Bodily Location or object of specific curses, traumas, potions, poisons or radiation. Researching the affliction first to find out whether the Purify spell will work on it may grant a greater chance of success. Ref presence needed.
- ❖ Instantly put out the "Burn" spell.
- ❖ Wake a character from magically induced "Sleep."
- ❖ Can interrupt the effects of "Spirit Projection" and "Enhance Senses" without harming the target.
- ❖ May be used to cleanse a person or object of specific potions or poison effects.

**Water** - (Thrown, Infused or Touch based) After making the necessary spell vocals or performance, the spell can be cast one of 3 ways;

- ❖ **Thrown** - The caster must use a thrown spell ball to cast their spell. The caster must be at least 3m away from their target. Upon a successful hit of any bodily location, the caster may call "Waterstrike." The target will be dealt 1 point of Water damage to every location and be knocked prone.
- ❖ **Touch** - The caster must make the necessary spell performances or vocals, and within 30 seconds Touch the target on their head or chest. Upon a successful contact, the caster may call "Waterstrike." The target will be dealt 1 point of Water damage to every location and be knocked prone.
- ❖ **Infused** - The caster may infuse a weapon with the spell. The next hit from that weapon will do "Water" damage and deal one hit per location, plus an additional -1HP to the location struck upon the target creature (though it is not knocked prone). The weapon does not need to be wielded by the caster. A weapon cannot hold the charge longer than 3 minutes, and cannot hold multiple charges of the Water spell. The caster may give the weapon user their spell ball to represent the element within their weapon, which must be dropped once the spell is used. If the weapon is parried the spell is expended without damage.

**Wither** - (Touch) Any location hit by the 'Wither' call is rendered useless despite armour, however it is stopped by mage armour on the struck location. Should the head or chest be successfully hit, the Player must collapse. They are not on their death count and retain the same amount of HP on all locations unless struck whilst the spell is in effect; the player must take damage as normal. The character is experiencing extreme pain and cannot use the part of their body Wither is affecting. Whilst Wither is in effect on an arm or leg, the player will not be able to

use it until it is healed, so any two handed weapons will be unusable if an arm is hit. Players can limp away if a single leg is affected, but should not move from the area they fell prone in should the chest or head become Withered, unless a ref tells them to do so or dangerous play could occur. The condition can be cured by a “Heal Wounds” spell to that location to rid it of Wither - this does not raise that location’s Hit Points, only rids the Location of the Wither effect. A location cannot regain Hit Points whilst Wither is in effect so it cannot be cured via global healing of hit points and must be attended to singularly.

# Hierophant

Hierophant spells cannot be used on the character casting them. This includes stacked spells such as Heal Wounds, Sustain and Mend.

All Hierophant magic spells are either:

- **Touch based** - Where the user has to be in contact with the spells intended target.
- **Durative Touch based** - Where a caster must remain in contact with the target for a period of time for the spell to be effective.
- **Ritual** - (*see Stacked Abilities: Ritual for more information*) Where a longer spell must be conducted, either singularly or as part of a group, using rites, rituals and performances that are more elaborate and specific to their object of worship, culture and character preference. All Hierophant spells can be cast as a Ritual unless otherwise stated.

It is assumed that unless a specific skill has been granted, the base amount of spell crystals per day is 6. New spell crystals at the beginning of the day must be collected from GOD. Rituals require all participants to expend a spell crystal each, unless led by a Priest using the Lead Ritual Spell. All Hierophant magics are based in faith and religion, and spell vocals have to use an aspect of faith, name a patron deity, or perform a rite of faith in order to cast the spell. Spell Crystals have to be expended in order to use spells from any Spellset. **It is assumed that all Hierophant abilities are Spells, and can also be Ritual cast (See Stacked Abilities).**

An example of a Hierophant spell vocal could be:

- ❖ ‘By Providence’s will, I shield you from the sight of all whom might seek you, may he protect your safety and anonymity! HIDE!’
- ❖ ‘Show them no light, hear them no sound, for the Stranger stalks. In her arms Death be found, long live you, away from her embrace. REGENERATION.’
- ❖ ‘May your spirit be lifted from your body on the wings of great TENGHRI, and may I enact TENGHRI’s will and lead you on your way to meet the sky. SPIRIT PROJECTION.’

Alternatively, the player can choose to use hand signs, movement, performative dancing or martial arts for the same duration to cast the spell. This must be appropriate to the entity being worshipped. We recommend touch-based and verbal casting of spells in dark or crowded environments for safety and clarity purposes. All magic vocals and performances are expected to be at least 10 seconds long, and Durative touch spells necessitate more flavourful vocals and performances. When using Touch based spells, the spell vocals or actions can be performed, then the spell can be ‘held’ for up to thirty seconds before delivery via touch to the target. The name of the spell **MUST** be repeated upon touching the intended target, loudly and clearly.

## Apprentice Skills: Hierophant

*(All Spell-based unless stated)*

**Bestow** - Allows a Hierophant to give another player a single use of one of their Expert or Apprentice Skills. The Skill can be used as normal by the other player anytime within the same day it has been bestowed. Spells cannot be Bestowed. The Hierophant cannot use specific skill whilst it is on loan to the Bestowed target, and the caster must give the target their expended Spell crystal after using the skill on them, to signify the Bestowal.

**Dispel** - Once per day, singularly or as part of a ritual, the user may alleviate the effects of specific spells on another target. Dispel can be used to cure certain curses, blessings, and rid a target of any Hierophant spells with duration effects, such as Hide, Forget, Enhance Senses, Command, Sanctuary and Ward.

**Exorcism** - Once per day, singularly or as part of a Ritual the user can:

- ❖ Investigate curses, blessings or traumas
- ❖ Ask a spirit questions, the spirit may only reply in yes or no statements (the spirit must not have physical form, the spirit must be named in order to speak with it or must have a strong attachment to a particular object or person)
- ❖ The spell may be used to heal a target of blessings or curses under certain circumstances
- ❖ The spell may also be used to investigate the bond between a spirit and a person or item
- ❖ Rid the target of a spirit, curse or blessing

Each different use of the exorcism spell requires a new spell to be cast. You cannot use both the investigate curses function and the healing function under one spell, for example.

**Meditate** - The powers that be have seen fit to give you a connection to them. They may award you visions that may benefit your current quest. You may perform a meditative action that represents the will of your god in order to enter a trancelike state where they may communicate their will to you. Meditative roleplay can take the form of any worshipful or repetitive action. For example, a character may meditate on the drawing of a map and beseech a wayfinder God in order to receive that god's help in finding a lost item. Information received from the gods may be metaphorical or vague in nature and open to some interpretation. Meditations must take around 10 minutes or roleplay and begin and end in sight of a ref.

Meditate may:

- ❖ Give the Player a vague idea of future threats.
- ❖ Impart wisdom or knowledge.
- ❖ Allow the character to commune with a Force or Deity of their choice.
- ❖ Interpret the Will of the Gods using the information they currently have at their disposal.

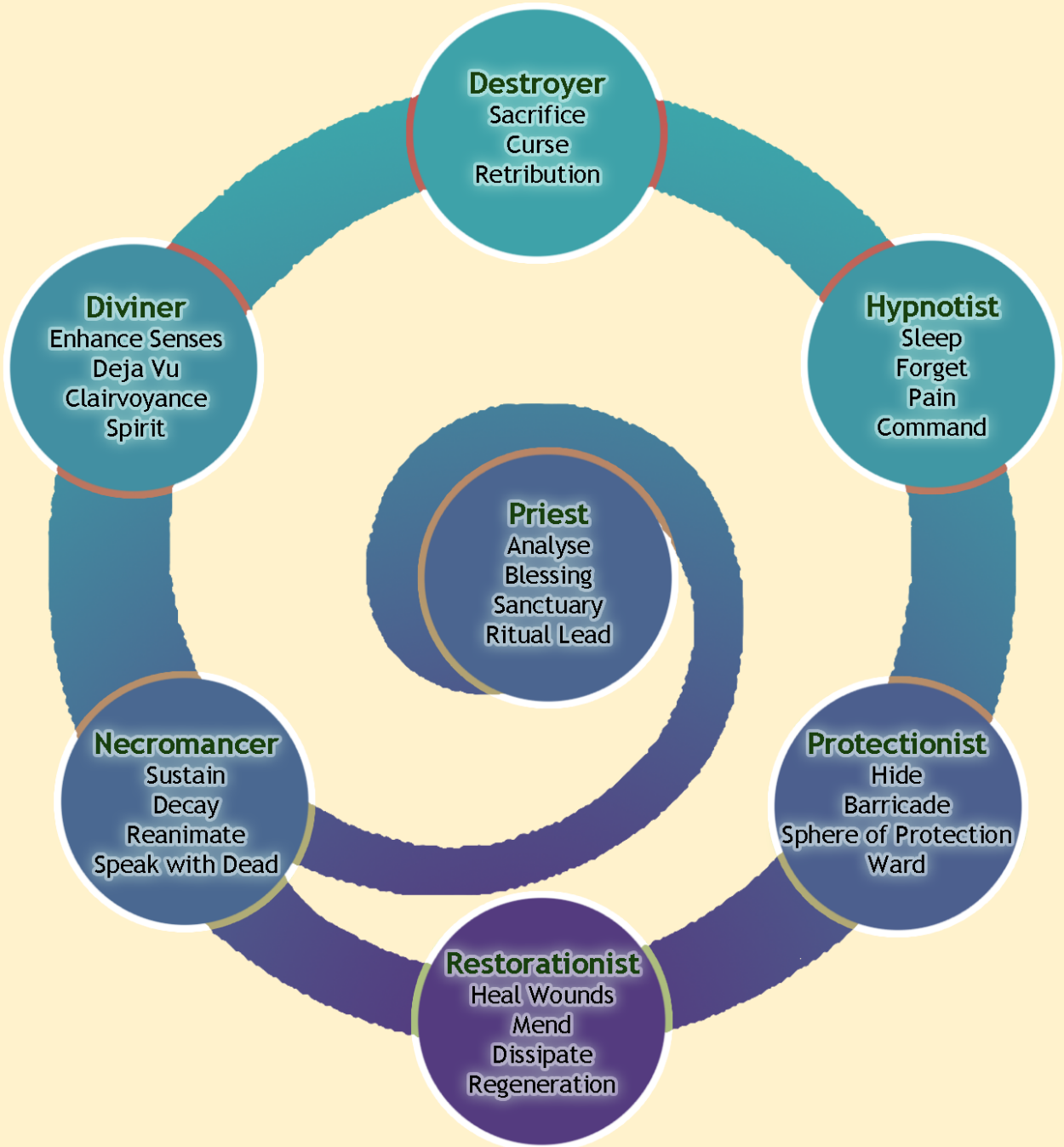


- ❖ Be performed as a group. All members must have Meditate in order to join in. Results may be stronger using more Meditators but feedback may be harsher.

**Ritual Circle** - (ref needed) The Hierophant may use this skill to intuitively find ley-lines or a location where they might best set up a Ritual, with a view to either causing it to succeed or fail. This skill can be used to set up crude Ritual circles using the items or landscape on hand to better aid or sabotage the ritual at the user's discretion. They may also use this skill to sense the passing of other Ritual Magics - if a Ritual has been performed nearby within the same day they will be able to ascertain its approximate location and the Spellset the Ritual most highly employed.

# Expert Spellsets: Hierophant

For every Hierophant Expert Spellset purchased, the character gains a stack of the Ritual Spell (*See Stacked Abilities*)



## Destroyer

**Sacrifice** - (*Touch*)(*Ref Needed*) Twice per day, the caster may sacrifice anything of IC value; HP, herbs, food, monster parts, etc in order to:

- ❖ Gain the sole attention of a creature
- ❖ Give temporary boons to their chosen target
- ❖ Give temporary curses to a target
- ❖ Contact a spirit or deity in an emergency

The sacrificed items must be in the possession of the caster and the value must be roughly equal to what is being asked for. The Destroyer may also sacrifice a Blessing or Curse afflicting another player by attuning it to themselves for the day instead. The Blessing or Curse will transfer back to its original recipient at the end of the day. No more than one Blessing or curse can be active at any time, and a creature that has had a blessing or curse taken away temporarily cannot gain another.

**Curse** - (*Touch, Other*)(*Ref Needed*) The caster may spend 3 minutes roleplaying the process of cursing a named creature, either touching something related to them as a focus, or touching the creature themselves. Spell performance must be reflective of the type of curse you wish to cast. The target does not need to be physically present for a curse to work. Curses may include:

- ❖ Causing all the food a target touches to rot
- ❖ Inflicting a new phobia upon the target
- ❖ Causing something benign to harm the target

**Retribution** - (*Touch*) After spell performance is made, the character must spend 3 minutes absorbing damage and spells. They may not attack, parry, shield or use another skill or spell. At the end of the 3 minutes, whatever damage they have taken may be unleashed on a single target. The user must call: "Fatal Retribution: [number of HP damage dealt back]" and up to 3 other calls of their choice that were used against them in the absorbing damage phase on contact with their target. The caster cannot be killed whilst absorbing damage, but may ominously follow their intended target or move where they please. After the spell has been delivered the caster must then take all damage accrued during the 3 minutes at once, including all damage and calls they copied. If they are on their death count after retribution, their Death Count is reduced to 60 seconds. Retribution cannot be sustained.

## Diviner

**Enhance Senses** - (*Touch*) The Diviner can use this spell to enhance one of the Target's five senses for 20 seconds. They must give the target their Spell Crystal. The target can put the expended spell crystal on the ground, put their finger in the air and walk up to 50 ft in order to simulate their enhanced senses. It is considered that their in-character body has been left in its original position where the Spell Crystal was left, before the Player raised their finger. Should the spell crystal be attacked, it is considered that the Target of Enhanced Senses is taking damage, and the Spell is cancelled and the character must return to their original position. The creature can only have senses Enhanced that they are in possession of; if the character is Blind or cursed with Deafness, they would not be able to use Enhanced Sight or Enhanced Hearing respectively. Enhanced sight will be able to see further, and will be able to perceive more in the dark. Advanced Hearing will be able to overhear conversations, quieter or far away monster calls. Advanced Taste may be able to help with identifying herb and their effects, Enhanced Touch may help detecting hidden text or worn objects, and Enhanced Smell might help with tracking a monster.

**Deja Vu** - (*Touch or Durative Touch*) The caster can, for 3 minutes or until contact with the target is broken, force a single target into a trance state where they will recount their actions throughout the day. The target cannot lie but may omit or bend the truth if they have the relevant skills. If the target takes damage during the 3 minutes the spell is broken.

**Clairvoyance** - (*Touch*)(*Ref Needed*) The Diviner can gain vague prophetic information about the past, present or future. Clairvoyance allows the caster to ask a specific question of a set of gods, spirits or other powerful creatures. The Diviner may get more information if they use the Clairvoyance skill in a holy place, with a Spiritual object, or by using a significant character or NPC to focus on. Clairvoyance can be used to identify the last person to touch an object or use a magical artefact.

**Spirit Projection** - (*Touch only*)(*Once per event*)(*Ref Needed*) - The Diviner can push a target's Spirit out of their body and lead it on a journey. The expended spell crystal is left on the floor to symbolise the target's body that is being left behind. The body cannot be moved whilst spirit Projection is in use, otherwise the spell is broken. The Target cannot be hurt by Skills, but can still be affected by Spells. Knockdown does not affect the Projected Spirit. The Diviner takes damage as normal whilst leading the Projected Spirit. The Projected Spirit cannot stray more than 10 ft from the Diviner that cast the spell. If the Target's Physical Body, (left behind at the site of where the spell was initially cast) takes damage, then the spell is cancelled, and the target takes damage as normal. If the Diviner is Dying or Dead during the Spirit Walk, the Projected Spirit cannot stray more than 10ft from the body. Spirit Projection can be used to identify unseen creatures, special items, and can use the projection to force encounters with Spirits.

## Hypnotist

**Sleep** - (*Touch*) The caster sends their target into a magically induced sleep. The target can be woken up via the use of any damaging skill, spell, or the spells “Drench” or “Pain.” If undisturbed, the sleeper will be unconscious for 3 minutes but can choose to sleep longer. Beyond the 3 minute mark, the sleep is non magical and the creature can be woken up without use of a skill or spell.

**Pain** - (*Touch*) The caster is afflicting the illusion of intense pain on the character, of which they are the source. The player must roleplay intense agony, whilst trying to crawl, stagger or limp away from the caster. They can defend or weakly parry, but will be in too much pain to speak, attack, cast or use items. Pain lasts for 20 seconds and is non-damaging.

**Forget** - (*Touch*) Upon successful casting of the Forget spell, the Hypnotist can force a creature to forget a specific 10 minute period from the same day as the spell is being cast in. They must describe the period they wish the target to Forget. The target must then act as though they have forgotten that information, including the casting of the spell, until they wake up the following day.

**Command** - (*Touch*) The Hypnotist, upon successful casting of the Command spell, is allowed to issue a one word command that the target must obey for 20 seconds. The command cannot be the name of another spell or skill, and must be something that the character or NPC is able to logically achieve. The general rule is that the command must be an action (verb), and cannot be conceptual in nature, such as “Chill”. Commands that inflict self harm, such as “Suicide” will not work. It does not affect characters who are Dying or unconscious, including any in the Death Charge state.

## Necromancer

**Sustain** - *(See Stacked Abilities)*

**Decay** - *(Durative Touch)* May be used to fast forward life cycles of herbs, creatures and corpses. The caster must keep up spell performance constantly for 3 minutes in order to fully decompose a corpse or undead creature after it has been executed. An undead creature may sometimes only be killable via a “Decay: Execute” call, when the creature has been dropped to 0HP on head or chest. Decay can also be used to kill off foraging points, rot food and ingredients and can be damaging to some creatures.

**Reanimate** - *(Touch)* After a creature is deceased (after reaching the end of its death count or being executed) the caster may use this spell to issue the creature’s remains 3 one-word commands or 1 three-word command, as per the “command” spell. The corpse will carry out those commands for the caster, so long as they are possible with what remains of their body. The corpse regains the abilities and HP it had before it died. On completion, or after the 3 minutes elapses, whichever comes first, the corpse collapses and resumes being dead. Reanimating the same corpse a second time will have negative effects - usually inflicting a Trauma upon the caster. The creature must have died the same day for this spell to work.

**Deadspeak** - *(Durative Touch) (Ref needed)* The Necromancer may summon a willing spirit back to its remains for up to 1 hour, so long as contact is maintained. The creature will only be able to use the parts of its body that remain in order to communicate and move. The creature must have died during the same day in order for deadspeak to work. The creature will have knowledge of the same abilities it did whilst alive, but will not be able to use them. The Necromancer must remain in contact with the remains for the duration of deadspeak, otherwise the spell fails. Deadspeak can only be used on a dead creature once - any attempt to speak with the dead a second time may have disastrous effects.

## Priest

**Analyse** - (See *Stacked Abilities*)

**Blessing** - (*Touch*)(*Ref Needed*) The caster may spend 3 minutes of roleplay attempting to bless a named creature. Spell performance must be reflective of the type of blessing you wish to cast. The target does not need to be physically present for a blessing to be received. Blessings may include:

- ❖ Relieving a target of weakness or vulnerability
- ❖ Giving a target a resistance or Boon
- ❖ Causing less harm to come to a target
- ❖ Giving the target temporary favours from a deity or spirit

**Sanctuary** - (*Touch*) A Priest decides what behaviours are allowed on their hallowed ground. Using this skill, they may create a sanctuary where one of the following may occur:

- ❖ Sanctuary of Peace - No combat or directly aggressive or damaging actions may be taken
- ❖ Sanctuary of Truth - No Lies may not be told
- ❖ Sanctuary of the Mundane - No magic may be cast
- ❖ Sanctuary of Life - Undead or another creature type specified in spell vocals may not enter

The area affected is a 3m radius around where the Priest stands and lasts for 3 minutes. This can be extended a further 3 minutes for each spell crystal used, without needing to repeat initial spell vocals. The Priest cannot move for the duration and all who enter the sanctuary area must abide by the will of the Priest, otherwise they are repelled from the Hallowed ground as per the “Repel” call. The Sanctuary fails if the Priest is interrupted or damaged in any way.

**Lead Ritual** - A character may use this skill to Lead a ritual beseeching a Figure, Spirit, Faith or Deity for a boon, or to place a detrimental effect on an opponent. One might ask for a temporary skill or status boost, help with a problem, help with finding information, Bestowing a blessing or a curse upon a player, curing a trauma and much more. Using this skill means the user must guide the ritual to its conclusion, or be the focal point for any rite. The player may use this skill to lead a Ritual as per the Ritual Spell (*see: Stacked Abilities: Ritual*), or as the Lead Ritualist. There can only be one Lead Ritualist using the spell per ritual. For larger ritual groups, a player with the Lead Ritualist skill is necessary. Rituals can take place anywhere as long as they are in the presence of a Ref.

Rituals are usually specific to religions or Lands and each Group will have their own way of performing them. Please see your Player Primer for more details on Religion and Rituals specific to your Land. Rituals may be more or less successful depending on the significance of the Patron the Ceremony is dedicated to, the location, items, spell charges, characters or NPCs present, performance and the intended goal of the Ritual. Lead Ritualists can utilise other Ritualists with no spell charges left and may choose to expend their own Spell charges on behalf of another participant. Less spell charges may make the Ritual less effective, however.

## Protectionist

**Hide** - (*Touch*) The Protectionist can hide an object or text or person, as long as they are curled up smaller than 1m. The illusion lasts until the end of the day unless it is disturbed by another skill, such as “Flare”. If the object is touched or interacted with it may be discerned, but not seen.

**Barricade** - (*Touch*) The caster bestows protection on a target, shielding them from the next 3 damaging actions made against them. The spell does not carry overnight. The Target must call “No Effect.”

**Sphere of Protection** - (*Touch*) The character casts their faith as a shield, and protects another character from magical harm. Whilst the Sphere of Protection is in effect, the targeted creature may move but may not take any offensive action, parry, act in any aggressive manner or cast any spells. The user may communicate, defend and taunt as normal. Whilst this spell is in effect, the player ignores all magical damage or effects, calling No Effect (this includes healing spells, and stacked abilities with spell components), they cannot be knocked down or disarmed and their weight class is increased by +2 points whilst the skill is in effect only. The Spell lasts three minutes and persists during death count, or lasts as long as the spell caster is in contact with the spell target, whichever is longer.

**Ward** - (*Touch*) The caster may place a ward to allow only specific named creatures beyond a doorway, natural archway, lock, room or trap. The ward will last until the end of the day or until it is broken. Ritually cast wards can include other spell effects with strengthened attributes. You can only have 1 ward on a single entryway.



## Restorationist

**Heal Wounds** - *(See Stacked Abilities)*

**Mend** - *(See Stacked Abilities)*

**Dissipate** - *(Touch)* A Restorationist can use this spell to negate an Elementalist, Taskmaster or Alchemy Skill or Spell that another character is affected by, that has a duration of 20 seconds or longer, including effects such as Breathless, Hunter's Mark, some Curses and Traumas and some sustained poison effects. Investigation into the nature of the ailment may be necessary in order to ascertain 'Dissipate's effectiveness upon it.

**Regeneration** - *(Touch)* The player can cast this spell on any player or NPC, and gives the recipient the expended Spell Crystal to symbolise the regeneration spell. Next time the Recipient is on their Death Count, they can use the Spell Crystal to regenerate all of the body's Locations that are on 0 HP back up to 1 HP. The Regeneration user must use a standard spell vocal to activate the regeneration, and can use it anytime between entering the Death Count state, and before the final 10 seconds of the Death Count so Spell vocals can be performed before the Character dies. If the character is executed before spell vocal completion the spell does not work and the character dies. If the spell vocal is interrupted by a hit, skill or spell it must be restarted. This spell does not carry over to the next day if it is unused by Time Out. Breathless or muted characters will not be able to use the Regenerate spell until the spells stopping them from speaking have worn off.

## Downtime

When an Origin character performs actions outside of Time In, they are said to be acting during Downtime. Players can choose one action between events as their downtime. They receive one downtime action for every event they attend. Below is a table explaining the executable actions a character can take during downtime. Certain actions will only be available to those in possession of certain skills. It is possible to gain items, bonuses or skills during downtime which will be awarded to the player on return to their next Origin event. Downtime can be planned IC and downtime actions will be more likely to be successful if the character has more information to base their action upon. For instance, should an Assassin choose the War action against a group of unruly Beastmen, the Assassin would be more likely to succeed because they know from scouting missions that these Beastmen have collapsible burrows, allowing for an easier ambush. Downtime can be planned and set up at events via the War Table, Quests and IC skills.

Downtime must be registered with the Game Team, either via our website or emailing us at [originlrp@gmail.com](mailto:originlrp@gmail.com). The results of downtime will either be emailed back or may be collected at the event the player is next in attendance. Downtime forms can be accessed via our website and the Downtime form.

- ❖ Some downtime actions can be performed as a group. Groups have a higher chance of succeeding in their Downtime missions. Group actions must be named on your downtime form.
- ❖ Downtime actions can be submitted with a plan. Plans can include other characters, information, items, named monsters, locations, dossiers and any other in-game quantity. Specificity will increase your chances of being successful in your downtime campaign.
- ❖ Any items, resources or food used on downtime actions must be handed in at the next subsequent event.

The actions they can choose to partake in are:

Action	Who can use it	Description
Training	Anybody Individually	Training allows the Character to advance any learning they have started to undertake IC. A character must have started training under a named instructor and registered what skill they are attempting to learn at GOD during time in. Their training roleplay must be witnessed by a referee during the event. Though training cannot be started in downtime it can be completed in it. Downtime training can be performed without an Instructor but will be slower to progress. Skills will be learnt at a pace depending on their difficulty (see: Character Progression for more information).
Instruction	Anybody Individually	A character can instruct another <i>named</i> character, so long as the instruction has started during Time-In and has been registered with GOD. Instruction helps the named character learn faster, but may not

		provide any benefits to the instructor should none have been agreed In-Character.
Gathering	Anybody, Group	The character has spent time between Guildmeets to gather food, go hunting or collect materials. Spoils will be given to the player upon their next event and return to GOD. Gathering can be used to find specific materials so long as the character possesses the relevant skills to find what they want.
War	Character must have at least ONE full Expert Taskmaster skillset, Group	The character has spent their time engaging in battle, whether it be to defend their homeland, hunt a great beast, defeat a rival or fight a neighbour. The war action can be performed as a group against a named opponent or NPC. Success or failure will depend on what skills your character has, as well as the strength of the enemy NPC(s).
Research	Character must have at least ONE full Expert Loremaster skillset, Group	The character has delved further into the mysteries of the world and is looking to expand their knowledge in a certain field. Research must begin at events but can be continued and expanded upon during downtime.
Ritual	Character must have at least ONE full Expert Hierophant skillset, Group	The character is dedicating themselves to meditation, worship and spiritual betterment. Rituals in downtime can be used to lay curses and blessings on other individuals, beseech the Gods for boons, or build shrines and worship sites in specific locations.
Exploration	Character must have at least ONE full Expert Elementalist skillset, Group	The character is exploring the areas of the world untrodden. They may use this action to explore Miasma-infected regions or traverse through dangerous territory. They may do this in order to bring back information on other lands, gain temporary elemental benefits or extra spell charges. Elementalist may also use this skill in order to gain information about magic in other lands.
Philanthropy	Anybody, Individual	The character may dedicate an amount of their food, items or other resources into helping another named group or individual. If done correctly, this may reap rewards in the future.

# Character Progression

A player may invest their in-character time and their downtime in order to learn new skills or spells which will advance and enrich their character. A Character's learning must always be started In-Character at an event but can progress in a number of ways. Strengths and Weaknesses can be gained solely through Character Generation and roleplay, but skills can be learned via training *and* downtime.

Learning Progress must be tracked on a Character Advancement form, which can be acquired from GOD. Characters can break up their learning into small bitesize chunks, but each learning session must begin in the sight of an informed referee. Please note on the form how much time was spent and what roleplay was completed.

A character must:

- ❖ Begin learning Skills or spells during time-in and within sight of a referee. Roleplay must be recorded and relevant, good roleplay will be rewarded where possible. If any help is needed developing fulfilling and relevant roleplay to advance a character, please ask at GOD.
- ❖ Have an Instructor with the relevant apprentice skill in order to learn that Apprentice skill. They only need to start their training with an Instructor and may learn alone afterwards.
- ❖ Have at least one Apprentice Skill or Spell from the same Skill Pool as any Expert Skills they are trying to learn.
- ❖ Learn Expert Skills in a single Expert Skillset in the order they are listed in the rulebook (except in mitigating roleplay circumstances, such as rituals, research etc). For example, A Restorationist must learn 'Heal Wounds' before they can learn 'Mend.' They must learn 'Heal Wounds' AND 'Mend' before they can learn 'Dissipate' and so-on.
- ❖ Learn ONE skill at a time.

A character may:

- ❖ Enlist help: Characters may ask for help from another character or NPC with the instruct ability who possesses the exact skill from the correct skill pool that they are trying to learn. The Instructor must also participate in roleplay showing them teaching technique, theory and knowledge regarding the relevant skill. You can have multiple instructors for the same skill.
- ❖ Enlist Magic: Ritually acquiring a Skill or Spell, or via blessings etc can help speed up the process of learning that advancement permanently.
- ❖ Use Props and Learning Devices: These will enhance roleplay and generally help speed up the learning of advancements.
- ❖ Enhance a Skill: By focussing on improving a specific skill or spell rather than learning a new one, the character may gain specialist knowledge beyond the normal scope of Character Generation. For example, a Hypnotist may wish to learn an advanced Command spell that grants them a 2-word Command of a creature instead of the standard 1. For the purposes of Character Legacy, enhancing skills still counts as a single point of character advancement.
- ❖ Learn stackable skills faster: If they already possess a skill of the *same* name in another skillset or pool.
- ❖ Use Practical Learning, Quests and the War Table: training can be applied in a practical context, meaning you can take your education on the road and learn

the hard way. Be aware that in-field uses of the skill you are trying to learn are likely to fail before the skill has been officially granted by GOD.

- ❖ Take breaks: you do not have to learn every element of a skill all in one go, and time spent learning is best broken down into smaller lessons.

Please note:

- ❖ The further down the path of an expertise a character travels, the harder skills may be to learn.
- ❖ Generally it will take a character 5+ hours of roleplay to learn one skill under tutelage. It may take longer if you are learning alone, learning a difficult skill or skill advancement, or have experienced any significant character setbacks such as Traumas or curses in the meantime. This may sound like a lot, but Origin encourages you to vary your roleplay and enjoy the process - engaging other characters whilst training and generating good roleplay for others will also allow for faster progress.
- ❖ GOD will notify the Player once a skill has been learned. This will be at the beginning of an event should the skill have been learned in Downtime.

## Legacy Players - Character Death, Retirement and Absences

Characters that die at Origin will regularly be offered the chance for the same character to return as a Wraith. Characters that are already Wraiths and have experienced a second death will not be offered the chance to return.

If your character dies at any Origin event, you may generate a new character as normal. Every newly generated character will be allowed one free rebuild of their character during their first or second event attending as that character, no questions asked. Rebuilds are also allowed if real life reasons prevent the player from performing their character as they normally would - please email [Originlrp@gmail.com](mailto:Originlrp@gmail.com) or see the GOD desk. Origin staff are on-hand and happy to help at events and on social media if the player should need any advice regarding character creation or rebuilding.

Characters Returning after a long break of 4 mainline events or more are granted 2 Downtime actions and 1 extra Single Skill or Spell of their choice.

Players who retire characters with 5 or more skill/spell advancements may re-enter the game as a new character with an additional Skill or spell. For every 5 advancements made on the previous retired character, 1 advancement may be made on the next newly generated character. Character Progression rules still apply to the additional Legacy picks. The 'one free rebuild' rule still applies to Legacy characters, including Legacy advancement picks.