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Acknowledgements

Thank you to the management and owners of Living Fictions Entertainment for their unwavering support for Invictus and making it possible.

Thank you to the staff of Invictus for the blood, sweat, tears, and putting up with me to craft an amazing story worthy of our players.

Thank you to the many people who come out to NPC for us and make the world come alive.

Thank you to our wonderful players for investing in the universe of Invictus and making it their own in such amazing ways.

Thank you to Robert Ciccolini for his leadership in creating the Accelerant game system and community and for allowing us to use material from Madrigal.

Thank you to Alan Green for his longstanding friendship and for allowing us to use material from Fealty.

Thank you to Kim Whitehead for her friendship, kindness, and infinite props at the last minute.

Thank you to Jake McCarthy for his enduring friendship and support and for allowing us to use material from Coventry.

Lastly, thank you to my wife Alison, without whom none of this would be possible. I love you, darling. You and me.

This book is dedicated to my daughter Everly. Her boundless joy in the infinite possibilities of imagination is the reason we tell stories.

- Mickey Golosovker

Chapter One

Culture and Community

Welcome to Invictus! The following chapters contain the rules for creating characters and playing them at events. This chapter, however, is the most important one as it outlines the kind of participant culture and community we wish to have and the kind of game we plan to run. Invictus is dedicated to a fun, interesting, safe, and inclusive environment where we collaborate to tell amazing stories. We expect all of our participants to share our commitment to these ideals and uphold them together. See you soon!

Content Disclosures

The Invictus staff would like all of our players to have the fun experience they are seeking and to enter our game world with knowing consent. To that end, please note the following themes and topics that may arise while playing: discrimination, personhood, slavery, violence, governmental oppression, religious extremism, and the nature of the soul. All of these are in the context of the game world itself based only on in game factors. Larp being inherently interactive and somewhat fluid, we apologize that we are likely to have missed something that you would have preferred to know ahead of time. If you have any questions or suggestions, please do not hesitate to reach out to Mickey (the gamerunner) at silway@gmail.com.

Discrimination and Harassment

We will not tolerate discrimination or other hostility on the basis of real life out of game factors such as race, sex, gender, real life religion, nationality, disability, sexual orientation, or consensual lifestyle. This is not an exhaustive list and we expect all of our community members to actively create a safe, warm, and welcoming place for others to play. This includes, among many other things, to make the effort to respect the preferred gender pronouns and identities of all participants.

We will also not tolerate out of game threats, intimidation, harassment, or violence between our participants and will take action to remove offenders if the need arises. For those who may fall victim to these actions we are committed to supporting you however we can and you need us to.

If a situation arises where you believe these values are being violated please contact a member of staff immediately so we may take action.

Inclusive Accommodation

As part of our dedication towards inclusive participation we will make our best efforts to accommodate players with disabilities and challenges. There are countless possibilities that might arise so we ask that players who may need some help playing the game reach out to us so we can collaborate on a mutually agreeable solution. For example, if you need to not be hit with weapons for some reason and thus need to be a non-combatant or if your sleep schedule requires more certainty than most weekend larp events, we

will find a way to include your participation as a welcome part of our community.

Be Nice and Don't Worry

Two guiding principles to keep in mind for Invictus are to Be Nice and Don't Worry. The Be Nice rule is simple; be nice to one another out of game. Not every participant need be close friends, but we are all cooperating to create a wonderful experience and we need to be nice to each other. There will be mistakes and misunderstandings and instead of escalating tensions and conflicts we expect everyone to remember to be kind and decent. You are always free to walk away from a situation that has become aggressive and hostile out of game.

The Don't Worry "rule" is a statement of our philosophy regarding game mistakes and cheating. An event will often entail a lot of effort, energy, too little sleep, emotional highs and lows, and other factors that can easily lead to taking too much damage or casting more spells than you should or misunderstanding the instructions surrounding an encounter. These happen to everyone, including the staff, and we genuinely urge you to not worry about it. If you discover a mistake then correct it going forward but do not stress about the past. We are unconcerned about these issues and would hate for them to cause players to feel anxious over something that does not faze us. If you feel like a mistake has caused some kind of issue for someone else then by all means let us know, but that is about it. You will notice, as you read through the later chapters, a number of times where the parameters of skills or spells are defined in very general terms. This is intentional, we trust our

players to take the opportunity to make the experience cool for themselves and each other.

Collaboration

The setting of a larp relies most heavily on the efforts of players to maintain it. We ask that you actively buy in and invest in our universe and in each other and build a better overall experience that way. Similarly, players will have a lot of different ideas and concepts they want to convey and nothing feels quite as good as having the people around you play into your character concept. This doesn't mean you always agree with what everyone is saying, but if someone is playing a famous Orator then react to them that way. If they are a stalwart soldier, then give them the space to have heroic moments on the battlefield or treat them seriously when you disagree with their invasion strategy. And so on. Build each other up in the shared reality of an event.

Genre

Invictus is a heroic high fantasy, swords and sorcery, larp set in an expansive galaxy that has been settled by multiple species who discovered how to magically gate between worlds.

Choices

We believe that the core of investing players into a game world is giving them meaningful choices. We want to present players with the

opportunity to affect the game world with choices that actually matter. Whether they are provided options, or merely asked what they want to do about a given situation, the decisions that they make are core to the game experience. They're not fake choices—they are real and are there to shape the story. What's more, they are often difficult choices. If they're easy, they're not as compelling and meaningful.

There will be some grand scale choices, where the town or a group has to make a big decision, but characters will also shape their personal narratives through their choices—whom they ally with, support, betray, or forge connections with.

There are many areas in the game where these choices are written directly into the stories that our staff have developed. “And then we see what they choose” is a critical part of our creative process.

That said, we don't want PCs to be afraid of making choices. Some situations don't have a wrong choice, there are just positives and negatives to each options. But even in cases where there is a wrong choice and you can screw up and consequences happen, we will never want those consequences to be un-fun for the player, out of game. Even if you do something that has a negative consequence, it's our goal to make that negative consequence fun or engaging for you, and a part of a cool story. If a town gets sacked and destroyed because the PCs have somehow brought that about, it's not done to punish them out of game and say “ha, ha, you screwed up!” It's done to create the opportunity for more engaging story, to bring

you in to the game world, to invest you and get you thinking “Ok, so what do we do next?”

Sometimes in talking about LARP, we’ve heard people use the phrase “stupid should hurt.” We don’t really like that phrase. It’s a little too glib. Players aren’t stupid. They’re operating at 2am after a long day of fighting with insufficient information, and we recognize that. We have a mix of experienced and novice staff, but we all know what it’s like to PC and have to make choices with limited information. We’re excited to see what your decisions are, and even what your mistakes might be, because we just see them as opportunities to take the story in interesting directions that we may not have planned on.

We just ask you to extend to us the trust that it won’t make the game un-fun. We want you to make decisions. We want you to take risks. We want you to boldly dive into our game world, try things out, put things together, really have fun with it, and be daring adventurers.

Good and Evil

Invictus is a heroic, “goodly” slanted game. That doesn’t mean that everyone needs to be a paragon of virtue. If you’re playing a character of less than upstanding morality, or if you’re just playing a human with varied and complex motivations, that’s totally fine.

What we’re not going to do is spend a lot of time supporting efforts to murder your way to the top of the serial killer food chain. That’s not where our resources are best spent. There will be opportunities to do a lot of interesting things in the game world in

a sleazy or less-than-lawful-good fashion. But if your goal is to become a sociopathic archvillain, this might not be the game for you.

As characters progress through the game, they will come across moral dilemmas. There will be times when it's hard to figure out what the right thing to do is. We want to create opportunities for Player Characters (PCs) to debate what they ought to do, and in the process become more involved in the game world. There will be so much going on that it will be entirely possible to have differing, defensible opinions. Morally gray, in this case, doesn't mean that there are no morals, but just that even moral people can have different outlooks and priorities.

Immersion

People LARP for a lot of reasons. But one of the things that they tell stories about a lot is that time when they felt real, visceral emotion, when a series of events got to them in a way that had a serious impact. They talk about the tears that they shed and how hard they laughed, how difficult it was to watch someone die, the feeling of triumph when a longstanding foe was defeated, the fear or joy they had in a moment. What they're talking about is that sense of really being in the world of the game to the extent that they feel that emotional connection.

Obviously no one is going to feel that way all the time (it would be exhausting!), but we want to help evoke that feeling in our players. We want to give you the opportunity to invest in our world so much that when things happen, you get drawn in to the point

where you're feeling it. That comes in all ends of the spectrum. Our goal is not to make your character's life miserable. We want to invest you in our game world, bring you into an epic saga, and make you a part of it. That includes the lows, but also those moments of triumph against all odds, camaraderie when you've faced the impossible with your friends. That's a valuable part of the experience, and where the powerful stories that last forever come from. It is our sincerest hope that we can provide you with opportunities for those kind of fantastic, memorable moments.

Communication

Communication is a critical part of collaborative storytelling. One important tool for players to communicate with staff is the Post-Event Letter, or PEL. It is through PELs that players communicate with staff not only what they most enjoyed and any difficulties they had, but also what their characters' activities, goals and intentions are. That lets the staff plan accordingly and give players the maximum amount of impact on the story going forward. We strongly encourage all of our players to submit PELs within 2 weeks after an event. Players who do so will refresh their Anima, as well as increasing the quality of their game!

In addition to the PEL we encourage players to reach out to us if they ever have a question or concern. We would always prefer to know of an issue so we can address it, then have a member of the community quietly fade away. Or if a player has an idea for their character then we would love to know what it is and how we can make it work in our setting.

Staff

Our staff is a mix of folks with a wide variety of talents. We have folks who have never staffed before, some who have staffed for years, and some who are returning to staffing after a long break. We're thrilled to have such a rich, diverse staff and Non-Player Character (NPC) base, and to have so many folks who have lent their creative talents to building the game world and rules set. We're excited to see how our staff and NPCs contribute their ideas and creativity to the unfolding world of Invictus.

When it comes to NPCs, the amazing volunteers who come to our games and work tirelessly under staff direction to entertain our players, we have a simple philosophy; treat them like the valuable professionals they are. We include their ideas, make sure they're well-briefed, make sure they're enjoying themselves, and expect their best. To help with pre-casting roles, we will have a mailing list or Facebook group for NPC communication as well as a survey for volunteers to tell us their talents and preferences. The more we can plan ahead, the better job we can do at making sure everyone will have a great time, regardless of which side of the field they're on.

Meta Mechanics

Meta mechanics are designed to allow players to gracefully steer an interaction in a way that alleviates real world discomfort or anxiety but without interrupting the flow of the encounter for everyone in the area. They are metasignals between players that communicate information without disrupting the game's atmosphere.

Plagued

If a character states they are “Plagued” they are indicating that for out of game reasons they cannot participate in a particular encounter. They may be exhausted, sick, overwhelmed, anxious, or something else. The point of the Plague is that even if your character is heroic and self-sacrificing enough to fight on when sick and injured we want to allow the player a way to bow out gracefully without sacrificing their character concept. No one is allowed to argue with someone about their Plagued status. Being Plagued has no set duration or other timing rules. You may be Plagued and then feel better later on and wish to resume participation and we welcome you to do so! In game there is a magical plague that is known to strike suddenly and debilitate people and anyone might suffer it and recover from it at any time.

If, during an encounter, you become overwhelmed in real life by what is happening and need to bow out for your own mental or physical well being, you may say that you are suddenly Plagued and walk away quietly in Spirit form to recover. If, for some reason, someone attempts to engaged with you during this time in any way you can simply respond “Plagued” and continue to make your exit unobstructed by any game mechanics.

Fractured

If a character states they are “Fractured” it is a way for the player to communicate that they have forgotten the details of something, even if it is something that their character is deeply invested in. Invictus events occur four times a year and in between we all have

busy lives with work, family, friends, other larps, and so on. So even the most impactful 1 on 1 conversation with a key backstory character can have the details forgotten by the time another event rolls around in a couple months.

The use of “Fractured” is simply meant to indicate to another character that real life has overwhelmed your ability to remember key details from before and you want them to take that into account. There is no specific required reaction to the signal, but we will generally find ways to repeat information or gently steer around the forgetfulness.

The Fracture is also an in game event that occurred in the past and so forgetting details is a commonly known issue in the setting. This has caused the use of notebooks and other memory aids to be widespread and they are considered normal in any given situation.

Graceful Exit

When a character uses the term “Graceful Exit” while conversing with one or more players, they are signaling to other players that they need to leave the scene. When a character uses the term “Graceful Exit,” other players should respect that they need to bow out of the scene. A short goodbye or farewell is fine, but respect the “Graceful Exit” and let the player go. The conversation ends, and the other players continue the game with as much normalcy and understanding as possible.

A staff person might call for a “Graceful Exit” if they are needed, for out of game reasons, in a different place. As much as they

would love to continue the conversation, they really have to go because people are waiting on them for some big encounter. When a staff person calls for a “Graceful Exit” understand it isn’t anything personal, and bow out of the role-play.

If a player calls for a “Graceful Exit,” then they might be uncomfortable or uncertain about a scene, an area, or something else about the role-play or situation. In this case not only do we enable their departure and role-play so as to cover for them or move on to other adventures, but we are also mindful of the conversation and are careful not to approach them about the same or similar subjects. If there was some specific conversation going on when a “Graceful Exit” is called, then you have the responsibility to drop that conversation. Don’t approach the character about the same topic later on, unless they themselves bring it up.

Hand Signals

In addition to Plagued and Fractured, there are some hand-signals that will help players in moments of uncertainty or distress. First and foremost, if a player makes a discreet thumbs down hand signal that means they are uncomfortable, scared, or otherwise need the current situation to de-escalate or end. If you see someone you are interacting with make this signal you are required to reduce the intensity or disengage from the encounter with them.

The second signal is the “ok” hand signal; forefinger and thumb making a circle with the other fingers extended. This is a way to proactively check to see how someone else is doing. It means, “Are you ok out of game?” There is no specific time you are required to

use it, but we recommend it in moments of high stress or tension. Particularly when you do not know the other person well. If someone makes this gesture to you, they are concerned for your wellbeing.

In response, there are a few signals. The thumbs down, as described above, means the person is not doing well and you should act accordingly. A thumbs up, or the “ok” signal, means everything is fine and you may proceed without change.

An example of how it might work in play: Two characters (played by Steve and Mary) get into an argument that escalates to threats and yelling and Steve finds himself pushed beyond the in game atmosphere into genuine real life panic. He makes the thumbs down hand signal and, seeing this, Mary takes a couple of steps back and lowers her voice. The argument continues in a more controlled fashion and a little bit later Mary makes the “ok” signal. Steve gives her a thumbs up in reply and they proceed with the interaction.

Chapter Two

Accelerant Core Rules

Welcome

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

Invictus Specific

You will see some sentences marked out in this chapter in this Red color. Those are Invictus specific notes on the Core Rules.

Rules of Etiquette

In an activity as fluid and full of unexpected circumstances as live action games, it is important that each player attempt to follow the spirit as well as the letter of the rules. Although we have tried to create a set of rules that is as cut and dry as possible, there are certain rules that are difficult or impossible to quantify that are

necessary to promote atmosphere or safety. These rules are marked as Rules of Etiquette. These rules are difficult or impossible to quantify. We know this, and if players abuse them or become less than graceful when using them the game will suffer. We trust the player to follow the intent of the rules, and to be particularly careful to be graceful when dealing with Rules of Etiquette.

Rule of Etiquette

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

Game Actions

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

Always In Game

Players stay in game and in character from the start of the event to its end. There is no "out of game" except during emergencies. There are no out of game indicators such as white headbands, and no people should be wandering about unless they are there in the actual game. The idea is to keep the game flowing so players can stay in character and be immersed in the story. If you have a question, attempt to word it and ask it in game. If you feel you must leave game, walk to the edge of the game area in character and leave the game for a time. You should never interrupt the flow of the game.

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

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

inflicts knowledge upon them they did not want to know. If you want in game secrets, keep out of game secrets.

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

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

Caution

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

Clarification

This phrase works like Caution, but it indicates that someone needs a quick explanation of what happened. People directly involved pause for up to three seconds while someone repeats a verbal or quickly indicates a condition or result of something. This should be used

infrequently, if ever. It is present for new players who may be overwhelmed and confused during their first game or two.

Let Me Clarify

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

Emergency

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

Safety Restrictions

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

No Physical Contact

You have no reason to touch another player in the Accelerant system. Physical contact is not allowed. You may contact another player with a boffer weapon in a legal attack area and you may

contact another player by touching a packet to their arm or shoulder to deliver a "touch cast" effect. Violators will be asked to leave the game. **When the rules mention "touching" another player it is always with a packet as per this section.**

Searching a Character

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

Search For...

Some skills can give you the ability to use a special searching effect on a dead or helpless creature after you have finished your normal search. This searching attempt is represented by the verbal "Search for <Item Type>" where the item type is specified in the skill. You cannot use this effect unless you have a skill or ability that allows you to do so. Using a skill with this Search effect might reveal additional items, or it might trigger a response effect targeted on you. The Search effect is the name for the special search attempt, and the Search response is a resulting effect the targeted character calls out when you search them.

As an example, after you search an elemental you might have a skill that allows you to call out "With elemental harvesting, Search

for True Elements." That NPC might give up additional items, it might reply "You find nothing," or it might even use a counter effect such as "Refresh 1 Fire." If searching some creatures is dangerous, the creature might even reply with a detrimental search response.

It is also possible for games to create skills that let you use a defense against some or all search responses. **Please note that player characters in Invictus have a universal skill that allows them to only turn over items of story or plot significance when searched.**

Carrying a Character

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

If you are carrying a character and that character is struck by an effect from a melee, missile, or packet attack that is not beneficial, you will also take that effect unless you "drop" the character immediately. If you are being carried and someone "drops" you then you role play falling to the ground. If you are being carried, you must role play an effect with a moan or grunt even if you are paralyzed or dead to indicate you have been struck. If you are carrying someone who role plays an effect, and you do not know what the effect was, you must drop them. You may pick up a body after dropping it as soon as that body stops moving.

Rule of Etiquette

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

No Alcohol or Drugs

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

Rules Restrictions

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

There are three restrictions on your activities.

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

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

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

Prop Restrictions

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

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

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

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

Items may also be marked by attaching a short green, yellow, or red ribbon to indicate the item's in game status. These ribbons replace the sticker and have the same meaning. A ribbon can be used to mark small items that don't have room for a sticker, such as rings, or on items where plot feels that a ribbon would look

better or be more evident to the players. This ribbon may have codes or markings on it in the same manner that stickers can have markings for players with specific skills to recognize.

Some game effects will enhance an object such as a weapon or a piece of armor. When an item has been enhanced by a game effect, an effect sticker will be placed upon it so long as the enhancement is in place. Items with effect stickers are treated as though they were yellow sticker items. If you have an effect sticker upon your weapon, that prop can be stolen from you. You should bring back up props if you want to use item enhancements.

Game Environment

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

Out of Game Areas

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

Special Areas

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

Gates

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

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

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

Colored gates are special. Only special staff characters that control the gate may bring you through a gate with colored lights. If there is no guide you cannot enter the gate. Some colored gates are free standing, with no actual area on the other side. If you enter such a gate at the request of a staff character then you will become a spirit. You will not be affected by any attacks and you must reply "Spirit" to any attack that strikes you. You cannot use any game

skills or converse with any one else. You are visible to others, but you cannot converse with them and you can only enter an area indicated by the spirit guide who leads you. You must follow the spirit guide until you exit through another gate and your guide indicates you have assumed your normal form.

Turn Back Markers

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

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

Combat

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

Verbals

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

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

Verbals for melee attacks are called out as you swing your weapon. Verbals for missile and packet attacks are called out before you release the projectile from your hand. You call out a phrase that takes the form of [Effect] by [Trait]. For example, a poison that freezes you in place would use the verbal "Paralyze by Poison" and a bolt of fire that causes 5 points of damage would use "5 Damage by Fire" as the verbal.

If you hear a verbal, your character knows what happened. The verbal not only tells you the effect out of game, but it represents

the sight, sound and feel of the attack in game. You never have to play it dumb. The verbal "4 Damage by Fire" might represent a roar of flame. The verbal "Maim by Lightning" might represent a flash of light. The verbal "Paralyze by Fear" might represent the hairs rising on the back of your neck. However you imagine it, the verbal tells you what happened both in and out of game.

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

- You must finish the verbal for a called attack before launching a packet or missile attack. You call out the verbal as you swing a melee attack. If there is an incantation, which is an in game phrase associated with an attack, then that must be clearly spoken before the verbal. This is true for melee, missile and packet attacks.
- All called hits must be acknowledged with role play. Many skills are consumed only if the recipient calls out a defense or role-plays the effects of the attack. If you don't role play the effect, the attacker may assume that you were not struck and the skill not used.

Traits

A trait is a label that is given to a character, an attack, a defense, or an item. Traits help describe the flavor of game effects and

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

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

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

Deliveries

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

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

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

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

Melee Attacks

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

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

deliver an attack. Melee attacks that are blocked by another weapon or shield wielded by a character with the appropriate skill to do so are not counted. Attacks to the head and neck, the hands, or the groin are illegal and are not counted.

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

You may hold only one weapon or shield in your hand during combat. If you are holding more than one item in a hand, and a melee attack strikes one of those items, then you will take the blow or be disarmed of both items as if you were unskilled in their use. A melee attack that has no verbal causes 1 point of damage. These are known as "uncalled attacks." If an uncalled attack removes your last point of Vitality you will fall unconscious but you will remain stable as described in the Vitality section below. A melee attack with a verbal is known as a "called attack." A successful attack delivers the effect in the verbal to the recipient.

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

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

The Flurry Rule

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

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

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

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

opponent.

- An opponent can't try to prevent you from resetting your flurry by advancing. If you have retreated in an attempt to get out of weapon range but your opponent's advance has prevented you from doing so then you may reset your flurry after a full second pause.
- Incidental weapon contact and aggressively engaging an opponent's weapon with beat attacks or offensive parries can make flurry determination confusing. We realize it is difficult to determine if these types of weapon maneuvers count as a strike in a flurry. As a Rule of Etiquette, if both your elbow and the weapon tip move forward and contact an opponent's weapon then count that as one of your flurry strikes even if it was not your intention to launch an attack. This might mean that both combatants use up a Flurry swing during incidental weapon contact.

The Proximity Rule

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

Claws and Natural Weaponry

Some characters have the ability to use claws or natural weaponry instead of, or in addition to, weapons. These weapon props are red,

though some plot creatures may have props that are constructed to appear to be part of that creature.

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

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

Packet Attacks

A packet is a small bean bag filled with bird seed that represents some sort of mystical, psychic, or supernatural ranged attack form. Packets have strict construction guidelines. You call a verbal and throw a packet at a target to deliver the attack. If the packet hits the target, or any direct possession of the target, then the effect is delivered to the target. You cannot throw packets too hard. If you are winding up to throw the packet, then you are throwing too hard. Packets are not solid objects and cannot be affected by Disarm or Destroy, but they are a visible, in game effect. If someone is carrying packets and you see the packets, you can assume they have some sort of aura that makes you realize they are capable of something special. Because of this, you cannot carry or throw packets unless you have the power to use them for something.

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

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

Packet attacks cannot be used while you are being hit. Successful melee attacks interrupt your ability to throw packet attacks, forcing you to wait for one full second before attempting to throw again. It is impossible to get off packet attacks during the Flurry pause. Missile and packet attacks will also interrupt your verbal if they land while you are speaking it, but you may begin a new verbal immediately and do not have to wait for one second in these cases. An interrupted ability is not used up and attributes or their equivalent are not wasted, but you must begin the verbal again.

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

enemies to become unstable when they fall unconscious just like called melee attacks.

Rule of Etiquette

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

Concentrate

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

Rule of Etiquette

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

Missile Attacks (Packet)

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

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

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

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

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

Missile Attacks (Props)

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

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

Touch Delivery

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

Beneficial Effects

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

Special Attacks

Special attacks are delivered in unusual ways rather than using the regular melee, missile, and packet combat system. They represent large scale effect and atmospheric conditions. Special attacks always begin with the person or area that the attack affects and that is followed by a verbal. If you have a defense that works against the verbal of a special attack you can use it to negate that attack. Once the verbal of these attacks has begun the effect is already delivered. You cannot, for example, retroactively turn to a spirit during the verbal to negate it. The individual types are detailed below.

Affliction

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

You will be very unlikely to encounter an Affliction count in Invictus. If a creature is required to spend time over the fallen

before harming them they will spend that time in appropriate roleplay actions.

Gaze

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

Gesture

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

Name

Someone calls out "By Your Name," states your name, part of your name, or some pseudonym that you have used and calls out a verbal. The attack is delivered to you if you recognize that name as a name you have used or a name that person might use to refer to you. Basically if you know they are talking about you then you take the effect.

Room

Someone calls out "In This Room" and an effect and everyone in that room will be affected by it. Doorways and gates act as room dividers. This delivery is commonly used for traps and performances. The attack only works in an enclosed room with normal doorways

and corridors leaving it. The attack will affect you if any part of you is within the room when the verbal is called.

Invictus will use a similar call to denote effects to other demarcated areas. For example, some School of Numerology spells will use "In This Demesne" to indicate all those within the area of a particular Sorcerer's magical place.

Search Response

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

Voice

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

Vitality

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

from traps, from packets, or from anything with a verbal become unstable.

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

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

When you die, all active effects on your person end unless an Imbue or Inflict effect specifically says otherwise on the effect card. Your remains will linger for five minutes before you change to a

spirit of the dead and begin to walk to the gate of death. Only effects with "to Spirit" or with "to Dead" traits will affect a spirit of the dead.

In Invictus, each character begins with two Vitality points and may potentially raise this number through skill purchases.

Unconscious

You are incapacitated and must collapse to the ground. You must close your eyes and you cannot move or speak while you are unconscious. You cannot use game skills unless a skill explicitly explains that it can be used while unconscious.

Rule of Etiquette

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

Death

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

Death Strike

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

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

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

Please note that player characters in Invictus have a universal skill allowing them to dramatically roleplay the execution of a helpless foe for at least three uninterrupted seconds before touching them with a weapon and delivering a "Death" attack.

The "Death" Effect

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

Mishaps

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

Spirits Of The Dead

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

In **Invictus** the **Death** area is the **Lapis Vitae**. When you arrive there as a spirit of the dead you are compelled to write your name in the ledger that is present. After one minute your spirit will reform a body there and you return to life with full **Vitality** and your attributes refreshed as though you had a **Long Rest**.

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

Final Death

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

Attack Effects

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

Game Time

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

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

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

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

these resets or skills while you are out in the field or away from these areas.

Rest

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

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

Rule of Etiquette

Players with bad knees or physical impairments may be given plot permission to stand with their arms raised and their hands behind their head to indicate they are resting on the field. **All participants of Invictus may assume they have this permission if they feel they need it.**

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

Game skills will instruct you by saying "Rest for," followed by a time period, followed by the results of the rest.

"Rest for one minute to end this effect."

"Rest for ten seconds and call out "Heal 2 to Self" to use this skill.

You Are Well Rested

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

Focus

Focusing represents some task that requires your concentration.

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

Game skills will instruct you by saying "Focus for," followed by a time period, followed by the role play needed to act out the skill, followed by the result of the Focus.

"Focus for one minute, repairing your armor at a forge, to refresh your armor points."

"Focus for one minute, binding the limb of the wounded character" and call "Cure Maim" to tend to the broken limb.

"Focus for three seconds, shaking off your fear, to purge one Fear effect."

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

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

Agony

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

Cure, Remove...

Beneficial Effect (Cure only)

Cure removes one effect on the target. A Cure [Effect] will remove one instance of the specified effect. A Cure [Trait] will remove one effect with the appropriate trait except Imbue and Inflict unless the Imbue or Inflict card specifically says otherwise. If the Cure verbal

is followed by "All" then all appropriate effects end. If you have more than one appropriate effect, you may choose which will end when a Cure effect is applied to you. Cure will never restore Vitality. Cure is a beneficial effect.

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

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

A "Cure Death" effect will restore a dead target to life and leave them with 1 Vitality unless that target has transformed to a Spirit of the dead.

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

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

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

Damage

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

Death

An attack with this effect kills you. You fall down dead, as if you had been struck with a death strike. All temporary effects upon you end when you are killed except for Imbue and Inflict effects that are not specifically removed by death. Death lasts for 5 minutes, after which you will rise as a spirit and travel to the Death area. This process is described in greater detail in the Spirits of the Dead section.

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

Destroy...

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

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

Items without tags or safety stickers (such as clothing, belts, pouches, and the like) cannot be affected by **Destroy**.

Diagnose

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

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

If someone uses "**Diagnose Damage**" on you, you may choose, for the sake of expediency, to include in your reply the current number of **Vitality** points that have been removed by **Damage**. If, for

example, you have taken two damage that has not been healed and someone uses "Diagnose Damage" on you, you may reply with a simple "Yes" or you may reply with a "Yes, two." The choice of how to respond is up to you.

Disarm...

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

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

Rule of Etiquette

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

Disengage

To initiate this ability either take a step back or plant your feet for 3 seconds. Gesture at any number of opponents with a your weapons. You cannot move towards any target. Everyone who is attacking you and everyone indicated by the gesture of your weapon must move back out of weapon range so that you cannot cross extended weapons. Targets that are rooted or cannot move back may cross their arms and lean away from the effect instead of backing up. Once the distance has been increased and the space indicated by the Disengage has been cleared by all targets (or everyone has crossed their arms and leaned away) the effect ends. Disengage will not force a target into a dangerous area. A target may choose to cross arms and lean back rather than stepping back into an area that will cause them some detrimental effect. Disengage is not a melee delivered attack and cannot be negated by defenses that stop melee attacks.

Invictus has very few Disengage skills available to players, each with a specific tactical use. If you believe that you need to use a Disengage Effect for out of game safety reasons then you are welcome to do so regardless if you possess the skill or not. We encourage the use of the Caution call instead, but we recognize that in the heat of the moment many players may default to Disengage and that is fine. The safety of our participants is paramount.

Drain

For a simple Drain effect, you cannot run or use any game skill, including weapon and shield skills. If the verbal is followed by a skill or ability name then you cannot use that particular skill. Drain can also be used to prevent entire skill headers. If a header is

drained, you cannot use any skill that falls under that header. Drain can be used in this manner to suppress racial abilities and empowered named items. If an item is named after a Drain effect then no abilities from that item can be used until the Drain ends. Only simple Drain effects prevent you from running. The Drain effect will last until you rest for five minutes.

Expose...

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

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

You are not affected if you are Dead or have the Spirit defense unless the Expose effect targets those specific traits. This effect is one of the few that will commonly be delivered by voice.

Frenzy

This effect causes you to attack the closest creature to you, regardless of recognition or consequence. You may attack with any standard skill that is not beneficial, though you are not forced to use consumable skills in this attack. If you are affected by a Repel effect, or if you are not affecting the creature in question, or if

you cannot find a way to reach the creature for **10** seconds you will move on to the next closest creature. If someone else attacks you and that creature is more convenient than your current target then that creature will become your new target. The effect ends when you are rendered dead or unconscious.

Grant...

Beneficial Effect

The Invictus staff understands that the Grant Effect can be confusing to remember during play and encourage you to play through the encounter and not worry if you make a mistake in the details. There is also an Open Skill (see Characters section) all characters have that clarify the limitations on number of Grants.

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

Grant effects have some restrictions.

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

Grant effects are negated with the Remove effect. A "Remove Grant" effect will negate one Grant effect of your choice, while a "Remove All Grants" will remove all existing Grant effects. Remove

effects can also specify a type, such as "Remove Armor Grant" or "Remove All Defense Grants." In addition, a Remove <Trait> effect will negate any Grant effect that also used that trait.

There are five types of Grant effects.

... **Armor**

"Grant Armor"

"Grant 2 Armor by Inspiration"

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

You may only have one Grant Armor effect active.

... **Attribute**

"Grant Earth"

"Grant 2 Vitality by Magic"

"Grant 2 Karma by Inspiration"

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

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

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

... **Protection**

"Grant Protection"

"Grant 3 Protection by Inspiration"

This **Grant** adds additional protection points that negate points of damage. These protection points work in a manner similar to armor, negating the indicated amount of damage regardless of the source. The number of points is indicated after the "Grant" in the verbal, and if no number is indicated then the ability grants a single protection point. Protection points are always lost after armor points.

Protection points are not affected by **Waste Vitality** effects.

Protection points cannot be refreshed or renewed. Once they are used to negate damage the effect ends.

You may only have one **Grant Protection** effect active.

... **[Type] Defense**

"Grant Poison Defense, Shield"

"Grant Defense by Inspiration, Elude by Blur"

"Grant Melee Defense by Magic, Parry"

"Grant Packet or Missile Defense, Avoid"

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

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

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

A "Grant Defense by Shadow, Avoid by Shadow" would give you one defense against any melee, missile, or packet attack. You could

choose to take an attack and save the defense for later. You would call out "Avoid by Shadow" when you used the ability.

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

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

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

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

unspecified and thus defaults to "Melee, Missile and Packet" and the other is specified as a "Packet" defense.

... [Delivery] Attack

"Grant Melee Attack, 2 Damage"

"Grant Missile Attack by Venom, Agony by Poison"

"Grant Packet Attack by Magic, Stun by Fear"

"Grant Attack by Arcane, 5 Damage by Fire"

"Grant Touch Attack, Heal 2"

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

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

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

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

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

"Grant Touch Attack by Divine, Cure Poison" would allow you to touch a packet to a willing subject to cure a poison effect. Like any beneficial effect, the recipient could refuse the effect.

Grant Extra...

Grant effects that begin with "Grant Extra" can overcome stacking in the following ways:

~ An attribute modified by a Grant effect can also have one "Grant Extra" effect that stacks.

~ Armor modified by a Grant effect can also have one "Grant Extra" effect that stacks.

~ You can have both a "Grant ... Protection" and one "Grant Extra ... Protection" effect and the effects stack.

~ You can have both a "Grant ... Defense" and one "Grant Extra ... Defense" at the same time.

~ You can have both a "Grant ... Attack" and one "Grant Extra ... Attack" at the same time.

~ Grant Extra effects do not count towards your three Grant effects.

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

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

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

Double and Triple

Grant effects with the Double or Triple qualifier will provide multiple uses of the specified attack or defense but only count as a single Grant effect. In other words, you can have a "Triple Grant Melee Attack by Skill, 2 Damage" effect that grants you three melee attacks each which do "2 Damage" even though you are normally allowed only one Grant effect with the Skill trait. Since

numeric effects do not stack this is only relevant for **Grant Attack** and **Grant Defense** effects.

Heal...

Beneficial Effect

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

Imbue...

Beneficial Effect

This effect can be used in one of two ways. An **Imbue** effect with the verbal “**Imbue [Trait Name] Trait**” will give you the specified trait for the remainder of the event.

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

Imbue effect cards can have a wide variety of long term plot effects. Examples include granting a defense against certain types of

attack, strengthening the spirit of a dead character, and similar exceptional abilities.

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

Inflict...

This effect can be used in one of two ways. An Inflict effect with the verbal "Inflict [Trait Name] Trait" will give you the specified trait for the remainder of the event.

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

Inflict effect cards can have a wide variety of long term plot effects. Examples include causing death after a certain amount of

time, causing you to transform into some type of creature, inflicting you with a disease that cannot be healed normally, weakening the spirit of a dead character, and similar exceptional abilities.

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

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

Maim

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

Paralyze

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

Refresh...

Beneficial Effect

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

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

Repair...

Beneficial Effect

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

Repel

This effect prevents you from using melee, missile, or packet attacks on the attacker. You will also attempt to stay **10** feet away from the attacker unless doing so would endanger you. If this is the case you may move to a safer position even if it takes you within **10** feet, so long as you then attempt once again to stay **10** feet away from the attacker. You cannot use melee, missile, or packet attacks on the attacker in any case. The **Repel** effect will last until you rest for five minutes unless the attacker strikes you with a melee attack that does not cause a **Repel** effect. If the attacker strikes you with a melee attack using an effect that is not **Repel** then this effect ends immediately.

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

Root

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

Silence

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

Slam

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

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

Slow

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

Stabilize

Beneficial Effect

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

Stricken

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

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

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

Stricken will not prevent the use of skills that bestow the ability to use multiple subsequent attacks. Ex. The Blood Witch Flesh Growth spell or the Weapon Wall stance.

Stun

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

Speak

Beneficial Effect

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

Waste...

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

attribute points or uses of the skill. Skills that require attributes cannot be wasted directly and are unaffected by a **Waste** effect.

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

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

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

Weakness

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

Attack Traits

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

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

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

Elemental Traits

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

Mental Traits

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

Metabolic Traits

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

Physical Traits

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

Special Traits

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

Bane

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

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

Self

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

Defenses

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

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

Elude, Guard, Shield

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

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

Avoid, Parry, Resist

Choose one attack of the appropriate type and call out the defense to negate when it strikes you. You can allow an attack to affect you and negate a later attack.

Purge

You may negate an attack after it has affected you. You must spend three seconds to role play this defense as you shake off the effect, during which time you must remain relatively still. You cannot use game skills while role playing the purge. You cannot use Purge while unconscious unless doing so would wake you. You cannot use Purge when you are dead unless the skill specifically allows you to use "Purge Death" in the verbal.

No Effect

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

Reduce, Absorb

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

Increased

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

Creatures in Invictus suffering an Increased effect may stop saying the call once it is clear to all involved that they are especially vulnerable to an attack.

Reflect

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

Spirit

You are insubstantial and are unaffected by most attacks. You call "Spirit" to any attack that you negate for this reason. You cannot

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

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

Some abilities allow a living character to become a spirit for a time, but these abilities usually have special restrictions or will not be absolute in their protection. You might gain a trait and become vulnerable to attacks with that trait even though you are a spirit. Some of these skills last until you move. In these cases you cannot move or speak without ending the effect. If you turn into a spirit in a place which blocks a portal or doorway then you are forced to move to allow someone through. Since this can end the effect you must be careful to use these types of skills so as to not block confined areas.

Defense Traits

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

Chained Defense

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

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

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

For example, a character has an ability that simulates a Riposte. The character is struck by a successful melee attack, calls out "Parry and 3 Damage," and immediately swings at the person who attacked her.

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

Armor

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

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

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

In Invictus, all characters may wear up to two points of physical armor. You must be skilled in the use of armor to effectively wear any more than two points. You may wear a prop worth more points without this skill, but the protection it will provide will be limited by your armor skill. A character with the Armor Smith skill can restore physical armor. The smith spends one minute of Focus time role playing this repair at a forge to fix the suit of armor.

In Invictus you must have an appropriate prop to use physical armor. Our goal with armor props is to add to the look and atmosphere of the game. We do not require armor that adds a lot of weight, nor must armor provide real life protection. We would rather have armor props made from lighter materials that look good and add to the atmosphere of the game, rather than armor with weight that is hidden under a tabard or surcoat where others cannot tell you are wearing any armor. Plate mail pieces that look like rigid metal but are created from lighter materials painted to look like metal are perfectly acceptable and even encouraged.

Light Armor can be increased up to a total of 4 points of protection with additional skills.

Light Armor:

~ Does not require specific coverage. However, there should be robust enough coverage to make it clear you are wearing physical armor. So just gloves or just bracers or just leg guards are likely not enough on their own. Torso coverage is likely enough on its own.

~ Should appear like padded, leather, or hide armor

Medium Armor can be increased up to a total of 5 points of protection with additional skills.

Medium Armor:

~ Requires chest coverage at minimum. More coverage is encouraged.

~ Should be or appear as chainmail or scalemail

~ Alternative materials, or appearance of metal, can be approved by staff. If you have a very heavy leather armor set that is scale style, something like that would likely qualify as medium armor.

Once again,

having it visible, looking great, and adding to the atmosphere is what we are looking for.

Heavy Armor can be increased up to a total of 6 points of protection with additional skills. It also provides one Guard Versus Called Melee Attacks. This defense must be used against the first called melee attack that hits you. This defense will then refresh upon completion of armor repair when using the Field Repair, Master's Armor, or Smithing skills. This defense will not otherwise refresh when a spell or skill repairs armor points to you. Call out, "Guard."

Heavy Armor:

~ Requires chest coverage

~ At least 1 other location is required: pauldrons, gorget, helm, greaves, or bracers.

- ~ Should be or appear as metal plate armor.
- ~ Alternative materials, or appearance of metal, can be approved by staff. If you have a very heavy leather armor set that is plate style, something like that would likely qualify as heavy armor. Once again, having it visible, looking great, and adding to the atmosphere is what we are looking for.

Traps

Traps are devices or substances set to deliver an effect to anyone who disturbs them or attempts to get past them. Anyone can avoid a trap, but no one can attempt to manipulate a trap by moving it, disarming it, or affecting the individual components unless they have a skill that allows them to do so.

Most traps will cause an effect to the person who set them off. If someone manages to trigger a trap with a thrown object, then the object will take the affect instead. If the trap affects the entire room or corridor, then this trick will not provide much help. Some traps will work multiple times, while some will work once. If an item is causing a trap to go off continuously then anyone who touches the item will take the effect.

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

off then that fool will be killed instantly. There are four types of traps.

Snap Trap

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

Buzzer Trap

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

Verbal Trap

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

Gas Trap

As a magical trap, but the verbal will begin with the words "In This Room..." Everybody in the room will take the effect. This trap only works in an enclosed room with normal doorways and corridors

leaving it. The trap will affect you if any part of you is within the room when the trap goes off.

Contact Poison

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

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

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

While we have kept this section intact so you will have a full understanding of the Core Rules regardless of the Accelerant Game you play, please note that Contact Poison will never be used in Invictus.

Shackles

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

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

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

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

Verbal Modifiers

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

Short

Someone precedes an attack verbal with "Short" and calls out an effect that lasts until you rest or lasts for the entire event. That

effect instead lasts until you rest for **10** seconds. If used with Frenzy then the effect will only last **10** seconds.

Permanent

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

In Invictus, Permanent effects might last indefinitely. If you end the event with a Permanent effect submit to plot a description of the effect and how you received it.

Ambient

Someone precedes an attack verbal with "Ambient" to indicate that the effect is a result of an environmental or a plot condition and not an effect that originates from the creature that calls it.

Although the effect itself remains unchanged, this indicates to the players that disabling the creature calling the effect will not prevent the effect. This modifier is usually used with plot deliveries to indicate plot driven effects.

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

causing Travis pain but it isn't related to the creature calling the effect.

Double and Triple

One single delivery causes multiple attacks to affect the target.

"Double" causes two of the specified attack to be delivered, while

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

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

Chained Effects

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

For example, a spider calls out "Drain and Slow by Poison" and hits

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

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

Chapter Three

Characters

As you generate your character, you will assign character points to build up your attributes and skills. You have five attributes that determine your capabilities and limitations, and your skills measure the knowledge you have amassed that affects the play of the game. You start with a variable amount of character points depending on how long the campaign has been running. You'll be able to see the amount on our website. For the first event the starting amount is **41**.

Traits

Each character has traits they automatically gain. You have the **Living** trait unless you are dead. Each skill header you purchase is also a trait. A character who has purchased the **Scout** header, for example, has the **Scout** trait. Your **Species** is also a Trait. In addition, a character will have one trait based on how many character points they have spent on skills and abilities. A character who has not yet spent **75** character points to improve has the **Initiate** trait. A character who has spent at least **75** character points but has not yet spent **150** character points has the **Experienced** trait. A character who has spent at least **150** character points has the **Accomplished** trait.

Long Rests

A **Long Rest** refers to a five-minute rest within a “**Safe Place**” (see below). A **Long Rest** is often required to refresh things like attributes, skills, magic item abilities, and so on. Multiple things that require a **Long Rest** can be done concurrently with each other and with the time needed to rest off effects as appropriate.

Short Rest

A **Short Rest** refers to one minute of rest often represented by taking a knee after having withdrawn from the thick of combat, but can be done in any of the usual ways you rest. **Short Rests** are often used to refresh abilities during an encounter. Multiple things that require a **Short Rest** can be done concurrently with each other and with the time needed to rest off effects as appropriate. If you are struck during a **Short Rest**, it is interrupted and you must start again.

Per Day

From time to time a skill or item might have an ability that is used one or more times “**per Day**.” The first day of an event ends at dinnertime on **Saturday** and that is when this ability would reset.

Attributes

Each character has five attributes. These attributes are not meant to measure the capabilities of you as the player, nor will they limit your natural abilities. These are only a limit to the game skills you can use. The four main attributes are **Fire**, **Water**, **Earth**, and **Air**. **Anima** is the fifth, special, attribute.

Air represents your mind and cunning. Earth represents your strength and stamina. Fire represents your passion and fervor. Water represents your mobility and dexterity. Anima is your spirit's determination and need to survive.

Air, Earth, Fire, and Water each begin at 2. You may raise these attributes by spending character points. You must spend a number of character points equal to the new attribute value to raise it by one. If an attribute is 2, you must spend 3 character point to raise it to 3. If an attribute is 3, you must spend 4 character points to raise it to 4, and so on. You will exhaust attribute points to use certain skills. All attributes, except Anima, are fully refreshed at the beginning of every event and may also be restored by the Refresh effect.

Refreshing Attributes in Safe Places

Certain areas in the game are "Safe Places." A character may Long Rest in these areas to refresh their Air, Fire, Water, and Earth. There is no limit to the number of times a character may do this so long as the entirety of the five minutes is within the same Safe Place. Safe Places for a character include the cabin in which they are residing for the event, the main tavern building, and any area marked as such with an informational sign.

Anima

Anima is a unique attribute that does not refresh from resting in a Safe Place or at the beginning of events, nor does it power skills in the same way as other attributes. Instead, Anima has specific

unique uses and refresh rules. A point of Anima may be used for any of the following during an event:

- You may exhaust a point of Anima to call out “5 Damage by Anima!” with a melee, missile, or packet attack depending on your normal mode of combat. This represents a last desperate surge of effort to defeat your enemy. The attribute point is only exhausted if the attack lands and the opponent acknowledges it with roleplay, or negates it with a defense that specifically indicates the ability to stop the Anima Trait. Ex. The target calls out “Resist Anima” or indicates through roleplay the extreme difficulty of using a Parry on the attack. Such defenses are very rare, if encountered at all. Any other defense will not cause the Anima point to be used and you may use this attack again if you wish.
- You may exhaust a point of Anima to shift from being Unstable (though not Dead) to Stable at any time during your one-minute bleed out count. No verbal call is necessary.
- Most skills that are otherwise only usable once per event may be used a second time by exhausting a point of Anima. The skill description will indicate when this is possible.
- You may exhaust a point of Anima to call out “Resist by Anima” against any melee, missile, or packet attack as your will to live summons a last moment of determination to survive.

You begin the campaign with one point of Anima and, unless very specifically clarified directly, may only ever have a maximum of one.

Anima only refreshes when you submit a post-event letter online to provide feedback. There is a web form to fill out on the website.

Magic Items

A character may only use a magic item they are attuned to.

Characters may only have 3 items attuned at one time.

The same item cannot be attuned to multiple characters in the same event unless some ability creates an exception.

At the start of an event you may choose to attune up to three items, but do not need to. If you have an open attunement "slot" and find a magical item during an event, you may attune it during a Long Rest.

At the end of each event, all of your items are de-attuned.

Magic items will normally last the duration of the campaign without expiration. In universe, they will eventually lose their empowerment, but not before the end of the campaign time.

Sending Letters

Sending letters to NPCs is potentially a key way you can impact the setting and story of Invictus. To keep things manageable and fair for players and staff alike there are some specific guidelines to keep in mind.

During an event you can send a letter to an NPC if you can find an NPC willing to deliver it for you. There is no guarantee that the delivery will be successful, or that there will be a particular reply, but the attempt can be made.

Between event letters work a little differently. You can only send those under two conditions. First, if you have an appropriate information skill (see below), such as the Courier skill, you can send letters as explained in the description. You can also send letters on behalf of other players if you wish, but those count against the number of letters the skill lets you send.

Second, if an NPC during an event tells you during an in game interaction to send them a letter after the event, then you may assume that have arranged for you to be able to do so. Please make note of this when you submit the letter through the post-event letter form in the Information Skill section.

Other than those two conditions, letters to NPCs cannot be sent between events.

Skills

The measure of your knowledge and training are defined by skills. To simulate various levels of skills, there are certain activities the game does not allow you to attempt if you do not have the skill for it. If a skill exists for a certain type of activity or to manipulate a certain type of prop, then you may not attempt that action unless you have the skill or a specific ability allowing you to do so.

Skills are divided under headers. These headers represent basic training necessary to use the skills falling under that header. Each header gives you the name of the header as a trait. A character

with the "Orator Skills" header would have the Orator trait. You cannot purchase a skill under a header unless you have purchased the header first. Open skills are all the skills that do not have a header. Anyone may purchase open skills. You cannot purchase a skill or spell more than once, even if you have access to that skill in multiple headers, unless the skill or spell name is marked with an asterisk. In that case you must pay the cost of the skill each time you purchase it.

Some skills have additional requirements that must be met before the skill is purchased, and these are described in the description of the skill. You can purchase any skill from this book.

Using some skills will exhaust one or more points from one of your attributes. If you cannot exhaust these points because you do not have enough points left, then you cannot use that skill. If an attack skill has an attribute cost or a limitation on how often it can be used the skill is only used and/or the attribute(s) is only expended if the strike lands and the opponent acknowledges it with role play or negates it with a defense.

Generally speaking, you may change your skills between events if you discover that you have made a mistake or you think it will enhance your fun. Please inform the staff if you make a dramatic change so we can take it into account while preparing events. We will also work with you to integrate the change into the game world as smoothly as possible.

Information Skills

Some skills allow you to pursue answers to questions between events. These skills are called information skills. Each information skill has a number of in game sources that research the question and provide what answers they can. Your question is answered from their perspective and in the best manner they can pursue it. In order to use an information skill, you must maintain a good relation with these sources. Using your sources, you make a request for knowledge. You submit the question you are pursuing among your sources to plot between events. The question must be appropriate for your sources and one they could pursue. The best way to submit questions is to email the question as plain text in the body of the message to plot. **Info skills must be submitted within two weeks after an event to be considered for the next one.** A character may only use one information skill between events even if they know multiple types.

You are not guaranteed an answer, and it may take more than one event to receive a response. Submitting a question that is not appropriate for your sources dramatically reduces your chance to get an answer that is meaningful. If you submit a new question to the same source before you get an answer, then the old question will be forgotten and the sources will begin to instead pursue the new question. Asking certain questions to inappropriate sources might cause trouble for you.

Your answer will come in one of three ways: you might get a written response between events; you might get a verbal or written response at the opening of an event before it starts; or a contact

might come to find you in game to deliver some piece of knowledge related to your question.

Forges

A Forge represents a place where those with various smithing skills ply their trade, most notably to repair damaged arms and armor. A Forge typically has an anvil as its base, along with other tools and props to complete the image of a complex working space. Forges must be located within or adjacent to a building or as otherwise permitted by staff. Players are free to set up their own Forges out of appropriate props before the beginning of an event. For a Forge to qualify for transport by a Siege Engineer (see below) it will need to be sufficiently large and cumbersome as to be visible across a field of combat. Other than as provided by skill or ability, Forges may not be moved or tampered with.

Missile Packet Attacks

Weapons, Bucklers, and Shields cannot be used to block called missile attacks that use packets (such as arrows for Archers). Packets that hit the target, or any direct possession of the target such as their weapon, buckler, or shield, will deliver the effect to the target.

Open Skills

All characters have access to Open Skills without spending any character points.

A Quiet Death 0

Instead of the normal **Death** strike count you may clearly and obviously roleplay the preparations to kill a helpless foe for at least three seconds before lightly tapping them on the chest with your weapon prop and calling out “**Death.**” All other rules for **Death** strikes, including being interrupted, apply.

Archery 1

You are skilled in the use of bows and crossbows. You can fire **20** arrows for uncalled damage. After **20** arrows you must spend one minute of activity to refresh your quiver by role playing cleaning and fletching another set of arrows. Arrow attacks with a verbal due to a skill or enhancement do not count against this total. Because arrows are represented by regular packets, you may not use any other form of packet attack while you have a bow or crossbow in hand.

Artisan 1*

You have some craft that allows you to make a living. Crafts provide two centium at the beginning of each event. You may purchase this skill more than once, but no more than five times. You are encouraged to define what your character’s craft is.

A Sturdy People 0

If you are dropped to zero **Vitality** with a called damage attack of two or less, you fall to the ground **Stable** instead of **Unstable**. You may assume that this is the normal state of affairs in the game world of **Invictus**.

Disarm Traps 0

This skill allows you to attempt to arm or disarm traps. Without this skill you can try to sidestep traps, but you cannot attempt to manipulate them without setting them off. In order to disarm a trap you must actually use tools to prevent the mechanical trigger from setting off the part that makes noise and causes damage to you.

Fickle Fate 0

You are immune to attacks with the Dark Portents Trait and call out "No Effect" to any such attacks. If such an attack is delivered By Voice, you need not call out "No Effect." This skill facilitates other game mechanics that target enemy forces and should not be taken as particularly relevant In Game.

First Aid 1

This skill takes one minute of activity to perform. You role play administering medicines and bandaging wounds to prevent someone from dying of blood loss. This skill may also be used to cure a Maim effect. You must have both arms free to use this skill. When you begin to use this skill, you must call "First Aid" and role play the use of the skill.

If used to cure a Maimed limb, you must use the "Cure Maim [Limb]" verbal when the one minute of role playing is complete. If used to make an unstable character stable you must say "Stabilize" when you have finished. This skill can be used for either effect, but you cannot perform both effects at the same time.

Although the skill requires the use of both arms, you may use this skill on your own arm if the other arm can be used and you could otherwise use this skill.

Improved Grants 0

Your capacity to accept Grants is improved as follows:

You may have three total **Attack** and/or **Defense Grants** in any combination. However, two of them can be exactly the same.

You may have one **Grant** for each regular attribute (**Earth**, **Air**, **Fire**, and **Water**), **Vitality**, and **Armor**.

You may have one **Protection Grant**.

All other **Grant** rules still apply.

Improved Health 4

Your **Vitality** is permanently increased by one.

Increased Health 4

Prerequisite: **Improved Health**

Your **Vitality** is permanently increased by one.

Light Source 0

We all need light to help us from time to time. Whether by magic or alchemy or mundane means. This skill allows you to use a green or blue **Cyalume** stick, or similar, for illumination with no attribute cost. You may not throw the light, but you may hand it to others or put it down. The light will last as long as the prop continues to glow and you may activate more as you wish. You may not break open the stick or attempt to make it look like any other sort of

prop. If you have an idea for a different way to represent the light we encourage you to contact the staff to discuss it.

Lockpicking 0

This skill allows you to attempt to pick game locks. You can attempt to pick locks that are opened by keys and to open combination and puzzle locks.

For locks with keys, you must use tools and actually open the lock. Only locks approved by the staff will be allowed in the game. For combination locks, each will be marked on the back with the first few numbers. You will have to play with the lock to determine what the third number is to open the lock.

Melee Weapon 1*

You are skilled in the use of one type of weapon that must be chosen when the skill is purchased. Some exotic weapons are not included in this skill. You may purchase this skill once for each type of weapon you wish to learn. The weapon types are Blades, Axes, Hammers, Staves, Spears, Polearms, and Clubs.

Minor Concealment 0

When you are searched, you do not have to hand over treasure that is not of story or plot significance. Alchemy items, coins, bank notes, and the like may be kept. Items such as your notebook of key information or the shard of an artifact that is a villain's weakness would not be covered by this skill.

Small Weapon 0

All characters can use any type of small weapon.

The Soul's Awakening 0

Ever since the Spring of the year 1022, those who regularly travel and adventure on Andromeda have noticed that they develop special abilities. This includes those who have arrived at the settlement in later months, though not beforehand.

When you fill out the character history form or registration form, you will be prompted to answer whether or not you prefer a special ability that is an attack, a defense, or a utility. Staff will then assign you one based on your preference and what we know about you and your character. If you would prefer the staff to wait to assign you an ability until you have played longer and feel that the staff knows you better, you can leave a note in the forms accordingly.

Once assigned, the ability will not change in future events (and you can skip the question in future forms) unless there is an out of game issue with it. If there is an issue, you are encouraged to note it in your PEL or to email the staff about it so it can be addressed.

Thrown Weapon 1*

You are skilled in the use of thrown weapons. You may carry up to 3 thrown weapons on your person for each time this skill is purchased. When you pick up a thrown weapon after it has been

used you must spend **10** seconds cleaning the dirt and blood off the weapon, sharpening it, and checking the balance before you use it again. You may, however, clean all your thrown weapons in one **10** second session.

Alchemist Skills 3

Alchemists are skilled in the art and science of extracting powerful benefits from ingredients of the world around them. Through boiling select plant roots, grinding gemstones, and mixing strange powders from far off places, an Alchemist can create a wide variety of substances and talismans that can mean the difference between life and death in harrowing times.

Dazzling The Crowd 4

Through the use of combinations of esoteric ingredients, you can dazzle and distract your enemy. Spend a few moments roleplaying the final mixing, exhaust two points of Air, call out “Short Drain by Confusion!” and throw a packet at your target.

Major Working 4*

This skill may be purchased once for every four purchases of the Minor Alchemy skill.

Each purchase of this skill allows you to make a major substance or talisman twice per event for a cost. Please see Chapter Five for additional details.

Minor Alchemy 2*

This skill may be purchased any number of times.

Each purchase of this skill allows you to make a minor substance once per event for free plus one additional time for a cost. Please see Chapter Five for additional details.

Noxious Fumes 4

You may negate one attack with the Poison Trait that targets you. Exhaust one Fire to call out “Resist” to use this skill.

Resilient Mind 4

Long hours of careful discipline and meditation have strengthened your mind against outside influence. You may exhaust two points of Fire and call out “Purge [Effect]!” to purge a single effect delivered with a Mental Trait. If you have multiple effects delivered with Mental Traits you must purge them individually.

Sharing Secrets 3

This is an information skill.

Like in all highly specialized and skilled professions Alchemists gather together to share knowledge, network, and complain about their clientele. During these times they will also often discuss other events of the day and issues that may impact them. Between events you may submit a topic of interest you hope your peers will have information about.

Tending the Community 3

By using ancient training and secrets of alchemical lore an Alchemist can bind the wounds of their allies and protect them from the embrace of the Lapis Vitae. At will, you may roleplay binding

someone's wounds for ten seconds before touching them and calling out "Stabilize!"

Archer Skills 3

Archers are a useful addition to any military unit or militia. They are, nevertheless, relatively rare in official military service but become more prevalent the further from cities you venture.

Please note that called Archery attacks are not normally blockable with Shield, Buckler, or Weapon props. In addition, if the packet misses, or you cannot tell whether the packet hit, then attributes or resources are exhausted normally.

Desperate Straits 3

If your bow is approved by staff to parry with, you may block melee attacks with your bow as though it were a melee weapon. Doing so unstrings the bow and you must roleplay restringing it for at least 3 second before you can use it to fire again. In addition, you may use up to a medium length weapon in your other hand while you block with a bow.

On The Offense 3

Prerequisite: Desperate Straits

You may use a one-handed long weapon in your other hand while blocking with a bow.

Perfect Aim 1

Prerequisite: 5 Archer Skills

You may call out “Death!” with a bow or crossbow attack. This skill may be used once per event with no attribute cost. Afterwards you must exhaust a point of Anima to use it.

Serrated Edge 3

Exhaust a point of Air to call out “Agony!” with a bow or crossbow attack.

Stances 0

This skill allows you to purchase the various techniques described in the Stances section later in this rulebook.

Sure Shot 2

Exhaust a point of Air to call out “5 Damage” with a bow or crossbow attack.

Two Shot 2

Exhaust a point of Earth to call out “Double 2 Damage!” with a bow or crossbow attack.

Aristocrat Skills 3

Aristocrats are the upper-class members of their respective Nations who embrace their high station. They can be from any Nation but all share characteristic fine manners, excellent dress, and a keen sense of caste. Aristocrats typically hail from the most prominent families of their respective regions, but some are the children of those who have climbed to the heights of wealth and politics. In addition, there are some who aspire to join the aristocracy and so

learn the skills of this header before they are counted among the truly elite. Some examples of traditional Aristocrats are members of the noble families of the Sovereignty of Riavan or the Executive class of the Tristar Hegemony.

You may not use Aristocrat Skills unless you are wearing clothes befitting high station and acting in a dignified manner.

At My Side 2

You may bolster those you have accepted into your Patronage. As long as you have used the Patronage skill and this person continues to display your symbol, you may touch them, exhaust one Earth, and say "Grant Defense, Resist Awe."

Attend Me 2

An Aristocrat is accustomed to being attended by their servants and will brook no interference with their duties. You may Cure Root or Paralyze to a personal servant of yours whether or not they have the Servant header. To use this skill exhaust one Water and call out "By Your Name, [Name Of Your Servant], Cure [Root or Paralyze] by Awe."

Calm Mask 2

You may negate one Frenzy effect that targets you. Exhaust one Fire to call out "Resist" to use this skill.

Courier 3

This is an information skill

The galaxy's system of couriers along the Terminus Arcs has been highly developed for centuries, knitting the Nations together with information and commerce. As members of the wealthy and influential elite Aristocrats are able to access couriers for themselves and others, for a small fee. Between events you may send up to three letters to NPCs. You must know where to send the letter. This skill costs two centium per letter, but you may spend more in order to lower the chance that it is intercepted en route.

Patronage 1

Aristocrats often act as patrons of promising individuals they believe will contribute to their own status and to society as a whole. Each Aristocrat who wishes to use this skill must design a unique symbol or token to represent themselves. You may have more than one copy if you intend to use this skill more than once. If you offer this token to someone and they agree to wear it openly as a sign of your patronage, you may touch them and say "Grant 1 Vitality by Inspiration."

If the target ceases to wear the symbol openly then other Aristocrats are likely to view you with some disdain.

This skill may be used once per event with no attribute cost.

Afterwards you must exhaust a point of Anima to use it.

Political Reality 2

Prerequisite: 5 Aristocrat Skills

You may Focus for one minute to gain two armor points. These points may further be refreshed after being expended with a minute of Focus. These points do not stack with any other armor points and are lost if you use armor points from any other source. A

Grant of armor will work with this skill. In order to benefit from this skill you must wear clothes befitting high station.

Provide 2*

This skill may be purchased up to three times.

An Aristocrat provides for their household. Before every event you may designate one person with the Servant header for every time this skill has been purchased. That person gains two centium at the beginning of the event.

Voice of Authority 2

In rare circumstances, a servant will forget their place and disobey their master. Aristocrats, trained with the air of command, quickly bring them in line. To use this skill exhaust one point of Air and call out "Agony to Servant" and throw a packet at your target.

Wealthy Family 2*

This skill provides you 4 centium at the beginning of every event during check in. This skill may be purchased a maximum of three times.

Augur Skills 3

Augurs read omens to garner clues about the future. Each has their own style and practice; some read cards, some throw dice, some find meaning in the spilled entrails of an animal, and some find even more esoteric methods. Each Augur selects at least one preferred method to perform readings. The precise ritual each uses is up to them, but should take some time and preparation to complete.

Regardless of method, Augurs are valued members of the community and are consulted by all levels of society for guidance.

A Word Of Warning 1

With clues about the future you may help someone survive an upcoming conflict. Any time you use the Taking the Omens skill, you may then touch a willing target and call out “With Auspex, Grant 5 Protection!” You must use this skill prior to the encounter for which you took the Omens and you may only have one use of this skill ready at a time.

Defy Fate 2

Your enemies have Augurs as well who seek to find the Omens that will turn the tide of battle in their favor. You know the signs and are on guard to avert them. You may negate one attack with the Misfortune Trait that targets you. Exhaust one Air to call out “Resist” to use this skill.

Fortune Smiles 4

By reading someone’s fortune in your preferred method you may assist them in their efforts. Each time you use this skill you must exhaust a point of Earth. This skill cannot be used on yourself. You may not use this skill on the same target again until they have used up the previous Grant you bestowed. After the reading you touch the target of your divination and bestow one of the following effects:

“Grant Defense, Resist Fear”

“Grant Defense, Resist Frenzy”

“Grant 4 Protection”

“Grant Melee Attack, 2 Damage”

“Grant Missile Attack, 2 Damage”

“Grant Defense, Purge Despair”

Signs and Portents 3

This is an information skill.

Between events you attempt to garner hints about the future. Submit a topic of interest you hope to learn more about. However, be warned that Augurs often see things completely unrelated to their intended queries.

Strength In Dark Places 4*

This skill will allow you to perform the intercession ritual for those who have been resurrected by the Lapis Vitae. You must do so before the end of the event in which the resurrection occurs, otherwise the wearying of their spirit will become permanent. When the ritual is complete you are required to record the results in the Ledger that will be near the Lapis Vitae for this purpose. To perform this ritual you will use the deck of the cards at the Lapis Vitae and return them there when finished. The specific mechanics of the intercession ritual will be described on the info tag near the deck, but will involve the use of this skill to initiate and potentially influence the outcome. This skill may be purchased up to five times, each purchase being another “level” of the skill that can be used to better perform the ritual.

Taking The Omens 1

You may perform an augury using your preferred method when you are aware, in advance, of an upcoming battle or significant encounter. To prepare yourself, you first go to the designated area where the Omens are kept and withdraw two at random from the box they are kept in. Read them and pick the one you think will be most fun and then return them both to the box. Then you may perform the augury where you wish.

If you need to hold on to the Omen you chose so that you can remember the effect, that is fine, but make sure to return it to the box when the encounter is done.

Omens will come in two major categories. Sometimes the omens favor you and your allies. When this is the case you will be responsible for delivering the Ambient effect(s) as described in the Omens you drew. These effects will aid you in some way. Sometimes the Omens do not favor you directly and instead are Dark Portents for your enemies. In this case you will be responsible for delivering the Ambient effect(s) as described but they will hinder your enemies in the coming encounter.

This skill may be used once per event with no attribute cost. Afterwards you must exhaust a point of Anima to use it. You may only use this skill once for a particular encounter. If you use this skill with a previous Omen effect still pending then the first Omen is replaced by the second.

The Future Has Horrors 2

You have seen darkness in the eddies of fate and steeled yourself to what may come. You may negate one attack with the Fear Trait that targets you. Exhaust one Fire to call out “Resist” to use this skill.

Blood Witch Skills 5

Blood Witches are widely regarded as an unpleasant but vital part of interstellar society. The use of blood rites to power their magic keeps them viewed as outsiders and frightening, but they are unique in their ability to heal the wounds of others. Thus, however disturbing others may find them, no Nation can afford to alienate them and be left without their restoration. Many Blood Witches learn their magic from other Witches as apprentices or indentured servants. The second most common population of Witches are trained in military colleges or academies as part of their time spent as soldiers in the various armed forces. Overall, despite these methods of access, Blood Witches are generally rare in the galaxy. Many towns and villages never see one, or see one only when they ride through on circuit in a region.

Blood Witches draw upon magic latent inside themselves to perform the basics of their healing. However, their true potential is unlocked when they have had the chance to empower a Farmakosi, an Altar of Sacrifice. Once empowered, a Farmakosi is able to dramatically increase the abilities of all Blood Witches who have linked to it in the past day. Most major cities and towns with any population of Blood Witches will have one or more such Altars. They are generally avoided by non-Witches as dark and sinister locales. Players can generally assume they will have access to a Farmakosi during

events. At the start of a regular weekend event, Blood Witches are assumed to have been linked to a Farmakosi already, but the 24 hour period will end at midnight.

To link to a Farmakosi, a Blood Witch must perform a short rite at it that involves the spilling of their own blood into the receptacle (usually a bowl or similar) that is present. In settlements with multiple Witches all attending to the same Altar it is not uncommon for them to perform these rites as a group ritual.

Altar's Bounty 4

If you rest for one minute at a Farmakosi you have linked to in the last 24 hours, you may once cast the Blood Witch spell "Flesh Growth" without expending the normal attributes.

A Touch of Magic 1

Pre-requisites: 15 CP spent in Blood Witch Skills and Spells.

When completing the count to First Aid someone who is Unstable you may call out "Heal By Curse" instead of "Stabilize." This skill requires you to have linked to a Farmakosi within the last 24 hours.

Battlefield First Aid 1

Prerequisite: First Aid

This skill cuts the time it takes to perform First Aid to 30 seconds.

Diagnose 1

Touch a willing or helpless recipient to use the Diagnose effect on any Physical, Metabolic, Elemental, or Mental Trait as well as any Effect except Imbue and Inflict.

Fervor 2*

This skill may only be purchased three times.

Each time you buy this skill you gain a point of Fervor. These points do not refresh when you refresh attributes. A point of Fervor may be used in place of an attribute point when casting a Blood Witch spell.

School of Sanguistry 3

You may purchase spells from the School of Sanguistry spell list. Sanguistry is more fully described in Chapter Four on Magic.

Unflinching 3

You may negate one Agony effect that targets you. Exhaust one Fire to call out "Resist" to use this skill.

Weary Familiarity 1

Call out "Resist!" to negate any attack that uses an effect or trait that you can Cure with a Blood Witch spell. This skill may be used once per event with no attribute cost. Afterwards you must exhaust a point of Anima to use it. This skill requires you to have linked to a Farmakosi within the last 24 hours.

Champion Skills 5

Whether the Illaran Gladiator in the arena or the Hegemonic Duelist settling a point of honor, or everything in between, the Champion excels at single combat before an audience. They are tough, strong, and skilled in focused battle.

Back Up Weapon 2

You may fight with a small weapon in your off hand.

Buckler 2

This skill allows you to use a buckler, but not a full-sized shield or tower shield. This skill is often associated with Duelists.

Cheap Shot 1

Exhaust a point of Air to call out "Agony" with a melee attack.

Critical Strike 2

Exhaust a point of Earth to call out "5 Damage" with a melee attack.

Defensive Turn 3

If you are wielding a melee weapon you may negate a melee attack that strikes you. Call out "Parry" when struck and exhaust two points of Earth to use this skill. If the attack you are negating is the "Maim" effect then you only exhaust one point of Earth.

Devastating Strike 2

Exhaust a point of Earth to call out "10 Damage" with a two-handed melee attack. Before each use of this skill you must make a boast or challenge to your opponent. This skill is often associated with Gladiators.

Disarm 3

Exhaust two points of Water to call out "Disarm" and strike your opponent's weapon with a melee attack.

Dislocating Blow 3

You may attempt to dislocate an enemy's arm or leg with a melee attack. Exhaust a point of Earth to call out "Maim" and strike a limb.

Even The Odds 3

You are trained to excite the crowd and fight against multiple foes. To use this skill, you must spend three seconds overtly roleplaying your triumph over a foe who has been dropped by your use of a Critical Strike or Devastating Strike. You may then make two melee attacks for "2 Damage" against any opponent or opponents. You may use this skill an unlimited number of times but additional uses do not empower you with more than two strikes at any one time.

Gladiator's Health 4

Prerequisite: Increased Health

Your Vitality is permanently increased by one.

Improved Gladiator's Health 4

Prerequisite: Gladiator's Health

Your Vitality is permanently increased by one.

Jagged Edge 1

You may temporarily negate one Destroy effect that targets a weapon you are holding. Exhaust one Fire to call out "Resist" to use this skill. However, when you have had ten seconds of rest, your weapon will suffer the Destroy effect and need Repair.

On Your Feet 2

If you are lying on the ground, you may exhaust a point of **Water** to call “Disengage” as described in Chapter Two in order to have the time to stand up.

Overbear 4

Prerequisite: 15 CP spent in **Champion Skills**.

Exhaust two points of **Fire** to call out “Shield Slam” and strike an opponent’s shield with a two-handed melee attack. This skill is often associated with **Gladiators**.

Second Weapon 2

Prerequisite: **Back Up Weapon**

You may fight with a medium weapon in your off hand.

Stances 0

This skill allows you to purchase the various techniques described in the **Stances** section later in this rulebook.

Staying Alive 1

When you are **Unstable**, you may choose to become **Stable**. This skill may be used once per event with no attribute cost. Afterwards you must exhaust a point of **Anima** to use it.

Toughen Up 3

Prerequisite: 15 CP spent in **Champion Skills**.

Spend three seconds to roleplay brushing away blood and shaking out injuries before you exhaust one **Water** to call out “**Grant 4 Protection to Self.**”

Two Weapon Fighting 2

Prerequisite: **Second Weapon**

You may fight with any one-handed weapon in your offhand.

Wear Armor 2

This skill allows you to wear **1** more point of physical armor in addition to the base of **2** every character may wear. You may only purchase this skill once through this header, though other headers may allow you to purchase more.

Orator Skills 3

Orators are renowned public speakers who use their words to shape the galaxy. Whether convincing the Senate at The Forum to pass legislation or exhorting downtrodden Calid Raiders to greater glory, Orators are part and parcel of life in the Six Nations.

Certain Orator skills are based on your Oratory Pool or draw from it. Your Oratory Pool increases by two for every Orator skill purchased under this header. The pool begins every event at full and is refreshed on a Short Rest.

Empowered Speech 3

The Orator gives a rousing speech regarding something that must be done, citing specific goals and/or a specific group of enemies. This speech is delivered to those who are going to embark upon the task

at hand. You may then immediately exhaust two Air and call out **“By My Voice, Grant Inspired Defense Shield Mental!”** You may only call out as loudly as you delivered your speech.

Impassioned Fury 2

You evoke the wrath of righteous glory against your enemies. Call out a brief phrase to inspire your allied target to victory and then touch them and say **“Grant Melee Attack, 2 Damage.”** This skill costs one use from your Oratory Pool. If you wish to use it on the same target in rapid succession to stack the attacks, one inspiring phrase will suffice. You may not use this skill on yourself.

Knowledge For All 2

Orators are often teachers and find themselves in a position to spread critical information to others. This skill allows an Orator to empower themselves by teaching a class to a group of interested individuals. The Orator must spend at least ten minutes explaining a topic with which they are familiar and answering questions as best they can to benefit from this skill. This skill is meant to encourage the sharing of useful game information amongst the populace. At the end of the class the Orator may choose from the following list of boons as they are inspired by the act of sharing:

“Shield vs. Melee Attack”

“Shield vs. Missile Attack”

“Shield vs. Packet Attack”

“4 Protection”

“Reduce Maim to 2 Damage”

If the Orator is also a Scribe they may pick two boons instead of one.

In addition, immediately after the class the Orator may pick one of the boons to bestow on members of the audience. The target members must have been present and engaged for the entire class. Touch them and say "Grant [Boon from the list]." They must all receive the same boon. The maximum number of audience members that can be targeted is equal to the Orator's full Oratory Pool (though no uses are consumed), or 5, whichever is higher.

Perseverance 3

Prerequisite: 5 Orator Skills

Your words can keep your comrades fighting. Deliver a speech appropriate to the situation at hand. You may then immediately exhaust two Earth and call out "By My Voice, Refresh 1 Air/Fire/Water (choose one of the three) by Inspiration!" You may only call out as loudly as you delivered your speech.

Provide Clarity 3

A well-crafted speech may often provide clarity and insight to those whose minds have been afflicted. Give a short speech to snap your target out of their dementia, touch them, and exhaust one Fire to say "Cure Mental by Inspiration."

Public Acclaim 3

This is an information skill

Your time spent in important public debate has created contacts among those who watch and listen to the Orators wax eloquent

about the issues of the day. Between events you may submit a topic of interest you hope these contacts will be able to provide additional information about.

Stalwart Defenders 3

Call out a brief phrase to remind your target they are not alone, then touch them and say “Grant 2 Protection by Inspiration.” This skill costs one use from your Oratory Pool. If you wish to use it on multiple people in rapid succession to protect a group, one inspiring phrase will suffice. You may not use this skill on yourself.

We Stand Together 1

Great Oration has been known to turn the tide of battle. Deliver a speech about the strength of unity, hope, and courage relevant to the current circumstances. Immediately afterwards, you may call out “By My Voice, Grant 5 Protection by Inspiration!” You may only call out as loudly as you delivered your speech.

This skill may be used once per event with no attribute cost. Afterwards you must exhaust a point of Anima to use it.

Scout Skills 5

Scouts specialize in stealth, flanking maneuvers, and evading the inevitable counterattack. They are highly valued as scouts and skirmishers across the galaxy.

Agility 3

You may Focus for one minute to gain two armor points. These points may further be refreshed after being expended with a minute

of Focus. These points do not stack with any other armor points and are lost if you use armor points from any other source. A Grant of armor will work with this skill.

Back Up Weapon 2

You may fight with a small weapon in your offhand.

Battlefield First Aid 1

Prerequisite: First Aid

This skill reduces the time it takes to perform First Aid to 30 seconds.

Cheap Shot 1

Exhaust a point of Air to call out “Agony” with a melee attack.

Defensive Turn 3

If you are wielding a melee weapon you may negate a melee attack that strikes you. Call out “Parry” when struck and exhaust two points of Earth to use this skill. If the attack you are negating is the “Maim” effect then you only exhaust one point of Earth.

Desperate Escape 1

You are trained to extricate yourself from a difficult situation. If you successfully use the Cheap Shot skill to Agony a target you may immediately make an additional melee attack with a second weapon wielded in your other hand. Call out “Agony!” and swing at a different target than you originally used Cheap Shot against. This strike has no attribute cost, but unlike most melee attacks, it is

expended whether or not it lands. You may only use this extra strike when you are attempting to retreat.

Hobble 3

You may attempt to keep an enemy from escaping with a melee attack. Exhaust a point of Fire to call out “Short Slow!” and strike your target. You must be behind the target and able to see both shoulder blades in order to use this skill.

Improved Agility 2

Prerequisite: 15 CP spent in Scout Skills.

This skill adds one point to the amount of Armor points gained through the use of the Agility skill.

Quick Reflexes 4

You may negate a packet or arrow attack that targets you. Call out “Avoid!” when struck and exhaust three points of Water to use this skill.

Roll With The Blow 1

Call out “Reduce to 1 Damage!” to negate any melee attack that strikes you. This skill may be used once per event with no attribute cost. Afterwards you must exhaust a point of Anima to use it.

Second Strike 2

If you successfully use the Sudden Strike skill, you may immediately make an additional melee attack with a second weapon wielded in your other hand. Call out “5 Damage!” and swing at a different

target than you originally used **Sudden Strike** against. This strike has no attribute cost, but unlike most melee attacks, it is expended whether or not it lands. You must be behind the target and able to see both shoulder blades in order to use this skill.

Second Weapon 2

Prerequisite: **Back Up Weapon**

You may fight with a medium weapon in your offhand.

Stances 0

This skill allows you to purchase the various techniques described in the **Stances** section later in this rulebook.

Sudden Strike 2

Exhaust a point of **Air** to call out “5 Damage” with a melee attack. You must be behind the target and able to see both shoulder blades in order to use this skill.

Sure Grip 2

Exhaust one **Water** to call out “Resist” and negate a **Disarm** attack that targets you.

Survivor 1

Prerequisite: 15 **CP** spent in **Scout Skills**.

This skill allows you to **Long Rest** outside of a **Safe Place**. To use this skill, you must find a place sufficiently out of the way that the **Safe Places** you know you could use cannot be seen. Once there

you may **Long Rest** to refresh your attributes as though you were within a **Safe Place**. This skill may be used once per event with no attribute cost. Afterwards you must exhaust a point of **Anima** to use it.

Twinned Defense 1

If you are wielding two weapons and about to use the skill **Defensive Turn** against a “**Double**” attack you may exhaust one additional **Earth** to call the second “**Parry**” necessary to negate the entirety of the **Doubled** melee attack.

Two Weapon Fighting 2

Prerequisite: **Second Weapon**

You may fight with any one-handed weapon in your offhand.

Scribe Skills 3

Scribes chronicle current events and investigate ancient histories. Skilled in taking notes, organizing them, and sharing the information they have acquired, Scribes are a vital part of many expeditions and endeavors.

Keeper of the Archive* 2

Archives are established in areas of learning and study. Places where notes may be safely shared, these **Archives** are tended by diligent **Scribes**. While anyone may add information to an **Archive**, **Scribes** are trained to extract a personal benefit from doing so. This skill allows a **Scribe** to access the **Archive** boons as explained in the information card at the **Archive** itself. This skill may be purchased up to three times with the number of purchases equal to the level

of boon that may be acquired. This skill may be used as often as the requirements on the information card are met. These requirements center around adding notes to the Archive for everyone to read.

Knowledge For All 2

Scribes are often teachers and find themselves in a position to spread critical information to others. This skill allows a Scribe to empower themselves by teaching a class to a group of interested individuals. The Scribe must spend at least ten minutes explaining a topic with which they are familiar and answering questions as best they can to benefit from this skill. This skill is meant to encourage the sharing of useful game information amongst the populace. At the end of the class the Scribe may choose from the following list of boons as they are inspired by the act of sharing:

- “Shield vs. Melee Attack”
- “Shield vs. Missile Attack”
- “Shield vs. Packet Attack”
- “4 Protection”
- “Reduce Maim to 2 Damage”

If the Scribe is also an Orator they may pick two boons instead of one.

In addition, immediately after the class the Scribe may pick one of the boons to bestow on members of the audience. The target members must have been present and engaged for the entire class. Touch them and say “Grant [Boon from the list].” They must all receive the same boon. The maximum number of audience members

that can be targeted is equal to 5 or, if an Orator, the Orator's battle skill pool (though no uses are consumed), whichever is higher.

Personal Diary 2

Exhaust one point of **Water** to hide an object from searching for ten minutes. The item must not be visible and this skill will fail if the item is seen. **While** active, the item hidden by this skill does not need to be revealed to someone searching you. This skill requires no verbal and will remain active even if you are killed during the ten minutes. The skill will end if you refresh your attributes in a **Safe Place**.

Forbidden Lore 3

Scribes who specialize in discovering previously unknown knowledge will inevitably come to read dark and disturbing manuscripts filled with a great many horrors. **As** a result, their minds will develop a resilience surprising to those who think them simple meek transcribers of the work of others. You may negate one attack that uses a **Mental Trait** that targets you. Exhaust one **Fire** to call out "Resist" to use this skill.

Second Look 5

This is an **Information Skill**

Prerequisite: 5 **Scribe Skills**

You are skilled at going through your records to glean additional insight and look for mistakes. Between events you may submit the notes you have personally taken about a particular scene for which you were present. You may then ask a clarifying question about the notes or the scene or simply allow staff to make a correction if

warranted. If the notes in question have been added to the Archive, then your time studying them will be aided by an Archive Spirit and you are likely to gain even greater benefit.

Small And Quiet 5

Scribes are often present at momentous, and thus dangerous, events and have trained to go unnoticed as they chronicle the activities around them. Exhaust three points of Air to gain the Spirit defense. This defense lasts only so long as you are taking notes about what is going on around you. You may not speak, take any action other than to observe and take notes, or move from your current location or else the skill ends. You will have the Spirit Trait while this skill is in effect. Any attack that is To Spirit will successfully work on you and also end this skill.

Servant Skills 3

Servants are a common sight throughout the galaxy and serve many functions within society: Valets, laborers, secretaries, administrators, bodyguard, companions, and more.

Generally speaking, individuals with the Servant header represent a particularly valuable and skilled personal employee with a long term and close relationship with their employer. In some cases, usually for golems owned in certain Nations, this header represents their training and status as a slave. Employers of Servants are not always Aristocrats, though most are. Each Servant may only have one Employer who is the focus of their skills from this header. The Employer is chosen at the beginning of the event and must be willing.

Long Familiarity 1

After many years of tending to their Employer's wounds a Servant learns to bind them quickly. You may roleplay bandaging their wounds for ten seconds before touching them and calling out "Stabilize!"

Additionally, your knowledge of your Employer allows you to kill them should you choose to betray them in such a heinous way. Call out "Death!" and make a melee attack only against your Employer. This attack may be used once per event with no attribute cost. Afterwards you must exhaust a point of Anima to use it.

Make Way 2

It is your role to clear the way for your Employer. When they are attempting to move from one place to another and others are in the way you may exhaust one Fire to call out "Make Way! Repel by Awe!" and throw a packet at an obstructing target.

Master's Armor 1

This skill allows you to repair your Employer's armor. Spend ten seconds at a forge prop with appropriate tools to repair one suit of only their armor ("Repair All Armor") as described in the Repair section of Chapter Two. You may also use appropriate tools to repair their armor in the field, but it takes thirty seconds.

Master's Arms 1

This skill allows you to repair your Employer's weapons and shields. Spend ten seconds at a forge prop with appropriate tools to repair

one items of theirs, either a weapon or a shield, as described in the Repair section of Chapter Two. You may also use appropriate tools to repair their weapon or shield in the field, but it takes thirty seconds.

Servant's Quarters 4

This is an information skill.

Servants often speak to each other in the dead of night or as they go about their errands. Between events you may submit a topic of interest you hope these contacts will be able to provide additional information about.

Smithing 3

This skill allows you to repair armor, weapons, and shields. Spend one minute at a forge prop with appropriate tools to repair one weapon, shield, or suit of armor ("Repair All Armor") as described in the Repair section of Chapter Two.

Snap Out Of It 2

When your Employer has been Stunned, you may quickly rouse them. Touch them and exhaust one Air to call out "Cure Stun!"

Steadying Hand 2

When your Employer has been Rooted, you may assist them back into the fray. Touch them and exhaust one Fire to call out "Cure Root!"

Unbinding 3

It is not uncommon for a **Servant** to be bound for one reason or another in less savory sections of the galaxy. Over time a **Servant** often learns, from personal experience or through stories from others, the ins and outs of such bindings and how to slip free from them. When you are bound with a **Shackle** prop you may roleplay twisting free for three seconds before exhausting one **Water** to remove it. You may only free yourself from one **Shackle** at a time if you are bound with multiple sets. You may only use this skill on yourself.

Siege Engineer Skills 3

Siege Engineers build, operate, and repair the large machinery of modern warfare. In addition, their expertise is much sought after for battlefield repair of armor and weaponry rent in the chaos of battle. Siege Engines are atypical weapons that do not conform to the usual rules for weapon props. Instead, if a player wishes to design and construct a **Siege Engine**, they should contact staff with their idea and we will work with you to reach a design considered safe and appropriate for the game. Particular attention will be paid to ensure that all siege engines are safe for all participants.

Basic Operation 3

This skill allows you to operate an approved **Siege Engine**. Operate the mechanism as necessary, exhaust a point of **Fire**, call out “**20 Damage!**” and fire a single shot from the machine.

Expertise 2*

This skill may only be purchased three times.

Each time you buy this skill you gain a point of Expertise. These points refresh during a Long Rest. A point of Expertise may be used in place of a point of Fire when firing Siege Engines.

Familiarity With Fire 3

Prerequisite: Basic Operation

Working at the forge and amid the battlefield has inured you to flame. You may negate one attack with the Fire Trait that targets you. Exhaust one Earth to call out “Resist” to use this skill.

Hardened Exterior 2

Prerequisite: Basic Operation

Time working with complicated and dangerous machinery has made you resilient and strong. You may negate one attack with the Force Trait that targets you. Exhaust one Earth to call out “Resist” to use this skill.

Mobile Forge 4

You may move an appropriately large and cumbersome Forge (see description of Forges above). While you are moving a Forge, or any part of one, you are under an incurable Slow effect. A Forge in the process of being moved is no longer usable by anyone. In order to complete moving a Forge to a new location all of the props that comprise the Forge must be at the new location. The Siege Engineer must then reassemble it before the Forge may be used again. The minimum time to reassemble the Forge is one minute.

In addition, **Siege Engineers** who have this skill and the **Smithing** skill are more efficient and can perform **Smithing Repairs** in **10** seconds per item.

Reconstruct 1

You may spend one minute roleplaying with appropriate tools to Repair a **Siege Engine**. This skill does not require a forge.

Forge Mastery 1

Pre-requisites: **Mobile Forge** and **Smithing**

You may spend at least one minute roleplaying with appropriate tools at a **Forge** to enhance the power of a specific melee weapon prop for the rest of the event. The enhanced weapon gains **+1** to all called damage attacks that use it.

When the process is done call “**Imbue by Forge Mastery**” to impart the enhancement. If the weapon belongs to someone else make sure to explain the benefit of the **Imbue** and that it only lasts until the end of the event.

This skill may be used once per event with no attribute cost. Afterwards you must exhaust a point of **Anima** to use it.

Smithing 3

Prerequisite: **5 Siege Engineer Skills**

This skill allows you to repair armor, weapons, and shields. Spend one minute at a **forge prop** with appropriate tools to repair one weapon, shield, or suit of armor (“**Repair All Armor**”) as described in the **Repair** section of **Chapter Two**.

Soldier Skills 5

Schooled in one of the military forces of the Six Nations of the galaxy, the soldier is a master of trained and disciplined battle. Armored in the heaviest steel, gripping the sturdiest shields, a soldier marches to glory, honor, and victory. A character with this header is a current or former member of a military force or has been trained as such.

Battlefield First Aid 1

Prerequisite: First Aid

This skill reduces the time it takes to perform First Aid to 30 seconds.

Beneath The Banner 1

Soldiers are trained to fight alongside military Blood Witches to form an unstoppable and cohesive whole. This skill increases by 1 the amount you recover when affected with By My Voice healing.

Buckler 2

This skill allows you to use a buckler, but not a full-sized shield or tower shield.

Critical Strike 2

Exhaust a point of Earth to call out "5 Damage" with a melee attack.

Defensive Turn 3

If you are wielding a melee weapon, you may negate a melee attack that strikes you. Call out “Parry” when struck and exhaust two points of Earth to use this skill. If the attack you are negating is the “Maim” effect, then you only exhaust one point of Earth.

Dislocating Blow 3

You may attempt to dislocate an enemy’s arm or leg with a melee attack. Exhaust a point of Earth to call out “Maim” and strike a limb.

Field Repair 2

This skill allows you to repair your own armor. Spend one minute with appropriate tools to repair your armor and call out “Repair All Armor” as described in the Repair section of Chapter Two.

Knockback 3

Exhaust a point of Air to call out “Short Repel” with a melee attack.

Martial Glory 2

Prerequisite: **Wear Armor x3**

Few Nations have devoted themselves to fully armored soldiers to the extent of the Republic of Illara or the Sovereignty of Riavan. As a result, other Nations who train heavily armored soldiers will often do so in the style of those two places. This skill allows you to wear a 6 point suit of armor. However, the armor must be heavy armor, styled to appear clearly Illaran or Riavan, and be patterned after the examples found at the following links:

Here is an example of a Illaran style armor for this skill:

<https://bit.ly/3qfBr3H>

Here is an example of a Riavan style armor for this skill:

<https://bit.ly/3glg5c6>

When wearing this armor, it also provides two Guards Versus Called Melee Attacks. These defenses must be used against the first called melee attacks that hit you. These defenses will then refresh upon completion of armor repair when using the Field Repair, Master's Armor, or Smithing skills. These defenses will not otherwise refresh when a spell or skill repairs armor points to you. Call out, "Guard."

Ordered Retreat 2

If you (or the group you are with) are retreating and you are the rear guard you may exhaust one Water to call out "Disengage" and use the effect as described in Chapter Two.

Ready For The Storm 3

You may negate any three packet attacks that strike your tower shield when it is braced. Exhaust one Fire and call out "Resist" to use this skill. When the first Resist is used, you immediately gain two more uses until the tower shield is moved or is subject to a successful Destroy effect.

Shield 2

Prerequisite: Buckler

This skill allows you to use a full-sized shield, but not a tower shield. You cannot throw packet-delivered effects while holding a full-sized shield.

Strengthened Fortress 1

You may negate one **Destroy** effect that targets your braced tower shield. Exhaust one **Water** and call out “Resist” to use this skill. This skill may only be used when the tower shield is braced.

Stances 0

This skill allows you to purchase the various techniques described in the **Stances** section later in this rulebook.

Surge 1

Prerequisite: 15 **CP** spent in **Soldier Skills**.

You may make any melee attack with a physical trait a “Double” attack. This skill may be used once per event with no attribute cost. Afterwards you must exhaust a point of **Anima** to use it.

Tower Shield 2

Prerequisite: **Shield**

This skill allows you to use a tower shield. You cannot throw packet delivered effects while holding a tower shield. A tower shield provides protection like any other shield when the bottom is braced on the ground. Otherwise it provides no benefit and the wielder will be affected by any attack that strikes it when not braced. A tower shield is constructed like any other shield except that it can be only up to 30 inches wide, must have a flat bottom edge, and has no height restriction.

Wear Armor* 2

Each purchase of this skill allows you to wear **1** more point of armor. This skill may only be purchased three times regardless of source.

Sorcerer Skills 5

Sorcerers are skilled in martial applications of magic and are prized members of many militaries throughout the galaxy. They are often taught in military collegia, though some come into their powers on their own or with a mentor instead.

When a Sorcerer purchases access to a School of Magic they can then purchase spells of that School. These Schools of Magic are more fully described in Chapter Four on Magic.

Arcane Adaptation 4

When you are at the limit of your capacity, sometimes you can dig deep and find untapped possibilities. If you are out of the attributes necessary to power a spell purchased from the Sorcerer header, you may exhaust two other attributes for every missing attribute you need to replace. There is no verbal associated with using this skill but you should roleplay some degree of fatigue or exhaustion as a result. This skill may only be used with **Earth**, **Air**, **Fire**, or **Water** and you must exhaust two of the same type of attribute. For example, you are out of **Air** and need one point to cast a spell. Using this skill you exhaust two points of **Water** and cast the spell. You could not, however, exhaust a point of **Water** and a point of **Fire** to replace the **Air**.

Countermagic 1

Sorcerers learn to counter magic they are deeply familiar with. You may call “Resist!” to negate a packet attack that uses a verbal identical to one of the sorcerer spells you know. This skill may be used once per event with no attribute cost. Afterwards you must exhaust a point of Anima to use it.

Inner Fire 4

Pre-requisite: A school of magic from this header

Sorcerers on Andromeda seem to be made of sterner stuff than elsewhere in the Many Worlds. Where others would falter, exhausted, they press on.

You gain five packets of “2 Damage by [Trait]!” to throw. Each packet attack requires you to meet all of the rules for casting spells. An individual attack that is interrupted is lost, but the rest are not affected. You may only have one use of this skill active at a time. This skill is refreshed on a Short Rest.

For every school of magic purchased from this header you gain a new option for what Trait to use with this skill. Elementalism allows you to use Lightning, Illusion allows you to use Fear, and Numerology allows you to use Force. All 5 packets must use the same Trait.

Inner Spark 2

Pre-requisite: Inner Fire

Some even delve deeper, finding inspiration within the dauntless flames of their soul. Instead of using the damage attacks of Inner Fire, you may substitute one packet attack of “Short Weakness by

Confusion.” You may only do this if Inner Fire is fully refreshed. This substitution uses up all of your Inner Fire until you refresh it on a Short Rest as normal.

Martial Training 4

Some sorcerers learn to wield weapons to supplement their magical talents. With enough skill and training they may even cast one-handed. This skill allows you to cast sorcerer spells while holding a melee weapon in your off hand. The weapon must be one you have an appropriate skill to wield. This skill does not allow you to cast with any form of shield in hand. Your casting hand must be free.

On The Battlements 4

This skill allows you to cast Sorcerer spells while holding a shield in your off hand. You must have the appropriate skill to wield the type of shield you are holding. Your casting hand must be free. This skill does not work with tower shields.

Preparation 2*

This skill may only be purchased three times.

Each time you buy this skill you gain a point of Preparation. These points do not refresh when you refresh attributes. A point of Preparation may be used in place of an attribute point when casting a sorcerer spell.

School of Elementalism 3

You may purchase spells from the School of Elementalism spell list.

School of Illusion 3

You may purchase spells from the School of Illusion spell list.

School of Numerology 3

You may purchase spells from the School of Numerology spell list.

Thaumaturge Skills 5

Thaumaturges have garnered their power and knowledge through formal study and research, usually at an institution such as the Concordia Illuminata or in private study and tutelage. They are generally studious though some Thaumaturges prefer to specialize in more aggressive magic for tactical application.

When a Thaumaturge purchases access to a School of Magic they can then purchase spells of that School. These Schools of Magic are more fully described in Chapter Four on Magic.

Armor Weaving 2

Pre-requisite: 5 Thaumaturge Skills or Spells

You may Focus for one minute to gain two armor points. These points may further be refreshed after being expended with a minute of Focus. These points do not stack with any other armor points and are lost if you use armor points from any other source. A Grant of armor will work with this skill. In order to benefit from this skill, you must wear clothes evoking magical study and power.

Empower 1

You may make any Thaumaturge spell attack a “Double” attack. This skill may be used once per event with no attribute cost. Afterwards you must exhaust a point of Anima to use it.

Guardian Vigor 4

Pre-requisite: A school of magic from this header

Thaumaturges on Andromeda seem to be made of sterner stuff than elsewhere in the Many Worlds. Where others would falter, exhausted, they press on.

You gain five packets of “2 Damage by [Trait]!” to throw. Each packet attack requires you to meet all of the rules for casting spells. An individual attack that is interrupted is lost, but the rest are not affected. You may only have one use of this skill active at a time. This skill is refreshed on a Short Rest.

For every school of magic purchased from this header you gain a new option for what Trait to use with this skill. Divination allows you to use Will, Evocation allows you to use Fire, and Necromancy allows you to use Gloom. All 5 packets must use the same Trait.

Guardian Might 2

Pre-requisite: Guardian Vigor

Some even delve deeper, gaining epiphany from within crisis. Instead of using the damage attacks of Guardian Vigor, you may substitute one packet attack of “Agony by Fire.” You may only do this if Guardian Vigor is fully refreshed. This substitution uses up all of your Guardian Vigor until you refresh it on a Short Rest as normal.

Research 4

This is an information skill.

You may reach out to the school you learned from or have spent some time studying at in order to research a topic. Between events you may submit topic of interest you hope the school will be able to provide additional information about

School of Divination 3

You may purchase spells from the School of Divination spell list.

School of Evocation 3

You may purchase spells from the School of Evocation spell list.

School of Necromancy 3

You may purchase spells from the School of Necromancy spell list.

Staff Familiarity 4

Some Thaumaturges train in basic measures of defense and take up the staff as a last resort. With additional training, they are able to cast spells while holding a staff at the ready. This skill allows you to cast Thaumaturge spells while holding a staff in your off hand. You must have the skill to wield a staff and your casting hand must be free.

Community Skills

Community skills are specifically designed to encourage the building of robust and friendly communities within the game world as well as increase the overall in game look and feel of events. In keeping with the overall rules writing philosophy of Invictus, the descriptions

of these skills have some grey areas we trust our players to interpret in favor of everyone's overall enjoyment. All characters have access to **Community Skills** without spending any character points.

A Place to Rest 4

Battle taxes the soul and body in unfathomable ways and a place to recover in good company is priceless. To use this skill you must make a space for people to come and rest where they know they are welcome. You should have drinks available and otherwise create a warm and comforting atmosphere for those who happen by. You will then gain the ability to touch visitors with a packet and call out "**With Hospitality, Grant Elude Melee Attack**" once they have relaxed there for a while.

Fireside Bonding 2

To use this skill you must organize and supply a time of camaraderie at a firepit for others to participate in. Doing this allows you to touch each participant with a packet and call out "**With Hospitality, Grant Resist Fear.**" At the end of this time you may also refresh one of your own previously used per event skills. This latter ability may, itself, only be used once per event with no attribute cost. Afterwards you must exhaust a point of **Anima** to use it as well as organizing a second full fireside time of bonding.

Full Stomach 1

A good meal can provide warmth, comfort, and bolster the body against harm. To use this skill, you must feed a group of people in a communal meal together. When they are finished eating, you may

immediately touch each with a packet and call out “**With Hospitality, Grant Resist Poison.**” This skill may be used once per event with no attribute cost. Afterwards you must exhaust a point of **Anima** to use it.

Home 3

You create a place where you can feel at home even in a far off land. To use this skill, you must decorate your cabin space to look fully in game and as a rich and interesting part of the setting. The goal is to make as many spaces in the game area feel atmospheric. If you do this you gain an additional **Vitality** point that will stack with **Vitality** from other sources. Multiple people in the same cabin can each use and benefit from this skill as long as they have come to agreement on how to divide the effort among themselves.

Familiar Skills

The galaxy holds a great many strange and dangerous creatures. Usually, encounters with such creatures ends in bloodshed. However, every now and then one of these entities reaches out and bonds with a member of the sentient species. The familiar becomes some kind of trinket that the bondmate wears, channeling the power of the familiar for their own protection. All characters have access to **Familiar Skills** without spending any character points.

Bond Familiar 2

You have spent the time to bond with a **Familiar** that has come to you before the campaign began or between events. The **Familiar** takes the form of a small pendant, amulet, or similar charm, in the shape of the creature. You gain the **Familiar Trait**. A **Familiar** cannot

be removed from the person it has bonded to. Each Familiar also provides a benefit based on the type selected.

Familiar Types and their benefits:

Ghost – Exhaust a point of Fire to “Resist” one attack with the Aging Trait.

Will o’ Wisp – Exhaust a point of Air to make a melee, missile, or packet attack for “Agony by Light!”

Animal (Choose Tiger, Wolf, Fox, Hawk, Owl, or Bear) - Exhaust a point of Fire to “Resist” one attack with the Poison Trait.

Fire Elemental - Exhaust a point of Earth to “Resist” one attack with the Fire Trait.

Golem (Choose Stone, Steel, or Wood) – You gain two points of Earth that you may use to power other skills or abilities. These additional points do not refresh during the event.

Skitterling - Exhaust a point of Water to make a melee, missile, or packet attack for “Repel by Fear!”

Infuse Familiar 4

Prerequisite: Bond Familiar

After further time spent to bond with your Familiar you have learned to infuse their essence into yourself. At any time during an event you may go to a private location, representing the time and effort to perform the infusion, and use a combination of makeup,

masks, and costuming to appear as the same type of creature as your Familiar. You must remain recognizably the same character but you have been altered by the power of your Familiar flowing into you to look like one of them. You may also repeat the process in reverse to return the essence of your Familiar into their more contained Bond Familiar state whenever you wish. Each Familiar will also provide benefits and drawbacks when infused, along with their base Bonding ability.

Infusion benefits and drawbacks:

Ghost

- At will you may touch a packet to a Spirit of the Dead and call out "Speak to Dead!"
- You may use a pair of long claws. Any skills you have to make melee strikes may be used with these claws. Claws may be retracted (placing the props in a holster or putting them aside) to free your hands for other purposes, but you may not use a shield and claw, or claw and weapon/bow, fighting style.
- You are Immune to any harmful Effect with the Aging Trait.
- You may not pick up any objects.

Will o' Wisp

- If you are in an encounter where the floor will cause a detrimental effect if you step outside of designated areas (aka "jumpy stones") you may briefly have a foot outside of the safe area without suffering harm.
- You are Immune to any harmful Effect with the Light Trait.
- You must noticeably glow in a darkened room or at night, but be mindful of the safety and comfort of other participants.

- Any Effect with the Gloom Trait will deal 2 Damage to you, in addition to the normal Effect, if not negated in some way.
- If you suffer the Root Effect you will immediately die and become a Dead body.

Animal

- You may use a pair of long claws. Any skills you have to make melee strikes may be used with these claws. Claws may be retracted (placing the props in a holster or putting them aside) to free your hands for other purposes, but you may not use a shield and claw, or claw and weapon/bow, fighting style.
- You gain one to your Vitality that stacks with any other Vitality increase.
- Any called melee damage attack you make has the damage increased by one.
- If you are ever at one Vitality you are under a permanent incurable Frenzy Effect until you are at two or more Vitality again.

Fire Elemental

- You are Immune to any harmful Effect with the Fire Trait.
- You may exhaust one point of Fire to make a melee, missile, or packet attack for "5 Damage by Fire!"
- You may exhaust one point of Fire to make a melee, missile, or packet attack for "Short Destroy Weapon by Fire!"
- Any Effect with the Ice Trait will deal 2 Damage to you, in addition to the normal Effect, if not negated in some way.
- Your Armor value is reduced by one point which cannot be Repaired while Infused.

Golem

- Your **Armor** points increase by two, stackable with any other **Armor** point increase.
- You gain a **Guard Defense** against the first melee, missile, or packet attack that strikes you. This defense will return after one minute of **Focus**.
- Exhaust a point of **Air** to Resist a **Root Effect**.
- You permanently and incurably suffer the **Slow Effect**.
- If you suffer the **Destroy Effect** to your person or any item you carry you will immediately die and become a **Dead** body.

Skitterling

- You may spend three **Water**, call out "Imbue by Nightmare," and enter a **Spirit** form. You must be in the shadows at night. You may not speak or use any other skills or abilities or otherwise interact with other people or objects and must call out "**Spirit**" if someone attempts to interact with you. You may move at a walking pace while in this **Spirit** form so long as you always remain in the shadows. Any attack "**To Spirit**" or "**By Light**" will affect you and end the spirit form. You may also end it yourself at any time.
- You may exhaust two points of **Air** to make a melee attack for "**Death by Fear!**" You must be behind the target and able to see both shoulder blades in order to use this power.
- Your **Vitality** and **Armor** values are reduced by one, which cannot be healed or repaired while **Infused**.
- Your **Vitality** is reduced by an additional point if you are in direct light.

Nation Skills

Each Nation has a primary and secondary skill associated with it and the people who live there. A character chooses one Nation to gain access to both of these skills and may also select the secondary skill from one other Nation for a possible total of three Nation skills. A character must have links to the Nations whose skills they learn. All characters have access to Nation Skills without spending any character points though they must, of course, spend the points to purchase the skills themselves.

Calid Circle

Stolen Lore 3

This is a primary nation skill

This is an information skill

Centuries of raiding research and the studies of captive and local scholars have created a vast depth of recorded knowledge held in libraries of the Calid Circle. Between events you may submit a request to a Circle you are connected to in hopes they may be able to uncover lore in their archives.

Early Training 2

This is a secondary nation skill

You may fight with a medium weapon in your offhand.

Hotanga Alliance

Trade Familiarity 2*

This is a primary nation skill

This skill provides you 5 centium at the beginning of every event during check in. This skill may be purchased a maximum of three times.

Hustle and Bustle 2

This is a secondary nation skill

You have grown used to dealing with the noise and jostling of the many bewildering varieties of people thronging in the Alliance worlds. You may negate one attack with the Confusion Trait that targets you. Exhaust one Earth to call out "Resist" to use this skill.

Khezeratt of the Sun and Stars**God's Will 1**

This is a primary nation skill

The servants of the Sun and Stars will not be swayed from their determined path. This skill allows you to immediately reuse an attack skill or spell that was just negated with a defense. The attributes for the first attack are still exhausted. This skill may not be used to redo an attack from a per event skill or spell or an attack generated from Anima. This skill may be used once per event with no attribute cost. Afterwards you must exhaust a point of Anima to use it.

Courier 3

This is a secondary nation skill

This is an information skill

The galaxy's system of couriers along the Terminus Arcs has been highly developed for centuries, knitting the Nations together with information and commerce. Between events you may send up to three letters to NPCs. You must know where to send the letter. This skill costs two centium to use per letter, but you may spend more in order to lower the chance it is intercepted en route.

Republic of Illara

Safe Passage 1

This is a primary nation skill

From a long history of high politics and diplomacy Illarans have learned to safely travel to dangerous negotiations and aristocratic functions. If you have received a formal invitation to a party or negotiation, you may go to Spirit when it is time to depart and then walk directly to the venue. You may not speak or use any other skills or abilities, or otherwise interact with other people or objects. You must call out "Spirit" if someone attempts to interact with you. Any attack "To Spirit" will affect you and end the spirit form. You will return to normal when you arrive at the entrance to your destination. This skill may be used once per event with no attribute cost. Afterwards you must exhaust a point of Anima to use it.

Illaran Passion 1

This is a secondary nation skill

Great Oration has been known to turn the tide of battle. Deliver a speech about the strength of unity, hope, and courage relevant to the current circumstances. Immediately afterwards you may call out

“By My Voice, Grant 5 Protection by Inspiration!” You may only call out as loudly as you delivered your speech.

This skill may be used once per event with no attribute cost.

Afterwards you must exhaust a point of **Anima** to use it. Use of this skill is distinct from the **Orator** skill **“We Stand Together.”**

Sovereignty of Riavan

Virtuous Mind 2

This is a primary nation skill

Devotion to the **Code of Dallaran** helps keep your mind calm in times of strife. You may negate one **Frenzy** effect that targets you. Exhaust one **Water** to call out **“Resist”** to use this skill.

Braced For The Charge 2

This is a secondary nation skill

Soldiers of the **Sovereignty** are trained to keep their footing in mass combat. You may negate one **Slam** or **Shield Slam** effect that targets you. Exhaust one **Earth** to call out **“Resist”** to use this skill.

Tristar Hegemony

Contractual Obligations 2

This is a primary nation skill

Drawing on the bonds of **Hegemony** society you are able to strengthen someone you have engaged in a service contract. To use this skill you must first execute a formal written contract with someone that involves genuine terms of their service for you and how you will compensate them. From then on you may exhaust a

point of Earth to call out “By Your Name, [Name Of Contractor], Grant 5 Protection by Pact!” If the service contract has legitimate terms extending more than one event then a new one is not needed to empower this skill so long as it remains in force.

Galactic Banking 3

This is a secondary nation skill

Your financial savvy gives you a monetary advantage in interstellar commerce. At every event you end with a balance of at least one solarum in your bank account, you will earn eight centium of interest credited between events. This is not an information skill but you are encouraged to include a reminder to the staff in your post event letter.

Species Skills

Each Species has a particular talent or affinity manifested by its members. All characters automatically have the skill associated with their Species at no cost.

Azoth

All Azoth have one free purchase of the Minor Alchemy skill as described under Alchemy Skills. This free purchase counts as part of the requirements for the Major Working skill if the Azoth is an Alchemist.

Eldani

Eldani may alter melee and missile attacks that are called damage, Maim, or Agony, and have no trait. They may make such attacks “By Fire” whenever they wish.

Golem

As part of their designed function to serve others, Golems can touch a willing target other than themselves and call out “Refresh 2 [Earth, Air, Fire, or Water] by Magic.” This ability is refreshed during a Long Rest.

Human

All Humans have the Fireside Bonding skill, as described in Community Skills, for free.

Khezera

When Khezera fall Unstable and unconscious from called damage they take two minutes to bleed out before dying instead of the usual one minute.

Larelti

When struck with the Death Effect a Larelti can choose to fall Unstable and unconscious instead. There is no verbal necessary to use this ability. This ability is refreshed during a Long Rest.

Tyndarian

Lowbound Tyndarians may rest to refresh attributes outside of a Safe Place. To use this skill, you must find a place sufficiently out of the way that the Safe Places you know you could use cannot be seen. Once there you may Long Rest as though you were within a Safe Place. This skill may be used once per event with no attribute cost. Afterwards you must exhaust a point of Anima to use it.

Highbound Tyndarians treat all **Destroy Effects** that affect items they are holding or wearing at the time as “**Short Destroy**” instead.

Vresh

At will, all **Vresh** may call out “**Reduce to Short Root!**” when struck with the **Slam Effect**.

Zeverian

All **Zeverians** may use a pair of long claws. Any skills you have to make melee strikes may be used with these claws. Claws may be retracted (placing the props in a holster or putting them aside) to free your hands for other purposes, but you may not use a shield and claw, or claw and weapon/bow, fighting style.

Stances

Stances are advanced combat techniques primarily taught by the Masters of the Lyceum of the Sword. Each technique is its own skill bought with CP, representing the time and effort of the character practicing with someone who already knows the technique. From time to time, one or more visiting Masters of the Lyceum have come to Andromeda and taught students there. You have either been present during one of the in game encounters with them, have learned a technique from someone else who was present, or from someone else in the settlement as the knowledge has spread. You are welcome to start with the knowledge of any of the techniques even if it is your first event. Lastly, please note that the list of techniques is likely to grow over time as more in game training is found.

All Stances have the prerequisite of having the Archer, Champion, Scout, or Soldier skills Header.

Castle Stance 2

To activate this skill you must plant a foot for at least three seconds before calling out "Imbue by Stance." You then gain 5 points of Protection. These points are lost if they are depleted normally, your planted foot leaves the spot it is planted to (pivoting is permitted), or you are rendered helpless or unconscious. This ability is then exhausted until your next Long Rest.

Weapon Wall 2

To activate this skill you must plant a foot for at least three seconds before calling out "Imbue by Stance." You then gain three

uses of the Parry defense to negate melee attacks that strikes you. You must be using a melee weapon to use this defense. These uses of Parry are lost if they are depleted normally, your planted foot leaves the spot it is planted to (pivoting is permitted), or you are rendered helpless or unconscious. This ability is then exhausted until your next Long Rest.

Bristling Porcupine 2

To activate this skill you must plant a foot for at least three seconds before calling out "Imbue by Stance." You then gain four melee or missile attacks of "5 Damage!" These attacks are lost if they are depleted normally, your planted foot leaves the spot it is planted to (pivoting is permitted), or you are rendered helpless or unconscious. This ability is then exhausted until your next Long Rest.

Chapter Four

Magic

Magic is the sometimes art and sometimes science of manipulating the flows of energy that course through the universe around us. There are seven schools of magic in the galaxy that are accessed by Sorcerers, Thaumaturges, and Blood Witches. Each practitioner comes at their power from a unique perspective and shapes magic in their own way. Some, seeking a greater total understanding, will begin in one discipline and then train in others as their prowess grows.

Learning Spells

Within some Headers are listed a skill to purchase access to a school of magic. Once you have purchased access from the Header you may then purchase spells from that school just the same as other skills. Once a spell is purchased it is known to you and may be cast according to the rules below.

Casting Spells

To cast a spell you must have two hands free and the arms unencumbered unless a skill or the spell itself specifies otherwise. Even if a spell allows you to hold an item in your offhand while casting, the actual hand and arm that deliver the spell must be free. An arm that cannot use game skills, such as under a Maim effect, cannot be used to deliver a spell.

Once ready a spell will typically require that you recite an incantation. Each caster learns their own personal incantations for every spell they can cast. The incantation for a spell must be at least 5 words long plus 1 word for every CP the spell costs to learn. The incantation must contain the name of the spell, or a version thereof, along with a reference to the school it is learned from. Your incantations may change over time, but you are encouraged to keep them consistent.

You may not recite an incantation while under the Silence effect as it is an in game statement. Once the incantation is complete you speak the verbal for the spell and, if a packet attack, comply with the Core Rules on delivering packet attacks. Also note that you may not cast spells if you are struck with an attack during any part of the process. Interrupted spells must be restarted from the beginning, but no attributes or other resources are exhausted. To touch a target you must use a spell packet to make contact.

If you are casting a spell that allows you to then throw multiple smaller spells (such as Precise Focus, below), you only need to do the full incantation once, at the outset, to empower you. Each subsequent packet attack just needs the verbal (ex. "2 Damage by Will") before throwing it.

Ritual Magic

Every school has a Ritual skill available for purchase. These skills may only be bought up to three times per school and are specific to that school. Thus, for example, levels of ritual magic in the

School of Divination are distinct and separate skills from levels of ritual magic in the School of Evocation and you could theoretically have three levels of each. Using a ritual magic level consumes it for the rest of the event until it is refreshed at the start of the next.

Ritual spells are found in game, usually on scrolls that describe what is needed to cast them. While they vary wildly in requirements and outcome, most have certain common traits. They require one or more ritual magic levels, sometimes from more than one school of magic. Unless specified otherwise, these levels may come from multiple people, each adding their knowledge and power to the collective whole to reach the ritual requirements. Everyone who contributes ritual magic levels to the casting of a ritual must fully participate in the ceremony.

Ritual scrolls often require that the caster(s) inscribe runes or sigils in particular ways or manipulate components. By default, these components are not game supplied in game tagged items but rather are untagged props that may be brought to the game by the player if desired. The scroll will further specify any actions that must be taken to complete the ritual and instruct on how the results will take effect. It will not be uncommon for a ritual to specify time and location restrictions on their casting. Casting a ritual requires that you have an empowered ritual magic scroll with you to work from. Such scrolls are distinguished by the out of game text on the bottom, or on the back, that explain the effects of the ritual.

Please note that you do not need a staff member present to cast most rituals.

School of Divination

Many sayings speak to the importance of knowledge, but they have never been more true than in the centuries since the Fracture happened. Divination is the seeking of lore and insight through magic and is considered a generally valuable and respected school. Many diviners also train as Scribes, or partner with them, to better preserve the information they discover.

Alteration 1

Having learned the nature of your enemy, put your observation to use. You may only cast this spell at a target whose Trait you have seen Exposed, Inflicted, or Imbued. This can include the use of the Observation spell. Speak your incantation, exhaust one point of Fire, call out “10 Damage to [Trait]!” and throw a packet at your target. The Traits you may target are: Golem, Darkling, Drowned, Elemental, Demon, Skitterling.

Foreknowledge 2

You may offer someone else the benefits of your studies. Touch a target, speak your incantation, exhaust one Water, and call out “Grant Defense, Elude Called Attack!”

Observation 1

Seek to learn the nature of your foe. Speak your incantation, exhaust one point of Air, call out “Expose [Trait] By Will!” and throw a packet at your target. The Traits you may seek to expose are: Golem, Darkling, Drowned, Elemental, Demon, Skitterling.

Precise Focus 4

With precision and exceedingly fine control you may cause your enemy to suffer injuries to their natural state. Speak your incantation and exhaust two points of Fire. You gain five packets of “2 Damage by Will!” to throw. Each packet attack requires you to meet all of the rules for casting spells. An individual attack that is interrupted is lost, but the rest are not affected. You may only have one casting of this spell active at a time. This spell lasts until all the attacks have been expended or your next Long Rest.

Predictive Knack 3

By analyzing your current circumstances you may gain information about what is immediately to come. If you are on your way to an encounter with an NPC guiding you, you may draw them aside and explain your intent. If they are amenable, speak your incantation, exhaust one point of Air, and call out “Imbue by Will!” to empower the NPC with additional insight. You may then ask a yes or no question of the NPC about the upcoming encounter. If you do not receive an answer, no attributes are expended.

Understanding 1

Sometimes an enemy can become an ally through basic communication. You may only cast this spell at a target whose Trait you have seen Exposed, Inflicted, or Imbued. This can include the use of the Observation spell. Speak your incantation, exhaust one point of Water, call out “By My Gesture, Speak to [Trait]!” and point at your target. The spell ends when the gesture is disrupted,

you lose sight of the target, you drop the gesture, or your next Long Rest.

Farsight 4

Seeing what others cannot safely see is often the difference between life and death, success and failure, for those who walk the most dangerous of roads. Casting this spell allows the Thaumaturge to project their vision forward to scout what may be occurring. Speak your incantation, exhaust three points of Air, call out “Imbue by Divination!”, and clasp your hands together to gain the Spirit defense. This spell lasts for as long as it takes for you to walk five paces, pause for a couple moments to look around, and return directly to where you started. You may not deliberately wait to take your steps or otherwise prolong the spell, nor may you deliberately end the spell early. You may not pass through Gates, wards, magical barriers, or similar, or manipulate objects such as opening a door or moving obstructions. Any attack that is To Spirit will successfully work on you and also end this defense and spell.

Ritual Magic 5*

This skill may be purchased up to three times. This skill will allow you to perform rituals of the School of Divination as described above in the Ritual Magic section.

School of Elementalism

World is powered by the elements. Earth, Wind, Water, are easiest to access through this school. Fire is harder to control and left to the sometime rival school of Evocation.

Blinding Strike 2

By electrifying yourself, you may strike out at your foe. Speak your incantation, exhaust one point of **Air**, call out “5 Damage by **Lightning!**” and throw a packet at your target.

Defy The Elements 3

Touch a target, speak your incantation, exhaust one **Water**, and call out “Grant Defense, **Shield Elemental!**”

Ensnaring Mud 2

Soften the earth beneath the feet of your enemy. Speak your incantation, exhaust a point of **Earth**, call out “Slow by **Earth!**” and throw a packet at your target.

Frozen Shards 2

You generate and hurl forth shards of ice to impale your opponent’s foot to the ground. Speak your incantation, exhaust one point of **Water**, call out “Root by **Ice!**” and throw a packet at your target.

Fury of the Storms 4

You are the storms far overhead and they are you. Speak your incantation and exhaust two points of **Fire**. You gain five packets of “2 Damage by **Lightning!**” to throw. Each packet attack requires you to meet all of the rules for casting spells. An individual attack that is interrupted is lost, but the rest are not affected. You may only have one casting of this spell active at a time. This spell lasts until all the attacks have been expended or your next **Long Rest**.

Projecting Gale 3

Speak your incantation, exhaust one **Air**, call out “**By My Gesture, Repel By Wind!**” and hold out your casting hand, palm out towards one particular target. This spell ends when you lower your hand or your next **Long Rest**.

Ritual Magic 5*

This skill may be purchased up to three times. This skill will allow you to perform rituals of the **School of Elementalism** as described above in the **Ritual Magic** section.

School of Evocation

Evocation is the power of magic to rend and burn. By shaping magic into bolts of fire the evoker can perform a number of specialized applications of destruction. Evocation is a magic much beloved of militaries everywhere, though the practitioners can be unnerving in their love of flame.

Clawing Fire 1

You shoot forth licks of fire to sear the skin of an enemy and cause them great pain. Speak your incantation, exhaust one point of **Fire**, call out “**Agony by Fire!**” and throw a packet at your target.

Burning Flesh 5

Let your enemy know no mercy and no peace. Speak your incantation, exhaust **2** points of **Earth**, call out “**Short Stricken by Fire!**” and throw a packet at your target.

Incinerating Blast 3

You call forth gouts of crippling flame to engulf the limb of your foe. Speak your incantation, exhaust two points of Fire, call out “Double Maim [Limb] by Fire!” and throw a packet at your target.

Painful Surge 2

When you are hurt you gain a new perspective on pain and its place in channeling magic. Speak your incantation and exhaust one point of Water. The next time you lose Vitality to a called attack from a genuine enemy you may immediately cast any other spell from this School, that you know, at no attribute cost. This spell ends when used up, if you decide not to immediately cast a spell when the opportunity arises, or your next Long Rest.

Sear 4

Speak your incantation, exhaust one point of Earth, call out “Short Destroy Weapon by Fire!” and throw a packet at your target.

Burn Together 1

A simmering trap, ready to take your enemies down with you. Speak your incantation and exhaust one point of Air. This spell can only be cast on yourself. While under the effects of Burn Together; the next time you are killed with a Deathstrike, or the Invictus alternative, you must quietly (sufficient for your killer to hear you) call out “By My Voice, 5 Damage by Fire!” This spell lasts until it is used, your next Long Rest, or the event ends.

Ritual Magic 5*

This skill may be purchased up to three times. This skill will allow you to perform rituals of the Collegium of the Disciples of Marius as described above in the Ritual Magic section.

School of Illusion

By shaping perception, muddling the senses, and creating phantasms of magical energy the illusionist can fashion false visions to trick the unwary. While generally thought of as a more subtle school of magic by those who do not study magic, Illusion surprises many with its capacity to undo an enemy.

Blurred 3

You make it difficult to see exactly where you are. Speak your incantation. You gain two points of armor. These points of armor may be refreshed with one minute of activity. They do not stack with any other source of armor. This spell lasts until the end of the event.

Concealment 3

Draw yourself into the protective embrace of the shadows around you. Speak your incantation and exhaust two points of Earth. Later, you may clasp your hands together in front of you and again call out “Imbue by Shadow!” to gain the Spirit defense. You may only do this while fully within a shadow or outside at night. This spell lasts until it is used once or the event ends. You may also choose to let this spell end when you Long Rest, otherwise the Earth exhausted cannot be refreshed by any means while the spell is in effect. You will have the Spirit Trait while this defense is in effect.

Any attack that is **To Spirit** or **By Light** will successfully work on you and also end this defense, as will any movement on your part once the defense is activated.

Misdirection 2

By confusing your enemy's perceptions you make it difficult for them to strike true. Speak your incantation, exhaust one point of **Water**, call out "**Short Weakness by Confusion!**" and throw a packet at your target.

Overwhelming Mirages 5

To keep your foe from battle, barrage them with endless and nonsensical images. Speak your incantation, exhaust two points of **Air**, call out "**Short Drain by Confusion!**" and throw a packet at your target.

Slivers 4

Creep into the dark places where your enemies hide their fears and draw them forth. Speak your incantation and exhaust two points of **Fire**. You gain five packets of "**2 Damage by Fear!**" to throw. Each packet attack requires you to meet all of the rules for casting spells. An individual attack that is interrupted is lost, but the rest are not affected. You may only have one casting of this spell active at a time. This spell lasts until all the attacks have been expended or your next **Long Rest**.

Safekeeping 1

You may protect your belongings by shrouding them in an aura of horror. Speak your incantation. After that, when you are searched

you may quietly call out “**Ambient, By My Voice, 10 Damage by Fear!**” This should be just loud enough for your searcher to hear. This spell may be used once per event with no attribute cost. Afterwards you must exhaust a point of **Anima** to use it.

Ritual Magic 5*

This skill may be purchased up to three times. This skill will allow you to perform rituals of the **School of Illusion** as described above in the **Ritual Magic** section.

School of Necromancy

Necromancy is a magic often decried by those ignorant of its inner workings. Spoken of in hushed tones as sinister and dark. But for those who delve into the magic itself, Necromancy is the study of the spirit and the nature of death itself.

Doomed End 5

You have come to understand death so closely that you are able to bring it upon others. Speak your incantation, exhaust three points of **Fire**, call out “**Death by Gloom!**” and throw a packet at your target.

Gaze Backwards 1

For the briefest of moments after they die you may look at the road your target has traveled and perhaps gain some insight. Speak your incantation, exhaust one point of **Air**, touch your target and call out “**Speak to Dead!**” If your target is **Dead** and willing they may choose to speak with you but are under no compulsion to do so. The spell lasts until you break contact with them.

Stolen Breath 3

Spirits steal the breath and hope from your target for a short time, causing them to cower wordlessly in place. Speak your incantation, exhaust two points of **Water**, call out “**Short Silence and Short Root by Gloom!**” and throw a packet at your target. You may also, if you prefer, limit the attack to only the **Short Silence** or only the **Short Root**.

Soulbonding 3

As you learn so, too, does your spirit gain an imprint of your knowledge. A necromancer may sacrifice of themselves to share that imprint with another. This spell will allow you to temporarily bestow a skill or spell you know to another character. The skill or spell must be one which the target has any necessary prerequisites with the exception of initial header or school purchase.

To cast this spell you must first pull your willing target off to the side and explain any necessary mechanics of the skill or spell, including attribute costs and incantations as required. You then speak your incantation for **Soulbonding**, exhaust one **Earth** and call out “**Imbue by Gloom!**” You may not use the skill you have bestowed as long as the spell is in effect. This spell ends when the target returns to you and willingly allows you to take back the skill by touching them and calling “**Inflict by Gloom,**” or when the event ends. You may cast this spell multiple times, each time requiring the sacrifice of a different skill.

Stave Off The End 2

It is in your power to hold your own passing at bay. Speak your incantation and exhaust two points of Earth. You may only cast this spell upon yourself. The next time you are rendered Unstable through damage you will immediately Stabilize and begin your five minute count to wake up. This spell lasts until it is used once or the event ends. You may also choose to let this spell end when you Long Rest, otherwise the Earth exhausted cannot be refreshed by any means while the spell is in effect.

Weight Of The Turns 4

Crush your target's spirit beneath the burden of all of their mistakes and regrets. Speak your incantation, exhaust two points of Air, call out "Short Drain by Gloom!" and throw a packet at your target.

Ritual Magic 5*

This skill may be purchased up to three times. This skill will allow you to perform rituals of Necromancy as described above in the Ritual Magic section.

School of Numerology

Hewing most closely to the boundaries between magic, mathematics, and science, Numerology studies the ways in which reality can be shaped through esoteric formulae and inscribed patterns. To keep the variables manageable, however, spells of Numerology begin by defining a set area for the caster's magic to manipulate. Called a "Demesne," this area is inscribed by a Numerologist and is the focus of their spells in one fashion or another.

A Demesne must meet certain requirements to form the basis of Numerology spells. First, the area it encompasses must be demarcated by a ring or rectangle of symbols with the trappings of mathematics; numbers, runes, equations, geometric shapes and the like. Second, the Demesne must be obvious to the casual observer. This may include glowing lights to render it visible at night. Third, a Demesne may not be shared with another Numerologist, each must be distinct. Lastly, the Demesne may be large enough for half a dozen people to stand comfortably within if the caster wishes.

A Numerologist may have only one Demesne at a time. Inscribing one takes a minimum of five minutes. If you already have one established then you may take the time to inscribe a second one in accordance with the rules above but your previous Demesne must be re-inscribed if you wish to use it again. You may begin events with your Demesne already established if you wish.

Bastion 3

Your Demesne is yours to protect. When you are within your Demesne you may speak your incantation and exhaust two points of Fire. You gain ten packets of “2 Damage by Force!” to throw. Each packet attack requires you to meet all of the rules for casting spells. An individual attack that is interrupted is lost, but the rest are not affected. You may only have one casting of this spell active at a time. You may only throw the packet attacks from within your Demesne. This spell lasts until all the attacks have been expended or your next Long Rest.

Complex Geometry 3

If you are in your **Demesne** you may speak your incantation, spend two **Water**, clasp your hands in front of your chest, and call out “**Imbue by Numerology**,” and enter a **Spirit** form. You may not speak or use any other skills or abilities or otherwise interact with other people or objects and must call out “**Spirit**” if someone attempts to interact with you. You may move slowly within the confines of your **Demesne**. Any attack “**To Spirit**” will affect you and end the spirit form. You may also end it yourself at any time.

Emergency Surge 2

You may twist the equations balancing your **Demesne’s** magical energies if you have been overrun. If you are in your **Demesne** you may speak your incantation, spend one point of **Air**, and call out “**In This Demesne, Agony by Force!**” You are affected by this attack as well.

Formula of Precision 1

Your **Demesne** has been shaped to empower your allies with keen precision. If you are in your **Demesne** you may explain to everyone present that you are about to imbue them with the power to make two melee attacks for “**5 Damage**.” Alternatively, you may use **Imbue** cards that explain for you. Then you speak your incantation and call out “**In This Demesne, Imbue by Numerology**.” This spell may be used once per event with no attribute cost. Afterwards you must exhaust a point of **Anima** to use it.

Unaligned Dimensions 2

You may dislocate the leg of an enemy foolish enough to cross your threshold. To cast this spell you must witness the target step

into your **Demesne**. Once they have done so the magic of your inscription has latched onto them and you may use this spell on them at any point before they have left your line of sight. They do not need to remain in your **Demesne**, nor do you need to be within it. Speak your incantation, spend one point of **Fire**, point at your target, and call out “**By My Gesture, Maim Leg by Force!**” The spell ends when the gesture is disrupted, you lose sight of the target, you drop the gesture, or your next **Long Rest**.

Energy Bridge 4

To cast this spell you must witness the target step into your **Demesne**. Once they have done so the magic of your inscription has latched onto them and you may use this spell on them at any point before they have left your line of sight. They do not need to remain in your **Demesne**, nor do you need to be within it. Speak your incantation, spend one point of **Air**, point at your target, and call out “**By My Gesture, Double 5 Damage by Force!**”

Ritual Magic 5*

This skill may be purchased up to three times. This skill will allow you to perform rituals of **Numerology** as described above in the **Ritual Magic** section.

School of Sanguistry

Sanguistry pulls forth dark energy from within the caster’s own blood to power curses that can manipulate flesh and bone. Many shudder to see it used, but when grave injuries threaten to kill someone, they are never more relieved than when they see a **Blood Witch** arrive. **Sanguistry** heals and so is tolerated throughout the **Six**

Nations but is little loved despite the benefits it brings. Most spells of this school require being recently linked to a Farmakosi.

Cleansing The Body 4

Cure the afflictions that twist and poison an ally. Speak your incantation, touch your target, and exhaust one Fire to say “Cure Metabolic by Curse.” This spell requires you to have linked to a Farmakosi within the last 24 hours.

Flesh Growth 1

Speak your incantation and exhaust one point of Earth. You gain two packets of “Heal 2 by Curse” to throw. Each packet requires you to meet all of the rules for casting spells. An individual packet that is interrupted is lost, but the rest are not affected. You may only have one casting of this spell active at a time. This spell lasts until all the packets have been expended or your next Long Rest. This spell requires you to have linked to a Farmakosi within the last 24 hours.

Preserve Life 2

Speak your incantation, exhaust one point of Earth, and call out “By My Voice, Stabilize by Curse!” This spell requires you to have linked to a Farmakosi within the last 24 hours. Instead of Stabilizing multiple people you may cast this spell in exactly the same fashion except that you may touch someone and call out “Stabilize by Curse!” This more limited use of the spell does not require being linked to a Farmakosi.

Set Limb 2

When an ally has a limb dislocated you draw upon the magic necessary to restore them. Speak your incantation, touch your target, and exhaust one Air to say "Cure Maim by Curse."

End to the Elements 5

Speak your incantation, touch your target, and exhaust one Fire to say "Cure Elemental by Curse." This spell requires you to have linked to a Farmakosi within the last 24 hours.

Turn The Tide 4

Speak your incantation, exhaust three points of Fire, and call out "By My Voice, Heal by Curse!" This spell requires you to have linked to a Farmakosi within the last 24 hours.

Unbind 2

Free your comrade from a hindering force. Speak your incantation, touch your target, and exhaust one Air to say "Cure Root by Curse."

Ritual Magic 5*

This skill may be purchased up to three times. This skill will allow you to perform rituals of the School of Sanguistry as described above in the Ritual Magic section.

Chapter Five

Alchemy

Members of the **Alchemist** header gain the ability to craft various kinds of substances and talismans. This chapter describes how, when, and what you may craft.

Basics

An **Alchemist** may craft one minor substance per level of the **Minor Alchemy** skill they have purchased for free. In addition, they may craft one additional minor substance per level for a cost of **1** centium. For example, an **Alchemist** has **6** levels of the **Minor Alchemy** skill; each event they may craft **6** minor substances for free and up to **6** additional minor substances for a maximum cost of **6** centium.

Alchemists also have access to the skill **Major Working**. Each level of this skill allows them to craft up to two major substances or talismans at a cost of **5** centium each. For example, an **Alchemist** has **3** levels of **Major Working**; each event they may craft up to **6** major substances and/or talismans (in any combination) for a maximum cost of **30** centium.

Logistics

Crafting in **Invictus** is designed to be as logistically easy and self-reliant as possible with minimal staff oversight and involvement. **At**

check in will be a box set aside for crafting. Inside will be tags and pens. An Alchemist simply takes the tags for the items they are making and fills in the creation date. Drop whatever money they might need to pay right into the box (or let the check in staff know how much to deduct from your Bank) and they're all set. If you prefer to fill these out at home, we will provide the tag templates and you may fill them out ahead of time and just drop the money in the box when you arrive. Alchemy that is used up need not be turned in at check out, but should simply be thrown in the trash. Unused Alchemy should not be turned in after events in the same way money props are.

Substances and Talismans

Alchemists make either substances or talismans. Substances can be minor or major while talismans are always major. Substances are alchemical concoctions made up in laboratories out of strange and exotic ingredients. Substances are all Grant effects bestowed by the crafting Alchemist with one minute of roleplaying. If more than one Substance is being bestowed on the same character, one minute of roleplaying will be sufficient for all of them. A substance must be used within one year of creation or it will expire and grow inert.

Talismans are small objects, fetishes, or other symbols that have been infused with alchemical power to assist their wearer in some way. When a talisman is created it is inert. A final act by the Alchemist is required to activate their power. When it is time to give the talisman to someone, the Alchemist who made it calls out "Imbue by Alchemy" and hands the tag to the recipient. Talismans

only last the event they are created. A character can only benefit from one talisman per event.

All Alchemists may make all Substances and Talismans listed in this chapter if they have the appropriate skills. Items listed with options such as "<melee or missile>" are chosen at the time of Granting.

Minor Substances

Barbs: Grant <melee or missile> Attack, Double 2 Damage by Crystal

Essence of the Catamount: Grant Defense, Shield Drain and Frenzy to Self

Fiery Globe: Grant Packet Attack, 6 Damage by Fire

Golden Sheen: Grant Defense, Resist Lightning

Horror of the Cobra: Grant <melee or missile> Attack, Agony by Poison

Preventive Inhalation: Grant Defense, Resist Poison

Purifying Humors: Grant Defense, Resist Disease

QuickIce Globe: Grant Packet Attack, Short Slow By Cold

Sap of the Ysidra Tree: Grant Defense, Shield Disarm

Strength of the Willow: Grant Defense, Shield Agony

Tonic of Courage: Grant Defense, Resist Fear

Viper's Sting: Grant <melee or missile> attack, 6 Damage by Poison

Major Substances

Adder's Strike: Grant Missile Attack, Death by Poison

Asp's Bite: Grant Melee Attack, Death by Poison

Incendiary Globe: Grant Packet Attack, Death by Fire

Insensate Vapors: Grant Packet Attack, Stun by Poison

Shards: Grant <melee or missile> Attack, Triple 4 Damage by Crystal

Skirling Edge: Grant Melee Attack, Double Disarm by Force

Talismans

Censer of Fury: Grant 1 Fire

Censer of Health: Grant 1 Vitality

Censer of the Sea: Grant 1 Water

Censer of the Sky: Grant 1 Air

Censer of Strength: Grant 1 Earth

Focus of the Still Mind: At will, Purge Frenzy after three seconds.

Talisman of Luck:

Whenever you **Long Rest**, gain one “**Elude**” against the first **melee**, **missile**, or **packet attack** that you are subject to.

Talisman of Agility:

Whenever you **Long Rest**, you also gain one “**Reduce by Agility**” against the first **melee**, **missile**, or **packet attack** with the **Death** effect. When this is used you drop to **0 Vitality** and **Armor** and are **Unstable**.