



EXODUS LARP SYSTEMS

Cred Book

V2.2

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Exodus LARP System

ELS CRED - v2.2

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WHAT IS ELS CRED?

Simply put ELS Cred are volunteer reward and thank you points that may be traded in to access extra experience points (XP) or different abilities. We acknowledge the fact that without our vibrant, passionate and oftentimes generous community, many LARP systems would be capable of far less than what we can achieve together as a group. The ELS Cred system is a way to track and thank participants for their contributions to our system, as well as in turn allow those same individuals to enhance their IG experience in a unique, yet balanced manner.

ELS Cred (LC) may be spent at any time, whether at game or not, unless specifically noted such as is the case of Alternate Life, Mulligan or Rare Races.

HOW DO I EARN ELS CRED?

You can earn LC by donating desired props, costumes, and other supplies, helping support various ELS initiatives fiscally, or volunteering your time as part of the storyteller camp, marshalling at games, promoting at conventions, assisting at build days and many more opportunities. However you choose to support your ELS community outside of attending games might accrue Cred. Game ownership will advertise what help they are looking for and the reward on a regular basis. Earned LC is attached to the player and can be used for any setting.

REWARD GUIDELINES

The following is a rough guideline for rewarding individuals who choose to step up and support the game in various ways. Reward is per Task, as such Event {Task} means a full game.

| Reward | Task | Description |
|-----------------|--------------------------------------|---|
| 1 LC | Donate \$5 | Donation of goods or money to an initiative, Props and costuming are evaluated along this line if purchased, as well as materials used in crafting. |
| 3 LC | 1 hour OOG Labour | Time crafting, promoting, etc while. not at a game for ELS |
| 3 LC | Event Safety Marshal | Marshal weapons or armour for Safety |
| 3 LC | Event Medical Marshal | Provide First Aid at events when required |
| 3 LC | Event Logistics Helper | Assist with sign in and donation tracking |
| 10 LC | NPC Shift | Single shift NPCing at event (4-5 hours) |
| 20LC+2XP | Event NPC* | NPC for 1 full event (no season long commitment); minor roles mostly unless needed or proven otherwise |
| 25 LC | OOG Event Labour (based on 8hr day) | Volunteer for one full day at a Build Day, Work Day or Convention in support of ELS |
| 25LC+2XP | Event Season NPC* | Commit to NPC for both the on and off season for one year. |
| 25LC+2XP | Event Off Season Storyteller* | ST single day events for the off season and day mods ("winter season") |
| 30LC + 2XP | Event On Season Storyteller* | ST full weekend events for the on season ("summer season") |
| 30LC + 3XP | Event Year Long Storyteller* | Commit to ST for both the on and off season for one year. |
| 35LC+ 3XP | Event Assistant to Head Storyteller* | A yearlong storytelling commitment, the aHST also helps manage storyteller camp and guide overarching plots when the HST is not available. |
| 40LC + 3XP + \$ | Event Head Storyteller* | A year-long commitment, the HST (or co-HSTs) manages the storyteller camp from the big picture view and guides overarching and world-building plotlines. The HST (or co-HST) will also receive an attendance-based honorarium each game to acknowledge the large amount of OOG work that goes along with this role. |

*Storytellers and full event NPCs do not pay for event

GENERAL BOONS

The following boons may be purchased for any setting within the ELS ruleset.

OUT OF GAME BOONS

All OOG Boons must be purchased between games with exception to One Up.

Alternate Life : 80 LC

Upon Relinquishing a character, you may create your brand new character with no deaths accrued while retaining all items and resources previously earned, all Rads accrued, and 75% of your accrued XP. Any established in-character knowledge and social connections are lost with your new character's creation, and you must pick another Faction or Race. Must be purchased between games.

Extra XP: 10 LC

Gain an additional 1XP per purchase. Note: a maximum of 5XP per character may be applied per month between earned, awarded or LC purchased XP.

Mulligan : 70 LC

Allows you to completely rebuild your character while retaining all deaths, XP, Rad and resources. You may choose to continue as the same character and change their faction or race as well, however it must be noted at the time of purchase and descriptions given to PCs and NPCs that you are the same character they met before.

Friendly Die : 20 LC

Usable once ever, you may reduce the difficulty of your resurrection roll by one (1) for the next resurrection roll you make to a minimum of a 1 in 10 chance of failure. You may only have one Friendly Die active on a character at once. If your character dies, a 1 will always result in permanently killing the character. In this case, you may move the Friendly Die onto another character that does not already have a Friendly Die assigned to them.

Pay-No-Play : \$40

If you miss attending an event, you may purchase your event XP (2XP) and place it onto one character as long as you do so within one month of the missed event's date.

Reassess : 35 LC

Refund up to 10XP worth of skills or 10 Rads of mutations, to be used in other ways. XP and Rad may be banked for later purchases, however if your uninvested Rad would be at 10 or higher, you must choose new mutations immediately to whittle it to 9 or less Rads.

Twist of Fate : 25 LC

Usable once ever, the Twist of Fate allows you to re-roll one failed resurrection or schematic discovery test. May only have one "Twist of Fate" active on a character at a time.

IN GAME BOONS

| Boon | Cost | Use | Prerequisite |
|-------------------------|----------------|-----------|------------------------------------|
| Agile | 10 LC | Once Ever | Deflect or Evade |
| Bare Knuckle Brawler | 45 LC + 2XP | Passive | Brawling |
| Bash | 35 LC + 5XP | Daily | Brawling or Melee |
| Clear Mind | 40 LC + 5XP | Daily | None |
| Crate in the Woods | 10 LC | Once Ever | None |
| Crushing Blow | 40 LC + 10XP | Daily | Melee, 2H rep |
| Deadly Blow (specific)* | 60 LC + 10XP | Daily | Any Weapon Training, except Shield |
| Disarm | 35 LC + 5XP | Daily | Any Weapon Training, except Shield |
| Final Stand | 30 LC + 5XP | Daily | None |
| Inventor | 10 LC + 5XP | Passive | Researcher |
| Jerry Rig | 15 LC + 2 XP | Daily | None |
| Merchant Connections | 35 LC + 5XP | Passive | None |
| Treasure Hunter | 10/15/20... LC | Passive | None; Clues specific to character |

Agile

Usable once ever per purchase, Agile acts as an extra Deflect or Evade, allowing you to avoid a single attack from your front arc, if conscious and able to act to avoid the attack (not bound or otherwise encumbered). Requires Deflect or Evade to purchase. May only have 3 purchases of Agile active at any given time.

Bare Knuckle Brawler

As an experienced Brawler, you may now block basic damage types with fist reps. This does not apply to Fire, Acid, Rad or Area of Effect damage.

Bash

Usable once a day, you use brute force in melee to briefly cripple your target's shield arm. You must successfully strike a shield and call "Bash"; if Deflected or Evaded this skill is still considered used. If successful, the target is unable to use that shield arm for 5 seconds, either holding the shield "limply" by their side or tucked behind their back, whichever is safer for the target. The target will take all damage that hits the disabled arm or shield during this time.

Clear Mind

Usable once a day, you may resist a single mind-altering effect from any source, such as Paranoia or Delusion chemistry, the blood rage of Juggernaut, or other such effects.

Crate in the Woods

Purchasable a maximum of 3 times a year per player, Crate in the Woods is an once ever trove of resources and more for your character. The 'crate' contains one random rare resource and 3 basic resources. 10 % of boxes will also contain a random item and 1% of boxes will also contain a schematic or Experimental Item (item made with a schematic).

Crushing Blow

Usable once a day, you may use a 2-handed melee weapon to break all remaining armour of a single target. Requires melee training and a strike to the target's torso to use. This attack may be Deflected or Evaded.

Deadly Blow

Once a day, with a specific weapon type you have training with, you can deliver a single devastating blow that will knock your target into their Mortally Wounded state and only have 1 minute to receive a Reviving effect (rather than their full 5 minutes). This attack must successfully strike the target in the torso for HP damage to have any effect, and may be combined with other weapon techniques such as Slaughter or Piercing, for a call such as "2 Piercing Deadly Blow" or "5 Deadly Blow".

This attack may be Deflected or Evaded.

You must choose a specific weapon type upon purchase to use this skill with from : Thrown, 1-handed Melee, 2-handed Melee, Brawling, Bow, Crossbow, Pistol (1-handed firearm), Rifle (2-handed firearm)

Disarm

Usable once a day, you may declare "Physical Disarm" and attempt to strike your target on the arm to cause them to drop whatever was in that hand, whether item, weapon, shield or person. If whatever you are trying to make them drop was carried in both hands, the target must still drop whatever is in their hands. This technique requires Brawling, Melee, Archery or Firearms to use and may be Deflected or Evaded according to the delivery method.

Final Stand

Once per day purchase, when you are at half HP or less, call "Final Stand" and plant your feet to deal +1 damage whether or not you have weapons training. This ability may be used in conjunction with other weapon techniques. This ability will allow you to exceed the 5 damage per weapon cap. This effect ends if you move, are healed above ½ your HP or are dropped to 0 or less HP.

Inventor

As the name suggests, Inventor give a Researcher the chance to create a new Experimental Item to their liking. Requiring at least 30 minutes of RP at 3 separate events, the player must also notify the ST team via email what it is that they are attempting to make at least 10 days prior to their second event of experimentation. This 'invention outline' must include desired effects; the ST team may not adhere to these effects exactly and may judge RP as a determining factor when selecting the item's abilities. The crazier and more powerful an item's abilities, the less likely the item turns out as intended and may even have downsides, for example it may explode after use, tires out the user, and so forth.

The more complex the item, the more resources the prototype will require to build. The ST team will notify the player as to the material requirements of their invention and sign off on the plans.

Once the player has gathered all necessary items, they may attempt to build their prototype. Once completed the prototype, like any Experimental Item, will have a breakdown chance and item card. If this item is successfully broken down you will end up with a proper schematic for the item and may make as many as you find resources for. Note: you may only have 1 active Inventor project ongoing at a time.

Jerry Rig

Usable once per day per purchase, allows you to patch together any damaged weapon, armour or shield with 60 seconds of RP and no Scrap expenditure. However since this is not a proper artificer fix, the repaired kit will only hold together for 1 hour.

Merchant Connections

At Logistics, your character may trade in 2 resource or item cards to receive 1 specific basic resource card. You may trade any number of cards at this 2:1 ratio. Furthermore, you may leverage this ability in game as well. When encountering merchants in game, you can declare "Merchant Connections" (or quietly inform the NPC), to potentially gain access to special items or bulk discounts reserved for players with this skill. Please note that if you use this skill to pressure a merchant to sell goods to someone that hasn't been vetted (no Merchant Connections), they may choose to leave or need to have their trust re-earned. Note that the benefit of this skill may be lost if NPCs get word that whenever a merchant goes to do business with you, they are robbed or killed. If this happens, you will not get the LC or XP refunded and must repurchase, to forge new connections. Make sure your business partners live to continue doing business.

Treasure Hunter

Your character receives a clue as to the location of a Schematic or Experimental item. Whether or not you can figure out the clue, or your character will face danger along the way is unknown. Each time you purchase Treasure Hunter for your character, the next clue will be more expensive.

REMNANTS OF HUMANITY BOONS

The following may only be purchased for characters within the Remnants of Humanity setting.

| Boon | Cost | Use | Prerequisite |
|------------------------|----------------|----------------|------------------------------|
| Anti-Radiation Therapy | 50 LC | Daily | Surgeon |
| Pistol Whip | 35 LC + 6XP | Encounter | Firearms Training |
| Riftborn | 30 LC | Passive | None |
| Rare Rift Race | 50 LC | Once/character | At creation or with Mulligan |
| Ultimate Juggernaut | 40 LC + 5 RADS | Passive | Juggernaut |

Anti-Radiation Therapy

As a Surgeon you may perform one 10-minute procedure daily to remove 5 Rad from any single character. This procedure does not count towards the targeted character's surgery count and may also be performed on yourself with the assistance of someone else with Medical Arts. If you have an assistant, this does not change the time involved in the surgery, unlike other procedures within the Core rulebook. This knowledge uses 1 Med Tech Resource Card for each procedure.

Pistol Whip

Usable once per Encounter, you may briefly stun a single target by striking them in the torso (front or back) with a hand-to-hand boffer. You must be holding a pistol in your other hand. This attack delivers a 5 second stunning effect, meaning the target cannot do anything except speak for 5 seconds. If the target is wearing a helmet this attack has no effect.

Rift Born: 30 LC

Some say you were born on the other side of a Rift, others say it's a gift or a curse, some argue it's just exposure to the right kind and amount of radiation. While still human, you may possess a single mutation that does not count towards your Radiation Total or makeup requirements. While you may use this to acquire "Irradiated Flesh" and "Siphon", these two mutations still require their makeup component. (Purchasable only once per character)

Rare Rift Race: 50 LC

You are, simply put, not human. Never were and never will be. Originally a citizen of one of the alien worlds connected to Earth via Rifts. Even if your character manages to join a faction, your natural eye for resources will override whatever your allies would give you. They are forgiven the "Adapt or Die" clause, when they accrue 10 or more Rads.

You may choose between: Katak, Dobie or Wyreling. See Below for Details.

Ultimate Juggernaut

Any time Juggernaut triggers you now remain in control while still gaining the benefits of additional strength and health.

RARE RIFT RACES

Rare Rift Races may only be chosen at character creation or with a Mulligan and will forever set your character apart as alien. In exchange, you are born with a collection of natural abilities similar to human mutations but for a fraction of the total mutation costs. All Rare Rift Races begin with 25 RADs on character.

Rather than mutating further, whether by accumulating Rads or Resurrecting, a Rare Rift Race only accrues RADs, which thereby affect their resurrection potential or the power/frequency of some of their natural abilities. By the same stroke of luck, Rare Rift Races cannot play host to the Dera (Moon Blight) and thus cannot take on the Moon Blight template or be a contagion vector; Blightlings may still leech RAD off of them, potentially limiting their abilities (marked with a *). Each of these Rare Rift Races has make up requirements which must be repped appropriately to receive the benefit of the Race, however these singular requirements replace that of the individual mutations if any abilities mimic a mutation. You may choose between: Katak, Dobie or Wyreling.

DOBIE

Spider folk from the resource rich world of Parah, Dobie are often described as friendly, inquisitive and astute. Despite their world moving temporally out of sync with Earth (time moves 5 times slower on Dobie), they adopt new technologies and ideas very quickly, often being able to learn the local language in a very short time. Apparently descended from Human-like individuals called the Hadobie --who also left many technological wonders on Parah-- the Dobie themselves live a rather agrarian lifestyle and tend to avoid firearms (although they can use them). Dobie have the ability to see heat, even well enough to spot hidden individuals, but are notoriously colourblind; Dobie villages and dress tends to be very colourful with no regards to Human sensibilities for complementary colours. Furthermore, Dobie have no use for food resources, instead they must Siphon to receive Nourishment. Most Dobie live in matriarchal clans, although their elders are of any gender. Eating eggs is seen as highly disgusting as it is akin to eating their infants; an odd contradiction considering their cannibalistic funerary rites.

Resource access: Med Tech x2, Scrap x2

Costume Requirements: 8 eyes and mandibles (may be makeup, mask or combination)

Natural Abilities:

Analyze Mutation: (At will) Spend 5 seconds examining your opponent then either touch or hit them with a thrown packet calling "Analyze Mutation." If successful, the target must reply in a normal speaking voice with the total Rads on character and the name of one non-visible mutation they possess, if any. Example: "38 Rads, Immunity to Disease."

Inhuman Strength: (Passive) Adds +1 Strength for every 25 Rads on character.

Keen Sight (Thermographic): (At Will) You may see Camouflaged foes and hard to see objects at ST's discretion.

Siphon: (Once/Hour) You may drain 1HP/3 seconds to a maximum of half your total HP rounded down, by laying a hand on your target's shoulder/back. So if your full health is 9, you could drain 4 HP from your target and add it to your own. While you cannot exceed your natural health total, you can still drain up to half your full health even if you cannot use it. Your target must either be willing or unable to resist (unconscious, restrained, etc.).

Snare*: (1 per 20 RADs/Daily) A packet delivered physical attack that pins the target's feet in place. It takes 60 seconds to cut free of a Snare, or the target may be ripped free with +1Strength while suffering 1 Piercing.

Natural Bind (At Will) Can cocoon any Snared target on a 30 second count (Natural Bind 1, Bind 2, Bind 3...), once fully cocooned the target freezes all in shock or mortally wounded counts;

these counts resume once cut out on a 1 min count. Alternatively +3 STR will rip the target out but causes a killing blow to the target.

Natural Disadvantages:

Colour Blind: Dobbies have difficulty differentiating colours as Humans know them, instead seeing the temperature of items and people. Their best description leads researchers to believe that Dobbies either see in grayscale or in a spectrum of tones far exceeding the Human eye.

Siphon Dependent: Food resources are useless to a Dobby in terms of nourishment and they must Siphon at least half their HP rounded down each day in one session to avoid being Malnourished.

Susceptible to Poison: Dobbies suffer x2 damage from Poison

KATAK

Hailing from the world Dakkan, Katak are mostly reptilian in appearance with a thick scaled hide, cranial ridges or horns and occasionally feathers mixed in with their hair. Despite their reptilian appearance, Katak are warm blooded creatures and breed much the same as mammals. Adapted to living in a Radiation rich world, Katak can bend the energy of the Rifts to their will in small ways to travel undetected or hide in plain sight. Nomadic and valuing both strength and ingenuity, the Katak only have one central city back in their world, Remkari, which is surrounded by monolithic forests and dinosaur-like creatures.

Katak have an excellent understanding of human language although a poor grasp of idioms, having had part of a human city transported to their world a century ago. The humans who live alongside them, the Dakkani, are considered Riftborn and are descended from scientists.

Resource access: Food x2, Ammo x2

Costume Requirements: At least 75% exposed skin is scaled, with bony ridges or horns; may be makeup, mask or a combination. Fangs, claws, and feathered hair are not required but may heighten your look.

Natural Abilities:

Armoured Scales, Greater: (Passive) Your skin is made up of tiny scales that grant you 20 points of natural armour. These scales may be restored by consuming 1 Food Resource or expending 1 Med Tech resource and then roleplaying patching yourself up for 1 minute outside of combat. No special skill is required, but you must be stationary, focussed and uninterrupted to succeed.. This natural armour may stack with one layer of armour only.

Chameleon, Advanced: (Once/Encounter) Taking a 5 second count to activate while motionless, the Katak may then seamlessly blend with their surroundings for up to one minute or until they make an attack. While Chameleoned, the Katak may move at will. To indicate you are hidden, place one fist on top of your head with two fingers extended.

Radiation Resistance, Advanced: (Passive) Reduces all RAD damage taken by 1 to a minimum of 0 regardless of source.

Riftwalk*: (Once per 25 RADs/Daily) On a 10 second count, the Katak may open a small Rift within a singular plane of existence to allow them and up to one passenger travel OOG for up to one minute as controlled by the Katak. All individuals within the Riftwalk suffer 1 RAD/10 seconds unless otherwise negated.

Natural Disadvantages:

Healing Variance (Non Chemical): Katak may only regenerate health through Medical Arts or by resting to naturally heal (1 HP/3 uninterrupted hours of rest). While a Chemical Revive will bring them back from Mortally Wounded, it is not as effective and instead restarts their In Shock count. Katak are still affected by all negative chemical effects.

Susceptible to Acid: Katak suffer x2 damage from Acid

WYRELING

Crystalline entities from the silica-based world Koorime, Wyrelings are a telepathic collective who communicate more in broad ideas and emotions than specific concepts. Long besieged by the parasitic fungal race the Dera, Wyrelings are a technologically-advanced race compared to humans, but have difficulty translating their inventions into Earth-compatible devices due to their reliance on the crystalline veins of their homeworld. Having completely adapted to operating in a Hive Mind, Wyrelings do not have vocal cords; as such travelling Wyrelings have been spotted carrying drums, bells, horns and other small noisemakers to attract attention when needed.

Resource access: Med Techx1, Foodx1, Scrap x2

Costume Requirements: At least 75% exposed skin is iridescent grey, green or blue with tentacles over the lower half of the face; may use makeup or mask. Many Wyrelings also have a cephalopod-like ridge and flare to their foreheads.

Natural Abilities:

Analyze Mutation: (At will) Spend 5 seconds examining your opponent then either touch or hit them with a thrown packet calling "Analyze Mutation." If successful, the target must reply in a normal speaking voice with the total Rads on character and the name of one non-visible mutation they possess, if any. Example: "38 Rads, Immunity to Disease."

Auger Mind: (At Will) The mutant may place their hands on the target's head and declare "Auger mind". This action is immediately followed by a single 1 sentence question that must be able to be answered in one sentence or less. The target must answer that question truthfully but may be creative in what information is passed on.

Hive Mind: (At Will within arm's reach; 10 minutes Once/Daily with Packet) By opening a psychic link with up to two individuals through physical touch/arm's reach or one individual at range, the Wyreling may communicate silently and clearly directly to their target(s)' mind(s) as though using regular speech. For the purposes of long range communication, players may shout OOG or stealthily use radios or phones, provided it does not break the decorum on the scene.

Power Generation: You may power 1 small device or weapon off the radiation you give off, rather than using a Power Cell. You must remain in contact with the item during its full operation.

Rad'ar: Radiation has given you a sixth sense for when trouble is afoot. You may use Evade once per Encounter per core rules (may avoid any one attack made to your front arc), and occasionally a ST will warn you if an action may be dangerous to your character.

Psi Blast*: (Once per 20 Rads/Daily) The Wyreling may unleash a blast of psychic energy, represented by a packet, which deals 2 Piercing {Emotion}. This emotional response lasts for 1 minute. Emotions that may be inflicted are Anger, Apathy, Joy, Melancholy, or Paranoia.

Natural Disadvantages:

Mental Communicator: Mental communicators do not have vocal cords and thus rely on telepathic communication (Hive Mind), written communication and body language. Wyrelings cannot speak unless within their Hive Mind. This includes performance-based skills.

Vulnerable (Electric/Lightning): Wyrelings suffer a Knockdown effect from any electrical or lightning-based damage. If the attack already causes Knockdown, double the duration of the Knockdown.

ASCENDED TERRA BOONS

The following may only be purchased for characters within the Ascended Terra setting.

| Boon | Cost | Use | Prerequisite |
|--------------------------|--------------|----------------|---|
| Advanced School of Magic | 20 LC + 10XP | Passive | School of Magic x1, Basic Tier of Magic, ST Permission, Tutored |
| Ascension | 50 LC | Once/character | Lead ST Permission |
| Blood Magic | 10 LC + 6XP | Passive | Tutored |
| Mana Scourge | 10 LC + 5XP | Daily | Tutored |
| Rare Race Character | 30 LC | Once/character | At creation or with Mulligan |

Advanced School of Magic

There are several more advanced Schools of Magic to study in Ascended Terra, however they may only be learned after one has a basic understanding of magic, at least one School of Magic and Basic Tier of Magic. One must be tutored in these schools of magic. See Advanced Schools of Magic below for details and spells.

Ascension

You have completed a personal quest line at great personal expense to prove yourself worthy of ascension triggering the ascension process in your body.

Blood Magic

You may internally boil your own blood turning it into mana at a rate of 2hp:1Mana. During the casting process, this gives off a noticeable effect of pain and blood leaks from your eyes and ears in the process. Some societies have outlawed this practice while others embrace it. Your HP can not be used to substitute the requirements of mana pools for the purpose of purchasing other skills.

Mana Scourge

You may twist the mana within another person to cause them pain. Incant "Feel the burn: Mana Scourge" and throw a packet at your target within 3 seconds. This is considered a magical attack for defences. If successful, the target must choose to either suffer a loss of 10 Mana or 5HP damage as the energy they possess burns them from the inside out. This mana or damage may be recouped in the normal ways.

Rare Race Character

Allows you to play a character of a Rare Race see Rare Races of Terra below. Purchasable only at character creation or in conjunction with Mulligan.

ADVANCED SCHOOLS OF MAGIC

Generally Advanced schools are more powerful however they require RP, Sacrifice, and Devotion in game and out of game Loyalty points to acquire, not to mention some may be considered Illegal from faction to faction garnering harsh punishments.

RIFT Magic: (Lead ST permission only)

A powerful entity has been impressed by your service and has granted you access to the RIFT school of magic. Be careful: what has been granted, may also be taken away should you scorn them. This school is unlocked only through RP of at least 6 months but typically 1 year or more the character must have shown exemplary service to a greater being of some sort be it: (Angel, Demon, Demi god, Dragon, or God to name a few options)

Incant: By [patron's name]'s rift, I bestow/inflict/create... [spell name]

| Mana Cost | (trigger) Spell Name | (trigger) Spell Name |
|-----------|---------------------------|-------------------------|
| 1 | (bestow) Mana Leech | (bestow) Rift Hop |
| 2 | (inflict) Rift Bolt | (inflict) Mana Toll |
| 3 | (bestow) Soak damage | (bestow) Wild Casting |
| 4 | (bestow) Adv. Soak damage | (create) Temporary Rift |
| 5 | (inflict) Rift Blast | (bestow) Riftwalk |

Spell Descriptions:

Mana Leech: The next spell to take effect on you, will also absorb half its casting cost in mana to your pool. Beware of Mana Burn see the Mana Pool Section of the AT rulebook. Lasts one hour or until used.

Rift Hop: Allows the caster and up to one other target whom they are touching to move OOG up to 10 steps in any direction over the course of 10 seconds. The caster controls the direction but may not use this spell to bypass solid objects, locked doors, or to push their passenger off a cliff, into a pit of acid or similar immediately hazardous situation.

Rift Bolt: Magically inflicts 2 Piercing damage.

Mana Toll: The next spell the target casts requires twice its mana. This effect does not stack.

Soak Damage: For the next 10 minutes, the target may reduce all damage taken by 1 point to a minimum of 1. They must say "Active Soak" periodically to remind opponents. This effect does not stack.

Wild Casting: By blindly pulling a coin from a bag (special tokens provided by STs numbered 1-5, exact same size and shape), you may then have 3 seconds to throw any 1 spell other than Wild Casting that has the exact mana cost of the coin drawn from the list of spells that you possess the school of magic for. Caster only.

Advanced Soak Damage: For the next 10 minutes, the target may reduce all damage taken by 2 points to a minimum of 1. They must say “Active Advanced Soak” periodically to remind opponents. This effect does not stack.

Temporary Rift: Using a green or glow in the dark 10ft rope as a marker you create a Temporary Rift that harms any who try to cross it except the caster. Anyone other than the caster who crosses the rift takes 3 Piercing damage each time they cross the Rift. This effect lasts 1 hour or until it is collapsed by the caster on a 10 second count. If the caster is not present to marshal their rope and its effect, they must securely attach a note to the rope that reads “Temporary Rift until X time. Take 3 Piercing to cross”. If left out in the dark, the caster should also attach a green glow stick to the rope if the rope does not glow on its own.

Rift Blast: 5 Piercing 5ft area of effect centered on caster who is immune to the effect of this spell. However it will affect all others friend or foe in the radius, Damage counts as 3 points of Damage bypassing Armour.

Riftwalk: On a 10s count, the target may open a small Rift within the confines of a single plane and escape through it. They have up to 1 minute to hide or flee OOG, before needing to re-emerge. Target may take one other individual (passenger) with them by maintaining physical contact, but the passenger will suffer 1 Piercing for every 10s within the Riftwalk. The caster controls the direction but may not use this spell to bypass solid objects, locked doors, or to push their passenger off a cliff, into a pit of acid or similar immediately hazardous situation.

Blood Magic: (HST or AHST Permission Only)

Tribal magic from the old Empire of Ket, it is suspected by those aware of this school and its origins that the Empire was able to grow so fast in large part due to the ancient pacts of blood magic. This power can only be taught by Changelings, and is sealed with a pact of “familial duty”. In such a pact the caster is bound into the same adapted family as the Children of Sangin, and folded into the Changeling hierarchy. It is for this reason that blood magic is understood to be powered by the blood of the caster, blood that is bound with a spark of the divine. It is said that those who have been blood mages for a long time will over time take on the physical traits of this school’s teachers. This school is powerful but comes with a terrible cost: every spell and ritual that has a mana cost has the equivalent price in blood that must be paid by the primary caster. This makes most rituals and items prohibitively expensive and taxing on the caster with few Blood mages in history have mastered rituals.

Incant: By my Blood I <trigger word> <spell name> : <damage if applicable>

| Mana & HP Cost | Spell #1 (trigger word) | Spell #2 (trigger word) |
|----------------|-------------------------|-----------------------------|
| 1 | (Bestow) Brink of Death | (inflict) Harvest The Blood |
| 2 | (inflict) Crimson Lash | (Bestow) Blood Reading |
| 3 | (Bestow) Blood Brother | (Grant) Sanguine Cloak |
| 4 | (Inflict) Blood Tithe | (inflict) Hemorrhage |
| 5 | (inflict) Blood Curse | (inflict) Blood Fire |

Spell Descriptions:

Brink of Death: The next time the target would be dropped to 0 or fewer HP this Spell protects the target instead dropping them to 1HP and Pulling them immediately 10 ft away from the source of the damage that would have dropped them. Duration 1 hour 1/day per person.

Harvest The Blood: The caster can cast this spell on any Target that is in their Mortally wounded state or in shock count, doing so the caster RPs pulling blood from the target with their magic for 30 seconds at the end of this time if not interrupted the target receives a killing blow and the caster recovers 3HP from the target

Crimson Lash: Casters blood lashes out from their hand forming a whip that strikes out significant distance dealing 10 magic to one target, packet delivered.

Blood Reading: Decipher one random trait of an individual or creature requires 1HP worth of blood from the target to be present at the time of the casting; this must be RPed over 1 minute in a means that the caster sees fit. At the end of this time the caster can name a piece of info they would like then flip a coin if successful they will learn that information if unsuccessful they will learn a random piece of info instead. Examples of what could be ordained (max total HP, MP, Current HP, Current MP, skills, spell schools known, place of origin, creature type, weakness, immunities, Defences)

Blood Brother: caster consumes 1hp of a willing target linking both the caster and the target together for a brief time. The next spell that either the caster or the target is struck with affects both of them equally. Due to the nature of this spell caster only spells could be given this way. Duration 12 hours or line of sight whichever comes first (outhouse trips forgiven if both are within hearing range)

Sanguine Cloak: the Casters blood swirls around the caster causing anyone within a 5 foot radius whom attacks the caster to take 1 magic damage, duration 10 minutes

Blood Tithe: Target casters blood is altered briefly so that every spell they cast has an additional cost of 1HP Duration: 10 minutes

Hemorrhage: Target takes 5 Penetrating and anyone within 5ft Radius of the target takes 2 Penetrating

Blood Curse: Target is affected with a powerful blood curse that causes the target to take 1 Piercing damage in addition to any damage delivered for the 60 seconds.

Blood Fire: Causes the target's blood to boil in their veins inflicting 10 Piercing if the target drops to 0HP from this attack their body bursts into flames entering their in shock count, if not put with a 3 count within 10 seconds they will drop to their Mortally wounded count .

RARE RACES OF TERRA

Aether-blessed

An anomaly among Kinfolk, Aether-blessed children are thought to come about when the mana of one parent reacts to another. Infused with one type of Aetheric energy from birth, the Aether-blessed appears part Aetheric in nature and responds to the Aethers as such. These Children are often treated to a more privileged life than others to encourage their talents. Though this can shine them in a negative light to their peers while growing up.

Resource access: Scrap x2, Foodx1, Med Techx1

Passive Powers:

Innate Concealed Mana: start game with a base mana pool of 5 that can not be siphoned but may be used for spells or willingly transferred.

Healing Variance: Aether-blessed heal from their chosen aether's magical form of damage (fire/ice/earth/air) in addition to chemistry and medical arts.

Weakness:

Susceptible: Take 2 extra points of damage from all opposing aether sources of damage.

Healing Variance: Aether-blessed will regenerate no hit points from Spirit magic. Other Spirit effects still apply. Breath of Life will fully restore the Aether-blessed with exception to their health, leaving them at only 1 HP

Costume Requirements: 75% exposed skin fur or scale patterned or suitable prosthetics depicting an aether of your choice (fire, ice, earth, or air) to clearly indicate your chosen aetheric mammal or reptile. High-quality masks also accepted. Examples: a flaming fox or an snake person with scales of ice or stone

Purchasable Bonuses:

Innate Aetheric Bolt: Once/encounter, may throw a packet for 5 damage according to your aetheric type without spending any mana. Declare "Innate Aetheric Bolt : 5 <type>"

Claws: You may use up to two claw boffers, which may only be disarmed through effects that destroy a weapon or remove a limb. You still require Two Weapon Fighter to use both arms in combat.

Hardy: Adds +5HP to your base health

Keen Sense (Scent): Can track for 10 mins/day. Declare "Keen Scent" and RP getting the scent for 5 seconds, before calling "Keen Scent: <Target>" or following ST directions.

Clockforged

Mechanical creations hailing from Titus, the animation of Clockforged is one of the most closely guarded secrets of the Clock Makers' Guild. Clockforged are activated, not born, and are considered to be at full mental maturity once they reach 2 years of age. While granted full autonomy and suffrage within Titus and its closest provinces since 1789NE, the Clockforged are still considered mechanical oddities and second rate across much of Terra, excepting the Grand Horde of Naar and the Gulahack Alliance.

Resource access: Scrap x2, Ammo x2,

Passive Powers:

Scrapwork body: Clockforged have no use for food, but may eat, gaining no benefit from its consumption; they instead rest for 1hr during the appropriate time and recover their lost skills.

Healing Variance: Healed by Artificer rather than Medical Arts or Spirit magic. That said an artificer may perform any procedure that a medic would be able to of the equivalent level upon a Clockforged and repair hit points at a rate of 10 points per 1 scrap/minute.

Weakness:

Healing Variance: Clockforged recover no Hit points from Spirit magic or Chemistry; other Spirit and chemical effects will still apply. Breath of Life will fully restore the Clockforged except their health, leaving them at only 1 HP, whereas Revive concoctions can be used to stabilize them.

Costume Requirements: 75% exposed skin in metallic tones (gold, copper, silver, etc.) and accented with clockwork (gears, springs, clock hands, etc.) High-quality masks are acceptable.

Purchasable Bonuses:

Resilience: The Clockforged may resist one instant kill or knockout ability to strike them a day as though it was blocked.

Hardy: Adds +5HP to your base health

Resist Magic: Daily, Allows you to resist any 1 non-ritual magic effect. The effect is considered used.

Self Repair Protocol: Daily, you may regenerate 5 HP worth of damage by planting your feet for 10 seconds. You may perform other actions as long as your feet remain planted.

Dryad

It is said that when the Moraloka blesses an union, a Dryad may be born. These rare Sei are marked by wood grain and bark patterns from birth, and are usually given in service to the Moraloka in Ellasi though some flourish without imperial influence.

Resource access: Med Tech x2, Food x2,

Passive Power:

Henge: Every Dryad has one tree that they form a special connection to; they can not travel away from this tree for more than a month or they will slowly wither and die over 30 days.

While within arm's reach of this tree, they gain an additional +1 Regeneration/min in addition to the Sei's usual +1 regeneration between 6am to 6pm.

Weakness:

Co-dependent: Dryads immediately enter Mortally wounded if their Henge suffers 50 damage, they must also pick a new Henge within 7 days or Relinquish the character. Should you choose to attack a Dryad's tree, you must inform ST camp first.

Costume Requirements: 75% exposed skin done to look wood-grain or bark, must have pointed ears. High-quality masks are also accepted.

Purchasable Bonuses:

Meditative State: Daily, Allows you to restore all your HP by meditating for 10 minutes uninterrupted while outside of combat (unless prevented by another condition, such as a disease, chemical or magical effect).

Sturdy: Once/day you may resist a Knock Down Attempt

Entangle: Daily, By touching or throwing a packet, the dryad calls roots to trap the target's feet in place. This requires the Dryad to hold a closed fist in the direction of their target and may last up to 10 minutes. Only one target may be Entangled at once.

Resist Magic: Daily, Allows you to resist any 1 non-ritual magic effect. The effect is considered used.

Shade

Said to have an innate connection to *B'Gath the Teacher*, Shades are inquisitive individuals born seemingly at random among the Ketski.

Resource Access: Med Tech x2, Scrap x1, Ammo x1

Passive Power:

Nighttime Rapid Healing: Between 6pm-6am you take an additional +2HP from all sources of healing, whether magical, chemical or physical in nature if not Malnourished. Should the Shade be Malnourished, they heal at a normal rate.

Weakness:

Daytime Regressed Healing: Between 6am-6pm, you take two less healing from all sources, whether magical, chemical or physical in nature, to a minimum of 1

Costume Requirements: Pale skin with black marbling and blackened fingertips with sunken eyes.

Purchasables:

Feed on the Living: At will, you may drain and absorb 1HP/10 seconds from a non-resisting target. If you drain 10 health in one feeding, you may count this as a Food Resource. You cannot feed to render your target into their In Shock (-1HP) or Mortally Wounded (-2HP) counts. If the target's HP is reduced to 0HP they are semi-conscious and cannot be fed on further.

Gaze Hypnotize: Once/day you may Hypnotize one target for one minute by making eye contact for 10 seconds and declaring "Gaze Hypnotize", This is considered a mind altering Primal Magic effect for the purposes of defenses.

Keen Sense (Hearing): Once/encounter you may identify all living creatures around you by listening for their heartbeat. To use, simply call "Sense Living" in a normal speaking voice.

Living Shadow: Once/day, the Shade may suppress their heartbeat (do not need to respond to Sense Living calls) and Walk in Shadows for up to 10 minutes. Any light source that illuminates your torso pops you out of the shadows stunned for 5 seconds.