

The book cover features a dark brown, textured leather background. It is framed by an ornate, silver-colored metal border with intricate scrollwork and floral designs. The border is embellished with several gemstones: red rubies, green emeralds, and purple amethysts. The central text is rendered in a golden, stylized font. The word "Alterra" is the primary focus, with the letter 'A' being particularly large and decorative, containing a circular geometric pattern. The letters 'l', 't', 'e', and 'r' also feature similar geometric motifs. The word "Rules and Regulations" is written in a smaller, elegant serif font below it, underlined. The author's name, "By Robert Davis", is printed in a simple serif font at the bottom center.

Alterra

Rules and Regulations

By Robert Davis

A Message from the Director

I would like to thank you for your time and interest in Alterra. This game has been a labor of passion since early 2018, and I am eager and excited to share the world I've created with you.

At its core Alterra is based around freedom, agency, and immersion. I aimed to build a deep, rich world where a player could truly become the type of character they wanted to be and experience the ongoing stories unfolding around them in whatever manner they desire.

Make no mistake, for as in depth as we developed these systems, mechanics, and the lore to be; the world I've built is nothing without players like you breathing life and personality into it. A tale is only as great as the characters that inhabit it, and those characters are each and every one of you.

So read on- peruse this tome; and decide for yourself the sort of hero- or villain- you wish to become. The world awaits for those with the will to seek it!

-Robert Davis, Creator and Director

The World of Alterra

In the year 1652, in the region of Taeraway just South of the Alterran capital Kingdom of Emanon, a trove of small disks formed of crystal and stone were unearthed, along with tattered volumes outlining pieces of knowledge about them. Previously thought to be little more than decorative talismans or family heirlooms, these *Glyphs* as they would come to be known, would soon be joined by the knowledge required to bind them to the soul to unlock their true powers...

Seemingly overnight, Glyphs became one of the most sought after commodities in Alterra. From adventurers looking to make a name for themselves, to political and military institutions seeking to not fall behind in the arms race during this period of peace. Though two decades have elapsed since their initial discovery, new and more powerful Glyphs are still being discovered as time goes on.

Since the initial global rush to seek Glyphs has abated, and life has settled into this new normal with the advent of magical abilities and such, the Royal Academy of Scholarly Pursuits has organized an expedition into the original site the Glyphs were discovered in. Thought to have been depleted after a dry period, the digsite located in the Taeraway region attracts people of all races and inclinations during their monthly delves. Some attend to safeguard the expedition from those with less righteous intent- while others hope to be the first to find or research a new Glyph or previously unknown bit of history.

Whatever the reason, these monthly expeditions always tend to be eventful! There are plenty of questions yet unanswered after all this time: How did these Glyphs come to be? Who created them, and the tomes about them? And most importantly- what is their *purpose*? The answer to these questions and many more may be *just* around the corner! So, steel yourself- whether your intentions be personal or selfless. The way ahead lies full of uncertainty, danger, and opportunity; but no matter your goals, the secrets of the world of Alterra await for those with the courage to claim it!

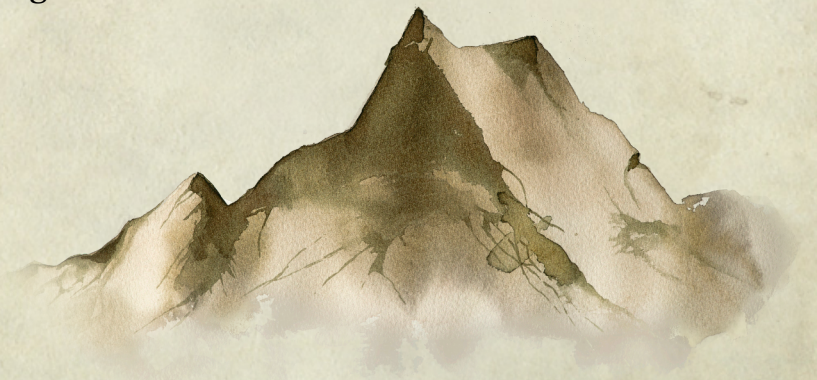


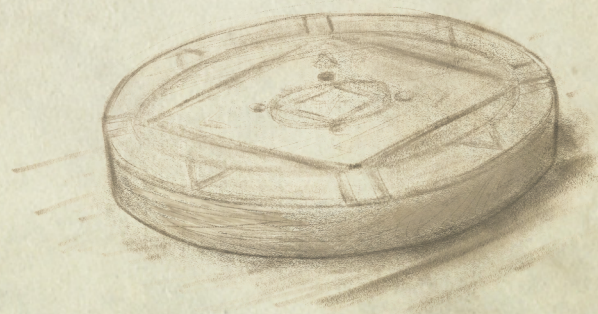
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What Makes a Character

First and foremost, one of the most important choices in Alterra, is whether you aim to be an **Adventurer**, or a **Commoner**!

- **Adventurers** pay the full Event price (\$50.00) and have no restrictions on their gameplay. They earn full Radiance, Level-up, can engage in combat, and everything else Alterra offers!
- **Commoners** on the other hand, only pay \$20.00, but have some gameplay restrictions...
 - They gain only 2 Radiance per Event, and 3 exp per Level-up.
 - They have only 1 Health per Limb and 2 in their Torso.
 - They start with 5 Focus and 5 Mana.
 - They choose their first Way and Path for free, but only have 15 exp to spend at Character creation instead of 30.
 - Commoners may *not* choose Way of the Combatant, Defender, Marksman, Shadowed, Magister, or Faithful.
 - They may not learn to craft things above Journeyman level.
 - When within 20 feet of any combat, they are afflicted with the Feared Status Condition, and must make every attempt to flee and avoid combat of any kind.
 - They have only 1 Life, and cannot be Resurrected.
 - They **do** have 1 Slot, so a Commoner *can* have a 1 Slot Glyph Attuned to them- though they must avoid any and all combat regardless of their choice.
 - They may not have anything Soulbound to them.
 - They may *only* be members of the Crafters, Bard, or Scholars Guilds.
 - However, they may not obtain a Rank within those Guilds above Rank 3.
 - Commoners *cannot* partake in any Quests *other than* Resource or Craft related ones.
 - They may only carry Small or One-Handed weapons, or remain unarmed.
 - Maximum length for a Commoner One-Handed weapon is 36 inches.
 - They deal 0 damage, since they cannot engage in combat. Carried weapons are to defend themselves while attempting to flee.
 - They *may* equip Armor, though it may be Moderate Quality at best.
 - They may *not* benefit from or Invoke any Active Special Material benefits.
 - Though they *may* benefit from Passive Special Material Benefits, when applicable.

Playing as a Commoner is intended for those who want a more laid back experience, have no interest in combat, or want to try out the game in an almost tutorial setting.

It should also be noted that a Commoner *can* become an Adventurer- but an Adventurer can *never* revert to a Commoner. When a Commoner becomes an Adventurer, they lose all restrictions, their Base Stats (Health per Location, Focus, Mana, and Slots) increase by that of an Adventurer, and they gain an additional 1 Radiance for every Event they attended as a Commoner. Any Level-ups that come from this increase of Radiance award the usual 5 exp.

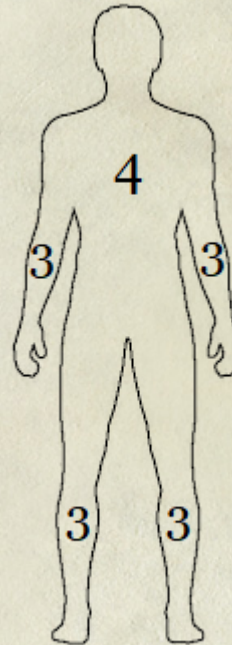
Core Stats in Alterra

There are 4 primary stats or resources a Character should care about during gameplay, and two others that only matter every so often: **Health**, **Focus**, **Mana**, and **Slots** are the primary. And **Radiance** and **Experience** (exp) are the others.

Health: In Alterra, characters don't have one big Health pool. Instead, there are five locations on the body, and each one has its own amount of Health to start.

Locations

Torso: **4 Health**
Right Arm: **3 Health**
Left Arm: **3 Health**
Right Leg: **3 Health**
Left Leg: **3 Health**



Focus: This is the fuel for Physical Skills within Alterra. Any *Active* Physical ability will have an associated Focus Cost that must be paid each time the Skill is used.

- Characters start with **10 Focus**.

Mana: This is the fuel for Magical Spells within Alterra. Any *Active* Magical ability will have an associated Mana Cost that must be paid each time the Spell is cast.

- Characters start with **10 Mana**.

Slots: Slots are a representation of the strain your character's Soul can bear in regards to applying Glyphs, and dictate how many Glyphs your character may have Attuned at any given time.

- Characters start with **5 Slots**.

Radiance: Represents the actual strength and experience of your character's Soul. As you attend events, you will gain Radiance, and upon reaching an ever increasing threshold, your character will Level-up.

- Leveling-up grants **5 exp** which the character may spend to learn new abilities.

Leveling-up

In order to grow and advance what your character can *do* mechanically, you have to spend exp. Exp is gained every time you Level-up, and you Level-up by reaching an increasing threshold of Radiance.

There are multiple ways to earn various amounts of Radiance:

- Attending an Event as an Adventurer will grant **4** Radiance, or **2** as a Commoner.
- Per Event, a player may choose to buy up to **4** additional Radiance at \$10.00 per point.
- Alterra VTT (Virtual Tabletop) Events can grant up to **3** Radiance, **1** for every \$10.00 spent.
- Roleplaying Commendations (RPC) grant **1** Radiance for every 5 turned in.

To start, characters need **4** Radiance to hit level 2. Then **8** to hit level 3, **12** to hit level 4, and finally, **17** to reach level 5. The amount of Radiance needed to Level-up increases by 1 every 5th level. So carrying on, level 6 requires **22** Radiance, level 7 requires **27**, level 8 requires **32**, level 9 requires **37**, and level 10 requires the character to have **43** Radiance total- and so on, and so forth, forever.

Every time a character reaches a new level, they gain **5** exp. They may choose to hold onto this and save it up to learn something more expensive, or spend it in any increment as the player sees fit.

Any Radiance earned is calculated between games, after the Event it was gained. Meaning if a player attends their first Event, and gains **4** Radiance, they won't count as a Level 2 Character till *after* the Event. Likewise, they will not gain their **5** exp until the following Event as well.

And last but definitely not least- every **5th level** (level 5, 10, 15, etc), characters gain a **free purchase** from the Universal Way! This free boost to the character's stats has *no* impact on the incremental exp cost increase associated with the Universal Way.

- (Commoners do not gain this benefit).

Learning New Abilities

Once a character has exp they wish to spend learning something new, they have two options:

1. Locate another character in the game who knows the ability you wish to learn, and convince them to teach you. Learning this way requires **2 minutes** of roleplay per point of exp the ability costs.
2. Locate an official Treatise containing knowledge about the ability you want to learn, and roleplay studying it for **4 minutes** per point of exp the ability costs.

A couple notes on learning new abilities:

- Universal Way purchases require no roleplay time to learn.
- Once an ability is learned, it is immediately usable.
- Abilities may *not* be learned between games, and *must* be learned at a live Event.

The Playable Races of Alterra

Within Alterra are 12 playable races, each with their own culture, customs, traditions, and history (please note that some races have more strict costuming and makeup requirements than others in order to portray them).

There are three types of **Human** in Alterra; Imperial, Villager, and Nomadic. Each distinction denotes a different culture and aesthetic, though there may be some blurring of lines as with any diverse people. Humans are the most abundant race within Alterra, with there being *numerous* Kingdoms, Villages, and Tribes scattered across the entire globe.

- Humans excel when it comes to Focus, and gain bonus Focus when obtaining it from the Universal Way.

If you wish to play a kind of Human with real world cultural flavor, such as maybe a Celtic, Norse, Arabic, Chinese, or any other- there will be an ever evolving list of cultures and where in game they might hail from on the Alterra Wiki. If you don't see one listed you'd specifically like to portray, please reach out to the Director so we can see about accommodating your roleplay! Also note that just because one region or location might be where a certain culture resides in lore- your character is by no means *required* to be from there.

Next are the **Vel**, which is Alterra's version of Elves. The three types of Vel are: The Aeovel, or High Elves. The Myrenvel, or Wood Elves. And the Zinvel, or Exiled Elves.

- Vel excel in the ways of Mana, and gain bonus Mana when obtaining it from the Universal Way.

The next three races are the **Thol**, which are Alterra's version of Dwarves. As with Humans and Vel, there are three distinctions of Thol: The Drinn-Thol, or Mountain Dwarves. The Fenn-Thol, or Hill Dwarves. And the Kus-Thol, or Deep Dwarves. Of particular note here; the Fenn-Thol may be "Hill Dwarves", but given their culture and aesthetic, they can count as all manner of fantasy hillfolk. This can include flavors such as Hobbits and Halflings, though no Thol is expressly *shorter* than the other races of Alterra, you are more than welcome to portray it as such if you wish.

- Thol are particularly durable, and possess exceptional Health. Thol gain additional Health when obtaining it from the Universal Way.

Lastly are the three **Divergent Races**. These are not three of the same type of race as with the previous nine, but are three unique race types grouped together due to their peculiar nature. The Divergent Races are the Satyr, which are half-animal. Usually in the form of a ram, goat, or deer. The Dryads, which are the physical embodiment of the spirit of nature- in particular, the trees of Alterra. And the Goblinoids. Goblinoids are arguably the *most* diverse race in appearance, as they can look like graceful elves with some crooked features, or more classical Orcs- traditional Goblins and Hobgoblins, some even some forms of Troll. Please Consult the Director before portraying a Goblinoid character with too extreme an appearance.

- Divergent races have particularly long-lived Souls, and are able to survive more than the other races. All Divergent Races have 4 Lives instead of 3.

Character Creation

Now that you understand all of the fundamental information a character is *built* upon, we can move onto actually *creating* your Alterran Character! The steps you'll take to create your character in Alterra are as follows...

1. Choose your Race

- a. There are 12 races to choose from: 3 kinds of Humans. 3 kinds of Elves, or "Vel". 3 kinds of Dwarves, or "Thol". and 3 Divergent Races; which are Goblinoid, Satyr, and Dryad.
- b. Each Race also automatically gets its **Racial Trait** for free.

2. Choose your Characteristics

- a. Every character starts with 3 Characteristic Points to spend on what are essentially Alterra's version of Racial Abilities.
- b. These points *must* be spent at Character Creation, and may never be undone without retirement.
- c. Each Race has access to a Unique Racial Characteristic. This is *not* automatically known, and must still be purchased with Characteristic Points if the Character so chooses.

3. Choose your starting Way and Path

- a. Alterra doesn't have 'classes' so much as grouping of skills by archetype. These are separated into Ways (overall playstyle) and the three Paths within those Ways (more specialized playstyles). The first Way and Path you choose are **free**.
- b. After your first Way and Path, there is an exp cost to obtaining more. Your *second* Way costs 10 exp, increasing by 5 per Way purchased. Every additional *Path* costs 10 exp.

4. Spend your 30 Starting Experience

- a. Every character begins with 30 exp to spend before starting play. This exp may be spent in any way the player likes- very few skills have prerequisites.
- b. Also of note, a player may purchase Glyphs from the Starting Glyph List with this exp at a rate of **3 exp** per Glyph.
 - i. Glyphs may *only* be purchased with exp at Character Creation.

A couple of things to note when spending your exp:

- Abilities do *not* need to be purchased in any order. Even though abilities are listed in ascending order, a player could purchase a 25 exp cost ability at Character Creation, if desired.
- Unless otherwise stated in the text of an Attack, any Attack Skill may be called with any weapon. Just because **Trip** is in the *Path of the Colossus*, doesn't mean it can't be used with a dagger!
- Every Way and Path grants a passive benefit of some kind- don't forget to make note of those!
- Any character may use any weapon in Alterra, though without the proper **Proficiency**, it will never deal more than the *base damage* of the weapon, and no Abilities may be called using it.
 - In the case of Bucklers and Shields, without Proficiency with either one, the wearer would still take half damage from attacks that strike the Armament in question.



Humans

Humans are focused, determined, resourceful... Humans have the *capacity* to be anything they set their mind to and more. A Human's strength lies in their versatility and aptitude to learn new things. As one of, if not *the* most widespread races, Humans are found in cities, villages, and tribes too numerous to count. Sometimes named for the place they were born or hailed from, a Human is always ready to tackle any challenge that presents itself.

- Humans tend to reach maturity around age 18, and live anywhere from 80-100 years.

Human Racial Trait

Focused

Each purchase from Universal Way: Focus grants 4 instead of 3.

Imperial Humans

Imperial Human refers to any Human that hails from one of the larger, primarily Human cities or kingdoms. Generally more educated, wealthy, and well-mannered than their Village or Nomadic kin, the Imperial may learn new things quickly, but suffer initially in any foreign situation they find themselves in. Do not doubt their capabilities, however, as even one of these 'posh city-slickers' can have enough martial skill to hold their own.

Costuming

Most Imperials are dressed in finer clothes or even armor depending on their occupation. Even if less impressive in style, they are at the least well fitted, clean, and well kept. It is not unusual for Imperials to bear a higher amount of fine jewelry or more ornate armaments than Villagers or Nomads.

Demeanor

Imperials are very often well spoken and more prone to diplomacy than headlong rush into conflict. On the flip side to this, however, Imperials can sometimes be *too* talkative and verbose when a situation may call for action. As likely to save your life as to steal your purse regardless- Imperials come in all colors and from all walks of life.

Unique Imperial Characteristic
<p>Well Rounded - 3 Gain 2 different purchases from the Universal Way. These do not impact the incremental exp cost increase.</p>

Families and Nobility

Imperial Human families of Nobility are referred to as Dynasties. Every Noble Dynasty of Imperial culture has a Heraldry. These are a symbol or collection of symbols, on one or more backgrounds, using a variety of colors to denote aspects of that Dynasty. The lowest form of nobility in Imperial society is Knighthood, upon which a Heraldry will be granted to that family- now a Dynasty, based on that family's accomplishments. While families of Imperial culture who are not Noble are not technically recorded as Dynasties, the term can still stand to define a family of Imperial descent. Note that non-Noble Dynasties do *not* possess Heraldry, unless for some great act or service are granted one by an Imperial with the power to do so. Otherwise, all non-Noble Imperials have normal family surnames they pass down through generations.

Village Humans

Born and raised in one of the varied and widespread village communities scattered across the world, Villager Humans come in all shapes and sizes. Though less educated in general than their Imperial kin, and more reserved than their Nomadic cousins, Villagers tend to know things about the world around them that even the Myrenvellians would be eager to learn.

Costuming

A Villager is likely to wear hand-me-down armor, and a worn but trusty family weapon as their gear of choice when going into battle. They hold strongly to their traditions and heirlooms, the significance of the meaning behind them, and the reliability of their craftsmanship that have stood the test of time. Their clothes are normally simple, allow for efficiency of movement when working, and overall comfortable.

Demeanor

Most Villagers vary in their attitude, of course, but rare is it to find one quick to anger. Let it be known though, that they value their fellow man, especially those from their family and village with a fierce loyalty. They generally dislike liars and thieves, but find it hard to turn away a soul in need.

Unique Villager Characteristic
Rationer - 2 Any Non-Unique, Non-Incendiary Consumable used by the Villager has +1 use before being consumed, to a maximum of 1 additional use per Consumable.

Families and Nobility

Village hailing Humans do not have Nobility in the traditional sense. Many villages will have elected officials that work for the will of the people, usually alongside any form of Imperial nobility overseeing the Village, if present. However, what Villagers *do* have, is Heroic Kinships! Every so often a Village will produce an individual who seeks to better themselves, their family, or even their whole community through deeds above and beyond that of their peers. These individuals are renown as Heroes, and oftentimes that Hero will leave behind an Heirloom of some sort. These Heirlooms always represent either the person who used them, the values they held, or the deed they accomplished. However, to be descended from such a Hero is both an honor and a burden- for sometimes those of Heroic birthright are expected to be heroic themselves in one way or another. Still, short of Heroic Kinship, almost all Village families pass down a surname and some form of Heirloom, even if unremarkable in nature.

Nomadic Humans

Not all Humans find comfort behind tall walls. The Nomads of the various Tribes of Alterra prefer the wilds as their home. Whether brash and confident or soft spoken and stoic, the Nomads are always ready to fight, believing backing down to be a dishonor on them and their tribe. Admittedly, there are some tribes that hold this idea of honor in different or lesser regards. Not all tribes are created equal, but all are fierce combatants; you'd have to be to survive in the wilds.

Costuming

Their clothing is usually piecemeal and made from whatever they can hunt - be it off beast or man (meaning spoils of war, not wearing human leather). They are well adapted to the climate they call home, which is virtually every possible climate. Due to their nomadic lifestyle, they will often carry handy tools to survive in the wild, such as to hunt and make a fire.

Demeanor

The way in which a Nomad carries themselves varies from tribe to tribe. Some are stoic hunters while others value rowdy combat feats; while others yet are known to strike under cover of night and take anything they can carry. Whichever the case, a Nomad's loyalty tends to lie purely with its tribe and no one else. To gain one's trust however is to have made a companion for life.

Unique Nomad Characteristic
Forager - 2 Perform a Gathering roll at sign-in for bonus materials found between-game.

Families and Nobility

The closest thing Nomadic Humans have to Nobility are the Head Tribes, which are a number of tribes considered to have more authority or clout than the rest. While not *every* tribe may fully recognize the Head Tribes as much more than tribes who are a bit better known, the fact remains every tribe knows of them- or has at least heard of them. Noble or not, every tribe usually has a form of Warpaint they wear to tell one another apart. These designs of varied color and technique are not worn all the time- mainly when going to battle, hunting, at important meetings, or similar situations.



The Vel

Graceful. Intelligent. Perceptive. These are some of the words that describe the Vel, the Elven races of Alterra. All three of the Vellen cultures share a common ancestry, though rarely would they speak of it, and rarer still would they embrace it. All Vel are highly adept with Mana and find it easy to use and refine within themselves. The three Vel cultures are the Aeovel, Myrenvel, and the Zinvel. How these cultures came to be so different is so ancient, none can easily recall the history; though the Zinvellians are especially disliked by the other two cultures. Regardless, all Vel make up for what they lack in sheer physical stamina with their clever wit and dexterity.

- Vel tend to reach maturity around age 25, and live anywhere from 250-300 years.

Vel Racial Trait

Infused

Each purchase of Additional Mana grants 4 instead of 3.

Aeovel

(High Elf)

Aeovellians are the least secluded of the Vellen cultures, having a presence felt the world over. While all Vel are adept with Mana, Aeovel are particularly skilled. By sword, bow, or spell, Aeovellians can be fierce fighters- though they prefer to talk issues through rather than shed blood much like their Imperial Human counterparts. Rest assured, if ever one has a question, no matter how obscure, an Aeovellian somewhere knows the answer.

Costuming

Most Aeovel dress in quality clothes, almost akin to Imperials, though perhaps even more ostentatious. They wear familial crests and trinkets, such as signet rings, pins, or brooches to honor their lineage, which is very important to an Aeovel. Most Aeovellians like to dress in flashy colors that give a sense of wealth, class, and prestige.

Demeanor

Due to their long lifespans, Aeovel are often patient, prudent, and diplomatic (though as with all races, the young can be restless and immature). While many Aeovellians come off as condescending or pompous, it is due to their long lives and their knowledge and experience that gives them their confidence in their decisions and opinions. While some can be considered vain, more often than not this is a stereotypical perspective from other races when not considering their wisdom and perspective from living for hundreds of years.

Unique Aeovellian Characteristic

Spell Gifted - 2

All Spell Glyphs cost 1 less Slot, to a minimum Slot cost of 1.

Families and Nobility

Aeovel, of Noble blood or otherwise, refer to their lineage as fittingly; Families. There are only 6 Noble Aeovellian Families, and who knows how many otherwise. Each family has a Crest- a symbol that is important to that Family. Of course, Noble Family Crests are more ornate and recognizable than the rest, but to each given Family, their own Crest in particular is no less precious. Some of the Families in Aeovel culture work in accordance with the Noble Families. While others operate independently. No matter the purpose or place in the world, nearly all Aeovel strive to improve at least themselves and their own Families, if not their people as a whole.

Myrenvel

(Wood Elf)

The forest dwelling Vel, the Myrenvellians, are a reclusive people. Rarely seen outside of their deep wooded sanctuaries, little is known of this culture. However, most know at the least that a Myrenvel is a force to be reckoned with when wielding a bow, even more so in a wooded area. Not overly gregarious, Myrenvellians will work alone when able, but are a welcomed asset to any adventuring team.

Costuming

Myrenvel prefer to wear natural colors which aid them in blending into their forest surroundings. Their armors are often more natural hides and leathers than metal, since metal shines. However they also will look to gain every advantage in a given situation and will not shy away from wearing proper armor when appropriate as long as it doesn't impede their movement; dexterity is key. They will adorn themselves with parts of creatures for various reasons- be it to honor that which they hunt, or intimidate others.

Demeanor

Though many Myrenvel are somber, stoic, secluded, some have taken to the world outside their forest homes with child-like wonder. Seeking to see every city, village, temple, and tower, as well as interact with every soul they come across- though this is rare for their culture. And while Myrenvel prefer a bow in their hands- they are fierce in any form of combat, and should never be underestimated.

Unique Myrenvellian Characteristic

Child of Nature - 2

While in natural surroundings, the Character may meditate for 1 minute to restore 25% of their maximum Focus **or** Mana.

Families and Nobility

The Myrenvel do not *overly* concern themselves with politics as a whole, and hold experience and accomplishment in the highest regard within their culture. Yet, there are 4 Bloodlines of the Myrenvel which are considered of Noble birthright. Regardless of nobility, all Myrenvellian Bloodlines have a particular Adornment which is like their form of heraldry or crest. Perhaps one Bloodline all wear a necklace bearing 7 animal fangs. Another still may wear a pauldron on their left shoulder, made of alligator hide. The Adornment is important to the Bloodline who bears it, and respect is given between all Myrenvel in regards to each one.

Zinvel

(Exiled Elf)

The Exiled Vel are regarded as a bastard stepchild to the other Vellen cultures, so much so that the Aeovel and Myrenvel won't even speak of how long ago or why this is- it is just as it always has been. Even their name is considered a demeaning term by the Aeovel and Myrenvel, who will often simply refer to Zinvellians as just 'Zin'. To this end, all Zinvel have on their person a mark, usually obtained when they come of age. This mark is either a tattoo, brand, or carved in to form a scar. Some Zinvel choose to get their mark somewhere visible, like their hand or face. Others try to hide it as a sign of shame. As rare as Zinvellians are to see, it is not unheard of, nor are they to be taken lightly.

Costuming

Often seen wearing dark or neutral colors- or whatever suits them for their task at hand. Living in the deep Shadowroads, their appearances can be the most diverse of any Vel, often liking to have their hair be vibrant colors to stand out amidst the dark cavernous backdrop they call home. And, of course, there are the various Marks all Zinvel bear- some proudly, some discreetly.

Demeanor

It is hard to tell the true demeanor of a Zinvel- some utter not a single word, while others are social butterflies- which is the act and which is the truth is impossible to discern. What is clear, is that to a Zinvellian, failure is the greatest dishonor, and that must be avoided at *any* cost. To this end, Zinvel are highly untrusting- even towards other Zinvel. Every interaction is political to them, and friends do not come easily.

Unique Zinvellian Characteristic

Darkvision - 2

Become Immune to Blindness, and if you have the Skill Perception, its effect is increased by 5 feet and costs 1 less Focus.

Families and Nobility

Similar to the other Vellen cultures, lineages in Zinvel society are known as Houses, of which there are 5 Noble Houses. Every House, Noble or otherwise, has a House Mark- also called a Mark of Shame to those who know the origin of these symbols. A Zinvellians Mark is first and foremost based on their House, but may have additions around it to signify major accomplishments in life. To come of age and not accept your House Mark is grounds for lifelong banishment from Zinvellian society. To accept a Mark, and renounce or remove it and be found without, is grounds for execution by Zinvel law.



The Thol

When one hears of the Thol- or Dwarves of Alterra- images of short, burley, bearded folk may come to mind. Well, you'd be correct, except for maybe the short part. Thol are certainly normally stockier, definitely keep impressive facial hair, and are master crafters... but the Thol are not always noticeably shorter than other races. The three kinds of Thol are the Drinn-Thol, Fenn-Thol, and Kus-Thol; translating to Mountain, Hill, and Deep respectively. No matter where they hail from or reside, the passion and dedication a Thol puts into their work is legendary. That work often is a craft, but can be scholarly pursuits, exploration, surveying, cooking, or anything an individual Thol sets their life upon. While the three kinds of Thol don't always see eye-to-eye, unlike the Vel, they will put differences aside more readily to see work be done, and done right.

- Thol tend to reach maturity around age 20, and live anywhere from 230-250 years.

Thol Racial Trait

Enduring

Each purchase of Additional Health grants 2 instead of 1.

Drinn-Thol

(Mountain Dwarf)

The Mountain dwelling Thol are a noble, industrious people, with a rich and well rounded culture. All Thol have a knack for craftsmanship. The Drinn-Thol are particularly fond of crafting implements of war, though this is not the only focus for these people. Nevertheless, they will fully embrace whatever passion their heart finds. Research, gardening, culinary arts, masonry... if nothing else, nobody can doubt the quality of man or metal of a Drinn-Thol.

Costuming

Most Drinn-Thol dress in a clean, almost regal manner. Even when at work, they will wear simple but elegant, functional clothes, covered with some form of quality, protective garments. Armor is considered equally as formal wear for all three Tholl'n cultures, but especially for the Drinn-Thol. Everything about a Drinn-Thol's appearance speaks of quality workmanship, from their clothes to their well kept hair or beards. A Drinn-Thol will show appreciation for and even incorporate quality work of other races into their own work and style and have a high respect for artisan level work of any race.

Demeanor

A Drinn-Thol is often well spoken, sometimes with a rough accent depending on the region their mountain is from. Thol take great care in the appearance and presentation of their beards, at least for males. Drinn-Thol more than the other two cultures treat their beard as a symbol of majesty and wealth, often having it meticulously well groomed, braided, and sometimes even scented.

Unique Drinn-Thol Characteristic
Steadfast - 2 Become Immune to all Knockback and Fear effects.

Families and Nobility

Family units within Drinn-Thol society are known as Legacies, of which there exist 5 Noble Legacies that govern them as a whole.. Every Legacy bears a Signet Ring, but only the head of the family- be they a Patriarch or Matriarch- may bear it. Within Drinn-Thol culture, these rings are known as Seals of Merit, and denote what would be akin to a Maker's Mark for a craftsman. Seals of Merit are of the utmost importance for Drinn-Thol Legacies, and are passed down from family figurehead to figurehead through the generations.

Fenn-Thol

(Hill Dwarf)

The hillfolk- the Fenn-Thol- are a bit of an oddity among Thol kind. Favoring living on the open plains, or sometimes *just* below ground in the rolling hills, rather than deep within the crags of far reaching mountains. Fenn-Thol are proud, generous people, always eager to share a story. Like all Thol, Fenn-Thol are diligent craftsmen and passionate laborers, no matter their focus. While agriculture and carpentry are more prevalent in Fenn-Thol culture than Drinn or Kus, that doesn't mean they neglect smithing or the art of war. It is said a suit of Armor made by a Fenn-Thol carries the might of the mountain, but the freedom of the open hills.

Costuming

The dress of a Fenn-Thol is modest; simple, but effective for whatever task they pursue. Not overly fancy or gaudy, but also not dregs, the Fenn-Thol consider their armor to be the highest caliber of regality, both for themselves and others. Though often kept shorter than their Drinn and Kus cousins, the beards of male Fen-Thol are still well kept and a point of personal pride.

Demeanor

There is a saying that true altruism is still more selfish than a Fenn-Thol. The generosity and selflessness of the Fenn-Thol is legendary, but woe be unto he who takes this kindness for granted; or worse, abuses it. The wrath of a scorned Fenn-Thol is said to be the worst sense of imposing doom one can feel, so much so, stories say those that scorn a Fenn-Thol should avoid plains and hilly areas for the rest of their lives.

Unique Fenn-Thol Characteristic
Sturdy - 2 Become Immune to being Tripped and Disarmed.

Families and Nobility

Fenn-Thol families are known as Clans, and while then Fenn-Thol don't much concern themselves with rigid political structure and nobility, there do exist The Banners Three, which are the three Noble Clans of their people. Every Clan has a Banner they present with great pride. These Banners can often be seen on display in homes in a place of prominence. Over doorways, in dining halls, brought and raised at gatherings or festivals... Some Fenn-Thol even incorporate their Clan Banner into their clothing or armor.

Kus-Thol

(Deep Dwarf)

The history of the Kus-Thol is less than cheerful. For as long as they recall, the Kus-Thol have built their society deep below what even the Drinn-Thol consider too far down. Despite the rarity of the Kus-Thol, and the implication of their 'dark ways', the Deep Dwarves are actually an incredibly proud people. Any insult will be taken to heart by a Kus-Thol, no matter how small. The more grievous the insult, the worse the retaliation will surely be. Living so far down in the Shadowroads, the dark recesses have actually helped hone Kus-Thols eyes, giving them keen perception of flaws and imperfections. This is especially helpful for the jewels and trinkets which they craft so well.

Costuming

Kus-Thol tend to be seen (when seen) in a mixture of heavy dark tones, and rugged leather pieces. They are often adorned with numerous pouches, satchels, and sacks in which to carry a multitude of things. It is not uncommon for a Kus-Thol to have brightly colored hair and beads- and gems, or even small trinkets woven through their beards. Some Kus-Thol have evolved to have greyer shades of skin from their time so deep and amid so much stone dust.

Demeanor

The Kus-Thol are a proud, stoic people, valuing their sense of dignity and honor above almost anything. Any level of insult to a Kus-Thol should be second guessed, even if unintended. Being a secluded people, they can more often than not seem a bit grabby and invasive into personal space; a fault of their still natural curiosity. Their insight into a situation can be taken by some as a bit even rude, even though this brash honesty is considered normal amongst the Kus-Thol.

Unique Kus-Thol Characteristic
Relentless - 2 Duration of Slowed/Rooted/Dazed/Paralyzed suffered reduced by 50% rounded up.

Families and Nobility

When it comes to Kus-Thol society, there is but one Caste system. This is not to say families don't exist- they certainly do, and they care for each other. But what matters most to many Kus-Thol is your position within the Caste. One can climb the ladder, so to speak, by amassing wealth and improving the station of your life- though this is difficult to do and comes with many rules and stipulations. The Dregs are the lowest, and are barely not slaves. Next is Merchants and Artisans. Then the Clergy- then Military- then Aristocracy- and finally, The Ruler at the top above all. Military and higher are considered Nobility among the Kus-Thol.



The Divergent Races

Though Humans, Vel, and Thol make up the majority of the population of Alterra, they are not the only sentient races to be found. There are three other major races, known as the Divergent Races, who are scattered about the world and call no society their true home... except for the Goblinoids. ..

Each of these three races vary greatly in their attitude, appearance, and culture. The Dryads are usually calm, patient, and understanding. Satyrs tend to be jovial, outgoing, and boisterous. And the Goblinoids, the black sheep of the sentient races, being oddly noble, resourceful, and disciplined, even despite their less than elegant appearance.

- Satyrs and Dryads tend to reach maturity around age 20, and live anywhere from 170-200 years.
- Goblinoids tend to reach maturity around age 18, and live anywhere from 120-150 years.

Divergent Racial Trait

Longevity

The Character has 4 lives instead of 3.

Satyrs

When someone mentions a party animal, they may not imagine half that person actually being part animal. A Satyr is a man or woman, with the lower body of a goat, and horns of various styles. Surprisingly nimble for having animalistic legs, Satyrs are said to 'prance' about a battlefield more than simply moving through it. They are generally master linguists, quick witted, and always up for a good time.

Costuming

Being animalistic in nature, Satyrs tend towards wearing little in the way of clothing, aside from particularly harsh winters of course. Leathers, furs, and ostentatious fabrics are the go-to when a Satyr does decide to dress to impress. Satyrs can come off as childish or impulsive in their fashion or design choices, but this is more due to their fun-loving nature and attraction towards whatever seems most fun. All Satyrs have furry legs ending in hooves with a manner of tail (normally that of a goat or deer). As well they will have various manners of horns, like those of a goat, ram, or deer, to name a few.

Demeanor

On the whole, a Satyr is good-natured, positive, and upbeat. They are jovial and even a bit rowdy, but capable of being serious when the occasion calls for it. They are always ready for a drink, party, or other hedonistic activity. They will almost never turn down a drink from friend or foe alike, relying on their amazing constitutions to resolve any ill-made offerings.

Unique Satyr Characteristic

Party Animal - 2

Base Rest Time becomes 20 minutes, so long as the character roleplays partying while Resting.

Families and Nobility

Unlike any other race in Alterra, the Satyrs see all other Satyrs as family in some way. They are as one people, even if they live thousands of miles apart. Of course, Satyrs who do live together in dedicated groups, known as a Troupe, share a particular bond more so than those not part of their Troupe. There is no nobility within Satyr culture- they regard either their eldest or most famous as their highest station peers... though situations where station matters to Satyrs are few and far between. Satyrs have been known to induct non Satyrs into their Troupe under rare circumstances, though this is nearly unheard of, and is considered an incredibly high honor.

Dryads

The Dryads are possibly the most enigmatic race in Alterra, yet possibly the most benevolent. It is thought by some that every tree in existence has or has had a Dryad linked with it... the truth of this is unknown, though it does make you think twice before gathering firewood. A Dryad is a physical spirit tied through some natural but unknown force to the world around us- in particular a tree. Not every Dryad inhabits the same type of tree either, and for each different kind of tree there is a different form of Dryad. The general features and characteristics are the same, however. Regardless of origin or circumstance, nothing is more dangerous than a Dryad protecting their tree, which is sacred to them.

Costuming

While the appearance of a Dryad varies based on the type of tree it inhabits, general traits are shared by all. They usually have leaves or adornments from whatever tree they inhabit displayed on themselves in some way. The clothing they wear is almost always loose, flowing, and allowing full freedom of movement. Their skin can range from white as porcelain to a deep, dark brown, usually based on the species of tree they come from. Some even have other colors of skin, such as shades of green, purple, reds, or more- though these are rarer.

Demeanor

A Dryad always tries to help those they see in need- friend, foe, stranger, or otherwise. Usually far too forgiving, a Dryad will look for the best in a person before ever assuming ill-intent. However, threaten a Dryad's tree, and even the closest of lovers will turn to bitter enemies instantly. A Dryad is usually soft spoken, sometimes naive, and rarely distrusting, cynical, or jaded.

Unique Dryad Characteristic

Tree of Life - 3

After 5 minutes of uninterrupted meditation in contact with a tree, the Dryad may fully restore either their Health, Focus, or Mana.

Families and Nobility

Within Dryad society, groups living in an area similar to a family are called a Grove- which is also a term used to define where a Dryad hails from. There is no nobility within Dryad culture, though the oldest among a Grove is always deferred to for guidance and advice. It is somewhat uncommon for a Dryad to leave their Grove and explore the wider world. When a Dryad *does* set out on adventure, those remaining will often safeguard and decorate that individual's tree as a form of well-wishing and hope of safe travels.

Goblinoids

The Goblinoid race is an interesting one. They are clever, agile, and disciplined; all traits one might associate with the Vel. Yet their appearance is often less than graceful. Their skin tones vary between browns, greys, yellows, and greens. Their ears are pointed like a Vels but their features are in various ways twisted, crooked, or otherwise not quite right. Despite all of this, Goblinoid culture and society is surprisingly well structured and advanced, rivaling the other races achievements even with their secluded lifestyle.

Costuming

On the whole, Goblins are usually well dressed, well kept, and well spoken, which may catch some off guard based on their appearance and the rumors about them as underhanded scavengers of the night. This is not to say there aren't Goblinoids who appear and act more stereotypical for their race, however. The appearance of Goblinoids is easily *the* most varied of all races in Alterra. They can look like classical coblins, hobgoblins, orcs, some manner of trolls, and anything in between. At the end of the day, Goblinoids are twisted Vel no matter their appearance.

Demeanor

While it is true that plenty of Goblinoids act in a way that would be called dishonorable to many, they rarely if ever do so to their own kind. Theft and trickery are natural means to an end for Goblinoids and as such they will usually do anything and everything possible to see their goal reached. This isn't to say a Goblinoid cannot form friendships with the other races, just that it is rare and an uphill battle. Nonetheless, when people *need* a task completed, a Goblinoid for hire is sometimes the only logical solution. Despite all of this, almost *every* Goblinoid *does* have a personal code of honor they abide by to some degree.

Unique Goblinoid Characteristic
Mithridatis - 2 Reduce Poison effects suffered by 50% and max Poisoned duration is 3 minutes.

Families and Nobility

While family *is* important to Goblinoids, due to their compulsory 2 year military service to Gildamere around age 18 (for those living within the Forelorn Mire), many Goblinoids consider their capital kingdom and the wellbeing of their people to be their loyalty. Goblinoid nobility are essentially elected, using their merits and accomplishments as their platform to be chosen. However, a position of nobility is taken until death, and as such, Goblinoid elections are somewhat rare. The more accolades and feats a Goblinoid has under their belt, the more respect, renown, and likely they are to obtain Nobility... at least within Gildamere.

Choosing Your Characteristics

Once you've chosen your race, you must next decide where you wish to spend your **3 Characteristic Points**. These points may *only* be spent when first creating a character, and are final once spent. You may purchase 1 point Characteristics multiple times, gaining a stacking benefit. The list of Characteristics is as follows...

1 Point Characteristics (Stackable)

Affluent	Gain 5 Silver at Sign-in.
Hearty	Gain +1 Health, and +1 additional Health every 12th level. (choice of Location).
Imbued	Gain +2 Mana, and +1 additional Mana every 6th level.
Keen	Gain +2 Focus , and +1 additional Focus every 6th level.
Well Read	Gain 2 Lore from the Base List of Lore and Literacies.
Crafty	Reduce Base Crafting Time by 10 seconds (to a minimum of 1 second).
Die-Hard	Add 30 seconds to your Death Count when Downed.
Linguist	Gain 2 Literacies from the Base List of Lore and Literacies.
Armsman	Weaponsmithing Patterns cost 2 less exp to learn.
Outfitter	Armorsmithing Patterns cost 2 less exp to learn.
Scientist	Hermetics Recipes cost 1 less exp to learn.
Pyrotechnic	Incendiary Plans cost 1 less exp to learn.
Devious	Toxicology Recipes cost 1 less exp to learn.
Perfectionist	Whitesmithing Designs cost 1 less exp to learn.
Steady-Handed	Runescribing Techniques cost 1 less exp to learn.
Careful	Essence Weaving Techniques cost 1 less exp to learn.
Dedicated	Rituals cost 2 less exp to learn.

- Any exp cost reducing Characteristic listed above also grants a Focus Cost reduction to all crafts related to that Characteristic by 1 (to a minimum of 1), once you have learned *all* the Crafting Abilities in the associated craft Path. This Focus Cost reduction does *not* stack if multiple instances of the same exp cost reducing Characteristic are taken.

2 Point Characteristics

Prodigy	All exp costs are reduced by 1 (to a minimum of 1, does not affect Starting Glyphs). This effect ends upon reaching Level 11.
Carefree	Base Rest Time is reduced by 5 minutes.
Pack Rat	You may carry +2 Gathering Nodes at a time.
Sneaky	Stealth related Glyphs cost 1 Slot less (minimum Slot Cost 1).
Quick Learner	Proficiency Glyphs cost 1 Slot less (minimum Slot Cost 1).
Adaptable	Modifier Glyphs cost 1 Slot less (minimum Slot Cost 1).
Resilient	When afflicted with any Status Effect, heal 2 Health (lowest location prioritized).
Hard Working	Restore 1 Focus per 2 minutes spent Crafting.
Thrifty	Pay 25% less coin for NPC offered goods and services, rounded up (to a minimum of 1 Silver).
Vibrant Soul	Gain +1 Slot and +40 Seconds to your Death Count when Downed.

3 Point Characteristics

Mana Adept	Reduce the Mana Cost of a Spell by 1 for every 4 Mana the Spell costs (this includes any Combos or Enhancements) to a minimum of 1 Mana.
Martial	Offensive Glyphs cost 1 Slot less (minimum Slot Cost 1).
Defensive	Defensive Glyphs cost 1 Slot less (minimum Slot Cost 1).
Useful	Utility Glyphs cost 1 Slot less (minimum Slot Cost 1).
Experienced	Universal Way incremental exp cost cap becomes 15 instead of 30.
Racial Paragon	Your Racial Trait effect is increased by 1.
Weapon Expertise	Increase the Base Damage of all physical damage weapons you have Proficiency with by 1.

Racial Unique Characteristics

Well-Rounded Imperial Human 3 Points	Gain 2 different purchases from the Universal Way. These do not impact the incremental exp cost increase.
Rationer Village Human 2 Points	Any Non-Unique, Non-Incendiary Consumable used by the Villager has +1 use before being consumed, to a maximum of 1 additional use per Consumable.
Forager Nomadic Human 2 Points	Perform a Gathering roll at sign-in for bonus materials found between-game.
Spell-Gifted Aeovel 2 Points	All Spell Glyphs cost 1 less Slot, to a minimum Slot cost of 1.
Child of Nature Myrenvel 2 Points	While in natural surroundings, the Character may meditate for 1 minute to restore 25% of their maximum Focus or Mana.
Darkvision Zinvel 2 Points	Become Immune to Blindness, and if you have the Skill Perception, its effect is increased by 5 feet and costs 1 less Focus.
Steadfast Drinn-Thol 2 Points	Become Immune to all Knockback and Fear effects.
Sturdy Fenn-Thol 2 Points	Become Immune to being Tripped and Disarmed.
Relentless Kus-Thol 2 Points	Duration of Slowed/Rooted/Dazed/ Paralyzed suffered reduced by 50% rounded up.
Party Animal Satyr 2 Points	Characters base Rest Time becomes 20 minutes, so long as they roleplay partying while Resting.
Tree of Life Dryad 3 Points	After 5 minutes of uninterrupted meditation in contact with a tree, the Dryad may fully restore either their Health, Focus, or Mana.
Mithridatis Goblinoid 2 Points	Reduce Poison effects suffered by 50% and max Non-Enhanced Poisoned duration is 3 minutes.

- Blindfighting: Allows the Character to actively defend themselves, and make basic Melee Attacks (but not call Skills) while Blinded.

The Ways of Alterra

While Glyphs allow a character access to many supernatural and otherwise fantastic abilities, the Ways and their Paths represent the tried and true techniques the denizens of Alterra used in the centuries before Glyphs emerged.

Each Way embodies an archetype while each Path embodies a specialization within that archetype- such as **Way of the Combatant**, *Path of the Swift* being one who partakes in melee combat with a focus on one-handed weapons. Characters may unlock as many Ways and Paths as they like, so long as they have the exp to afford them, with only limited restrictions applying (specifically in the case of **Way of the Faithful**). Remember, a character does *not* need to purchase any abilities from a Way or Path in any specific order unless specifically stated otherwise.

Also keep in mind- unless otherwise stated, any ability learned in one Way or Path may be used with a weapon type of another Way or Path. For example, if a character had access to **Trip** from *Path of the Colossus*, they could use that skill with a 1h weapon as well.

The first Way is unique in the fact that all characters have access to it without needing to unlock it. **The Universal Way** is where core stat increasing options are found, and may be purchased without needing to be learned from another character or a Treatise.

- However, do note, that while this is the *only* Way where options may be purchased multiple times- the exp cost of each ability increases by 1 per purchase of that given ability, to a maximum exp cost of 30.

The Universal Way

Freely accessible to all Characters

Ability Name	Exp Cost	Resource Cost	Effect
Additional Health	3 exp	-	Grants +1 Health to the Torso <i>or</i> +1 Health to both Arms or both Legs.
Additional Mana	3 exp	-	Grants +3 Base Mana.
Additional Focus	3 exp	-	Grants +3 Base Focus.
Additional Slot	5 exp	-	Grants +1 Slot.

Way of the Combatant

Gain Proficiency with Melee weapons

The Way of the Combatant is one of martial prowess and combative resolve. They train and hone their skills with all manner of melee weapons to the peak of physical performance. Be it with a single-handed, two-handed, or reach weapon; one who follows the Way of the Combatant and the Paths held therein are sure to be formidable on any battlefield.

Ability Name	Exp Cost	Resource Cost	Effect
Strike	5 exp	2 Focus	A Melee Attack dealing +1 damage.
Tags: <i>Melee, Attack, Damaging</i>			
Parry	10 exp	-	When targeted by a Melee Attack Skill, you may call the same Skill to defend against it for half its Focus Cost.
Tags: <i>Melee, Defensive</i>			
Fracture	15 exp	5 Focus	A Melee Attack which renders the struck Limb Broken.
Tags: <i>Melee, Attack, Status</i>			

Path of the Swift

Deal +1 damage with One-Handed weapons

Ability Name	Exp Cost	Resource Cost	Effect
Disarm	5 exp	4 Focus	A Melee Attack forcing the struck weapon or object to be dropped for 3 seconds.
Tags: <i>Melee, Attack, Status</i>			
Iaijutsu	10 exp	3 Focus	May, while unarmed, tap a target and call melee weapon damage. You must draw the weapon with which the damage was called as soon as possible. Cannot be used with 2h weapons.
Tags: <i>Melee, Attack, Aptitude</i>			
Grim Focus	15 exp	5x Focus	Concentrate for 5 seconds while not wielding a weapon, after which your next basic melee attack will deal +1 damage for every 5 Focus invested into using this Skill within 10 seconds.
Tags: <i>Melee, Attack, Damaging, Concentration</i>			
1h Melee	20 exp	-	Deal +1 damage with One-Handed melee weapons.

Expertise			
Tags: <i>Melee, Damaging, Enhancement</i>			
Fatal Draw	25 exp	2 Focus	Allows the use of a single Melee Attack Skill when calling Iaijutsu.
Tags: <i>Melee, Combo, Advancement</i>			

Path of the Titan

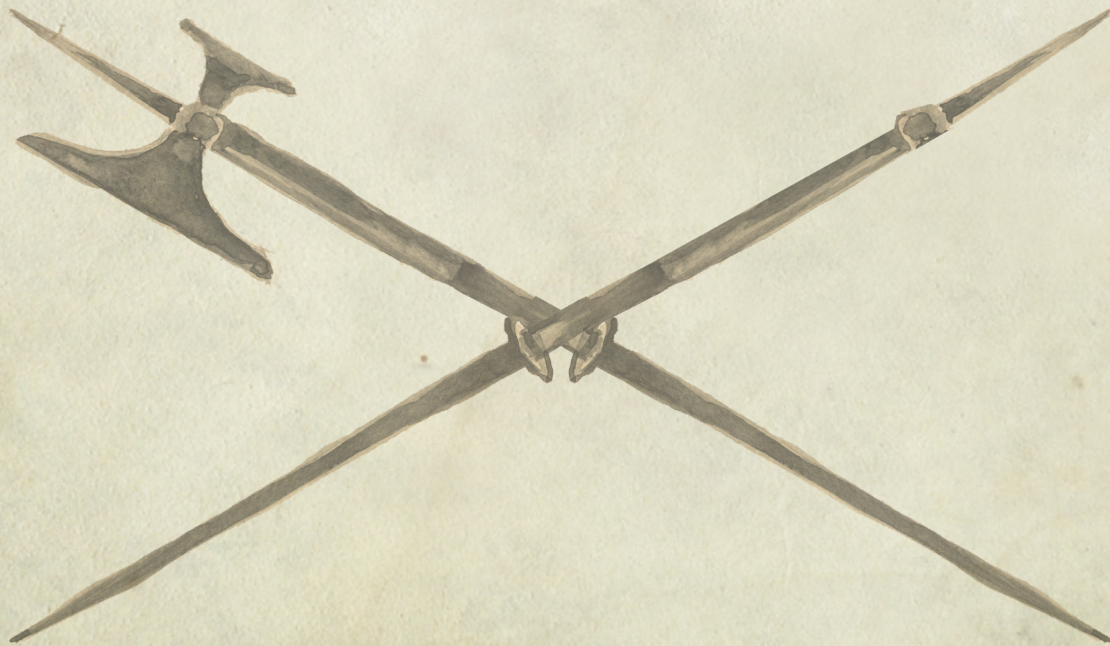
Deal +1 damage with Two-Handed weapons

Ability Name	Exp Cost	Resource Cost	Effect
Cleave	5 exp	1 Focus	After Downing a target with a Melee Attack Skill, gain a free use of the same Skill once more within 5 seconds. This free attack is lost if you move from where you stand.
Tags: <i>Melee, Aptitude</i>			
Crushing Blow	10 exp	6 Focus	A Melee Attack which Destroys an Armament or all layers of Armor in a location struck.
Tags: <i>Melee, Attack, Status</i>			
Focused Attacks	15 exp	3 Focus	Concentrate for 5 seconds, after which, your following 3 basic melee attacks deal +2 damage.
Tags: <i>Melee, Attack, Damaging, Concentration</i>			
2h Melee Expertise	20 exp	-	Deal +1 damage with Two-Handed melee weapons.
Tags: <i>Melee, Enhancement</i>			
Battlefield Mobility	25 exp	-	Allows you to move while using Cleave without losing the free attack.
Tags: <i>Melee, Advancement</i>			

Path of the Colossus

Deal +1 damage with Reach weapons

Ability Name	Exp Cost	Resource Cost	Effect
<i>Trip</i>	5 exp	3 Focus	A Melee Attack to the legs rendering the target Tripped for 3 seconds.
Tags: <i>Melee, Attack, Status</i>			
<i>Sweeping Strikes</i>	10 exp	3 Focus	Paired Melee Attack Skill effects 1 additional target within 5 feet of the first.
Tags: <i>Melee, Combo,</i>			
<i>Vicious Strike</i>	15 exp	5 Focus	A Melee Attack dealing +3 damage. Requires 2h weapon.
Tags: <i>Melee, Attack, Damaging</i>			
<i>Polearm Expertise</i>	20 exp	-	Deal +1 damage with Reach weapons.
Tags: <i>Melee, Damaging, Enhancement</i>			
<i>Shattering Force</i>	25 exp	10 Focus	A Melee Attack which Destroys an Armament, all layers of Armor in a location struck, Buckler, Shield, Barrier, or Stasis effect.
Tags: <i>Melee, Attack, Status</i>			



Way of the Defender

Gain Proficiency with Bucklers

Those who seek to better themselves for the sake of others choose the Way of the Defender. Skilled in the arts of endurance, tactics, and interception- those who dedicate themselves to this Way and its Paths show undying resolve and a true adherence to their physical staying power.

Ability Name	Exp Cost	Resource Cost	Effect
<i>Deflect</i>	5 exp	5 Focus	Defend against a Melee Attack.
Tags: <i>Melee, Defensive</i>			
<i>Brace</i>	10 exp	4 Focus	Brace yourself in a defensive stance, absorbing the next 10 damage you would suffer, so long as you do not move or attack.
Tags: <i>Melee, Defensive</i>			
<i>Persistence</i>	15 exp	-	Allows you to actively defend using Destroyed weapons.
Tags: <i>Defensive</i>			

Path of the Bulwark

Gain Proficiency with Shields

Ability Name	Exp Cost	Resource Cost	Effect
<i>Bash</i>	5 exp	3 Focus	A Melee Attack rendering the target Dazed.
Tags: <i>Melee, Attack, Status</i>			
<i>Steadfast Hold</i>	10 exp	3 Focus	Defend against a Knockback, Knockdown, or Destruction effect.
Tags: <i>Melee, Defensive</i>			
<i>Ricochet</i>	15 exp	3 Focus	Redirect a physical ranged attack which strikes your Buckler or Shield to another target within 10 feet. The new target cannot be the attacker.
Tags: <i>Melee, Defensive, Redirect</i>			
<i>Resilience Expertise</i>	20 exp	-	Brace absorbs an additional 5 damage.
Tags: <i>Melee, Defensive, Enhancement</i>			

Guardian's Stance	25 exp	8 Focus	Allows you to maintain Brace after the initial damage amount is reached, reducing damage taken by 50%, rounded up, so long as you maintain Brace.
Tags: <i>Melee, Defensive, Advancement</i>			

Path of the Conditioned

Gain Proficiency in Unarmed Combat

Ability Name	Exp Cost	Resource Cost	Effect
Hardened Fist	5 exp	-	Allows you to block melee attacks with your forearms. Does not work when wielding 2h weapons.
Tags: <i>Melee, Defensive, Aptitude</i>			
Interceptor	10 exp	3 Focus	Allows you to redirect an attack from another target within reach to yourself.
Tags: <i>Melee, Defensive, Redirect</i>			
Hardened Form	15 exp	5 Focus	Concentrate for 1 minute while not wearing any Armor. After which, gain 2 Natural Armor in all locations.
Tags: <i>Defensive, Concentration</i>			
Unarmed Expertise	20 exp	-	Deal +1 damage with Unarmed attacks.
Tags: <i>Melee, Damaging, Enhancement</i>			
Chivalrous Dedication	25 exp	-	When using Interceptor to redirect an attack which deals damage, you only suffer 50% of the damage, rounded up, if you do not defend against it.
Tags: <i>Defensive, Advancement</i>			

Path of the Adorned

Worn Armor gains +1 Armor Value

Ability Name	Exp Cost	Resource Cost	Effect
Taunt	5 exp	3 Focus	Call out a target, forcing them to attack you for 10 seconds.
Tags: <i>Ranged, Attack, Status</i>			
Vigilance	10 exp	-	Worn Armor may now take Surprise damage.

Tags: *Defensive, Aptitude*

Maneuverability	15 exp	-	While wearing at least Medium Armor in all 5 locations, the Focus Cost of Deflect is reduced by 1, to a minimum of 1.
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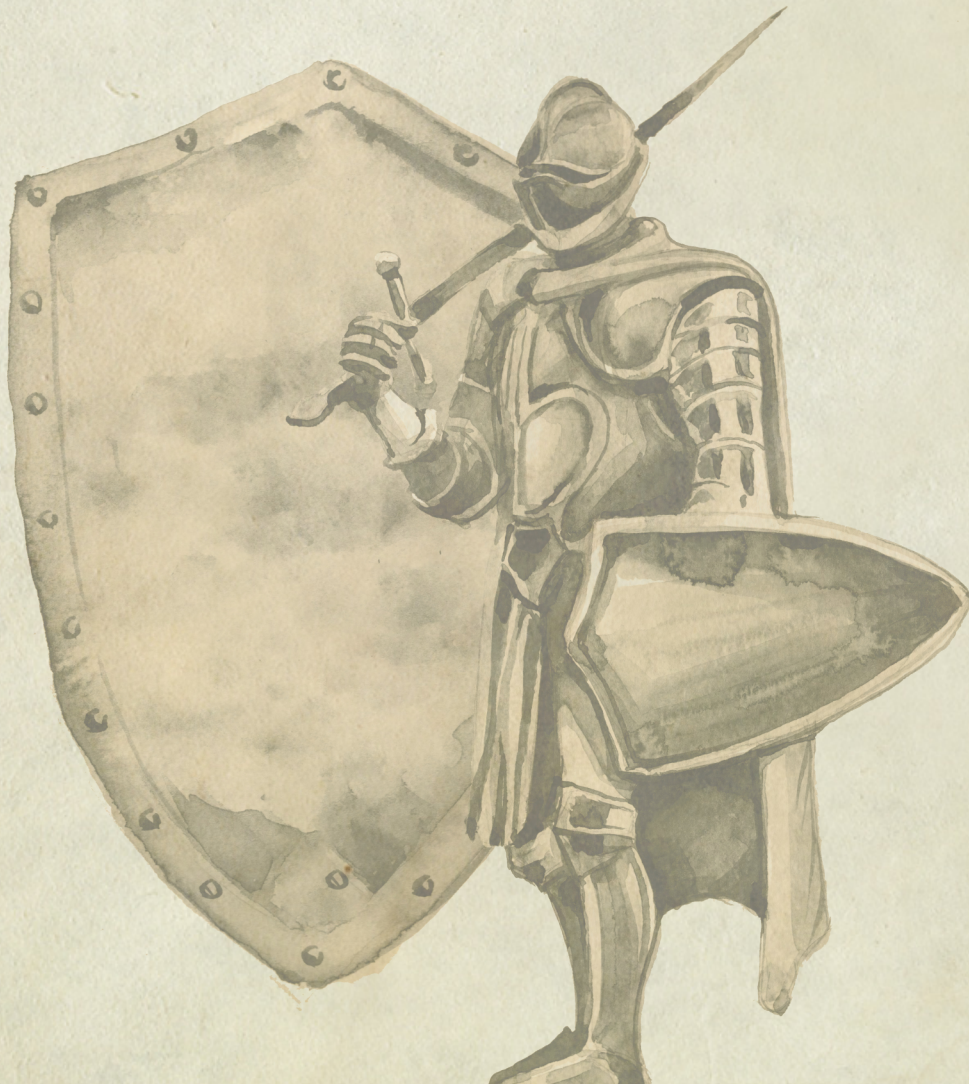
Tags: *Defensive, Cost Reduction*

Armor Expertise	20 exp	-	All Worn Armor gains +1 Armor Value.
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Tags: *Defensive, Enhancement*

Reinforce Plating	25 exp	-	Reduce damage dealt to your Worn Armor by 50%, rounded up.
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Tags: *Defensive, Enhancement*



Way of the Marksman

Gain Proficiency with Ranged weapons

For some, the idea of being in the fray mere feet away from an enemy is thrilling. For others, the idea of raining death down upon their foes from afar, at a much safer distance, is even more appealing. Followers of the Way of the Marksman hone their perception and accuracy to a terrifying degree, often felling foes before they even realized they were under attack.

Ability Name	Exp Cost	Resource Cost	Effect
Disengage	5 exp	3 Focus	Allows you to move 3 Paces away from an enemy after successfully using an Attack Skill or Defensive Skill.
Tags: <i>Combo, Movement</i>			
Perception	10 exp	4 Focus	Allows you to detect a Disguised or Stealthed target or object within 10 feet.
Tags: <i>Aptitude</i>			
Spread Shot	15 exp	3 Focus	Paired Ranged Attack effects 1 additional target within 5 feet of the first.
Tags: <i>Ranged, Attack, Combo</i>			

Path of the Unerring

Deal +1 damage with Bows

Ability Name	Exp Cost	Resource Cost	Effect
Steady Shot	5 exp	4 Focus	Allows you to Concentrate for 5 seconds and make a Bow attack on a target up to 40 feet away without needing to release a projectile. Requires an arrow to be physically nocked to function.
Tags: <i>Ranged, Attack, Concentration</i>			
Quick Quiver	10 exp	-	While using Steady Shot, you may continue using the effect without spending additional Focus. Additionally, the Concentration time per attack is reduced by 1 second per attack made, to a minimum of 2 seconds, so long as you do not move.
Tags: <i>Ranged, Advancement</i>			
Sniper's Stance	15 exp	4 Focus	Steady Shot's range is doubled.
Tags: <i>Ranged, Advancement</i>			

Bow Expertise	20 exp	-	Deal +1 damage with Bows.
Tags: <i>Ranged, Damaging, Enhancement</i>			
True Shot	25 exp	8 Focus	Paired Ranged weapon attack (base or Skill) deals 2x damage. Does not work with Steady Shot.
Tags: <i>Ranged, Attack, Combo, Enhancement</i>			

Path of the Nimble

Deal +1 damage with Thrown weapons

Ability Name	Exp Cost	Resource Cost	Effect
Up My Sleeve	5 exp	3 Focus	Allows you to Concentrate for 5 seconds and make a Thrown weapon attack on a target up to 20 feet away without needing to release a projectile. Requires Thrown Weapon physrep in hand to function.
Tags: <i>Ranged, Attack, Concentration</i>			
Fan of Knives	10 exp	3 Focus	Paired Thrown weapon attack effects 1 additional target within 5 feet of the first.
Tags: <i>Ranged, Attack, Combo</i>			
Uncanny Aim	15 exp	-	Your Thrown weapon attacks deal +1 damage for every time they strike the same location in succession, to a maximum of +3. This does not function with Up My Sleeve.
Tags: <i>Ranged, Damaging, Enhancement</i>			
Thrown Weapon Expertise	20 exp	-	Deal +1 damage with Thrown weapons.
Tags: <i>Ranged, Damaging, Enhancement</i>			
Shinobi	25 exp	2 Focus	Allows you to call Melee Attack Skills with Thrown weapons. This does not function with Up My Sleeve.
Tags: <i>Ranged, Attack, Aptitude, Combo</i>			

Path of the Hunter

Gain the ability to Track

Ability Name	Exp Cost	Resource Cost	Effect
Expeditious	5 exp	5 Focus	Allows you to instantly drop combat and flee 10 Paces

Retreat			away from any hostilities.
Tags: <i>Defensive, Movement</i>			
Forestborn	10 exp	3 Focus	Defends against being Tracked, allowing you to ignore the call to respond. This must be paid <i>per</i> call if desired.
Tags: <i>Defensive</i>			
Marked Prey	15 exp	4 Focus	An Attack Skill which Marks a target, preventing them from fleeing and allowing you to ignore the Marked target's Stealth within 30 feet. Lasts until combat is dropped by one of you.
Tags: <i>Attack, Status</i>			
Hunting Expertise	20 exp	-	Deal +1 damage to any Marked Target. Requires <i>Marked Prey</i> .
Tags: <i>Damaging, Enhancement</i>			
Bloodthirsty	25 exp	5 Focus	Any Bleeding target counts as Marked to you. Additionally, you may ignore Stealth for Marked targets within 50 feet. You may also call this ability as an Attack Skill called Bloodthirst , which renders the target Bleeding. Requires <i>Marked Prey</i> .
Tags: <i>Attack, Advancement, Status</i>			



Way of the Shadowed

Gain Proficiency with Small weapons

The direct approach is not always the best- and followers of the Way of the Shadowed understand that deeply. Preferring to stay hidden till the exact right time to strike, and vanishing just as quickly after, the Paths in this Way favor finesse over strength and accuracy over brute force... or just a well placed Trap...

Ability Name	Exp Cost	Resource Cost	Effect
<i>Evasion</i>	5 exp	5 Focus	Defend against a Surprise or Ranged physical Attack.
Tags: <i>Defensive</i>			
<i>Hide</i>	10 exp	3 Focus	Allows you to enter Stealth after 8 seconds of Concentration while out of combat. Hide lasts until you move, attack, or 10 minutes have elapsed.
Tags: <i>Stealth, Concentration</i>			
<i>Elusive</i>	15 exp	3 Focus	Passively reduce the time it takes to leave combat by 20 seconds, and allows you to Activate this ability to escape being Restrained.
Tags: <i>Defensive</i>			

Path of the Cloak

Gain the ability to Pickpocket

Ability Name	Exp Cost	Resource Cost	Effect
<i>Waylay</i>	5 exp	5 Focus	A Surprise Attack rendering the target Unconscious. Must be delivered from behind the target.
Tags: <i>Surprise, Attack, Status, Positional</i>			
<i>Camouflage</i>	10 exp	4 Focus	Defend against an attempt to penetrate your Stealth.
Tags: <i>Defensive, Stealth</i>			
<i>Garrote</i>	15 exp	4 Focus	A Surprise Attack rendering the target Silenced. Must be delivered from behind the target.
Tags: <i>Surprise, Attack, Status, Positional</i>			
<i>Stealth Expertise</i>	20 exp	-	Reduce the Concentration time to enter Hide or Stealth by 3 seconds.
Tags: <i>Stealth, Enhancement</i>			

<i>Subtlety</i>	25 exp	6 Focus	Allows you to make 1 attack while Stealthed without breaking it. This attack becomes a Surprise Attack.
Tags: <i>Surprise, Stealth, Aptitude</i>			

Path of the Dagger

Deal +1 damage with Small weapons

Ability Name	Exp Cost	Resource Cost	Effect
<i>Precise Strike</i>	5 exp	3 Focus	A Surprise Attack dealing +2 damage. Must be delivered from behind the target. Cannot be used with 1h or 2h weapons.
Tags: <i>Surprise, Attack, Damaging, Positional</i>			
<i>Flanking</i>	10 exp	-	Deal +1 damage with Small weapons when striking a target from behind.
Tags: <i>Damaging, Enhancement, Positional</i>			
<i>Perforation</i>	15 exp	-	Allows all damage dealt with Small weapons to count as Surprise damage.
Tags: <i>Surprise, Enhancement</i>			
<i>Small Weapon Expertise</i>	20 exp	-	Deal +1 damage with Small weapons.
Tags: <i>Damaging, Enhancement</i>			
<i>Ambush</i>	25 exp	8 Focus	A Surprise Attack dealing +5 damage. Must be delivered from behind the target. Requires Stealth. Requires Small weapons.
Tags: <i>Surprise, Attack, Damaging, Stealth, Positional</i>			

Path of the Saboteur

Gain the ability to Craft, Set, and Disarm Traps

Ability Name	Exp Cost	Resource Cost	Effect
<i>Clever Trapper</i>	5 exp	4 Focus	Allows you to render a Trap you Set Stealthed.
Tags: <i>Stealth, Aptitude</i>			
<i>Softstep</i>	10 exp	-	Allows you to move freely over Traps you are aware of.

Tags: <i>Aptitude, Movement</i>			
Surprise Mine	15 exp	6 Focus	Allows you to instantly Set a Trap at your feet.
Tags: <i>Aptitude</i>			
Trap Expertise	20 exp	-	Traps require 1 less Base Material and 1 less Special Material to Craft, to a minimum of 1 of each.
Tags: <i>Craft, Enhancement</i>			
Remote Detonation	25 exp	8 Focus	Allows you to trigger a Trap you've set within 20 feet. When doing so, the effective range of the Trap is increased by 5 feet.
Tags: <i>Ranged, Attack, Combo</i>			



Way of the Magister

Gain Proficiency with Wands

Mana is all around us- every living thing possesses it- and followers of the Way of the Magister tap into that force to perform great and terrifying acts of Arcane might. The old man mulling over musty volumes for weeks on end may not seem dangerous to some- but to those who understand what the Paths within this Way are capable of, they would do well to respect his power.

Learning Magister Path abilities: Each Path within this Way has 5 abilities. The order in which they are unlocked does not matter- however, for each ability learned, the character *must* have the appropriate type and number of Spell Glyph Attuned (Damage/Status/Movement)- 1 for the first ability they learn, 2 for the second, 3 for the third, 4 for the fourth, and 5 for the fifth.

Ability Name	Exp Cost	Resource Cost	Effect
Counterspell	5 exp	5 Mana	Defend against a Spell Attack.
Tags: <i>Spell, Defensive</i>			
Mana Lash	10 exp	2 Mana	A Spell Attack dealing +1 damage. Requires a Wand or Arcane Stave.
Tags: <i>Ranged, Spell, Attack</i>			
Deep Contemplation	15 exp	-	Allows you to complete a Rest in 15 minutes (this time may not be further or otherwise reduced). However, you are rendered Unconscious for the duration.
Tags: <i>Status</i>			

Path of the Evoker

Deal +1 damage with damaging Spells

Ability Name	Exp Cost	Resource Cost	Effect
Spell Splash	10 exp	2 Mana	When a Spell Attack Downs a target, you may choose another target within 5 feet and inflict 50% of that Spell's damage to them.
Tags: <i>Spell, Attack, Damaging, Aptitude</i>			
Overcharge	10 exp	X Mana	Allows you to spend twice the Base Mana Cost of a Spell Attack (before cost reductions) to allow it to bypass Resistances or Immunities.
Tags: <i>Spell, Attack, Combo</i>			
Arcing Power	10 exp	X Mana	Allows you to spend twice the Base Mana Cost of a Spell Attack (before reductions) to turn it into an Area

			of Effect with a 5 foot area originating from the Spell's point of impact, affecting up to 3 targets in range.
Tags: <i>Spell, Attack, Combo, AoE</i>			
Destruction Expertise	20 exp	-	Deal +1 damage with damaging Spells.
Tags: <i>Spell, Damaging, Enhancement</i>			
Student of Destruction	25 exp	3x Mana	Allows you to increase the damage of a damaging Spell by 1 for every 3 Mana you invest when Casting it. When using this effect, the Spell may never be Instant Cast.
Tags: <i>Spell, Attack, Damaging, Combo</i>			

Path of the Afflictor

Status Spells you inflict become Grievous

Ability Name	Exp Cost	Resource Cost	Effect
Resonating Spell	10 exp	4 Mana	Allows you to make any non-channeled Spell that does not deal damage into a Channeled Spell. The Spell effect remains ongoing so long as you Channel it and the target remains within 30 feet. You must pay the Spell's Mana Cost as well as the cost of this ability every 10 seconds.
Tags: <i>Spell, Channeled, Aptitude, Combo</i>			
Spell Echo	10 exp	-	Allows you to cast the same Spell 1 additional time in succession within 3 seconds at no Mana Cost.
Tags: <i>Spell, Aptitude, Combo</i>			
Counter Control	10 exp	6 Mana	Allows you to reduce the duration of any Status Effect afflicting you by 50%. If the status lasts "Until Cured", its duration becomes 20 minutes.
Tags: <i>Defensive, Healing</i>			
Control Expertise	20 exp	-	Choose 1 Status Effect (except Bound, Cursed, Restrained, or Stasis). Add this effect to any Status Spell you inflict on a target.
Tags: <i>Spell, Status, Enhancement</i>			
Student of Control	25 exp	6 Mana	Allows you to redirect any stats afflicting you to another target (except Cursed). You must hit the intended target with a Spell Packet. The new target

			may not be the one who inflicted the Status Effect upon you.
Tags: <i>Spell, Attack, Redirection</i>			

Path of the Transient

All Movement abilities gain +2 Paces

Ability Name	Exp Cost	Resource Cost	Effect
<i>Clearcast</i>	10 exp	X Mana	Allows you to spend twice the Base Mana Cost of a Spell (before reductions) to make it require no Incantation.
Tags: <i>Spell, Combo</i>			
<i>Seize</i>	10 exp	4 Mana	Allows you to immediately end any Movement ability used within 10 feet, and render the target Rooted.
Tags: <i>Spell, Attack, Status, Movement</i>			
<i>Farcast</i>	10 exp	X Mana	Allows you to spend twice the Base Mana Cost of a Movement Spell (before reductions) to double the base distance traveled. This effect is applied before other bonuses.
Tags: <i>Spell, Movement, Combo</i>			
<i>Movement Expertise</i>	20 exp	-	All Movement abilities gain +2 Paces.
Tags: <i>Movement, Enhancement</i>			
<i>Student of Motion</i>	25 exp	-	When using a Movement ability, you may instantly auto-hit a Spell on 1 target within 5 feet as you pass by.
Tags: <i>Ranged, Spell, Movement, Aptitude, Combo</i>			



Way of the Faithful

Gain Proficiency with Tomes

While other Ways focus on enhancing oneself by their own rights, the Way of the Faithful looks to a higher power for guidance and growth. The power of the Light and Void are all around us, but only those who follow the Paths in this Way can truly unlock their mysteries and harness their potential.

A Special Note: If a character unlocks Path of the Light, they may not unlock Void or Balance. Same for unlocking Void blocks off Light and Balance. Only a Character with *Devotion: Aramil* may unlock Path of Balance, and in doing so, may never unlock the Paths of Light or Void.

Learning Faith Path abilities: Each Path in this Way has 5 abilities. The order in which they are unlocked does not matter- however, for each ability learned, the character *must* have the appropriate number of Light or Void Glyphs Attuned. 1 for the first ability they learn, 2 for the second, and so on.

Ability Name	Exp Cost	Resource Cost	Effect
<i>Willpower</i>	5 exp	5 Focus	Defend against a Status Effect.
Tags: <i>Defensive, Status</i>			
<i>Devotion</i>	10 exp	-	Allows you to devote yourself to a chosen Deity, granting you that Deities Devotion Benefit. Devotion is <i>not</i> required to learn the paths of Light or Void, though Devotion to a Light or Void Deity will make the other paths unlearnable. This ability also grants Proficiency with a Holy Symbol.
Tags: <i>Aptitude</i>			
<i>Revival</i>	15 exp	10 Focus 10 Mana	Allows you to return a Dead target to life after 15 minutes of roleplay. You and the target must both be within 10 feet of a Soul Well for the entire duration of this effect.
Tags: <i>Aptitude, Healing, Concentration</i>			

Path of the Light

Gain access to Light Glyphs

Ability Name	Exp Cost	Resource Cost	Effect
<i>Bless</i>	5 exp	3 Mana	Concentrate for 10 seconds to grant a target Light damage to their weapon attacks and a single free use of <i>Willpower</i> until they complete a Rest.
Tags: <i>Spell, Concentration, Defensive</i>			

Crusader's Blade	10 exp	3 Focus	A Melee Attack dealing +2 Light damage.
Tags: <i>Melee, Attack, Damaging</i>			
Healing Hands	15 exp	1 Mana	Heal a target within reach for 1 Health per 20 seconds so long as you Channel this effect.
Tags: <i>Spell, Channeled, Healing</i>			
Light Expertise	20 exp	-	Deal +1 damage or healing with Light abilities.
Tags: <i>Damaging, Healing, Enhancement</i>			
Inspiring Presence	25 exp	8 Focus	Give a rallying shout (minimum 3 words), all allies which hear it are healed for 3 (their choice of locations). This effect also defends against or immediately ends a Fear effect on allies who hear it.
Tags: <i>Ranged, Defensive, Healing, Concentration, AoE</i>			

Path of the Void

Gain access to Void Glyphs

Ability Name	Exp Cost	Resource Cost	Effect
Desecration	5 exp	3 Mana	Concentrate for 10 seconds to grant a target Void damage to their weapon attacks and a single, free, instant use of Fear (5 second duration) until they complete a Rest.
Tags: <i>Spell, Concentration, Attack, Status</i>			
Zealot's Blade	10 exp	3 Focus	A Melee Attack dealing +2 Void damage.
Tags: <i>Melee, Attack, Damaging</i>			
Mana Siphon	15 exp	-	Allows you to drain 1 Mana from a target to yourself for every 5 uninterrupted seconds you spend with both hands in contact with the target.
Tags: <i>Aptitude, Attack, Channeled</i>			
Void Expertise	20 exp	-	Deal +1 damage or healing with Void abilities.
Tags: <i>Damaging, Healing, Enhancement</i>			
Thirsting Blade	25 exp	2 Mana	Heal yourself for 1 Health (choice of location) for every successful basic attack you land on a target. The cost of

			this ability is spent per attack which heals you. If you are at full Health, you may use this ability for 5x its cost to cure one Status Effect except Cursed.
Tags: <i>Attack, Healing</i>			

Path of Balance

Gain access to Light and Void Glyphs

Ability Name	Exp Cost	Resource Cost	Effect
<i>Mana Focus</i>	10 exp	2 Focus	Allows you to restore 2 Mana when you are the victim of a Spell Attack (defended or not). Requires at least 1 Void Glyph Attuned.
Tags: <i>Aptitude</i>			
<i>Cheat Death</i>	15 exp	10 Mana	Defend against any attack that would Down you (may be overridden at Marshal discretion). Requires at least 1 Light Glyph Attuned.
Tags: <i>Defensive</i>			
<i>Twin Paths</i>	20 exp	-	Allows you to learn 1 15 exp cost or lower ability from either Path of the Light or Path of the Void.
Tags: <i>Aptitude</i>			
<i>Balance Expertise</i>	25 exp	-	Deal +1 damage or healing with Light and Void abilities. This bonus only applies if the number of Attuned Light and Void Glyphs you have are equal.
Tags: <i>Damaging, Healing, Enhancement</i>			
<i>Duality</i>	30 exp	8 Focus	Fully give into the Light or Void, increasing the effects of the chosen sides abilities by +2, but rendering the opposing sides abilities unusable until you complete a Rest. Requires at least 2 Light and 2 Void Glyphs Attuned.
Tags: <i>Aptitude, Enhancement</i>			

Way of the Scholar

Gain the ability to Transcribe

Not all battlefields are bathed in blood, bone, and brutality. Some are fought in academic institutions- upon paper with rivers of ink and words as scathing as any spell. The old adage knowledge is power is one which continues to be proven true- and none regard that fact as deeply as followers of the Way of the Scholar.

Ability Name	Exp Cost	Resource Cost	Effect
<i>Lore/Literacy :Choice</i>	1 exp	-	Learn a Lore or Literacy from the Base List of Lores and Literacies. This may be purchased multiple times.
Tags: <i>Aptitude</i>			
<i>Craft Tome</i>	3 exp	8 Focus	Allows you to Craft a Tome after 3 minutes of Concentration. Requires any 3 units of Wood and 1 unit of Leather.
Tags: <i>Craft</i>			
<i>Instructor</i>	10 exp	-	Allows you to better teach yourself and others. Reduce the time requirements to learn or teach other people abilities by 50%.
Tags: <i>Aptitude</i>			
<i>Astute Researcher</i>	15 exp	10 Focus	Allows you to spend 60 minutes researching a topic, after which you may ask a Marshal for a Plot related hint.
Tags: <i>Concentration, Marshal</i>			

Path of the Doctor

Gain the ability Post Mortem

Ability Name	Exp Cost	Resource Cost	Effect
<i>Identify Injury</i>	3 exp	2 Focus	After 10 seconds of Concentration in contact with a friendly, willing target, learn their current/maximum Health, as well as any Status Effects afflicting them. Must be out of combat.
Tags: <i>Concentration</i>			
<i>Treat Wound</i>	3 exp	4 Focus	After 30 seconds of Concentration in contact with a target, Cure them of a Broken Limb or Bleeding status. Must be out of combat.

Tags: <i>Concentration, Healing</i>			
Resuscitate	3 exp	5 Focus	After 30 seconds of Concentration in contact with a target, heal them from Downed to 1 Health (Torso). Must be out of combat.
Tags: <i>Concentration, Healing</i>			
Medical Expertise	5 exp	-	Reduce the Concentration time of Path of the Doctor abilities by 50%.
Tags: <i>Concentration, Enhancement</i>			
Combat Medic	10 exp	-	All Path of the Doctor abilities may now be performed in combat.
Tags: <i>Aptitude, Enhancement</i>			

Path of the Venomous

Gain the ability Circumspect

Ability Name	Exp Cost	Resource Cost	Effect
Lacing	3 exp	3 Focus	Apply a toxicology or hermetic consumable to food or drink after 5 seconds of concentration.
Tags: <i>Concentration</i>			
Coating	3 exp	3 Focus	Apply a Poison to an edged or pointed weapon, or arrow after 5 seconds of Concentration.
Tags: <i>Concentration</i>			
Inundating	3 exp	3 Focus	Apply a Poison to the surface of any object 1 square foot in size or smaller after 5 seconds of Concentration, rendering the Poison transferrable by direct skin contact.
Tags: <i>Concentration</i>			
Venom Expertise	5 exp	-	Reduce all Poison application times by 2 seconds. Poisons applied with Coating last 1 additional attack.
Tags: <i>Concentration, Attack, Enhancement</i>			
Poisonous Practitioner	10 exp	-	Choose 1 Poison effect. You become Immune to it, unless it has Overwhelming Potency.
Tags: <i>Immunity</i>			

Path of The Locksmith

Gain the ability to Craft Locks

Ability Name	Exp Cost	Resource Cost	Effect
Pick Basic Lock	3 exp	2 Focus	Open a Basic Lock after 2 minutes of Concentration.
Tags: <i>Concentration</i>			
Pick Advanced Lock	3 exp	4 Focus	Open an Advanced Lock after 3 minutes of Concentration.
Tags: <i>Concentration</i>			
Pick Mastercraft Lock	3 exp	8 Focus	Open a Mastercraft Lock after 5 minutes of Concentration.
Tags: <i>Concentration</i>			
Locksmithing Expertise	5 exp	-	All Lockpicking Concentration times are reduced by 25%, and Crafting Locks requires 1 fewer Base Material (to a minimum of 1).
Tags: <i>Concentration, Craft, Enhancement</i>			
Master Locksmith	10 exp	-	All Lockpicking Concentration times are reduced by 25%, and picking a lock no longer breaks Stealth.
Tags: <i>Stealth, Concentration, Enhancement</i>			

- **Transcribe:** 10 Focus - Allows you to spend time writing a **Treatise**, which is a book a character can learn abilities from in place of a teacher. The character Transcribing the Treatise must know the ability being transcribed, or have another Treatise to copy from. A Treatise takes 5 minutes per 5 exp cost of the ability being transcribed to complete. If an ability costs less than 5 exp, it still requires 5 minutes to Transcribe.
- **Post Mortem:** 4 Focus - Allows you to study a Dead target for 3 minutes, after which you may ask the target or a Marshal up to 2 questions about the target.
- **Circumspect:** 3 Focus - Allows you to handle objects Inundated with Poison for 1 minute.
- **Craft Lock:** Allows you to craft the following Locks. You may craft as many Keys as you like for a Lock you produce. You may request Lock and Key Item Cards from Craft Logistics.
 - **Basic Lock:** 3 minutes, 4 Focus - Requires 4 Iron.
 - **Advanced Lock:** 6 minutes, 5 Focus - Requires 4 Stelium.
 - **Mastercraft Lock:** 9 minutes, 6 Focus - Requires 4 Durium.
 - Any Lock may be made Unbreakable. Doing so adds 2 minutes to the Craft Time and requires 2 units of Drithryl.

Way of the Gatherer

Allows you to carry +1 Node

For as crucial the smith is to the warrior- for as important the alchemist is to the rogue- for as vital the aspirants are to the church... so too are the followers of the Way of the Gatherer so deeply entwined with those who supply others with crafted goods. For without the skills and dedication of the people who devote themselves to these Paths- all our lives would be made that much harder.

Ability Name	Exp Cost	Resource Cost	Effect
Geologist	5 exp	-	Reduce the time required to Gather a Mineral Node by 2 minutes.
Tags: <i>Concentration, Enhancement</i>			
Botanist	5 exp	-	Reduce the time required to Gather a Botany Node by 2 minutes.
Tags: <i>Concentration, Enhancement</i>			
Ecologist	5 exp	-	Reduce the time required to Gather an Organic Node by 2 minutes.
Tags: <i>Concentration, Enhancement</i>			

Path of the Rock

Allows you to carry +1 Mineral Node

Ability Name	Exp Cost	Resource Cost	Effect
Ore Seeker	5 exp	3 Focus	Allows you to roll a 6 sided die when bringing a Mineral Node to Craft Logistics. If you roll a 6, you may roll on an ore only loot chart. Doing so reduces your Yield Die 1 stage. If you fail the roll, you cannot receive less than 2 from the Yield Die.
Tags: <i>Aptitude, Gathering</i>			
Gemstone Seeker	5 exp	3 Focus	Allows you to roll a 6 sided die when bringing a Mineral Node to Craft Logistics. If you roll a 6, you may roll on a gemstone only loot chart. Doing so reduces your Yield Die 1 stage. If you fail the roll, you cannot receive less than 2 from the Yield Die.
Tags: <i>Aptitude, Gathering</i>			

Crystal Seeker	5 exp	3 Focus	Allows you to roll a 6 sided die when bringing a Mineral Node to Craft Logistics. If you roll a 6, you may roll on a crystal only loot chart. Doing so reduces your Yield Die 1 stage. If you fail the roll, you cannot receive less than 2 from the Yield Die.
Tags: <i>Aptitude, Gathering</i>			
Mineral Divination	10 exp	-	All Path of the Rock Seeker abilities now succeed on a roll of 4 or better. Failed roll minimum becomes 3 up from 2. Has no effect on Gemstone Seeker.
Tags: <i>Gathering, Advancement</i>			
Miner's Backpack	15 exp	-	Allows you to carry +1 Mineral Node, and reduces the time required to Gather a Mineral Node by 2 minutes.
Tags: <i>Gathering, Enhancement</i>			

Path of the Plant

Allows you to carry +1 Botany Node

Ability Name	Exp Cost	Resource Cost	Effect
Herb Seeker	5 exp	3 Focus	Allows you to roll a 6 sided die when bringing a Botany Node to Craft Logistics. If you roll a 6, you may roll on an herb/fungus only loot chart. Doing so reduces your Yield Die 1 stage. If you fail the roll, you cannot receive less than 2 from the Yield Die.
Tags: <i>Aptitude, Gathering</i>			
Lumber Seeker	5 exp	3 Focus	Allows you to roll a 6 sided die when bringing a Botany Node to Craft Logistics. If you roll a 6, you may roll on a wood only loot chart. Doing so reduces your Yield Die 1 stage. If you fail the roll, you cannot receive less than 2 from the Yield Die.
Tags: <i>Aptitude, Gathering</i>			
Textile Seeker	5 exp	3 Focus	Allows you to roll a 6 sided die when bringing a Botany Node to Craft Logistics. If you roll a 6, you may roll on a textile only loot chart. Doing so reduces your Yield Die 1 stage. If you fail the roll, you cannot receive less than 2 from the Yield Die.
Tags: <i>Aptitude, Gathering</i>			

Botanical Divination	10 exp	-	All Path of the Plant Seeker abilities now succeed on a roll of 4 or better. Failed roll minimum becomes 3 up from 2.
Tags: <i>Gathering, Advancement</i>			
Naturalist's Satchel	15 exp	-	Allows you to carry +1 Botany Node, and reduces the time required to Gather a Botany Node by 2 minutes.
Tags: <i>Gathering, Enhancement</i>			

Path of the Rare

Allows you to carry +1 Organic Node

Ability Name	Exp Cost	Resource Cost	Effect
Marrow Seeker	5 exp	3 Focus	Allows you to roll a 6 sided die when bringing an Organic Node to Craft Logistics. If you roll a 6, you may roll on a bone only loot chart. Doing so reduces your Yield Die 1 stage. If you fail the roll, you cannot receive less than 2 from the Yield Die.
Tags: <i>Aptitude, Gathering</i>			
Leather Seeker	5 exp	3 Focus	Allows you to roll a 6 sided die when bringing an Organic Node to Craft Logistics. If you roll a 6, you may roll on a leather only loot chart. Doing so reduces your Yield Die 1 stage. If you fail the roll, you cannot receive less than 2 from the Yield Die.
Tags: <i>Aptitude, Gathering</i>			
Essence Seeker	5 exp	3 Focus	Allows you to roll a 6 sided die when bringing an Organic Node to Craft Logistics. If you roll a 6, you may roll on an essence only loot chart. Doing so reduces your Yield Die 1 stage. If you fail the roll, you cannot receive less than 2 from the Yield Die.
Tags: <i>Aptitude, Gathering</i>			
Unique Divination	10 exp	-	All Path of the Rare Seeker abilities now succeed on a roll of 4 or better. Failed roll minimum becomes 3 up from 2.
Tags: <i>Gathering, Advancement</i>			
Mysticist's Tote	15 exp	-	Allows you to carry +1 Organic Node, and reduces the time required to Gather an Organic Node by 2 minutes.
Tags: <i>Gathering, Enhancement</i>			

Way of the Alchemist

Gain the ability Germinate

The Way of the Alchemist is more like a science- exact measurements of carefully chosen compounds, mixed together under just the right conditions to produce an effect, or more commonly, a substance, with the desired outcome. Too much or too little of something, and the results could be catastrophic. The Alchemist is a master of mixology, always experimenting to find the next great discovery.

Learning Craft abilities: All characters may purchase their Apprentice level abilities as they like- however, in order to be eligible to learn the next higher tier of Crafting abilities, the character must have learned at least 50% rounded up of the previous tier's abilities.

Ability Name	Exp Cost	Resource Cost	Effect
Assistant	3 exp	3 Focus	Aid in a Craft, reducing the Concentration Time required for a Craft by 30 seconds. An Assistant may only help 1 Craft at a time, and a Craft may only be aided by 1 Assistant at a time.
Tags: <i>Craft, Concentration, Enhancement</i>			
Lab Assistant	5 exp	-	Increase the Concentration Time reduction benefit of Assistant by an additional 30 seconds when aiding in a Craft involving a Path you have access to within the Way of the Alchemist.
Tags: <i>Craft, Concentration, Advancement</i>			

Path of Hermetics

Gain the ability Make-do

Apprentice			
Ability Name	Exp Cost	Resource Cost	Effect
Recipe: Hard-Body Tonic	5 exp	3 Focus 3 Minutes	Gain 2 Natural Armor in all locations. This effect lasts until the armor is gone or the drinker completes a Rest.
Ingredients: 1 Lingerminate, 2 Drakkon Scale			
Recipe: Chameleon Tonic	5 exp	3 Focus 3 Minutes	Render a person or object Stealthed so long as they take no action for up to 5 minutes.
Ingredients: 1 Twisthistle, 2 Glossy Eye			

Recipe: Healing Potion	5 exp	3 Focus 3 Minutes	Restore 2 Health (choice of locations).
Ingredients: 1 Healing Herb, 2 Lingerminate			

Journeyman			
Ability Name	Exp Cost	Resource Cost	Effect
Recipe: Marrow Grow Tonic	5 exp	4 Focus 6 Minutes	Cure a Broken Limb (choice if multiple) 10 seconds after consuming this tonic.
Ingredients: 2 Lingerminate, 2 Mendhagony			
Recipe: Liquid Courage	5 exp	4 Focus 6 Minutes	Grants immunity to the Feared status for 1 minute.
Ingredients: 2 Twisthistle, 2 Coward's Blood			
Recipe: Focus Potion	5 exp	4 Focus 6 Minutes	Restore 3 Focus
Ingredients: 2 Twisthistle, 2 Dense Claw			

Artisan			
Ability Name	Exp Cost	Resource Cost	Effect
Recipe: Elixir of Clarity	5 exp	5 Focus 9 Minutes	Cure 1 Status Effect except Cursed.
Ingredients: 3 Lingerminate, 2 Twisthistle			
Recipe: Elixir of Sixth Visions	5 exp	5 Focus 9 Minutes	Allows the drinker to see and speak with Spirits for 1 minute.
Ingredients: 3 Twisthistle, 2 Wraith's Breath			
Recipe: Mana Potion	5 exp	5 Focus 9 Minutes	Restore 3 Mana.
Ingredients: 2 Lingerminate, 10 Crude Essence			

Expert			
Ability Name	Exp Cost	Resource Cost	Effect
Recipe: <i>Elixir of Rejuvenation</i>	10 exp	6 Focus 12 Minutes	Complete a full Rest. This benefit may only be gained once per Event.
Ingredients: 5 Lycan Blood, 5 Ambrosial Sap			
Enhancement: <i>Enhanced Concoction</i>	10 exp	+4 Focus 12 Minutes	Combine the effects of 2 known Hermetics Recipes of Artisan level or lower into 1 Consumable.
Ingredients: All Materials necessary for both Recipes, 3 Fateroot			
Enhancement: <i>Potent Potable</i>	10 exp	+4 Focus 12 Minutes	Double the effect of any known Hermetics Recipe of Artisan level or lower.
Ingredients: Appropriate Materials for Hermetic Recipe, 5 Fateroot			

Path of Incendiaries

Grants the ability Grenadier

Apprentice			
Ability Name	Exp Cost	Resource Cost	Effect
Plans: <i>Firestick</i>	5 exp	3 Focus 3 Minutes	Open a Basic Lock or destroy a Trap possessing only 1 Effect.
Ingredients: 3 Calcified Sulfur			
Plans: <i>Incendiary Bomb</i>	5 exp	3 Focus 3 Minutes	Deal 3 Fire damage.
Ingredients: 2 Calcified Sulfur, 1 Damaging Plant			
Plans: <i>Flashbang</i>	5 exp	3 Focus 3 Minutes	Render a target Blind.
Ingredients: 2 Calcified Sulfur, 1 Ostuscura			

Journeyman			
Ability Name	Exp Cost	Resource Cost	Effect
Plans: <i>Needle Bomb</i>	5 exp	4 Focus 6 Minutes	Render a target Bleeding.

Ingredients: 2 Calcified Sulfur, 2 Hemorrhage Femura			
Plans: Focused Impact Charge	5 exp	4 Focus 6 Minutes	Destroy a struck weapon or all armor in a location, or open an Advanced Lock or Trap possessing up to 2 Effects.
Ingredients: 2 Calcified Sulfur, 2 Fateroot			
Plans: Tazing Charge	5 exp	4 Focus 6 Minutes	Disarm a weapon made of at least half metal or deal 2 Lightning damage if this strikes armor, a Buckler, or Shield made of metal.
Ingredients: 2 Calcified Sulfur, 2 Statisplint			

Artisan			
Ability Name	Exp Cost	Resource Cost	Effect
Plans: Concussive Bomb	5 exp	5 Focus 9 Minutes	Render a target Tripped for 3 seconds.
Ingredients: 2 Lingerminate, 3 Calcified Sulfur			
Plans: Force Bomb	5 exp	5 Focus 9 Minutes	Knock the target back 5 Paces.
Ingredients: 3 Calcified Sulfur, 2 Dense Claw			
Enhancement: Shrapnel Shell	10 exp	5 Focus 9 Minutes	Modify any non-enhanced Incendiary to have an Area-of-Effect, with a 5 foot area originating from its point of impact.
Ingredients: 1 non-enhanced Incendiary, 3 Shrapnel			

Expert			
Ability Name	Exp Cost	Resource Cost	Effect
Enhancement: Packed Powder	10 exp	+4 Focus 12 Minutes	Double the effect of any known Incendiary Plans of Artisan level or lower.
Ingredients: Appropriate Materials for Incendiary Plans, 5 Fateroot			
Enhancement: Enhanced Volatility	10 exp	+4 Focus 12 Minutes	Combine the effects of 2 known Incendiary Plans of Artisan level or lower into 1 Consumable.
Ingredients: All Materials necessary for both Recipes, 3 Fateroot			

Enhancement: Sinister Chemistry	10 exp	+6 Focus 12 Minutes	Craft 1 non-enhanced Hermetics or Toxicology Consumable into an Incendiary.
Ingredients: 1 non-enhanced Hermetic or Toxicology Consumable, 3 Calcified Sulfur, 3 Fateroot			

Path of Toxicology

Gain the ability Natural Remedy

Apprentice			
Ability Name	Exp Cost	Resource Cost	Effect
Recipe: Asp's Kiss	5 exp	3 Focus 3 Minutes	Renders the target Poisoned.
Ingredients: 1 Shadethorn, 2 Lingerminate			
Recipe: Antidote	5 exp	3 Focus 3 Minutes	Cures a target of the Poisoned status.
Ingredients: 1 Twistthistle, 2 Shadethorn			
Recipe: Instant Poison	5 exp	3 Focus 3 Minutes	Deal +2 damage.
Ingredients: 1 Damaging Plant, 2 Shadethorn			

Journeyman			
Ability Name	Exp Cost	Resource Cost	Effect
Recipe: Lucid Poison	5 exp	4 Focus 6 Minutes	Target loses 3 Focus.
Ingredients: 2 Shadethron, 2 Dense Claw			
Recipe: Vile Poison	5 exp	4 Focus 6 Minutes	Render the target Diseased.
Ingredients: 2 Shadethorn, 2 Contamilage			
Recipe: Lingering Poison	5 exp	4 Focus 6 Minutes	Deal 1 damage every 15 seconds for 1 minute to the location applied.
Ingredients: 1 Damaging Plant, 3 Lingerminate			

Artisan			
Ability Name	Exp Cost	Resource Cost	Effect
Recipe: Paralysis Poison	5 exp	5 Focus 9 Minutes	Render the target Paralyzed.
Ingredients: 2 Petribone, 3 Shadethorn			
Recipe: Sleep Poison	5 exp	5 Focus 9 Minutes	Render the target Unconscious.
Ingredients: 2 Torpor Marrow, 3 Shadethorn			
Recipe: Magebane Poison	5 exp	5 Focus 9 Minutes	Target loses 3 Mana.
Ingredients: 3 Shadethorn, 10 Crude Essence			

Expert			
Ability Name	Exp Cost	Resource Cost	Effect
Enhancement: Wicked Cocktail	10 exp	+4 Focus 12 Minutes	Combine the effects of 2 known Toxicology Recipes of Artisan level or lower into 1 Consumable.
Ingredients: All Materials necessary for both Recipes, 3 Fateroot			
Enhancement: Overwhelming Potency	10 exp	+10 Focus 12 Minutes	Modify a Poison inflicted status to last until cured if it doesn't already, and be incurable, except by an Antidote made with Overwhelming Potency.
Ingredients: 1 Toxicology Consumable, 2 Twisthistle, 2 Fateroot, 2 Ambrosial Sap			
Enhancement: Heightened Dosage	10 exp	+4 Focus 12 Minutes	Double the effect of any known Toxicology Recipe of Artisan level or lower.
Ingredients: Appropriate Materials for Toxicology Recipes, 5 Fateroot			

- **Germinate:** 10 Focus - Allows you to duplicate 1 non-unique Plant, Wood, or Bone related Material after 5 minutes of Concentration once every 20 hours.
- **Make-do:** 2 Focus - Substitute any 1 Material for another of the same type for any Alchemical Craft of Artisan level or lower (no effect on Essence).
- **Grenadier:** Concentration time to use Incendiaries is reduced by 2 seconds.
- **Natural Remedy:** Allows you to Cure yourself of any Status you're able to Craft into a Poison by consuming 1 of the specialized Materials used in its creation.

Way of the Inscriptionist

Gain the ability Leyline Attunement

The newest and possibly most mysterious of the crafting Ways, the techniques of the Inscriptionist and its Paths are still being expanded upon and learned about by scholars every day. More than just a study of language and symbols, the three Paths of this Way are essential to anyone who uses Glyphs and would seek to grow in strength.

Learning Craft abilities: All characters may purchase their Apprentice level abilities as they like however, in order to be eligible to learn the next higher tier of Crafting abilities, the character must have learned at least 50% rounded up of the previous tier's abilities.

Ability Name	Exp Cost	Resource Cost	Effect
Assistant	3 exp	3 Focus	Aid in a Craft, reducing the Concentration Time required for a Craft by 30 seconds. An Assistant may only help 1 Craft at a time, and a Craft may only be aided by 1 Assistant at a time.
Tags: <i>Craft, Concentration, Enhancement</i>			
Ley Assistant	5 exp	-	Increase the Concentration Time reduction benefit of Assistant by an additional 30 seconds when aiding in a Craft involving a Path you have access to within the Way of the Inscriptionist.
Tags: <i>Craft, Concentration, Advancement</i>			

Path of the Essence Weaver

Gain the ability Extract Essence

Apprentice			
Ability Name	Exp Cost	Resource Cost	Effect
Technique: Common Deconstruction	5 exp	3 Focus 3 Minutes	Break down a Common Rank Glyph, yielding 40 Crude Essence.
Ingredients: 1 Common Rank Glyph			
Technique: Low Quality Wand	5 exp	3 Focus 6 Minutes	Craft a Wand using Low Quality Components. They may not contain Special Materials.
Ingredients: 1 Low Quality Small Handle, 1 Low Quality Small Shaft, 20 Crude Essence			

Technique: Economy of Essence	5 exp	3 Focus per 5 Mana	Substitute 10 units of Crude Essence with 5 Mana. This cannot be used with a Weave Essence Technique.
Ingredients: The Character's Mana			

Journeyman			
Ability Name	Exp Cost	Resource Cost	Effect
Technique: Greater Infusion	5 exp	4 Focus 3 Minutes	Infuse a Common Rank Glyph, raising it to Greater Rank.
Ingredients: 1 Common Rank Glyph, 120 Crude Essence, Access to a Soul Well			
Technique: Weave Crude Essence	5 exp	4 Focus 3 Minutes	Convert 20 units of Crude Essence into 10 units of Refined Essence.
Ingredients: 20 Crude Essence			
Technique: Greater Deconstruction	5 exp	4 Focus 6 Minutes	Break down a Greater Rank Glyph, yielding 30 Refined Essence.
Ingredients: 1 Greater Rank Glyph			
Technique: Moderate Quality Wand	5 exp	4 Focus 6 Minutes	Craft a Wand using Moderate Quality Components. They may not contain Special Materials.
Ingredients: 1 Moderate Quality Small Handle, 1 Moderate Quality Small Shaft, 20 Refined Essence			

Artisan			
Ability Name	Exp Cost	Resource Cost	Effect
Technique: Empowered Infusion	5 exp	5 Focus 6 Minutes	Infuse a Greater Rank Glyph, raising it to Empowered Rank.
Ingredients: 1 Greater Rank Glyph, 240 Crude Essence, Access to a Soul Well			
Technique: Weave Refined Essence	5 exp	5 Focus 6 Minutes	Convert 20 units of Refined Essence into 10 units of Fortified Essence.

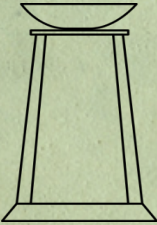
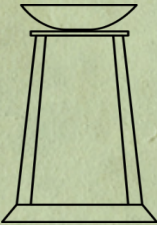

Ingredients: 20 Refined Essence			
Technique: Empowered Deconstruction	5 exp	5 Focus 9 Minutes	Break down an Empowered Rank Glyph, yielding 20 Fortified Essence.
Ingredients: 1 Empowered Rank Glyph			
Technique: High Quality Wand	5 exp	5 Focus 6 Minutes	Craft a Wand using High Quality Components. They may not contain Special Materials.
Ingredients: 1 High Quality Small Handle, 1 High Quality Small Shaft, 20 Fortified Essence			
Essence Expertise	10 exp	+3 Focus	Allows the use of Low and Moderate Quality Components containing Special Materials when Crafting Low and Moderate Quality Wands.
Ingredients: Appropriate Components to Craft Low or Moderate Quality Wands			

Expert			
Ability Name	Exp Cost	Resource Cost	Effect
Technique: Transcendent Infusion	5 exp	6 Focus 9 Minutes	Infuse an Empowered Rank Glyph, raising it to Transcendent Rank.
Ingredients: 1 Empowered Rank Glyph, 360 Crude Essence, Access to a Soul Well			
Technique: Weave Fortified Essence	5 exp	6 Focus 9 Minutes	Convert 20 units of Fortified Essence into 10 units of Pure Essence.
Ingredients: 20 Fortified Essence			
Technique: Transcendent Deconstruction	5 exp	6 Focus 12 Minutes	Break down a Transcendent Rank Glyph, yielding 10 Pure Essence.
Ingredients: 1 Transcendent Rank Glyph			
Technique: Superior Quality Wand	5 exp	6 Focus 6 Minutes	Craft a Wand using Superior Quality Components. They may not contain Special Materials.
Ingredients: 1 Superior Quality Small Handle, 1 Superior Quality Small Shaft,			

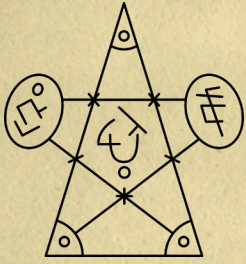

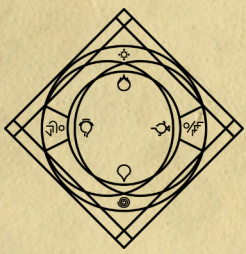
20 Pure Essence			
Essence Mastery	10 exp	+5 Focus	Allows the use of High and Superior Quality Components containing Special Materials when Crafting High and Superior Quality Wands.
Ingredients: Appropriate Materials to Craft High or Superior Quality Wands			



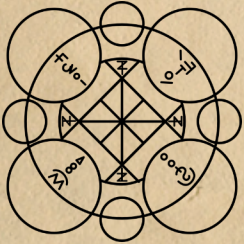
Path of the Ritualist

Gain the ability Harmonic Soul



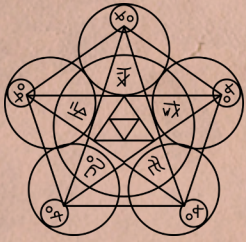
Apprentice			
Ability Name	Exp Cost	Resource Cost	Effect
Ritual of Attunement	10 exp	5 Focus 2 Minutes +1 Minute per Rank above Common of each Glyph	Allows you to Attune 1 or more Glyphs to the Soul of a willing target. Both you and the target may not stray further than 5 feet from the Soul Well during this time.
			
Ingredients: A willing target, A Soul Well, Unattuned Glyph(s)			
Ritual of Unattunement	10 exp	5 Focus 2 Minutes +1 Minute per Rank above Common of each Glyph	Allows you to Unattune 1 or more Glyphs from the Soul of a willing target. Both you and the target may not stray further than 5 feet from the Soul Well during this time.
			
Ingredients: A willing target, A Soul Well			
Ritual of Transmutation	10 exp	5 Focus 5 Minutes	Allows you to convert 2 units of a Base Material into 1 unit of another Base Material of the same Quality or lower.
			
Ingredients: Appropriate Ritual Circle, 2 of the same Base Material			

Journeyman

Ability Name	Exp Cost	Resource Cost	Effect
<p>Ritual of Concentration</p> 	10 exp	6 Focus 10 Minutes	Reduces the base Craft Time required by all projects performed near 1 Crafting Station by 25% per Ritualist involved in the performance of this Ritual for 1 hour to a maximum reduction of 50%. The benefitting craft must be appropriate for the Crafting Station this Ritual is effecting.
<p>Ingredients: 1 of each Base Material of Moderate Quality, 1 Onyx, 1 Amethyst, 1 Topaz, 3 Gold</p>			
<p>Ritual of the Gateway</p> 	10 exp	6 Focus 8 Minutes	Allows you to open a Portal for up to 5 targets per Ritualist involved to a location known by at least 1 of the Ritualists involved in performing this Ritual. The location may not be a different plane of existence, and the Ritualist(s) involved may choose to be included in the 5 target limit or not.
<p>Ingredients: 4 Stelium, 4 Leysilk, 2 Wraith's Breath, 2 Silver, 2 Dense Claws</p>			
<p>Ritual of Shifting Elements</p> 	10 exp	6 Focus 10 Minutes	Allows you to change a Glyph with an Aspect that is not Adaptive to a different Aspect, so long as the Glyph could be found as the new Aspect. Alternatively, this Ritual can grant up to 5 targets per Ritualist involved in performing it, an Aspect to their non Spell attacks until they complete a Rest.
<p>Ingredients: 4 Gold, 4 Runed Atturium, 4 Fusion Weave, 1 Topaz, 1 Emerald, 1 Sapphire, 1 Ruby</p>			

Artisan			
Ability Name	Exp Cost	Resource Cost	Effect
Ritual of the Bound Soul	10 exp	7 Focus 12 Minutes	Allows you to Soulbind an item to the Soul of a willing target, or undo the Soulbinding of an item from a willing target after 12 minutes of concentration.
			
Ingredients: A willing target, A Soul Well, an item to be Soulbound, 1 Flawless Crystal, 1 Fateroot, 1 Twistthistle (if removing a Soulbind)			
Ritual of the Pure Soul	10 exp	7 Focus 12 Minutes	Allows you to remove 1 Dire Curse from a target per Ritualist involved in performing this Ritual.
			
Ingredients: A willing target, A Soul Well, 1 Ambrosial Sap, 10 Pure Essence, 1 diamond			
Ritual of the Devoted Path	10 exp	7 Focus 15 Minutes	Allows you to change a willing target's choice of God they are Devoted to (as per the Ability Devotion), and/or change their Path choice within the Way of the Faithful. Devoted God alignment restrictions still apply. A Character may not receive this Ritual more than once every 6 months.
			
Ingredients: 4 Temperite, 2 Gold, 2 Runed Atturium, 4 Fateroot, 1 Diamond			



Expert			
Ability Name	Exp Cost	Resource Cost	Effect
Ritual of Melding	10 exp	8 Focus 15 Minutes	Allows you to combine any 2 Special Materials into 1 Unique Material.
			
Ingredients: 1 of any 2 different Special Materials, 1 Superior Quality Base Material matching each of the Special Materials, 20 Pure Essence, 3 Diamonds			
Ritual of Chronoslumber	10 exp	8 Focus 12 Minutes	Allows you to instantly complete a Rest for up to 5 targets per Ritualist involved in performing this Ritual. The Ritualist(s) involved may choose to be included in this effect or not.
			
Ingredients: 4 Torpor Marrow, 4 Twisthistle, 2 Ambrosial Sap, 1 Leysilk, 1 Acuity Twill, 1 Fusion Weave, 3 Flawless Crystal			
Ritual of Latent Awakening	10 exp	8 Focus 20 Minutes	Allows you to unlock the latent powers within an Artifact or Relic of some kind if possible. This Ritual can also be used to release a Soul from bondage or imprisonment
			
Ingredients: 1 Artifact or Relic, 2 Ruby, 2 Sapphire, 2 Emerald, 2 Topaz, 2 Amethyst, 5 Diamond, 25 Pure Essence, 5 Fateroot			

Path of the Runescribe

Gain the ability Crystal Transmorph

Apprentice			
Ability Name	Exp Cost	Resource Cost	Effect
Common Runic	5 exp	3 Focus	Research a Common Rank Glyph to learn its

Research		5 Minutes	properties, and add this information to your Codex.
Ingredients: 1 Common Rank Glyph or appropriate Codex Entry			
Technique: Common Glyph Construction	5 exp	3 Focus 10 Minutes	Create a Common Rank Glyph that is in your Codex. Max craftable Glyph Slot size: 2
Ingredients: 6 Fractured Crystal, 100 Crude Essence, appropriate Codex Entry			
Technique: Common Deconstruction	5 exp	3 Focus 3 Minutes	Break down a Common Rank Glyph, yielding 2 Fractured Crystal.
Ingredients: 1 Common Rank Glyph			
Technique: Low Quality Arcane Stave	5 exp	3 Focus 8 Minutes	Craft an Arcane Stave using Low Quality Components. The Wand counts as 2 Components for the purpose of this item.
Ingredients: 1 Low Quality Wand, 1 Low Quality 2h Handle, 1 Low Quality 2h Shaft			

Journeyman			
Ability Name	Exp Cost	Resource Cost	Effect
Greater Runic Research	5 exp	4 Focus 10 Minutes	Research a Greater Rank Glyph to learn its properties, and add this information to your Codex.
Ingredients: 1 Greater Rank Glyph or an appropriate Codex Entry			
Technique: Greater Glyph Construction	5 exp	4 Focus 15 Minutes	Create a Greater Rank Glyph that is in your Codex. Max craftable Glyph Slot size: 4
Ingredients: 6 Cloudy Crystal, 80 Refined Essence, appropriate Codex Entry			
Technique: Greater Deconstruction	5 exp	4 Focus 6 Minutes	Break down a Greater Rank Glyph, yielding 2 Cloudy Crystal.
Ingredients: 1 Greater Rank Glyph			
Technique: Moderate Quality Arcane Stave	5 exp	4 Focus 8 Minutes	Craft an Arcane Stave using Moderate Quality Components. The Wand counts as 2 Components for the purpose of this item.
Ingredients: 1 Moderate Quality Wand, 1 Moderate Quality 2h Handle, 1			

Moderate Quality 2h Shaft

Technique: Basic Crystal Fusion	5 exp	4 Focus 3 Minutes	Combine 4 Fractured Crystal into 1 Cloudy Crystal.
Ingredients: 4 Fractured Crystal, 10 Crude Essence			

Artisan

Ability Name	Exp Cost	Resource Cost	Effect
Empowered Runic Research	5 exp	5 Focus 15 Minutes	Research an Empowered Rank Glyph to learn its properties, and add this information to your Codex.
Ingredients: 1 Empowered Rank Glyph or an appropriate Codex Entry			
Technique: Empowered Glyph Construction	5 exp	5 Focus 20 Minutes	Create an Empowered Rank Glyph that is in your Codex. Max craftable Glyph Slot size: 6
Ingredients: 6 Imperfect Crystal, 60 Fortified Essence, appropriate Codex Entry			
Technique: Empowered Deconstruction	5 exp	5 Focus 9 Minutes	Break down an Empowered Rank Glyph, yielding 2 Imperfect Crystal.
Ingredients: 1 Empowered Rank Glyph			
Technique: High Quality Arcane Stave	5 exp	5 Focus 8 Minutes	Craft an Arcane Stave using High Quality Components. The Wand counts as 2 Components for the purpose of this item.
Ingredients: 1 High Quality Wand, 1 High Quality 2h Handle, 1 High Quality 2h Shaft			
Technique: Advanced Crystal Fusion	5 exp	5 Focus 3 Minutes	Combine 3 Cloudy Crystal into 1 Imperfect Crystal.
Ingredients: 3 Cloudy Crystal, 10 Refined Essence			

Expert			
Ability Name	Exp Cost	Resource Cost	Effect
Transcendent Runic Research	5 exp	6 Focus 20 Minutes	Research a Transcendent Rank Glyph to learn its properties, and add this information to your Codex.
Ingredients: 1 Transcendent Rank Glyph or an appropriate Codex Entry			
Technique: Transcendent Glyph Construction	5 exp	6 Focus 25 Minutes	Create a Transcendent Rank Glyph that is in your Codex. Max craftable Glyph Slot size: 8
Ingredients: 6 Flawless Crystal, 40 Pure Essence, appropriate Codex Entry			
Technique: Transcendent Deconstruction	5 exp	6 Focus 12 Minutes	Break down a Transcendent Rank Glyph, yielding 2 Flawless Crystal.
Ingredients: 1 Transcendent Rank Glyph			
Technique: Superior Quality Arcane Stave	5 exp	6 Focus 8 Minutes	Craft an Arcane Stave using Superior Quality Components. The Wand counts as 2 Components for the purpose of this item.
Ingredients: 1 Superior Quality Wand, 1 Superior Quality 2h Handle, 1 Superior Quality 2h Shaft			
Technique: Mastercraft Crystal Fusion	5 exp	6 Focus 3 Minutes	Combine 2 Imperfect Crystal into 1 FlawlessCrystal.
Ingredients: 2 Imperfect Crystal, 10 Fortified Essence			

- ***Codex:** A collection of approved Glyph research from which a Runescribe can produce Glyphs. A character that takes Runescribing at Character Creation may choose **3** Glyphs from the Starting Glyph List and begin play with them in their Codex.
- **Leyline Attunement:** 5 Focus - Allows the character to perform any Way of the Inscriptionist craft without needing a Craft Station or Soul Well once every 20 hours.
- **Extract Essence:** Pull 5 Crude Essence from any material per Rank of the material being used after 3 minutes of concentration. Special Materials always count as Rank 2. This destroys the material.
- **Harmonic Soul:** Reduce the cooldown restriction of Ritual of Un-Attunement on yourself by 8 hours.
- **Crystal Transmorph:** 3 Focus - Convert Crystal into Gemstones and vice-versa.
 - 3 Fractured=1 Non-Diamond Gemstone.
 - 2 Cloudy=1 Non-Diamond Gemstone.
 - 1 Imperfect=1 Non-Diamond Gemstone.
 - 1 Flawless=1 Diamond

Way of the Smith

Gain the ability Smelt

A seasoned warrior may think they know the sound of ringing steel and relish in its resonance- but they know nothing compared to those who follow the Way of the Smith. The art of these Paths; be it of weapon, armor, or jewelcraft, is as much a test of skill and wits as any battlefield. It is said a true smith puts a bit of themselves into every project they complete.

Learning Craft abilities: All characters may purchase their Apprentice level abilities as they like- however, in order to be eligible to learn the next higher tier of Crafting abilities, the character must have learned at least 50% rounded up of the previous tier's abilities.

Ability Name	Exp Cost	Resource Cost	Effect
Assistant	3 exp	3 Focus	Aid in a Craft, reducing the Concentration Time required for a Craft by 30 seconds. An Assistant may only help 1 Craft at a time, and a Craft may only be aided by 1 Assistant at a time.
Tags: <i>Craft, Concentration, Enhancement</i>			
Forge Assistant	5 exp	-	Increase the Concentration Time reduction benefit of Assistant by an additional 30 seconds when aiding in a Craft involving a Path you have access to within the Way of the Smith.
Tags: <i>Craft, Concentration, Advancement</i>			

Path of the Armorsmith

Gain the ability Self Reliant Armorer

Apprentice			
Ability Name	Exp Cost	Resource Cost	Effect
Pattern: Low Quality Armorcraft	10 exp	5 Focus Time Varies	Produce a Low Quality Armor related Component, or a finished piece of Armor when using the appropriate Components. You may not include Special Materials.
Ingredients: Low Quality Base Materials suitable for desired Component, or all appropriate Low Quality Components for desired piece of Armor			
Pattern: Low Quality Armor Repair	10 exp	3 Focus Time Varies	Restore a piece of Low Quality Armor to its maximum Armor Point value.
Ingredients: 1 piece of damaged Low Quality Armor, 1/3 the amount of the same type of Material used in its creation			

Journeyman			
Ability Name	Exp Cost	Resource Cost	Effect
Pattern: Moderate Quality Armorcraft	10 exp	6 Focus Time Varies	Produce a Moderate Quality Armor related Component, or a finished piece of Armor when using the appropriate Components. You may not use Special Materials.
Ingredients: Moderate Quality Base Materials suitable for desired Component, or all appropriate Moderate Quality Components for desired piece of Armor			
Pattern: Moderate Quality Armor Repair	10 exp	4 Focus Time Varies	Restore a piece of Moderate Quality Armor to its maximum Armor Point value.
Ingredients: 1 piece of damaged Moderate Quality Armor, 1/3 the amount of the same type of Material used in its creation			

Artisan			
Ability Name	Exp Cost	Resource Cost	Effect
Pattern: High Quality Armorcraft	10 exp	7 Focus Time Varies	Produce a High Quality Armor related Component, or a finished piece of Armor when using the appropriate Components. You may not use Special Materials.
Ingredients: High Quality Base Materials suitable for desired Component, or all appropriate High Quality Components for desired piece of Armor			
Pattern: High Quality Armor Repair	10 exp	5 Focus Time Varies	Restore a piece of High Quality Armor to its maximum Armor Point value.
Ingredients: 1 piece of damaged High Quality Armor, 1/3 the amount of the same type of Material used in its creation			
Armorcrafting Expertise	15 exp	+3 Focus	Allows Low and Moderate Quality Armor Components to be crafted using Special Materials in addition to Base Materials.
Ingredients: Appropriate Materials to craft Low or Moderate Quality Armor Components			

Expert			
Ability Name	Exp Cost	Resource Cost	Effect
Pattern: Superior Quality Armorcraft	10 exp	8 Focus Time Varies	Produce a Superior Quality Armor related Component, or a finished piece of Armor when using the appropriate Components. You may not use Special Materials.
Ingredients: Superior Quality Base Materials suitable for desired Component, or all appropriate Superior Quality Components for desired piece of Armor			
Pattern: Superior Quality Armor Repair	10 exp	6 Focus Time Varies	Restore a piece of Superior Quality Armor to its maximum Armor Point value.
Ingredients: 1 piece of damaged Superior Quality Armor, 1/3 the amount of the same type of Material used in its creation			
Armorcrafting Mastery	20 exp	+6 Focus	Allows High and Superior Quality Armor Components to be crafted using Special Materials in addition to Base Materials.
Ingredients: Appropriate Materials to craft High or Superior Quality Armor Components			

Path of the Weaponsmith

Gain the ability Self Reliant Armsman

Apprentice			
Ability Name	Exp Cost	Resource Cost	Effect
Pattern: Low Quality Weaponcraft	10 exp	5 Focus Time Varies	Produce a Low Quality weapon related Component, or a finished weapon when using the appropriate Components. You may not include Special Materials.
Ingredients: Low Quality Base Materials suitable for desired Component, or all appropriate Low Quality Components for desired weapon			
Pattern: Low Quality Weapon Repair	10 exp	3 Focus Time Varies	Restore a Low Quality weapon from Destroyed to usable condition.
Ingredients: 1 Destroyed Low Quality weapon, 1/3 the amount of the same type of Material used in its creation			

Journeyman			
Ability Name	Exp Cost	Resource Cost	Effect
Pattern: Moderate Quality Weaponcraft	10 exp	6 Focus Time Varies	Produce a Moderate Quality weapon related Component, or a finished weapon when using the appropriate Components. You may not include Special Materials.
Ingredients: Moderate Quality Base Materials suitable for desired Component, or all appropriate Moderate Quality Components for desired weapon			
Pattern: Moderate Quality Weapon Repair	10 exp	4 Focus Time Varies	Restore a Moderate Quality weapon from Destroyed to usable condition.
Ingredients: 1 Destroyed Moderate Quality weapon, 1/3 the amount of the same type of Material used in its creation			

Artisan			
Ability Name	Exp Cost	Resource Cost	Effect
Pattern: High Quality Weaponcraft	10 exp	7 Focus Time Varies	Produce a High Quality weapon related Component, or a finished weapon when using the appropriate Components. You may not include Special Materials.
Ingredients: High Quality Base Materials suitable for desired Component, or all appropriate High Quality Components for desired weapon			
Pattern: High Quality Weapon Repair	10 exp	5 Focus Time Varies	Restore a High Quality weapon from Destroyed to usable condition.
Ingredients: 1 Destroyed High Quality weapon, 1/3 the amount of the same type of Material used in its creation			
Weaponcrafting Expertise	15 exp	+3 Focus	Allows Low and Moderate Quality weapon Components to be crafted using Special Materials in addition to Base Materials.
Ingredients: Appropriate Materials to craft Low or Moderate Quality weapon Components			

Expert			
Ability Name	Exp Cost	Resource Cost	Effect
Pattern: Superior Quality Weaponcraft	10 exp	8 Focus Time Varies	Produce a Superior Quality weapon related Component, or a finished weapon when using the appropriate Components. You may not include Special Materials.
Ingredients: Superior Quality Base Materials suitable for desired Component, or all appropriate Superior Quality Components for desired weapon			
Pattern: Superior Quality Weapon Repair	10 exp	6 Focus Time Varies	Restore a Superior Quality weapon from Destroyed to usable condition.
Ingredients: 1 Destroyed Superior Quality weapon, 1/3 the amount of the same type of Material used in its creation			
Weaponcrafting Mastery	20 exp	+6 Focus	Allows High and Superior Quality weapon Components to be crafted using Special Materials in addition to Base Materials.
Ingredients: Appropriate Materials to craft High or Superior Quality weapon Components			

Path of the Whitesmith

Gain the ability Prospecting

Apprentice			
Ability Name	Exp Cost	Resource Cost	Effect
Design: Talisman of Armor	5 exp	4 Focus 2.5 Minutes	Create a Socketable Talisman which grants +2 Armor to the piece of Armor it is placed in.
Ingredients: 1 Drakkon Scale, 1 Drakkon Hide, 1 Rediei			
Design: Low Quality Instrument	5 exp	5 Focus 12 Minutes	Craft an Instrument using Low Quality Components.
Ingredients: 1 Low Quality Handle/Grip, 1 Low Quality Facing, 1 Low Quality Bracing/Bolt, 10 Crude Essence			
Design: Basic Skill Gem	5 exp	3 Focus 5 Minutes	Craft a single use Skill Gem, holding the ability of a Glyph of up to Common Rank and 1 Slot. Or etch it permanently into a Gemstone Component.

			Gemstone color dictates what ability may be held.
	Ingredients: 1 Gemstone, 1 Unattuned Glyph of Common Rank and up to 1 Slot or an appropriate Codex Entry, 40 Crude Essence		
Design: Holy Symbol	5 exp	3 Focus 10 Minutes	Create a Holy Symbol.
	Ingredients: 1 Gold, 1 Runed Atturium, 2 Stelium		

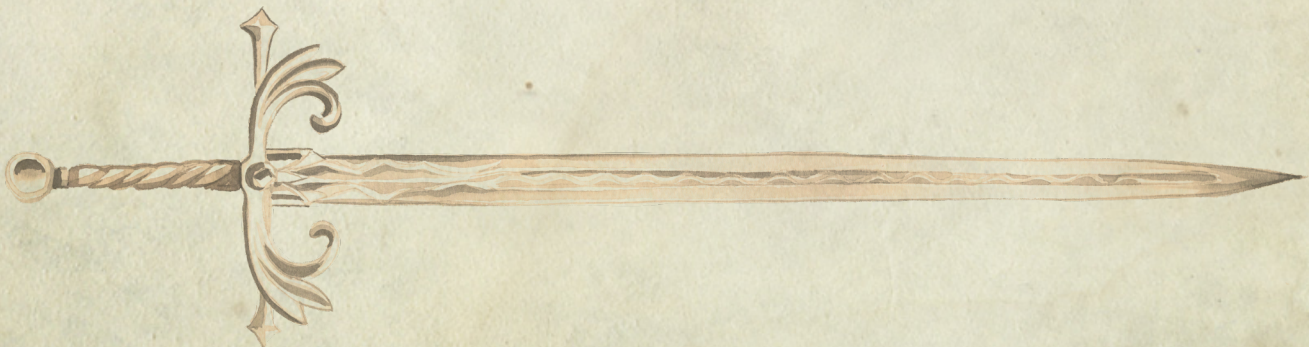
Journeyman			
Ability Name	Exp Cost	Resource Cost	Effect
Design: Talisman of Focus	5 exp	5 Focus 5 Minutes	Create a Socketable Talisman which grants +3 Focus.
	Ingredients: 1 Dense Claw, 1 Acuity Twill, 1 Rediei		
Design: Moderate Quality Instrument	5 exp	6 Focus 12 Minutes	Craft an Instrument using Moderate Quality Components.
	Ingredients: 1 Moderate Quality Handle/Grip, 1 Moderate Quality Facing, 1 Moderate Quality Bracing/Bolt, 10 Refined Essence		
Design: Advanced Skill Gem	5 exp	4 Focus 10 Minutes	Craft a single use Skill Gem, holding the ability of a Glyph of up to Greater Rank and 2 Slots. Or etch it permanently into a Gemstone Component. Gemstone color dictates what ability may be held.
	Ingredients: 1 Gemstone, 1 Unattuned Glyph of Greater Rank and up to 2 Slots or an appropriate Codex Entry, 30 Refined Essence		
Design: Simple Trinket	5 exp	4 Focus 5 Minutes	Craft a Trinket that, when Soulbound, grants the character +1 Slot. A Character may not have more than 1 of the same Trinket Soulbound.
	Ingredients: 2 Gold, 2 Silver, 2 Gemstones		
Design: Moderate Armor Socket	5 exp	4 Focus 7.5 Minutes	Add a Socket to a Moderate Quality piece of Armor, which can hold a Talisman or Skill Gem.
	Ingredients: 4 Silver		

Artisan			
Ability Name	Exp Cost	Resource Cost	Effect
Design: Talisman of Mana	5 exp	5 Focus 7.5 Minutes	Create a Socketable Talisman which grants +3 Mana.
Ingredients: 1 Leysilk, 10 Fortified Essence, 1 Rediei			
Design: High Quality Instrument	5 exp	7 Focus 12 Minutes	Craft an Instrument using High Quality Components.
Ingredients: 1 High Quality Handle/Grip, 1 High Quality Facing, 1 High Quality Bracing/Bolt, 10 Fortified Essence			
Design: Mastercraft Skill Gem	5 exp	5 Focus 15 Minutes	Craft a single use Skill Gem, holding the ability of a Glyph of up to Empowered Rank and 3 Slots. Or etch it permanently into a Gemstone Component. Gemstone color dictates what ability may be held.
Ingredients: 1 Gemstone, 1 Unattuned Glyph of Empowered Rank and up to 3 Slots or an appropriate Codex Entry, 20 Fortified Essence			
Design: Modest Trinket	5 exp	5 Focus 10 Minutes	Craft a Trinket that, when Soulbound, grants the character +2 Slots. A Character may not have more than 1 of the same Trinket Soulbound.
Ingredients: 4 Gold, 4 Silver, 4 Gemstones 1 of which must be a Diamond			
Design: High Armor Socket	5 exp	6 Focus 10 Minutes	Add a Socket to a High Quality piece of Armor, which can hold a Talisman or Skill Gem.
Ingredients: 5 Silver, 2 Gold			

Expert			
Ability Name	Exp Cost	Resource Cost	Effect
Design: Talisman of Health	5 exp	6 Focus 10 Minutes	Create a Socketable Talisman which grants +2 Health to the location.
Ingredients: 1 Lycin Fur, 1 Fusion Weave, 1 Rediei			
Design: Superior	5 exp	8 Focus 12 Minutes	Craft an Instrument using Superior Quality Components.

Quality Instrument			
	Ingredients: 1 Superior Quality Handle/Grip, 1 Superior Quality Facing, 1 Superior Quality Bracing/Bolt, 10 Pure Essence		
Design: Outstanding Skill Gem	5 exp	6 Focus 20 Minutes	Craft a single use Skill Gem, holding the ability of a Glyph of up to Transcendent Rank and 4 Slots. Or etch it permanently into a Gemstone Component. Gemstone color dictates what ability may be held.
	Ingredients: 1 Gemstone, 1 Unattuned Glyph of Transcendent Rank and up to 4 Slots or an appropriate Codex Entry, 10 Pure Essence		
Design: Ornate Trinket	5 exp	6 Focus 15 Minutes	Craft a Trinket that, when Soulbound, grants the character +3 Slots. A Character may not have more than 1 of the same Trinket Soulbound.
	Ingredients: 6 Gold, 6 Silver, 3 Drithryl, 6 Gemstones 2 of which must be a Diamond		
Design: Superior Armor Socket	5 exp	8 Focus 12.5 Minutes	Add a Socket to a Superior Quality piece of Armor, which can hold a Talisman or Skill Gem.
	Ingredients: 6 Silver, 4 Gold, 1 Runed Atturium		

- **Smelt:** 10 Focus - Allows the character to combine any two different metal Special materials into a single Special material after 5 minutes of concentration once every 20 hours.
- **Self Reliant Armorer:** The amount of materials needed to repair your personal Armor is reduced by 50%, to a minimum of 1.
- **Self Reliant Armsman:** The amount of materials needed to repair your personal weapons is reduced by 50%, to a minimum of 1.
- **Prospecting:** 3 Focus - Convert Ore into Gemstones at Craft Logistics.
 - 10 Iron=1 Non-Diamond, Non-Noble Gemstone.
 - 8 Stelium=1 Non-Diamond, Non-Noble Gemstone.
 - 6 Durium=1 Non Diamond Gemstone.
 - 4 Temperite = 1 Gemstone, including Diamond.



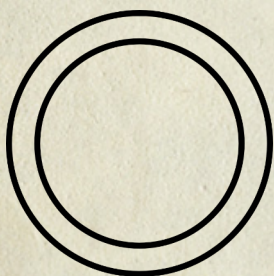
Introduction to Glyphs

By now, Glyphs have been mentioned a few times... but what exactly is a Glyph, and how does it function? At its core, a Glyph is simply a repository for knowledge. They are small disks etched with runic symbols that, when Attuned, impart abilities upon an individual. It isn't expected for every player to know everything about every Glyph, that's better left to the Runescribes. Still, it never hurts to understand the what, where, why, and how of such a major part of the game!

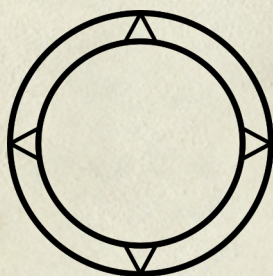
Anatomy of a Glyph

Glyphs have their own language, which for the most part is not difficult to understand. Every part of a Glyph means something- from the color of the inscription, to the direction arrows point, to the small dots that mark its surface. The hardest part of understanding a Glyph is the central runic symbol- this symbol dictates exactly what the Glyph *does*, and will require research by Runescribes to discern when presented with an undiscovered Glyph.

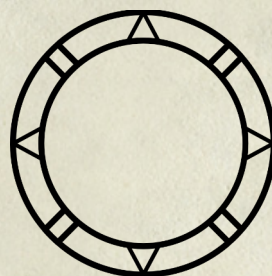
First off, we have the **Rank** of the Glyph. There are 4 Ranks:



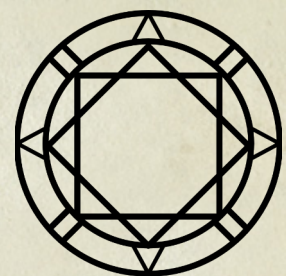
Common



Greater



Empowered

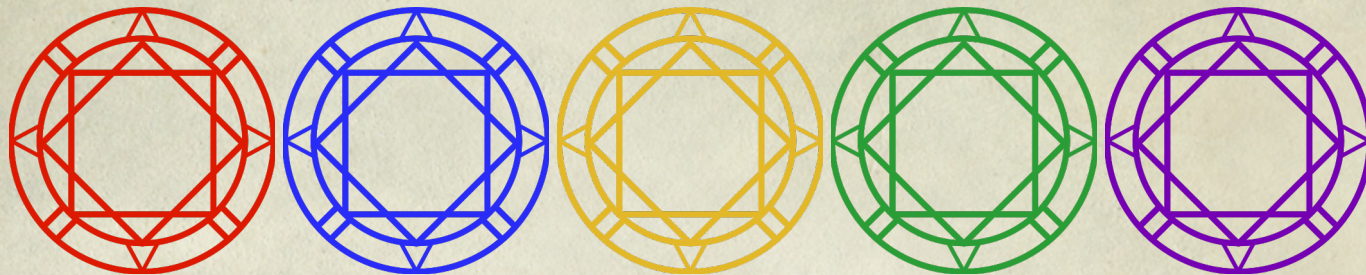


Transcendent

As you can see, the outermost runic circles on the Glyph get more elaborate as Rank increases. The Rank of a Glyph also factors into the overall name of the Glyph. A Common Glyph has *no* Rank indicator before its name; so for example, a Common Rank Glyph of Mana would just be called *Glyph of Mana*. Greater, Empowered, and Transcendent, however, *are* listed before the name of a Glyph to signify its Rank. So, a Glyph of Mana at Empowered Rank would be called *Empowered Glyph of Mana*.

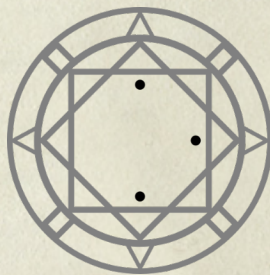
As the Rank of the Glyph increases, so does its Scale- but we will cover that later on...

Second, we have the **Function** of a Glyph, which is denoted by the **color** of the runes on it:

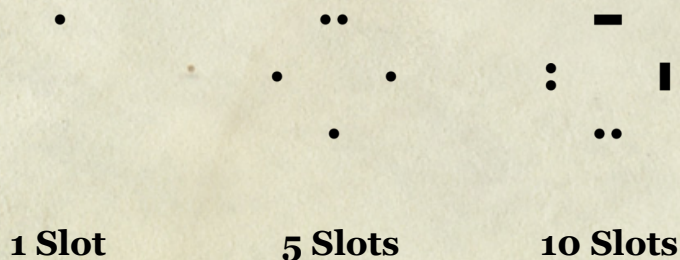


- **Red** is **Offense**. This denotes a Glyph that grants something you can do against a target.
- **Blue** is **Defense**. This denotes a Glyph that grants the ability to mitigate something.
- **Yellow** is **Utility**. This denotes a Glyph that grants a benefit that may not necessarily relate to combat.
- **Green** is **Modifier**. This denotes a Glyph that alters something else, be it yourself (stats) or another ability.
- **Purple** is **Proficiency**. This denotes a Glyph that grants the ability to use or do something that isn't just a Skill or Spell.

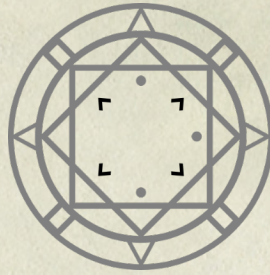
Third, we look at the number of **Slots** the Glyph requires. This is indicated by a number of dots just inside the Rank rune:



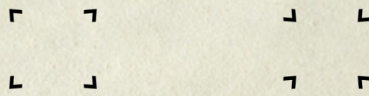
These dots always increase in a clockwise pattern, with the first one appearing at the topmost side of the Glyph. This is important in some cases for orienting the Glyph correctly to read the rest of the runes. As Slot Cost increases, the number of dots also increases, from 5-8 there will be pairs of dots. And from 9-12 the dot pairs will become dashes.



Next, is whether the Glyph is **Active** or **Passive**. This is indicated by four arrows around the inner corners of the Rank rune:



If the arrows are pointing *out*, the Glyph is Active. If they are pointing inwards, it is a Passive Glyph.



Active

Passive

Fifth is the Aspect of the Glyph. Not to be confused with an Aspect Glyph (which is a Glyph that, when Attuned, grants a certain Elemental or Supernatural damage type to a character and transforms all Adaptive Aspect Glyphs into the Aspect of the Aspect Glyph):



The rune pictured above is the Aspect of Light. There are 7 Aspect runes- and if no Aspect rune is present, the Glyph has No Aspect.



Air

Earth

Fire

Water

Void

Adaptive

Sixth on the list is the **Type** of Glyph- which is either **Skill**, **Spell**, or **Body**. The rune for this is found even closer to the center than the Aspect Rune would be:



The rune above indicates this is a Spell Glyph, which usually means some form of Aspect appropriate Incantation is required to use.



Skill

Spell

Body

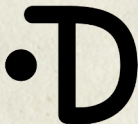
And last but not least, is the center rune of a Glyph. This rune is unique to each Glyph, and is the actual symbol for what the Glyph is:



In this case, the rune above is for a Glyph of Resurrection- namely, this is a *Transcendent Glyph of Resurrection*. We can see that it is Transcendent by the outer rune. It is a Utility Glyph, since it is yellow. It requires 3 Slots to Attune. It is Active. And it is of the Light Aspect. The actual *effect* of what this Glyph *does* would have to be researched by a Runescribe. Upon completion of which, the Runescribe will be given a card listing the exact effect of the Glyph to add to their Codex. This card would also list the other information not represented on the Glyph itself, such as Resource Cost, Scale, and Prerequisites to Attune or use if any exist.

Reading Glyph Details

Now that you can read a Glyph *In-Game*, you need to know how to understand the details of the mechanics of a Glyph...

	<u>Glyph of Boulder</u>					
	<u>Effect:</u> Perform a Spell Attack dealing 2 Earth Damage.					
Scale: +0.5 damage	1 Slot	2 Mana	Spell	Active	Offensive	Earth
<u>Prerequisites:</u>						
<u>Notes:</u> Damage cannot be dealt in halves, this Glyph only gains damage every other scale increase.						
<u>Tags:</u> <i>Attack, Damaging, Concentration</i>						

Let's start with a simple *Glyph of Boulder*. When Glyph information is presented in this format, the Rank the Glyph is shown with is that Glyphs **Base Rank**, which is the lowest Rank that Glyph can be found or created in. In this case, it is Common, since no Rank name is prefacing the word Glyph in the name.

The symbol to the left is the actual **Rune** of that Glyph. In the above example, that symbol means "Boulder". Next to that is the effect of the Glyph, which simply is to deal 2 Earth Damage. The effect also states it is delivered as a Spell Attack, which is important to know when figuring out what can defend against it and other various applications.

Below the Rune is the **Scale**. The Scale is the metric by which the *effect* of a Glyph increases upon increasing its Rank via Infusion (more on that later). Each time a Glyph Ranks up, the effect is increased by its Scale. This can even apply beyond Transcendent Rank if another effect allows increased Scale. In the example above, we see the damage this Spell deals increases by 0.5 per Rank up- which means at Empowered Rank, this Spell would deal 3 Earth Damage. In order to gain another point of damage, the Glyph would have to be Transcendent *and* have an effect boosting its Scale by another level.

Continuing right from the Scale, we have the **Slot Cost** of the Glyph, which here is only 1. This is the number of Slots this Glyph will occupy while Attuned.

Next in line is the **Resource Cost** of the Glyph. This will be either Focus or Mana, and sometimes the cost will be a constant reduction in the character's overall pool of that resource. In the case of the *Glyph of Boulder*, the Resource Cost is a Mana Cost, and that is 2 Mana per use of this Glyph.

Up next is the Glyph **Type**, as mentioned in the Anatomy of a Glyph section, this can be either a **Skill**, **Spell**, or **Body** Glyph (which affects the Character intrinsically). The above Glyph is of course a Spell Glyph- which means it requires an **Incantation**, and Concentration time to Cast. This is the general rule for all Spell Glyphs, unless the effect states otherwise.

Moving along, we have whether the Glyph is **Passive** or **Active**, and in this example, it is an Active Glyph, meaning you must choose to Invoke the effect of the Glyph. Making use of a Glyph that is Attuned to you is called **Invoking** that Glyph. So if you were to recite the appropriate Incantation to perform the Spell this Glyph grants, you would be Invoking this Glyph.

The following field tells us what the **Function** of the Glyph is (and the field is color coded to match what the color of the Glyph runes are as well). This is a Spell *Attack*, and it deals damage, so of course it is an Offensive Glyph. This field is also red, which means the Glyph would have red runes as well.

Finally on this line, we have what the Aspect of the Glyph is. Here, *Glyph of Boulder* is an Earth Glyph. Not every Glyph has an Aspect- in fact many have none. Of special note is Adaptive Aspect, which is fine on its own, but will *become* the Aspect of any Attuned **Aspect Glyph** on the character. Many Glyphs have an Aspect ,but only Glyphs with the word Aspect in their *name* are *Aspect Glyphs*- of which, unless otherwise stated, a character may only have **one** Aspect Glyph Attuned at any given time.

Below these fields, we have lines for **Prerequisites** if the Glyph has any. **Notes**, which not all Glyphs have, but could be useful information or exceptions/clarifications. And **Tags**, which are useful to tell more Out-of-Game what the effect aligns with.

Attunement and Unattunement

Acquiring a Glyph is one thing- but once in hand, they must be *Attuned* to the Soul in order to gain their benefit. This is where Ritualists come in, with their ability to perform the Rituals of Attunement and Unattunement.

These Rituals both take longer the more Glyphs are being Attuned or Unattuned at once- and longer still the higher the Ranks of the Glyphs in question. And while a character can benefit from the Ritual of Attunement as often as they like (permitting they have available Slots with which to Attune), the Ritual of Unattunement may only be received once every 20 hours per character. A Ritualist may perform the ritual as often as they like, however.

The Rituals of Attunement and Unattunement both require a **Soul Well** to perform. When the Ritual of Attunement is completed, the physical Glyphs are considered 'gone', as they Attuned and bonded with your Soul. Though the physreps remain, they should be returned to Craft Logistics at the character's earliest convenience.

When the Ritual of Unattunement is being performed, it is highly encouraged the character receiving said Ritual visit Craft Logistics to obtain physreps for the Glyphs being Unattuned. When the Ritual is being completed, the character should quickly place these physreps into the Soul Well to represent the Unattuned Glyphs returning to their physical state.

When it comes to what kind or how many of a Glyph a character may have Attuned...

- A Character may have up to **3** of a Glyph Attuned; **except for...**
- **Proficiency** Glyphs; a character may only have 1 Attuned per different name.
- **Aspect** Glyphs; a character may only have 1 Attuned **at a time** unless another effect states otherwise.
- Any Glyph tagged as **Unique**; a character may only have 1 Attuned per different name.
- For more information on these Rituals, please refer to Page 64 of this book, or [The Inscriptionist's Guide](#).

Infusion

So far, we've mentioned Glyph Ranks, Ranking up, and the Scale that increases *when* a Glyph reaches a higher Rank- so let's move onto *how* to increase the Rank of a Glyph. This process is called **Infusion**, and it is performed by Essence Weavers by investing increasing amounts of Essence into a Glyph; or a person, if the Glyph they want to have Infused is already Attuned to them. Performing this technique does require access to a **Soul Well** for the entire duration.

But, let's take a step back- what is **Essence**? Essence is essentially condensed Mana in liquid form. It comes in 4 tiers of quality, starting as a deep blue, and lightening in color as it goes up:

Crude	Refined	Fortified	Pure
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Each increase in quality of Essence is *twice* as potent as the previous. So 40 units of Crude Essence is equal to 20 units of Refined Essence, or 10 units of Fortified Essence, or 5 units of Pure Essence.

The amount of Essence needed to increase a Glyph to its next Rank is the same for every Glyph. This amount must be paid in full at the time of Infusion, and cannot be done in increments over time.

Common	+120 Crude Essence	Greater
Greater	+240 Crude Essence	Empowered
Empowered	+360 Crude Essence	Transcendent

The numbers above are listed in amounts of Crude Essence, but any quality Essence could be used, so long as it meets or exceeds the required amount. For example, to Infuse a Glyph from Empowered to Transcendent Rank, an Essence Weaver *could* use 360 Crude Essence. Or, they could use 180 Refined Essence. Or 90 Fortified Essence. Or 45 Pure Essence.

The quality of Essence doesn't even have to be the same, so long as the required amount as calculated in Crude Essence is paid in one sitting. If all you have is 5 units of Pure essence, 10 units of Fortified Essence, and 20 units of Refined Essence, you could Infuse a Common Glyph to Greater Rank.

Religion and Deities

Alterra is presided over by Seven Deities, each of which possessing three Domains of influence. The presence of these Deities is very real, and felt in the devoted and layperson alike. Three of these Deities are aligned with the Light, while three more align with the Void. Still, a space lies in between these two trinitities- more wishing to understand and listen to what each side of faith has to say, rather than simply refusing to pick an alignment.

For so long as the history of Alterra has been recorded, have these Seven watched over the denizens of this world. Their stoic visages represented in the statues which depict them found throughout Alterra in various towns, cities, and places of worship.

In order to gain favor with these Deities, a character must first affirm their belief in the supernatural forces of Light and Void that pervade all things- this is done by taking up the **Way of the Faithful**. Simply following this Way does not have any religious connotation on its own- but it is essential to becoming a devoted follower of a God or Goddess.

Once a character has affirmed their Faith, they must confirm their Devotion (it is highly encouraged that a follower of the Deity the character wishes to devote themselves to be present when the Devotion is taken, to baptise them and oversee their induction). When the Devotion is taken, the character will make a note of which Deity it is they are devoting themselves to, and they will also gain Proficiency with a **Holy Symbol** as well as the chosen God or Goddesses **Devotion Benefit**.

One very important factor when choosing your Path of devotion: A character choosing to follow the Path of the Light may only Attune Light Glyphs, while a character placing their faith in the Path of the Void may only Attune Void Glyphs. You **do not** need to take the **Devotion** ability to follow either the paths of Light or Void- though you *must* be Devoted to Aramil in order to follow the Path of Balance.

In the case of devotion to Aramil, the character may Attune both Light and Void Glyphs, but there are various requirements within the Path of Balance dictating requirements and restrictions unique to followers of that Path.

- Note: Simply saying your character is a follower of a Deity, or having a Deity listed as your character's Religion does *not* make you mechanically devoted to them. This is only done by taking the **Devotion** ability and choosing the God or Goddess you wish to devote yourself to.

The Trinity of Light

There are three Deities which make up the Trinity of Light; The God Aetholus, the Goddess Karina, and the God Ziran.

It should be noted that while these three are seen as **Good**, they are not necessarily free from any negative aspects. For example, while Aetholus' Domains are Justice, Temperance, and War- one could interpret each in their own way. Perhaps to one follower, the Domain of War means bringing swift death to anyone who opposes you in combat. To another, it may mean war should not be dismissed as a last resort when negotiations won't solve an issue. It is up to each follower of a Deity to decide what the Domains and Tenets of their chosen higher power means to them.

Additionally, through the *Glyph of Ceremonial Rites*, a character devoted to a Deity may perform a mass service to all who would listen. The **Boon** granted by this effect applies to all in attendance for at least *half* the total service, so long as they either possess *no* Devotion, or are devoted to a Light God or Goddess.

Boon of the Light		
Aetholus	Karina	Ziran
<p style="text-align: center;"><u>Stable Soul</u></p> <p>All eligible participants in attendance gain +2 minutes to their Death Count. This benefit <i>does</i> stack with other Death Count enhancing effects, but cannot be stacked with itself.</p> <p style="text-align: center;">This benefit persists until the recipient completes a Rest</p>		



Aetholus

God of Justice, Temperance, and War

Devotion Benefit:

Call to War

Grant +1 weapon damage (target's choice of what weapon) to yourself and up to 4 allies within 5 feet of you after 1 minute rallying your allies. This bonus does not stack with itself. This effect lasts until the recipient completes a Rest.

Description:

Aetholus is depicted as a strong, confident Imperial male. His statue is adorned with a sword and shield, as well as a symbol of a set of silvered weighing scales.

Holy Armament:

Shield

Holy Symbol:



Tenets:

- Do unto others as you would have done to yourself.
- Innocence until proven guilty.
- Never recoil before an enemy.
- Hear all sides before a decision- no matter the perspective.

Karina

Goddess of Love, Nature, and Healing

Devotion Benefit:	<i>Kindred Soul</i>
Allows the character to spend 5 seconds Concentrating in contact with a target, after which they may grant their target 1 Mana or Focus per point of Mana or Focus spent on this ability. Mana or Focus granted in this way may not exceed the target's maximum.	

Description:

Karina is depicted as a friendly, youthful Village female. Her statue is adorned with a simple staff, as well as a symbol of a wreath with three leaves facing inward from the bottom.

Holy Armament:

Staff

Holy Symbol:



Tenets:

- Show compassion to all in need. Turn none away.
- Leave a place better than you found it- especially in nature.
- Do no harm when you could heal.
- Give freely and often, but do not neglect yourself.



Ziran

God of Knowledge, Innovation, and Perseverance

Devotion Benefit:	<i>Determination</i>
When Downed, the character may spend 5 Focus to get back up, returning their Torso to 1 Health. Any Limb damage and lingering Status Effects remain. This ability must be used within 5 seconds of being Downed.	

Description:

Ziran is depicted as a studious, stoic Drinn-Thol male, although a tad thinner and taller than most Thol. His statue is adorned with stacks of tomes and a walking cane, as well as a symbol of an ornate torch.

Holy Armament:

One-Handed Mace

Holy Symbol:



Tenets:

- Preserve knowledge in all its forms.
- Seek to understand, never assume.
- Never give up on an undertaking.
- Always be studious and a lifelong learner.



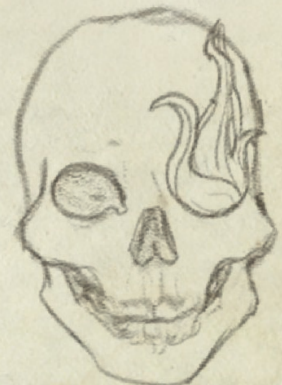
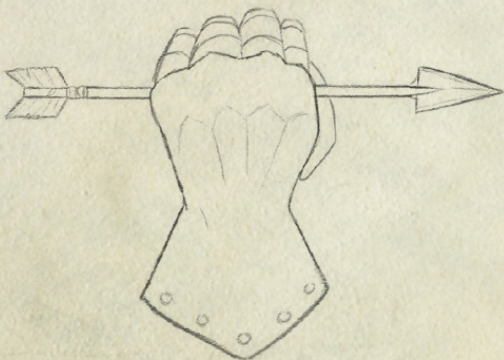
The Trinity of Void

There are three Deities which make up the Trinity of Void; The God Mezeel, the Goddess Diasomig, and the God Kilrom.

It should be noted that while these three are seen as **Dark**, they are not evil, and each Deity has Domains which could be viewed in a positive manner. For example, while Mezeel's Domains are Discipline, Authority, and Prosecution- one could interpret each in their own way. Perhaps to one follower, the Domain of Prosecution means seeing a task to completion no matter the setbacks. To another, it may mean anyone who opposes you should be put to task on the matter- be it legal or physical. It is up to each follower of a Deity to decide what the Domains and Tenets of their chosen higher power means to them.

Additionally, through the *Glyph of Ceremonial Rites*, a character devoted to a Deity may perform a mass service to all who would listen. The **Boon** granted by this effect applies to all in attendance for at least *half* the total service, so long as they either possess *no* Devotion, or are devoted to a Void God or Goddess.

Boon of the Void		
Mezeel	Disaomig	Kilrom
<p style="text-align: center;"><u>Remorseless</u></p> <p>All eligible participants in attendance gain the ability to deliver a Killing Blow instantly, rather than needing the 5 second roleplay first. However, this may only be performed every 10 seconds.</p> <p style="text-align: center;">This benefit persists until the recipient completes a Rest</p>		



Mezeel

God of Discipline, Authority, and Prosecution

Devotion Benefit:	<i>Better You than Me</i>
The character may redirect an attack that would hit them to another target within weapon reach. This may not target the attacker, and may only be used once every minute.	

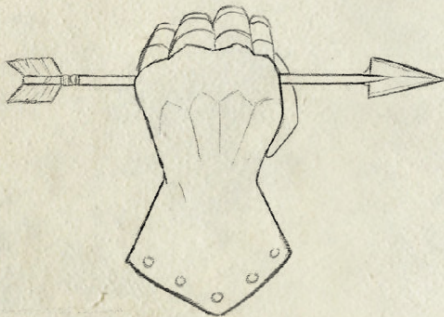
Description:

Mezeel is depicted as a regal, stern Imperial male. His statue is adorned with a pair of axes, as well as a symbol of a silver, plated gauntlet, with its fist clenched holding an arrow.

Holy Armament:

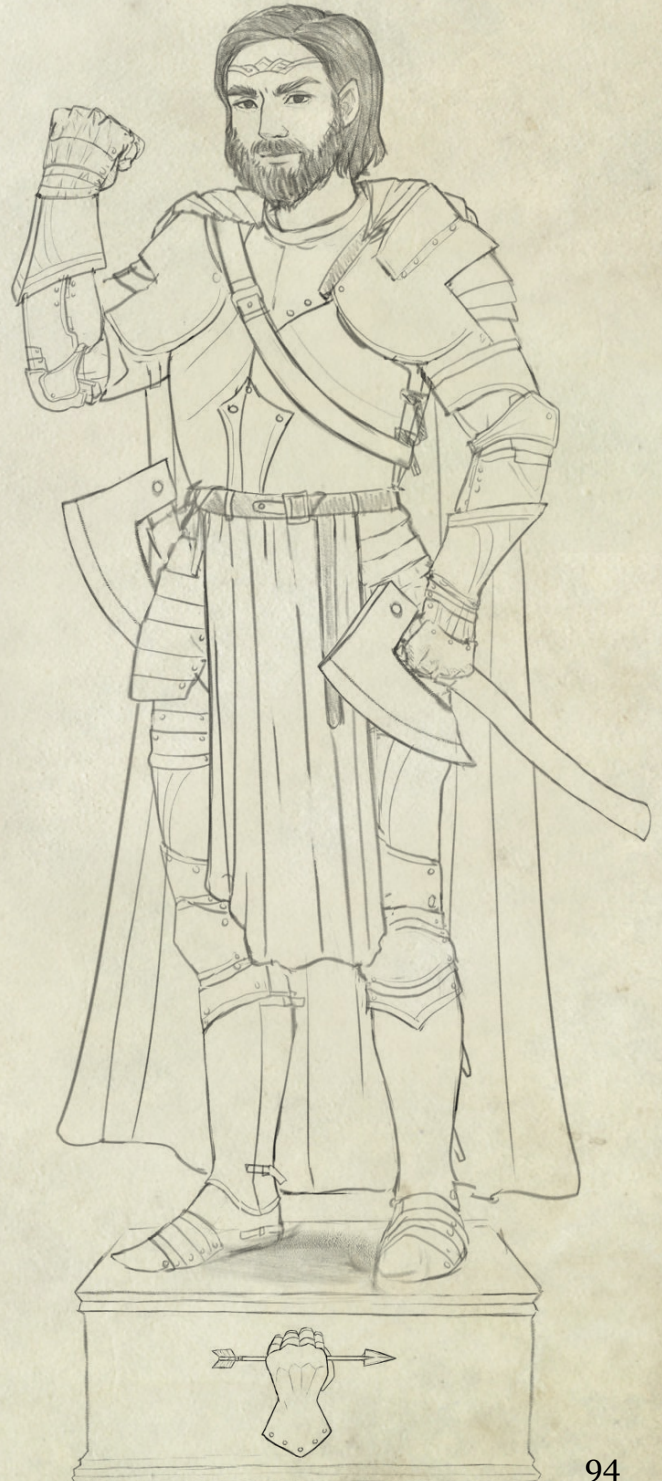
One-Handed Axe

Holy Symbol:



Tenets:

- Mercy is a quality of the powerless.
- Make no promise, or threat, idle.
- Sometimes one must destroy in order to create.
- Fear and respect often appear the same; inspire both.



Diasomig

Goddess of Deception, Subtlety, and Influence

Devotion Benefit:	<i>Charming</i>
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When the character uses a non-offensive ability on a target, they may choose to call Charm on them. A Charmed being becomes non hostile towards the character, and regards them with no suspicion unless given express reason to do so. This effect lasts for 1 minute.

Description:

Diasomig is depicted as a beautiful, seductive Myrenvellian female. Her statue is adorned with an ornate dagger, as well as a symbol of a white crescent moon, with a single drop of blood hanging from the top point.

Holy Armament:

Dagger

Holy Symbol:



Tenets:

- The truth is whatever you make it to be.
- Tread and speak softly, but suffer no insult.
- Indirect conflict is cleaner, safer, and more fun.
- Never forget those who aid you-but never forget their weaknesses either.



Kilrom

God of Strategy, Retribution, and Brutality

Devotion Benefit:	<i>Executioner's Frenzy</i>
Every successful Killing Blow restores 3 Health to the Character (Torso is prioritized, then weakest Limb). Health gained in this way may not exceed the Character's maximum.	

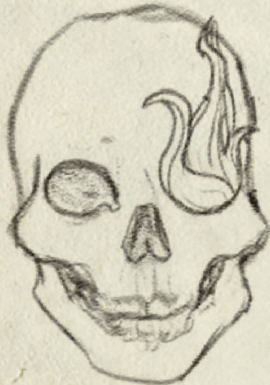
Description:

Kilrom is depicted as a powerful, imposing Kus-Thol male. His statue is adorned with a large two-handed war maul, as well as a symbol of a skull with a flame in one eye socket.

Holy Armament:

Two-Handed Mace

Holy Symbol:



Tenets:

- Return any wrong or kindness done to you twofold.
- Pain is a perfect motivator- in yourself and others.
- There is truth in war; thrive in it, seek it out, perfect it.
- Love will fade- hatred burns eternal. Allow yourself to hate.



The Arbiter of Balance

There is but only one God who stands in the space between Light and Void: The God Aramil.

Aramil is the God of Balance, Death, and Magic- all of which are neutral forces which do not choose good nor evil, light nor dark. To follow the values of the Arbiter of Balance is no small task- for the follower *must* be Devoted to even begin to understand the teachings. Anyone may claim Aramil as their God, but only those who give themselves completely to the God of Balance through Devotion of body, mind, and soul, may unlock the secrets he offers.

Additionally, through the *Glyph of Ceremonial Rites*, a character devoted to Aramil may perform a mass service to all who would listen. The **Boon** granted by this effect applies to all in attendance for at least *half* the total service, so long as they either possess *no* Devotion, or are devoted to Aramil in particular.

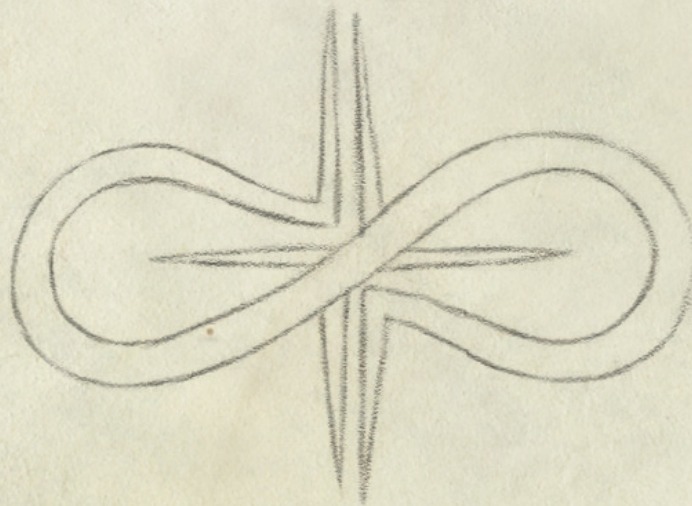
Boon of the Balanced

Aramil

Abundant Mana

All eligible participants in attendance gain bonus Mana equal to half their maximum Mana pool. This bonus Mana cannot be refreshed, does not function with Economy of Essence, and is used before normal Mana.

This benefit persists until the recipient completes a Rest



Aramil

God of Balance, Death, and Magic

Devotion Benefit:

Reaper's Defiance

Upon Resurrection, the character may go to Craft Logistics and blindly draw a marble from a pouch. Should they draw a white marble, they do not lose a Life. Should they draw a black marble, they lose their Life as normal. Every 4th Event the Character attends in which they do not die, add 1 White marble to the pouch. The pouch begins with 3 white marbles and 5 black marbles. Drawn white marbles are not replaced, drawn black marbles are. This Benefit requires the Character's number of Attuned Light and Void Glyphs be Equal to function.

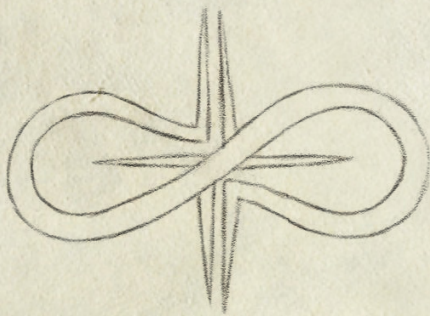
Description:

Aramil is depicted as a contemplative, indifferent Aeovellian male. His statue is adorned with a single longsword, as well as a symbol of a golden infinity loop with four points extending from the center.

Holy Armament:

One-Handed Sword

Holy Symbol:



Tenets:

- Respect magic in all its forms.
- Strive for balance of body, mind, and Soul.
- Understand death, do not simply deal or prevent it.
- See the cycle in all things.





The Arms and Armor of Alterra

Alterra is a medieval high fantasy world. As such, the weapons, armor, and other implements employed by the heroes and villains of the realm are what one would expect them to be; bladed, blunt, spells, and subtlety.

Any character is able to use any weapon (the exception being Arcane Staves), and wear any armor they choose, but without the appropriate **Proficiency**, they will be vastly limited in what they are able to *do* with an armament. Without Proficiency with an item:

- That character will only ever deal the Base Damage of the weapon, regardless of the quality of the item, or any other bonuses granted.
- The character may never call a Skill or ability with the weapon.
- The character gains *no* material benefit of an Armament they do not possess Proficiency with; be they Active or Passive effects.
- Any damaging attack striking a Buckler or Shield will still deal half damage to the arm wielding it, rounded up- but non-damaging Skills are still blocked.
- And finally, Tomes, Holy Symbols, and Arcane Staves cannot be used mechanically at all without Proficiency.

Armor needs no Proficiency to benefit from, but the character must be wearing actual armor at least close to representing the level of armor they are benefitting from. There are three levels of armor, which will be covered a little later on, as each comes with its own benefits and drawbacks.

A character is not limited in how many Armaments they may carry at once- however, any weapons (or shields) not in-hand are considered 'inactive' and the character will gain no material or mechanical benefit from them. If an attack strikes an Armament that is not being wielded at the time, and it could have feasibly struck the character- the hit counts.

Physical Armaments

Small Weapon	Base Damage: 1	Length: 12-18 inches
One-Handed Weapon	Base Damage: 1	Length: 18-36 inches
Bastard Weapon	Base Damage: 1 1h / 2 2h	Length: 36-45 inches
Two-Handed Weapon	Base Damage: 2	Length: 45-60 inches
Reach Weapon	Base Damage: 2	Length: 60-72 inches
Thrown Weapon	Base Damage: 1	Length: 3-12 inches
Bow	Base Damage: 3	Max Draw: 26 lbs
Unarmed	Base Damage: 1	Length: 12-18 inches

- A **Shafted weapon** (such as a quarterstaff, poleaxe, or spear) would fall into whichever size category the length of the weapon is.
- **Thrusting** with any weapon is not allowed.
- A Bastard Weapon is both a one and two-handed weapon, with its Base Damage determined by how you hold it.
- The Glyphs of Efficiency for One and Two-Handed weapons both work for Bastard Weapons, but only when using it as their respective weapon type.
 - Ex. Glyph of Efficiency: One-Handed only functions when fighting with a Bastard weapon with 1 hand, not when using 2.
- One and Two-Handed Expertise abilities do *not* function with Bastard Weapons.
- Any weapon being wielded with 2 hands is **Immune** to Disarm effects.
- A Reach weapon also counts as a Two-Handed weapon, but a Two-Handed weapon does *not* count as a Reach weapon.
- Thrown weapons may *never* possess a core.
- A Thrown weapon *may* be used in melee combat as a Small weapon, but requires both Thrown Weapon and Small Weapon Proficiencies to do so.
- No weapon with a core may ever be thrown.
- Bows may only be fired at half draw on any target within **10 feet**.
- Bows may *not* be used to actively defend against attacks.
- Small and Unarmed weapons may freely be dual wielded.
- Unarmed weapon physreps must have no special appearance (looking like basic white or flesh-tone boffer sticks) unless they are representing a Cestus. In which case adornments to give the more armored appearance is encouraged.
- Unarmed weapons (“bare fist” or Cestus) are considered Small weapons for Abilities.

Casting Armaments

Beyond the tried-and-true weapons of conventional physical combat, there are a handful of spellcasting and magic oriented Armaments...

Wand	One-Handed
<p>Wands require 3 seconds of Concentration to attack with. They cost no Mana on their own, and have increasing range and damage as their Quality improves. A Wand's damage automatically lands in the called location unless defended.</p> <ul style="list-style-type: none"> ● <u>Low Quality</u>: 1 base damage, 5 foot range. ● <u>Moderate Quality</u>: 1 base damage, 10 foot range. ● <u>High Quality</u>: 2 base damage, 10 foot range. ● <u>Superior Quality</u>: 2 base damage, 15 foot range. 	

Arcane Stave	Two-Handed
<p>Arcane Staves are essentially Two-Handed Wands. In fact, the core component used in their construction is a Wand. An Arcane Stave <i>can</i> be held with 1 hand, but the opposite hand must remain empty. Arcane Staves deal a set amount of damage per Mana invested when attacking with it, depending on the weapon Quality. They have a 5 second Concentration time to attack with regardless of damage dealt. The Range of an Arcane Stave increases with Quality as well, and Arcane Staves are the only Armament that require a Glyph to grant Proficiency with it. A Character may only spend up to 25% of their total Mana, rounded down, per attack with this weapon.</p> <ul style="list-style-type: none"> ● <u>Low Quality</u>: 1 damage per 1 Mana, 10 foot range. ● <u>Moderate Quality</u>: 1 damage per 1 Mana, 15 foot range. ● <u>High Quality</u>: 2 damage per 1 Mana, 20 foot range. ● <u>Superior Quality</u>: 2 damage per 1 Mana, 25 foot range. 	

Tome	One-Handed
<p>Tomes are the only item created by a non-crafting based Way (Way of the Scholar), and are casting supplements rather than stand alone Armaments like the Wand or Arcane Stave. Tomes have no Quality, and only one static effect: While the Tome is in-hand, all Casting Incantations are performed one Rank lower, to a minimum of Instant Cast.</p>	

Holy Symbol	One-Handed
<p>A Holy Symbol is a Casting Armament which requires Devotion to use. Holy Symbols do not have Quality benefits- instead, they gain additional, cumulative benefits as conditions are met (in this case, having a certain number of appropriate Glyphs Attuned, based on the character's Deity). A Holy Symbol must be in-hand to benefit from.</p> <ul style="list-style-type: none"> • <u>2 Glyphs</u>: The Character is Immune to interruption from being hit when Casting Light or Void Spells. • <u>4 Glyphs</u>: While wielding a Holy Symbol, the character may substitute 50% of an Active Mana Cost for Focus. • <u>6 Glyphs</u>: The character may Auto-hit Spells up to Empowered Rank within 10 feet. Auto-hit Spells may <i>not</i> be Instant Cast. • <u>10 Glyphs</u>: All Active Spell Glyphs gain +1 Scale. <p>A character devoted to a Void Deity must have the appropriate number of Void Glyphs Attuned, or Light Glyphs for one devoted to a Light Deity. In the case of a character devoted to Aramil, the number of required Glyphs is 50% of each type Light and Void.</p>	

Instrument	Two-Handed
<p>Instruments are unique in Alterra, in that the various benefits gained as Armament Quality increases stack rather than overwrite. This means a Superior Quality Instrument will have the benefits of Low, Moderate, High, <i>and</i> Superior Quality active at the same time. Additionally, Instruments do <i>not</i> have a Proficiency requirement. A player need not be a masterful player of their chosen instrument, but a sincere effort to play it must be made.</p> <ul style="list-style-type: none"> • <u>Low Quality</u>: Allows Spellcasting with the Instrument in place of Incantations. 5 seconds of playing at Common Rank +1 second per Rank. • <u>Moderate Quality</u>: Reduce the Mana Cost of all Active Spells by 1 (to a minimum Mana Cost of 1) while casting via the Instrument. • <u>High Quality</u>: The character is Immune to Silence effects while playing their Instrument. • <u>Superior Quality</u>: All Active Spell Glyphs gain +1 Scale while playing the Instrument. <p>It should also be noted that singing, or the use of one's voice does <i>not</i> qualify as an instrument. Most real world instruments may be used, but please check with the Director if you intend to use an unorthodox instrument.</p>	

Armor and Shields

While dealing damage is an important aspect of any combat situation- equally if not *more* important is how to *prevent* that damage from killing you! Alterra has 2 distinctions of armor classification: **Worn** and **Natural**. In addition to this, there are 3 distinct levels of Worn Armor; **Light**, **Medium**, and **Heavy**. While a character does not necessarily have to wear an actual suit of full plate armor to qualify for Heavily Armored, each type of armor represented in game must at least pass for the kind of armor it is claiming to be visually.

A character's bracer might actually be dense plastic, painted to *look* like metal or some other hard substance (like bone for example). And this would qualify as Heavy Armor. But a hardened leather bracer would *not*. However, if that same hard leather bracer had a majority of its surface covered in metal plates, it could qualify as Heavy Armor.

Given the wide array of types of armor in the real world, materials available to people, and the creativity of our players, we understand the need to make some judgement calls and distinctions. We are more than happy to work with our players to see their character idea realized, so long as the armor they are presenting is up to the standards of Alterra and isn't blatantly not what it is claiming to be mechanically.

Back to the mechanics of armor in Alterra:

Natural Armor	
Natural Armor is akin to natural durability, and could be roleplayed in multiple different ways. Maybe you have thicker skin for one reason or another. Or maybe you have a durable layer of fur or bark-like covering, or chiton... the options for creativity are expansive, but be sure they fit what you are portraying! It wouldn't make sense for a Dryad to have a thicker layer of fur protecting them, same as it would make little sense for an Imperial Human to have a bark-like layer of Natural Armor.	<ul style="list-style-type: none">• Natural and Worn Armor do not stack. Any Natural Armor in a location becomes inactive after 1 minute wearing Worn Armor there.• Natural Armor will become active again after completing a Rest without Worn Armor in a location.• Natural Armor <i>can</i> take Spell and Surprise damage without additional abilities.• Natural Armor cannot be repaired, and can only be restored by either effects that specifically restore Natural Armor, or upon completing a Rest.• Natural Armor cannot have Sockets or Material Benefits, as it is not crafted of anything.

Worn Armor	
Worn Armor is just that; armor that is worn. This is where the distinction of Light, Medium, and Heavy comes into play. Each distinction offers a different Armor Value, but each location on the body may also have up to 1 of each type of armor on it. So you could layer Heavy armor on top of Medium armor, on top of Light armor- which at base Quality and values, would offer 13 Armor Points in that location.	<ul style="list-style-type: none"> • Worn Armor does <i>not</i> stop Spell or Surprise damage on its own, and requires other abilities to do so. • Worn Armor must be repaired by an Armorsmith to regain Armor Points if it is Destroyed or Damaged. • If a Destruction effect strikes a location you are wearing Worn Armor, <i>all</i> layers of Worn Armor in that location are Destroyed. • When wearing multiple layers of Worn Armor, only the Sockets and Material effects of the <i>topmost</i> layer are usable.

So what about those three distinctions of Worn Armor; Light, Medium, and Heavy? Each has its own base Armor Point value:

<u>Light Armor</u>	<u>Medium Armor</u>	<u>Heavy Armor</u>
2 Point of Armor	4 Points of Armor	7 Points of Armor

Armor Value is granted per location on the body where the armor is worn (that being the Torso and each Arm or Leg). A location must be at least *half* covered by a piece of armor to count as armored and have the Armor Points apply (same goes for Sockets and Material effects).

With each distinction of armor, there is also an Armor **Tradeoff**. A Character is Considered **Lightly**, **Moderately**, or **Heavily** Armored based on the highest distinction of armor in the most locations they are wearing. For example...

- A character with Heavy armor on their Torso, but Light armor on all their limbs, would be considered Lightly Armored.
- A character with Heavy armor on the Torso, Medium armor on one arm, and Light armor on the other 3 limbs would be considered Lightly Armored as well.
- In the event of a tie- such as a character with Heavy armor on the Torso, Medium armor on both arms, and Light armor on both legs, the heavier between the two will always be used. In this case, the character would be considered Moderately Armored.

But what does this Tradeoff actually *mean* for the character?

	Lightly Armored	Moderately Armored	Heavily Armored
Spell Restrictions	No Restrictions.	Cannot invoke Active Spell Glyphs of Transcendent Rank.	Cannot invoke Active Spell Glyphs of Empowered Rank or higher.
Stealth Restrictions	No Restrictions.	No Restrictions.	Cannot enter Stealth or Invoke any Active Glyph that requires it.

Finally, we have **Bucklers** and **Shields**. These are purely defensive Armaments, meant for mitigating damage and blocking offensive abilities. The two can be identified by two factors:

- **Bucklers** generally do not have a handle, and strap onto the forearm.
 - Bucklers may be a maximum of **15 inches** at their longest dimension.
- **Shields** *do* have a handle as well as a strap to brace the forearm.
 - Shields may be a maximum of **52 inches** at their longest dimension.

Bucklers are considered **Medium** armor, and Shields are considered **Heavy** armor. To this end, however, these two Armaments *do* override any Worn Armor the character has on. What this means is, a character who is Lightly armored and is using a Shield is considered Heavily armored while wielding it, and gains the restrictions associated with it. This does not apply to a Shield that is kept on the back or is not being actively wielded, or a Buckler that isn't attached to the character's arm.

Regarding combat with Bucklers and Shields, the following rules apply:

- A physical Skill that strikes a Shield or Buckler is not considered expended.
- A Spell, if delivered by spell packet, that strikes a Shield or Buckler is considered to have hit and the effect occurs (unless a different skill or effect states otherwise).
- If a Shield or Buckler is destroyed, the character may choose to drop it or hold onto it. However, if they retain the armament, any Skill or Spell that strikes it is considered to have landed. This rule is in effect even if the attack hits a far end of the destroyed Shield or Buckler.
- A Shield or Buckler may never be used for active melee combat, nor thrown, and may only be used to defend against attacks.
- Shields and Bucklers are the only way to block arrows. A weapon may *never* be used to actively deflect an arrow.
- Bucklers may be strapped to an arm, or use a handle. A Shield *must* utilize a handle.

How Combat Works

While peace is always the best policy, sometimes conflict simply cannot be avoided. One must at times take up sword and spell to defend themselves, their allies, or what they believe in; and the world of Alterra is no different. While the races generally live well enough together, disagreements do arise, and lines do get drawn.

Alterra follows a **lightest touch** combat system. This means players should strike with just enough force to make their hits connect and the target aware of them, but not such significant force as to cause any kind of out-of-game damage or injury. When an attack is made, the player should always aim for a legal striking area (never aim for the head, groin, or hands), and at the same time, call the amount of damage, or skill name they are attempting to use.

Some attacks are **Auto-hit** (such as Wands, Arcane Staves, and other attacks under special circumstances). In this case, the character points to their intended target, and in a loud, clear voice, calls their damage (or ability) and location they intend to hit.

When a **basic attack** (sometimes referred to as “White Damage”), or an Offensive ability is used against a target, they have a 5 second window in which to declare a defensive ability in response to defend against it. Failure to do so within this time limit, even if an applicable defensive ability is known and usable by the target, results in the attack landing without question.

Each Character has 5 **Locations**: Torso, Arms, and Legs. When a **Limb** reaches 0 Health it is **Maimed**. A Maimed Arm cannot be used, and a Maimed Leg may only be hobbled on; also physical **Movement** abilities cannot be used. If both Legs are Maimed, the Character may only crawl and may not stand. A Character may remain conscious even with all 4 Limbs Maimed- however, once their Torso reaches 0, even if all 4 Limbs are healthy, they are **Downed**, and begin their **3 minute Death Count** (more on this later).

Alterra always encourages **roleplay in combat** above all else. The rules and mechanics exist as a standard for us all to follow, but when the players roleplay taking damage, feeling the rush of combat, and really invoking their skills... Everyone involved will have a better time. An immersive and fun experience is always the goal more than just winning. This is Live-Action Roleplay, Not a Live-Action Ruleplay.

- Any **aggressive** act counts as initiating **combat**. Using a beneficial ability on a target in combat places *you* in combat as well. A character leaves combat after **1 minute** of not engaging or assisting in any combat related behaviors.

Physical Combat

Physical combat involves the use of melee and physical ranged weapons, such as bows and thrown weapons. As mentioned above, melee combat is done with lightest touch rules- which is *just* enough force to be felt by the target, and never enough to injure them in any way. Similarly for bows and thrown weapons, a bow should never be drawn past half-draw when firing at a target within 10 feet, and a thrown weapon should never be flung with such force it can cause injury to the target or anyone else for that matter.

Players should maintain a safe distance from their opponent when fighting. Obviously a character fighting with a dagger will be closer than one using a polearm, but neither should be so close to their target that neither player could reasonably play the game. And of course, no actual Out-of-Game martial combat (such as punching, kicking, etc) is allowed.

Characters who possess Skills they can use with the weapon they wield may call those Skills instantly, as they attack with their weapon, by calling the name of the ability being used and expending the associated Resource Cost. For example:

- A character wishes to trip their opponent, and they have the Skill **Trip**. So, they swing their axe at their target's leg and at the same time, call "Trip, Three!". If this attack connects uncontested, the victim of the attack is rendered Tripped for 3 seconds, and the character's Focus pool is reduced by 3.

Additionally, players must wait **one second** between calling abilities against the same target, as well as never 'machine gun'. Machine gunning is a term for when players do not pull their weapons far enough back between swings, and attack too fast for engaging or enjoyable combat gameplay.

We understand that sometimes, in the heat of battle, mistakes happen- and when they do, we ask everyone involved to be civil and courteous. If problems persist, please seek out a Marshal so it may be resolved accordingly.

If a physical attack (basic or Skill) is blocked by a Buckler or Shield, the Resource Cost is *not* considered expended, and the target who blocked the attack suffers no negative effect (unless the target lacks the proper Proficiency, then they would still suffer half the damage of any attack which deals damage, rounded up).

Spellcasting

All throughout Alterra- the land, the sea, the sky, and the people... even the animals are flowing with **Mana**; the spiritual force which fuels magic and spells. This potent source of power was previously unable to be tapped into- until the advent of Glyphs! Now, through certain Glyphs and with the correct verbal **Incantations**, all manner of magical abilities may present themselves in the most magnificent of ways.

When it comes to **Casting** and Invoking Spell Glyphs, a character must recite the appropriate verbal Incantation completely and clearly, at a normal conversational volume or louder. The character is welcome to speak their Incantation as quickly or slowly as they like, so long as the entirety of it is clearly heard and understandable- this is the Concentration time of the Spell.

Whilst casting, should a character fumble their words, misspeak, or pause their Incantation for any reason once it begins- or be struck by, use a Defensive ability against, or actively block any form of attack- they are considered interrupted and must begin their Incantation over from the beginning. Dodging attacks *is* permitted (so long as your feet don't move from where you are standing whilst casting), but moving while Concentrating is *not* unless another effect or an ability itself states otherwise.

The Incantation required to cast a Spell is based on the Aspect and the Rank of the Spell itself (which is based on the Rank of the Glyph that grants it). Additionally, *any* Active Spell Glyph of a given Aspect will grant the character a small list of **Cantrips** they can make use of. These Cantrips are considered roleplay enhancing effects, and *never* have a mechanical combat application, and a Cantrip will *always* be superseded by an actual ability in the rare case a conflict occurs. Casting a Cantrip requires no Incantation, though it does require 1 Mana to do so.

In the event a character wishes to perform a Cantrip on a larger scale (for example: the fire Cantrip ability to light a nearby torch, candle, small campfire or similar object- but the character wishes to light 10 candles at once), this *can* be done all at once, but will require 1 Mana to be spent per instance of the effect being applied individually. In this example, to instantly light 10 candles at once, the character would need to expend 10 Mana.

Listed below are the various Incantations per Aspect and Ranks in Alterra, along with the Cantrips grants when Attuned with an Active Spell Glyph of the appropriate Aspect.

Fire Aspect Spell Verbal Incantations	
Common	I call upon the power of Fire to cast...
Greater	I call upon the forces of the Plane of Fire to cast...
Empowered	I call forth the raging energies of Fire and Flame to cast...
Transcendent	I call forth the boundless, destructive power of Fire and Flame to cast...
Fire Aspect Cantrips	
Conjure a small, harmless flame in your hand or on your body.	
Light a nearby torch, candle, small campfire, or similar object.	
Gently warm an item or being by touch.	

Water Aspect Spell Verbal Incantations	
Common	I call upon the power of Water to cast...
Greater	I call upon the forces of the Plane of Water to cast...
Empowered	I call forth the unchecked fury of Water and Frost to cast...
Transcendent	I call forth the sheer, unforgiving power of Water and Frost to cast...
Water Aspect Cantrips	
Conjure a small spout of drinkable water.	
Exert limited control over small amounts of water.	
Gently cool an item or being by touch.	

Air Aspect Spell Verbal Incantations	
Common	I call upon the power of Air to cast...
Greater	I call upon the forces of the Plane of Air to cast...
Empowered	I call forth the relentlessness of Wind and Lightning to cast...
Transcendent	I call forth the turbulent, ever-shifting power of Wind and Lightning to cast...
Air Aspect Cantrips	
Conjure small, harmless sparks.	
Produce a light gust from the hand.	
Give an item or being a gentle electric tingling sensation.	

Earth Aspect Spell Verbal Incantations	
Common	I call upon the power of Earth to cast...
Greater	I call upon the forces of the Plane of Earth to cast...
Empowered	I call forth the great magnitude of Stone and Mountain to cast...
Transcendent	I call forth the immense, unstoppable power of Stone and Mountain to cast...
Earth Aspect Cantrips	
Propagate the growth or decay of a small plant.	
Partially reshape a small, untempered bit of mineral or wood.	
Produce small plant life from your body that cannot thrive if removed.	

Light Aspect Spell Verbal Incantations	
Common	I call upon the power of Light to cast...
Greater	I call upon the forces of the Ethereal Plane to cast...
Empowered	I call forth the luminescence of shining Light and Spirit to cast...
Transcendent	I call forth the radiating, blinding power of shining Light and Spirit to cast...
Light Aspect Cantrips	
Conjure a small light from the hand or on a held object illuminating 5 feet.	
Intensify an existing light source, but not enough to be blinding.	
Give off a calming aura with a radius of 3 feet.	

Void Aspect Spell Verbal Incantations	
Common	I call upon the power of Void to cast...
Greater	I call upon the forces of the Plane of Shadow to cast...
Empowered	I call forth the looming end that is the Shadows and Darkness to cast...
Transcendent	I call forth the cold, grim finality of the powers of Shadow and Darkness to cast...
Void Aspect Cantrips	
Conjure a small amount of shadow mist that cannot fully obscure vision.	
Dim a nearby light source, but not extinguish.	
Give off an unsettling aura with a radius of 3 feet.	

Neutral Aspect Spell Verbal Incantations	
Common	I call upon my very Soul to cast...
Greater	I call upon the forces deep within myself to cast...
Empowered	I call forth the energy that is the Radiance of my Soul to cast...
Transcendent	I call forth the full extent of the mystical Radiance within my Soul to cast...
Neutral Aspect Cantrips	
Conjure a small visual illusion that produces no other sensory stimuli.	
Perform a minor Prestidigitation, such as temporarily changing the color of something, making something glow faintly, producing a simple sound, or a faint scent.	
Create a small, translucent magical hand that can perform very minor tasks for you. The hand can lift up to 1 pound, and has a range of 20 feet.	

Additional Cantrips	
Healing Glyphs	Partially ease the pain felt by a being you're in contact with.
	Discern an emotion of a target within 3 feet, but not thoughts or intent.

Spell Packets

Spell Packets, often referred to as **Spackets**, are the means through which Spells (and sometimes Consumables) are delivered at range. A Spell Packet is a small cloth bundle commonly filled with bird seed and sewn or tied together. They are usually between **1.5** and **3 inches** in diameter and some have excess cloth hanging from one end like a streamer to improve visibility when collecting them after throwing.

Any kind of cloth of any color will do for making Spell Packets, though take care they do not fray, come undone, or leak their contents in any manner.

When delivering attacks via Spell Packet, they should be thrown at the intended target with enough force to traverse the distance traveled, but not intentionally harm the person struck. They should also never, under any circumstance, be aimed at a person's head.

Damage Types

Spell attacks and sometimes physical attacks can have different types of damage associated with them depending on the Aspect of the Spell, ability, or character using it. There are 6 special types of damage in Alterra; 4 Natural and 2 Supernatural. These damage types are...

Aspect	Called as
Fire	Fire
Water	Ice
Earth	Earth
Air	Lightning
Light	Light
Void	Void

Aspect	Deals +2 to	Strong Against	Deals half to	Weak Against
Fire	Deals +2 to	Air	Deals half to	Earth
Earth	Deals +2 to	Fire	Deals half to	Water
Water	Deals +2 to	Earth	Deals half to	Air
Air	Deals +2 to	Water	Deals half to	Fire
Light		Deals +2 to	Void	
Void		Deals +2 to	Light	

A character does *not* call their bonus damage against a target they are strong against- it is up to the target to know their weakness and calculate their additional damage taken when it is inflicted upon them.

Finally, Spells, Skills, and abilities which either have no Aspect, or are Adaptive, are considered **Neutral** or **Base**, and have no special identifier for damage type called alongside the effect. However, should a character be Attuned with an Aspect Glyph, and therefore have their Adaptive Glyphs become the Aspect *of* their Aspect Glyph, they would update their calls as necessary.

Status Conditions

There is more to combat than simply hacking, slashing, or burning your enemy to cinders. Throughout Alterra are a multitude of abnormal Status Conditions and ailments that may befall and impact a character's state of being. These effects range from a mild inconvenience to potentially fatal. Listed below are the Status Effects one could encounter along their journey, and what they entail.

Bleeding

“The character has grievous wounds, and strenuous actions cause them great pain.”

Duration	5 minutes, or by being healed to the location's maximum Health +3.
Effect	While Bleeding, the character loses 1 Health from the Bleeding location every time they Invoke any ability, cast any Spell, or even attack for basic damage. They do <i>not</i> suffer damage from actively defending themselves, taking damage otherwise, or moving.

Blinded

“The character's vision grows cloudy and darkens completely, even in spite of the sunlight surrounding them.”

Duration	5 minutes.
Effect	While Blinded, the character becomes unable to see (though should never actually close their eyes or obstruct their vision), and therefore are unable to react to visual queues around them. The character may only utilize abilities affecting themselves or willing beings they can touch. The character may not actively attack or defend in combat. The character must move at a heel-to-toe pace (as if Slowed), and cannot react to or avoid in-game obstacles in their path without aid.

Bound

“The character finds themselves unable to move, speak, barely able to think. They can see the world has not stopped its motions, only themselves.”

Duration	1 minute.
Effect	While Bound, the character is, through some magical means, unable to move or be moved, speak, act, or be interacted with (unless another skill states otherwise).

Broken (Limb)

“A loud snap, a rush of adrenaline, the character goes to lift their arm to throw a punch in retaliation- but it does not move... then the burst of pain confirms their fears.”

Duration	Until Cured.
Effect	<p>A character with a Broken Limb may not utilize it, except for a single broken leg, which may be used to walk as if Slowed. A hand attached to a Broken arm holding an object need not drop the item- though the arm and hand cannot be used. A character with both legs Broken may not stand, and may only move at a crawl.</p> <ul style="list-style-type: none">• A limb wearing Heavy Armor that still has Armor Points is Immune to being Broken, unless the effect is Grievous.

Cursed

“An immense sense of dread fills the character's heart as they somehow feel their skill and experience vacant from their mind.”

Duration	Until Cured.
Effect	While the character is Cursed, they are unable to Invoke any Glyphs, and the Mana and Focus Costs of all non-Glyph Abilities are doubled.

Dazed

“A hard slam- the character feels their balance waver. They struggle to gain their bearings, only able to react just enough to defend themselves.”

Duration	1 minute.
Effect	While a character is Dazed, they may not call Offensive abilities, nor actively make normal attacks. They may still actively defend themselves, and invoke Defensive skills.

Diseased

“A flash of heat- a sudden chill- the character's head feels light and they break into a sweat despite not overly exerting themselves. Then the coughing begins as their reaction time becomes sluggish...”

Duration	Until Cured.
Effect	While a character is Diseased, they may not call Defensive abilities. They may still actively defend themselves, and call Offensive abilities, and they may make basic attacks.

Downed

“The character has reached their limit, and drops to their knees. Their wounds are too great, their stamina depleted, they slump down and their consciousness begins to fade... The character has fallen...”

Duration	3 minutes, or until cured via healing.
Effect	<p>When a character's Torso Health reaches 0, they must lie down or take a knee, and start counting for 3 minutes. They may not interact with the world around them- though they may speak <i>very</i> softly, or crawl slowly. Should the character not receive healing before their 3 minute count finishes, or be the victim of a Killing Blow, they will Die, and must don a white headband. At which time, they have become a Spirit and should seek resurrection.</p> <p>As an additional note, Downed is considered a status for ease of understanding. However, it is not an afflictable status.</p>

Enraged

“The battlefield becomes a blur. The rush of combat floods the character’s mind. Friend? Foe? There's no time to discern the difference... there will be only bloodshed...”

Duration	Variable duration.
Effect	<p>An Enraged character cannot tell the difference between ally and enemy, and <i>must</i> attack the <i>nearest</i> person to them with full intent to kill that target. If another target becomes closer than the initial one, the character must shift their focus to the new target.</p>

Feared

“In the midst of battle, the enemy's gaze falls upon the character and pierces their very soul. An overwhelming sense of dread and terror consumes the character, as they turn and flee for their lives.”

Duration	Variable duration.
Effect	<p>When a character is Feared, they must flee from that which afflicted them with the status, and make every effort to put at least 10 paces between them and the source of the status. The character may interact with other targets (friend or foe) but must first be sure to be far enough away and avoid the one they fear.</p>

Grievous

“As you wince from the pain growing stronger, your adrenaline fading, the healer’s face contorts... this is going to be more difficult than they had thought; your affliction is particularly severe.”

Duration	As accompanying Status Effect.
Effect	Any Grievous Status requires two cures to be removed.

Paralyzed

“After a hearty swig of ale, the character laughs before looking into their mug. That last drink tasted a little... diff-er-ent... The character slouches just a bit, gripping their mug as their body tenses.”

Duration	1 minute.
Effect	A Paralyzed character is essentially Restrained and unable to move at all, though through magical or internal means instead of physical bindings. While Paralyzed, the character may communicate, though their speech is exceedingly slow and rough. The character may not call any abilities unless the ability states otherwise.

Poisoned

“The character winces only a moment as their foe's blade barely cuts their skin. Not a wound worth worrying over- but just the same, it would be wise to Heal up. The character recites the incantation, and Invokes a Healing spell... to no avail. The foe grins wickedly.”

Duration	Until Cured.
Effect	While a character is Poisoned, all Healing has no effect.

Restrained

“The character comes to- their head pounding as their eyes flicker open. Where am I? Why can't I move my arms? Oh great, captured? Really?”

Duration	Until released.
Effect	Similar to Paralyzed, when a character is Restrained they are unable to move freely. A character can have their hands restrained, removing the use of them, and the character must keep their wrists together. Their feet restrained, stopping them from walking without aid (and slowly at that). Or both and be ‘Fully Restrained’, in which case the character cannot move in any way unless aided. Restrained lasts until the Restraining target loses physical contact with the Character.

Rooted

“The character recites the proper Incantation and grasps their hand towards their intended target. Just as quickly, roots shoot up from the earth and capture the elusive enemy's foot.”

Duration	1 minute.
Effect	A character with a limb Rooted cannot move the affected limb. A limb must also be touching a surface to be rooted to it- so a character's arm cannot be rooted if the character's arm is not near a surface. However, if that character were to lean on a surface using their arm- it could be a target for the Root. The caster chooses which limb is Rooted when the spell connects with the Torso.

Silenced

“The character began to recite the Incantation to form a fireball in their hand, the wisps of flame dancing and coalacing. But the enemy finished their Spell just a moment sooner, and pointed at the character- as they felt their throat tighten and go rigid, allowing only air to pass.”

Duration	1 minute.
Effect	While a character is Silenced, they are unable to speak whatsoever in-game. This includes calls for help, commands to their allies, and especially casting spells. The character may still call the names of physical active abilities.

Slowed

“Sounding the retreat, the character begins to flee as an arrow pierces their leg and a spike of pain shoots through their muscle- reducing their sprint to little more than a hobble.”

Duration	1 minute.
Effect	While a character is Slowed, they may only move at a heel-to-toe pace unless otherwise aided, and may only actively attack once every 3 seconds.

Stasis

“The enemy forces are closing in- their numbers too great. If only you had a moment to collect your thoughts and buy yourself some time! You remember a Defensive Spell and begin to recite the Incantation- upon completion of which, a shimmering sphere of energy forms around you, repelling all manner of attack... you begin to figure a way out of this.”

Duration	1 minute.
Effect	When the character casts a Spell which produces a Stasis effect, they become surrounded by an impenetrable barrier (the flavor of which depends on the Aspect of the Spell). The character must keep both arms raised, palms flat out from their sides for the entire duration of their Stasis. Only the caster may be within their own Stasis unless another effect states otherwise. Unlike other Spells, Stasis may be prolonged seamlessly as if it were a channeled effect by spending the required Mana Cost every minute.

Tripped (Knockdown)

“A quick parry here- a deft riposte there; the battle is going in your favor. Suddenly, in an unexpected move, your enemy lunges forward, catching you off guard with your footing out of place. You tumble to the ground with bewilderment.”

Duration	Variable duration.
Effect	While the character is Tripped, they must drop to the ground. They may choose to fully lay on their back or front, or simply take a knee- regardless, for the duration of the effect, they may not make attacks in any way nor actively defend themselves. They <i>may</i> call Defensive abilities, however.

Unconscious

“The infiltration would go a lot smoother with that guard out of the way, but you can’t just kill him... the character pulled out their sap and snuck up behind the guard. A quick thud later and the guard was out cold.”

Duration	1 minutes, or until damaged.
Effect	When a character becomes Unconscious, it is similar to being Downed, where they must drop to a knee or lie down. They do not begin a Death Count however, nor does their Health change- but they are unable to interact with the world around them, speak, or move.

Killing Blows and Death

A **Killing Blow** is the act of delivering a coup de grace to a Downed target, and ending their Death Count immediately. Unless otherwise stated, a Killing Blow may only be performed on a Downed target, and requires the character spend 5 seconds of roleplay to execute.

This roleplay can be whatever the character chooses- from a mighty hoist of their weapon, to funeral rites and prayers, to repeated vicious attacks. So long as the roleplay lasts at least 5 seconds (it may go longer if desired), and the words "Killing Blow" are called clearly at the beginning and end of the count. Any interaction by or upon the character performing the Killing Blow will interrupt the process, and must be started over from the beginning.

When a character's Torso Health reaches zero, and they complete their Death Count or are slain outright, they don a white headband and become a **Spirit**. Only characters with certain abilities may see Spirits, let alone interact with them.

- However, *any* character, while in physical contact with a **Soul Well**, can both see and interact with Spirits that are within 5 feet of the Soul Well.

When a character *does die*- the last 30 seconds leading up to that death become hazy and clouded- and the character cannot recall any events within that time frame. While the player will remember; in game, the character does not- and we ask players do their best to not metagame. Only the last 30 seconds before the actual *Death* is forgotten, not the 30 seconds before they were Downed.

As a Spirit, the character may not interfere with or attempt to interact with anyone. The Spirit may wander around, hoping someone who might be able to help them sees them- and if such a person does initiate interaction with the Spirit character, they may then discuss the state of affairs with only those people who are able to interact with the Spirit. There is no limit on how long a character may linger as a Spirit. Though, it is said the Veiled Realm can be a rather inhospitable place after long...

Resurrection, Retirement, and Reincarnation

The hope is for the Spirit character to locate one who may be able to guide their Soul back to the world of the living through **Resurrection**. However, such a process does take its toll, and most **Heroic Souls** can only bear the strain of Resurrection three times. Though the Souls of some are more resilient, such as those of the Divergent Races.

There are two means of Resurrection in Alterra:

- The ability **Revival**, in the Way of the Faithful.
- *Glyph of Resurrection*.

Upon successful completion of the Resurrection by either method, the character that was a Spirit may remove their White Headband and rejoin the world of the living. The resurrected player should mark off the death on their Character Sheet at their earliest opportunity without breaking immersion- along with the player number of the character who resurrected them.

After a Soul has lost too much of its strength through multiple Resurrections, it will be unable to traverse the veil between Realms, and must pass on forevermore (also called Perming, or **Permanent Death**). Should this happen, all material wealth and possessions the character had in life are lost. The player does have the option to start a new character, starting with **40%** of the Radiance the previous character had.

A player may also choose to **Retire** their character- which follows the same rules as Permanent Death above, with the loss of all material wealth and possessions, and their next character may start with 40% of the total Radiance the previous character had.

Alternatively, a player *may* choose to **Reincarnate** as the same character- however, in this case, they only start with 25% of the Radiance they had previously. They still do not retain any wealth or possessions, and are limited to the rules of Character Creation (except with slightly more exp to spend based on Radiance rolled over). A player may *never* Retire a character into the same character anew.

Overall, both Resurrection and Dying- especially on their final Life- is a major part of a character's story, and should be handled with as much care and passion as possible by all parties involved. Be sure when performing Resurrection for someone that you make it about *them*. Each character can have their own methods for performing the ability, so have fun with it, and make it as immersive as possible.

Same goes for a character who is Retiring, Reincarnating, or even moreso, dying their **Final Death**. Make it memorable. Make it mean something. Make it amazing!

Resting

As characters adventure and Invoke their Glyphs to perform great and wonderful feats of strength, cunning, and magical prowess- so too does their Soul grow and shine ever brighter, allowing them to push themselves even further towards new horizons. However, no matter how powerful a character's Soul may become, everything has its limits. It is through proper **Rest** that a character may rejuvenate themselves; body, mind, and Soul.

A character must Rest for **30 minutes** (baseline, before any modifiers), and in doing so, will confer various benefits:

- Fully restore their Health to maximum in all locations.
- Fully restore their Mana to maximum.
- Fully restore their Focus to maximum.
- Fully restore any Natural Armor they possess.
- Fully regain the use of any Active Special Material effects in their gear.

However, there are some caveats to Resting:

- Worn armor does not restore itself. That must be repaired.
- Any temporary Boons, Blessings, or Buffs will fade.
- Status Effects which last "Until Cured" are *not* cured by Resting.

During a Rest period, a character must refrain from exerting themselves. No combat, no exploring, no adventuring, and no crafting! Should an emergency arise, about 1 minute of exertion is permissible, but any more and the character must restart their Rest.

Walking from one table to another in the same room wouldn't interrupt a Rest- as would walking to a restroom. However, traveling from one building to another, or repeatedly wandering a room without staying in one place for too long... These things are not considered restful, and would not count for a character's Rest time.

Reading Tags and Making Calls

When reading through the various abilities, Skills, and Spells of Alterra, one might notice the Tags listed alongside them. Tags are a quick and easy way to figure out factors of an ability and what it does, can do, pertains to, or overall how it can function. Listed here are the various Tags you may see during your time in Alterra (at least in an Out-of-Game sense), and what they mean, as well as other terms and their definitions...

Tags

- **Ranged:** Indicates an Ability that can be used with a Ranged weapon.
- **Attack:** Indicates an Ability is offensive in some way.
- **Defensive:** Indicates an Ability mitigates something in some way.
- **Healing:** Indicates an Ability that restores Health or cures a Status.
- **Melee:** Indicates an Ability that must be delivered via melee.
- **Combo:** Indicates an Ability that functions alongside other abilities.
- **Surprise:** Indicates an Ability that deals Surprise damage.
- **Stealth:** Indicates an Ability that either grants or requires Stealth to function.
- **Status:** Indicates an Ability that applies or deals with a Status Effect in some way.
- **Movement:** Indicates an Ability that facilitates or inhibits movement of some kind.
- **Damaging:** Indicates an Ability which inflicts damage.
- **Channeled:** Indicates an Ability that lasts so long as it is maintained via channeling.
- **Concentration:** Indicates an Ability that requires a period of time prior to its use.
- **Craft:** Indicates an Ability related to Crafting.
- **Consumable:** Indicates an Ability related to, or that is a Consumable.
- **Enhancement:** Indicates an Ability that is an upgrade to some aspect of a character.
- **Advancement:** Indicates an Ability that is a direct upgrade to another Ability.
- **Aptitude:** Indicates an Ability that allows the character to *do* something new that isn't a Skill.
- **Cost Reduction:** Indicates an Ability that reduces the Resource Cost of something.
- **Gathering:** Indicates an Ability related to Gathering.
- **Immunity:** Indicates an Ability that grants an Immunity.
- **Scale Enhancing:** Indicates an Ability which grants a bonus to Glyph Scale.
- **Cooldown:** Indicates an Ability that has a cooldown between uses.
- **Stat Enhancing:** Indicates an Ability that enhances the numerical stats of something.
- **Aspect:** Indicates an Aspect Glyph.
- **Redirect:** Indicates an Ability which redirects something from one target to another.
- **Marshal:** Indicates an Ability which requires Marshal interaction.
- **Positional:** Indicates an Ability which has a positional requirement to function.
- **AoE:** Indicates an Ability that affects multiple targets in an area.

Terms and Calls

- **Ability:** Generally refers to something learned from a Way or Path.
- **Active:** Refers to a Spell, Skill, or Ability which can be activated to produce an effect. When doing so, the player must call the name of the Skill/Spell/Ability loud enough to be heard and clearly.
- **Adaptive:** Denotes an adaptable Glyph that will take on the Aspect of an Attuned Aspect Glyph.
- **Adventure Board:** An in-game notice board where Quests are posted and Characters can choose to post their own Quests as well.
- **Adventurer:** A Player Character with full access to the game and all facets of gameplay.
- **Alterra:** The name of the world on which the game occurs.
- **Armament:** Generally refers to a weapon or worn armor.
- **Artifact:** An item of great power or renown. These are unbreakable (though Artifact Armor can still lose durability).
- **Aspect:** Refers to a special element within Alterra. There are 4 Natural and 3 Supernatural Aspects.
- **Attune:** The act of fusing a glyph to one's Soul.
- **Base Material:** A material used in crafting with no innate special properties.
- **Bazaar:** The in-game Shop where various items are for sale, located alongside Craft Logistics.
- **Black Market:** Accessible only to those with proven ties to a branch of the Rogue's Guild, this special market has illicit and sometimes otherwise unobtainable goods for a high price.
- **Boon:** Refers to a special benefit granted from attending a Mass performed via the Glyph of Ceremonial Rites.
- **Bow Out:** A means through which a player may exit a situation quietly. This is considered an out-of-game move and should be treated as such. It is performed by quietly lowering one's head, placing a hand or fist on top of their head, and leaving the immediate area of the situation with as little impact upon it as possible.
- **Commoner:** A Player Character with limited access to facets of gameplay.
- **Component:** Composed of Materials, Components come together to form a Product.
- **Consumable Item:** An item that is destroyed upon use, such as potions and incendiaries.
- **Craft Logistics:** An important in-game location, usually located in the Craft Hall. This is where Characters can turn in Gathering Nodes to roll for spoils, access the Bazaar and Black Market, get pins for Pickpocketing, and undertake Quests pulled from the Adventure Board.

- **Craft:** A profession skill which allows Materials to be turned into Permanent or Consumable Items.
- **Damage:** Called along with an attack, this must be stated after the number inflicted by the attack to count. It can also be replaced with the type of Aspect damage being dealt if applicable. Ex.: “Strike! Three Damage!” “Scorch! Three Fire!”
- **Death Count:** The amount of time while Downed before a character dies.
- **Downed:** A character whose Torso Health reaches 0 is Downed and begins their Death Count.
- **Essence:** A liquid form of Mana, it starts deep Blue in its Crude form and gets progressively whiter as it becomes more pure.
- **Event:** The period of time from Lay-on to Lay-off while Alterra is happening.
- **EXP:** An out-of-game resource earned upon Leveling-up, which is spent on Ways, Paths, and Abilities.
- **Focus:** A measure of one's aptitude to perform Physical feats, it is used to fuel Skills.
- **Gathering Node:** A marker indicating a place Gathering can occur.
- **Glyph:** A small disk bearing a runic inscription, these hold a wide array of abilities which can be accessed via Attunement.
- **Guild/Order:** An in-game organization which Adventurers may join.
- **Headband:** Outlined more later, headbands of varying colors denote different states of gameplay.
- **Hold:** Outlined more later, this is a pause to gameplay and a hold on the game state.
- **In-Game:** Also called IG, this refers to anything that happens within the game world and should be reacted to as such.
- **Incantation:** A set of predetermined verbal queues which must be recited accurately and clearly before producing most Spells. They can vary depending upon the Rank of the Spell being performed.
- **Infusion:** The act of investing Essence into a Glyph to improve its Rank.
- **Invoke:** The term for using a Glyph's Active effect.
- **Lay-off:** Called as 3-2-1- Lay-off! This is only called at the conclusion of an Event and marks the end of in-game gameplay for that Event period.
- **Lay-on:** Called as 3-2-1 Lay on!, this marks the beginning or resuming of gameplay.
- **Level/Level-up:** A metric to determine the relative power of a character and the act of gaining enough Radiance to improve that power.
- **Literacy:** Knowledge of written or spoken language related to a Lore.
- **Lives:** The amount of times a Soul can return to life. Once expended, a character is permanently dead.
- **Location:** Refers to a Character's Arm(s), Legs(s) or Torso.
- **Lore:** Knowledge of a culture, custom, or topic.
- **Mana:** A mystical resource inside all living things, it is used to fuel Spells and Spell-like abilities.

- **Minion:** A being summoned to do the bidding of its summoner.
- **Mod:** Shorthand for Module, this refers to an occurrence where characters may go to engage in some form of storyline. All Quests are mods, but not all mods are quests.
- **Mortal Races:** Refers to the 12 playable Races of Alterra.
- **Natural Armor:** Armor which is not physically worn, nor required to be represented with costuming. Restores durability upon Resting but cannot be repaired nor possess Special Material benefits. Does not stack with Worn Armor.
- **Natural:** Earth, Air, Water, and Fire are the Natural Aspects. Earth and Fire can be called as damage types themselves, but Air is called as Lightning and Water is called as Ice.
- **NPC:** Shorthand for Non-Player Character. NPCs are sent out from NPCL and are one way Player Characters interact with the game world.
- **NPCL:** Shorthand for NPC Logistics, this is where Players report for their NPC shift and where NPCs are set out from.
- **Out-of-Game:** Also called OoG, this refers to anything that happens outside of the game world and should not be applied to any in-game events. This is communicated by a hand, fist, or weapon held on top of one's head.
- **Path:** A list of more specialized abilities within a Way a character may access to learn from.
- **PC:** Shorthand for Player Character, this refers to any character a player is portraying which is not an NPC.
- **Permanent Item:** An Item that is not destroyed upon use, such as Armaments.
- **Plane:** A place of existence. There are 7 known Planes of existence and three Realms between those.
- **Portal:** A means of magical fast traveling from one location to another on the same Plane of existence.
- **Product:** The finished result of a Craft.
- **Quest:** A mission of varying nature and difficulty, usually offering a reward.
- **Radiance:** The power and strength of one's Soul. This is also an out-of-game resource earned to calculate Level.
- **Realm:** Refers to the three demi-planes of existence between the 7 full Planes of existence.
- **Rest:** The act of spending downtime recovering to refresh one's Health, Focus, and Mana.
- **Resurrection:** The act of returning the spirit of a dead character to life, usually reducing that character's Lives by 1 in the process.
- **Rift:** A means of magical fast traveling from one location to another across different Planes of existence.
- **Ritual:** A complex magical craft with specific requirements and results.
- **Scale:** The amount by which a Glyph's effect changes upon Ranking-up.

- **Skill:** Usually refers to some physical ability granted by a Glyph.
- **Soul Well:** An in-game place of importance required for multiple Ritual acts.
- **Soulbind/Soulbound:** Refers to binding an item to a character's Soul, preventing it from being stolen.
- **Special Material:** A material used in crafting possessing innate special properties.
- **Spell:** Usually refers to some magical ability granted by a Glyph.
- **Spacket:** Shorthand for Spell Packet, these are thrown to represent Spells or thrown consumables.
- **Status Effect:** A condition applies to a target which affects them outside of just damage. When applying a Status Effect which has a variable duration or effect (such as a disarm for 3 seconds or 5 seconds), the number should be called alongside its name. Ex.: "Disarm! Three!" "Fear! Twenty!".
- **Strain:** The act of using a Glyph's active effect without enough Focus or Mana to fuel it.
- **Supernatural:** Light, Void, and Adaptive (Arcane) are the Supernatural Aspects. Light and Void can be called as damage types themselves, but Adaptive is simply called as Damage when applicable if no other Aspect is overriding it.
- **Supplementary Armament:** Refers to a Tome, Wand, Arcane Stave, Instrument, or Holy Symbol.
- **Surprise:** Called for Surprise damaging attacks. ex: 3 Surprise!
- **Trait:** Refers to a special bonus afforded to all Characters of a Race.
- **Treatise:** A book from which a Character may learn new abilities in place of another PC or NPC.
- **Unattune:** The act of removing a Glyph from one's Soul.
- **Way:** An archetypal list of abilities a character may access to learn from.
- **Worn Armor:** Armor which is physically worn granting protective capabilities and sometimes Special Material benefits. It must be represented with costuming. Requires repairing to restore durability. Does not stack with Natural Armor.

Holds

While there are numerous calls and terms in Alterra, one of if not *the* most important, is the call to **Hold**.

There are three kinds of Hold; an **Implied Hold**, a **Light Hold**, and a **Full Hold**. Any player can call any one of them, but as their name might suggest, they are not weighted equally.

- An **Implied Hold** is one that is not so much *called* as understood. When players must clarify or handle a very minor discussion regarding a mechanic or other Out-of-Game situation, they generally will not audibly state a Hold. Rather, they will begin discussing what needs to be handled seamlessly from gameplay. This should be done quickly and with as little disruption to the surrounding game world as possible. Once the situation has been rectified to the satisfaction of those involved, one of the players will say “3, 2, 1, Lay-on” in a softer tone of voice than a Full Hold- and gameplay will resume where it left off.
 - During an Implied Hold, if something outside the sphere of that Hold interacts with one of the participants in the Hold, the outside actor should be calmly told they are in an Implied Hold. At that point, the outside actor can wait in the Hold as well, or move along, disregarding the action they had done.
- A **Light Hold** (sometimes called a **Soft Hold**) is one called for you and the players in your immediate vicinity. This is generally done if there is an immediate environmental hazard, or if a player needs a moment. This is called by stating “Hold.” but in a more conversational voice rather than the shout of a Full Hold. The player calling the Light Hold should alert those they are actively engaged with as to the reason for it, and once the reason is handled, the player who called the Light Hold should reinstate gameplay by saying “3, 2, 1, Lay-on.”.
- A **Full Hold** is the most serious of the three. When someone calls a Full Hold by *shouting* “**HOLD!**” loudly, everyone who hears this should mimic the call so it may spread farther. This Hold freezes the game state for all who hear it immediately and completely. Usually during a Full Hold, some announcement will be made, be it an In-Game occurrence or an Out-of-Game one. Every player is to stop whatever they are doing immediately and give full attention to the source of the Hold under this circumstance. Gameplay is reinstated when the individual who called the Full Hold shouts “3, 2, 1, Lay-on!”.

The Guilds of Alterra

Organized by the many people of Alterra, are the various guilds found peppered among the townships and cities. Formed as a sort of union for like-minded individuals to practice a common passion, each Guild has its own set of codes, trials, and benefits.

Through joining a **Guild**, undertaking **Quests** with them, and improving one's position, an individual can eventually earn some level of status and merit within that Guild. It should be noted, however, that the process can take quite some time- though the rewards that a Guild offers are well worth the effort. The least of which are the **Titles** granted as a character climbs the ranks. These Titles are official, and hold real weight both in and out of the Guild they come from.

Although each Guild may have its own goals and flavor, they all follow the same basic structure:

- Each Guild has 5 Ranks (6 if you count Rank 0 when you first join).
- Each Guild will have a collection of Quests they offer their members (some guilds more than others). Completing these Quests is how one climbs the Ranks.
 - The exception to this is the **Adventurers Guild**, which runs the **Quest Board** instead of handing out individual Quests.
- Upon completion of a set amount of Quests, a character will advance in Rank within their Guild, gaining a new Title, and in some cases, a reward purse. Higher Ranks in Guilds can also come with access to special wares unavailable anywhere else in Alterra.

There are 7 Guilds in Alterra. Some are stand-alone organizations, and some have multiple branches within them. A character *can* be a member of multiple Guilds, but trying to juggle the responsibilities of more than one Guild at a time may be a lot for someone, and will likely slow progress within all of them for that character.

Please note that a character may *not* form their own Guild if it directly competes or conflicts with the actions or services of an already established Alterran Guild. However, if a character (or group of characters) wishes to join a Guild, and campaign to operate a subgroup within that Guild, they are more than welcome to do so.

The Adventurers Guild

The Adventurers Guild is the largest of the guilds in Alterra. The Guild was formed in response to the ever growing needs of cities, villages, and the general population. Many chapters and outposts of the Guild are found all around the world.

The three tenants of the Adventurers Guild are: **Strength, Resourcefulness,** and **Diplomacy**- and any character wishing to climb the Ranks within the Guild should exemplify all three. While other Guilds focus on honing your craft, learning special skills, or mastering specific disciplines; the Adventurers Guild focuses on Quests submitted by the various locals and completion of tasks to support society. Quests can vary from gathering to hunting or even combat. Anyone may become an adventurer and take up quests from the Guild in exchange for rewards. Quests are posted on the **Quest Board** in the local outpost or Guild Hall for adventurers to take up. Any Quest taken and completed from this board will grant progress towards a character's standing within the Adventurers Guild.

- Characters can post their own Quests to the board as well, and should follow the outlining factors below when doing so!

Any Quest posted to the Quest Board will have the following information:

- Nature of the Quest.
- Whether the Quest is one-time, repeatable, or ongoing.
- Whom the Quest is for.
- Applicable rewards for completion.
- Provided details pertinent to the Quest itself.

The 4 types of Quest that can be offered are:

- **Resource Quests:** Tasks where the Guild needs resources. This can be raw materials or crafted goods. To complete this Quest, a character must turn in the requested amount of the type of resource listed all at once to receive their reward.
- **Culling Quests:** Monsters, wild animals, and other threats can run rampant at times. Culling Quests offer a reward for dispatching targets and providing proof of completion.
- **Wanted Quests:** Individuals can sometimes run up against the law and the government will contract the Adventurers Guild for their capture. Some Wanted Quests may offer a lesser reward if the target isn't brought back alive. If the target is killed, it will be marked as a Culling Quest and not as a Wanted Quest upon completion.
- **Service Quests:** Are requests by other guilds, organizations, and individuals who require a specific service to be completed. This may be providing an escort, completing a specific task, or some other job. These Quests will provide a means of contact with the benefactor to undertake it. If hired, only that individual or group is able to complete it with proof being provided by the benefactor to be returned to the Guild for a reward.

As with all Guilds and Orders in Alterra, the Adventurers Guild has Ranks. And similarly to most Rank systems, advancing through them takes time, effort, and dedication. Some Quests may list a certain Rank due to its perceived difficulty. While any character regardless of Rank *can* do any Quest- partaking in a Quest much above one's pay grade may be ill advised.

Rank	Title	Requirement	Benefit
I	Initiate	Complete 2 Quests	-
II	Seeker	Complete 10 Quests	-
III	Outrider	Complete 25 Quests	Outrider's Purse (One time reward)
IV	Fieldmaster	Complete 50 Quests	Fieldmaster's Purse (One time reward)
V	Warden	Complete 100 Quests Of which: at least 20 Quests in each of the 4 categories (Resource, Culling, Wanted, and Service)	Warden's Purse (One time reward) +25% currency rewarded from completing Adventurers Guild Quests



The Fighters Guild

Masters of martial prowess, the Fighters Guild seeks to hone the body and physical skills of its members into lethal yet tempered implements of force- for the betterment of the world they call home.

The Fighters Guild is composed of three divisions, each focusing on a different combat discipline. The Ranks within these divisions are the same until ranks four and five. Note that a character may work through all three divisions within the Fighters Guild, but only one at a time. Quests within this Guild are referred to as Missions:

<i>The Bladesworn</i>	<i>The Shieldsworn</i>	<i>The Bowsworn</i>
Focuses on combat and tactics utilizing melee weaponry.	Focuses on combat and tactics utilizing defensive impliments.	Focuses on combat and tactics utilizing ranged weaponry.

Rank	Title	Requirement	Benefit
I	Recruit	Complete 2 Missions	-
II	Scout	Complete 10 Missions	-
III	Soldier	Complete 25 Missions	Soldier's Parcel (One time reward)
IV	Captain Of their Division	Complete 50 Missions	Captain's Parcel (One time reward)
V	General Of their Division	Complete 100 Missions	General's Parcel (One time reward) Access to unique Fighters Guild Glyphs

The Mage's Guild

Delvers of the deepest secrets the Aspects and Arcane have to offer, those of the Mages Guild study and experiment endlessly with the powers of Mana and manifestations of magical manipulation.

The Mages Guild is a unification of Seven schools of study, with each having its own scope of practice. The Ranks within these schools are the same until rank five. Note that a character may be a student of all 7 schools within the Mages Guild, but only one at a time. Quests within this Guild are referred to as Tasks:

<i>The Circle of Earth</i>	<i>The Circle of Fire</i>	<i>The Circle of Water</i>
Focuses on Geomancy	Focuses on Pyromancy	Focuses on Aquamancy
<i>Ordo Illuminatum</i>	<i>Circle of Air</i>	<i>Ordo Negaturum</i>
Focuses on Illumancy	Focuses on Aeromancy	Focuses on Inanimancy
	<i>The Arcane Collective</i>	
	Focuses on Sorcery	

Rank	Title	Requirement	Benefit
I	Acolyte	Complete 2 Tasks	-
II	Wizard	Complete 10 Tasks	-
III	Sage	Complete 25 Tasks	Sage's Offering (One time reward)
IV	Thaumaturge	Complete 50 Tasks	Thaumaturge's Offering (One time reward)
V	Archmage Of their school	Complete 100 Tasks	Archmage's Offering (One time reward) Access to unique Mages Guild Glyphs

The Rogues Guild

Shady characters, noble thieves, and cunning assassins - all those who call the shadows their home would find refuge within one of the three branches of the Rogues Guild.

The branches of the Rogues Guild work differently than the other Guilds- instead of being one unified Guild with sub groups, each aspect of the rogue archetype has its own branch within this Guild that operates as an independent Guild. This both does and does not mean there are three Rogues Guilds... technically there are, but all three operate under the banner of a uniform Rogues Guild. To this end, the three do their best not to step on each other's toes, but *will* work together when necessary, since each brings a different aspect of what it means to be a rogue to the table. Quests within this Guild are referred to as Jobs.

<i>The Assassins Guild</i>	<i>The Thieves Guild</i>	<i>The Black Scorpions</i>
Focuses on dealing death through various means, both direct and indirect.	Focuses on acquisition and trade of illicit goods, while avoiding detection.	Focuses on organized crime and the operation of the Black Market.

Rank	Assassin Titles	Thief Titles	Scorpion Titles
I	Rookie	Footpad	Henchman
II	Hitman	Burglar	Highwayman
III	Executioner	Cutpurse	Inquisitor
IV	Assassin	Prowler	Stinger
V	Nightblade	Master Thief	Hand

- Same as other Guilds, Rank 1 requires **2** Jobs. Rank 2 requires **10** Jobs. Rank 3 requires **25** Jobs. Rank 4 requires **50** Jobs. And Rank 5 requires **100** Jobs.
- Rewards offered for higher Ranks in the Rogues Guild vary by branch.

Those who join the Assassins and Thieves Guilds are given an insignia to identify membership and grant access to the Black Market. Those who join the Black Scorpions are branded with their mark for life, which grants them the same access as the other two Guild branches.

The Crafters Guild

Those who shape, twist, morph, or otherwise turn one thing into another through skillful application of a given technique may find themselves in the employ of the Crafters Guild.

Similarly to the Fighters Guild, the Crafters Guild has three unions within it, each focusing on a different Way of crafting. The Ranks within these unions are the same until rank five. Note that a character may work through all three unions within the Crafters Guild, but only one at a time. Quests within this Guild are referred to as Commissions:

<i>Hammerstrike Union</i>	<i>Mortarchurn Union</i>	<i>Glyphbound Union</i>
Focuses on all aspects of the <i>Way of the Smith</i>	Focuses on all aspects of the <i>Way of the Alchemist</i>	Focuses on all aspects of the <i>Way of the Inscriptionist</i>

Rank	Title	Requirement	Benefit
I	Apprentice	Complete 2 Commissions	-
II	Journeyman	Complete 10 Commissions	-
III	Artisan	Complete 25 Commissions	Artisan's Bounty (One time reward)
IV	Expert	Complete 50 Commissions	Expert's Bounty (One time reward)
V	Forgemaster Grand Chemist Runeweaver	Complete 100 Commissions	Title's Bounty (One time reward) Access to unique Crafters Guild Glyphs

The Scholars Guild

Unlike the other Guilds of Alterra, the Scholars Guild operates under a different name, known as the **Royal Academy of Scholarly Pursuits**. Remaining neutral as much as possible, they seek only to record the happenings of the world around them, and understand the secrets of the past, present, and future.

The Scholars Guild operates in another unique manner from the other Guilds- and that is through their **Lore Submission System**. The Scholars Guild does *not* offer Quests of any kind. Instead, any character may write out their own article of lore and submit it to the Royal Academy of Scholarly Pursuits. It will then be reviewed by their top personnel and given a **Grade**. Depending on the Grade the article receives will dictate how accurate and canon the article is to In-Game Lore.

Rank	Title	Requirement	Benefit
I	Student	Have 2 Articles Graded	-
II	Graduate	Have 10 Articles Graded	-
III	Assistant Professor	Have 25 Articles Graded	Assistant's Stipend (One time reward)
IV	Professor	Have 50 Articles Graded	Professor's Stipend (One time reward)
V	Chief Professor	Have 100 Articles Graded Of which: 10 must be S Grade and 20 must be A Grade	Chief Professor's Stipend (One time reward) Access to unique Lore and Literacy Glyphs

Article Grades:

- **S:** Outstanding! All information is lore accurate and the piece is well written and detailed. This Article is considered In-Game Lore and an official resource of Alterra.
- **A:** Well done! The piece is relatively well written, and *most* of the lore is accurate. The Article is *not* considered In-Game Lore or an official resource, however.
- **B:** Good job. The piece has errors, both in writing and lore. It was still an enjoyable read though.
- **C:** Not bad. The piece is more fiction than anything. The lore is barely accurate if at all, and the Article was a bit dry.
- **D:** Keep at it. No part of this piece is lore accurate, and it wasn't that exciting to read.

The Bard's Guild

Not all battlefields are fought with blades or bombs. Some battlefields exist before a crowd, on display upon a stage, in halls of merriment and mead, or amidst the aforementioned blades and bombs... **The Bards Guild**, known more accurately as the College of Bards, is a place where performers of all types come together to share ideas, technique, and hone their craft.

The Bards Guild comprises three Colleges, each with a different lean in terms of purpose. The Ranks for the Bardic Colleges are the same until reaching the final Rank. Note that a character may work through all three colleges within the Bards Guild, but only one at a time. Quests within this Guild are referred to as Performances:

<i>College of Sun</i>	<i>College of Moon</i>	<i>College of Stars</i>
Focuses on performers whose skills are used to support on the battlefield.	Focuses on performers whose skills are used for entertainment purposes.	Focuses on performers who keep and share stories, legends, and more.

Rank	Title	Requirement	Benefit
I	Muse	Complete 2 Performances	-
II	Bard	Complete 10 Performances	-
III	Skald	Complete 25 Performances	Skald's Royalty (One time reward)
IV	Minstrel	Complete 50 Performances	Minstrel's Royalty (One time reward)
V	Troubadour Of their College	Complete 100 Performances	Troubadour's Royalty (One time reward) Access to unique Items

- Performances may be things like playing an instrument, singing, telling stories, putting on a play, or for more combat oriented members, maintaining their support through bardic performance during an encounter. They may be assigned or noticed and accredited.

Lores and Literacies

Alterra has no shortage of varied races, histories, and cultures- and each of those has their own stories, legends, and in some cases written or spoken language.

- A **Lore** is the collection of information pertaining to a particular culture, location, or study- such as wildlife, magic, religion, and many others.
- A **Literacy** is the written and/or spoken language associated with a particular Lore. Not every Lore necessarily has a Literacy tied to it, and not every Literacy is both written and spoken- sometimes it is one or the other.
- Characters come into play with the Literacy of their chosen Race (so a Goblinoid would passively know Gib at their first game). However, the player may choose to not have this if they wish for backstory purposes.

Lores and Literacies are gained through the **Way of the Scholar**- once learned, a character can ask a Story Marshal if a particular Lore they know would offer any insight pertaining to events at hand. The amount or quality of information given by the Marshal may vary.

In the case of Literacies, a character may sometimes come across written information in a language other than Common- in this case, the character may take said document to Craft Logistics, show they possess the appropriate Literacy skill, and be given a translated version of that document. In the event the object needing translation cannot be taken to Craft Logistics, a story marshal will give a translated copy to any character with the appropriate Literacy ability.

Finally, characters may speak in a language other than Common if they possess the Literacy to do so- and if that Literacy *has* a spoken form. This is done by saying the name of the Literacy at the start of- during- and at the end of spoken statements. Other characters lacking the Literacy being stated should act as though they do not understand the words being spoken and do their best to ignore any information shared and not meta-game. Characters may also write a document in another language they possess a Literacy for by writing the name of the Literacy being used at the top and bottom of the document.

- Note that while the Base List of Lores and Literacies is in this book, there are certainly more Lores and Literacies to be discovered through gameplay.

The Base List of Lores and Literacies is as follows:

Lores	Literacies
Imperial	Heraldry (Written)
Villager	Folklore (Written)
Nomads	Tribal Rites (Written)
Aeovel	Vellen (Written/Spoken)
Myrenvel	Vellen (Written/Spoken)
Zinvel	Vellen (Written/Spoken)
Drinn-Thol	Thol'n (Written/Spoken)
Fenn-Thol	Thol'n (Written/Spoken)
Kus-Thol	Thol'n (Written/Spoken)
Dryad	Sylvan (Spoken)
Satyr	Satire (Spoken)
Goblinoid	Gib (Written/Spoken)
Beasts	Animal Empathy (Spoken)
Thieves Guild	Thieves Cant (Written)
Mages Guild	Arcana (Written)
Fighters Guild	Chain of Command (Written)
Religion (Choice of Deity)	Rites (Written)
City (Choice of City)	Customs (Written)
Region (Choice of Region)	Surveyor (Written)



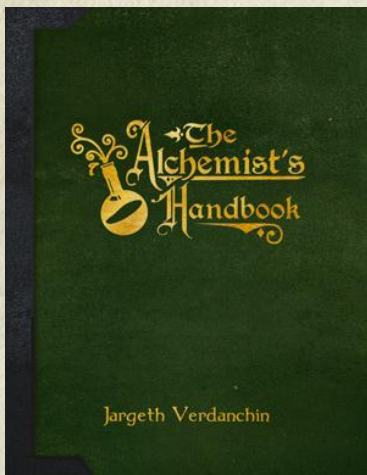
Crafting and Materials

Alterra is built upon many wonderful crafts, trades, and professions, each with a multitude of skills, products, and techniques available to them. There are a plethora of tools and specialty devices needed to perform the fantastic feats adventurers and commoners perform every day.

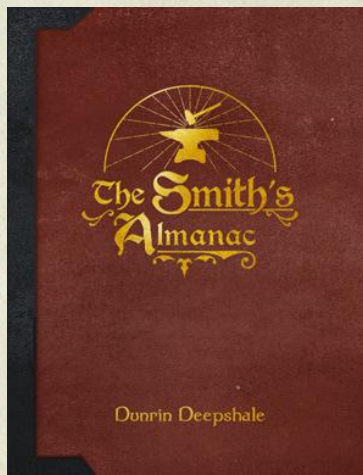
It should be noted that the Craft Times required for many different projects can vary widely- but no matter the time cost, Crafting is *never* able to be done while Resting (unless another effect states otherwise). How a character chooses to roleplay their crafting is entirely up to them, so long as they follow the crafting rules.

There are three supplemental books which offer a deeper insight into each Way of Crafting in an In-Game manner. These include detailed sections about the materials each Way of Crafting might use, the different Products each Path within those Ways can create, and additional information as well as in many cases examples of methods of roleplay one might perform when enacting these crafts. In *some* cases, these books may even hold secret lore information or bonus recipes that could prove useful to crafters and non-crafters alike!

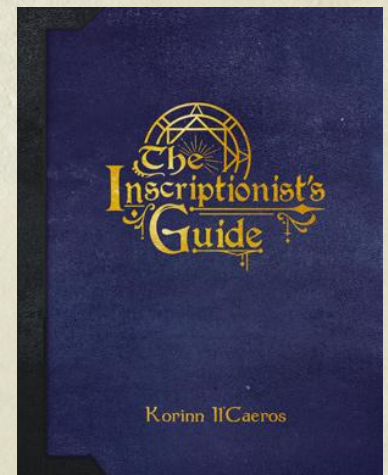
The Alchemist's Handbook



The Smith's Almanac



The Inscriptionist's Guide



The Crafter's Hall

Nearly every Adventurers Guild Outpost possesses a Crafting Hall where the tools and facilities needed for nearly every craft to perform their trade is found. The exception to this is a Soul Well, which are rare and mystical places of power used for various Rituals and the like.

Any character looking to undertake a primary craft must be as close to their station in the Crafting Hall as possible when doing a project. There may be some circumstances to permit crafting further away or outside of the Crafting Hall, but as a general rule, a character must make every attempt to be as close to the tools of their trade as possible when working.

The character is *not* required to physically, actively make use of the tools or devices, though it is encouraged. If the tools are in use by another player, this does *not* stop the character from performing their craft. It is also worth noting, the Crafting Hall is where Craft Logistics will be found, and therefore will be a central and crucial part of any gameplay environment.

Crafting Hall Mechanics and Guidelines:

- In order to perform a primary profession craft (smithing, alchemy, or inscription), the task must be undertaken within the vicinity of the Crafting Hall and/or their appropriate designated tools for their craft. These will be marked with a Profession Craft Area symbol/notice.
- If a character initiates combat, is struck by an attack, is forcibly removed from the area, or leaves the vicinity of the Crafting Hall or tools for too long (more than **30 seconds**), any crafting is considered interrupted. However, a character may perform small, relevant tasks within the accepted location- such as getting up to seek out more tools, bring over materials, or move their craft to another appropriate location.
- Using the physreps provided in the crafting area is not required for a craft to be performed, only that the appropriate time, skill, and materials required are used within the vicinity of the tools. Players are not able to deny others from crafting by removal, seizure, or use of these tools.
- Ritualists in particular have no true Crafting Station they are tied to, and may perform their Rituals anywhere they wish- unless the Ritual requires the use of a Soul Well.
- Once a character completes any crafting project, the player should write the relevant information for the produced item onto an appropriate blank **Item Card** and then sign the card, being sure to include their **Character Number**.
- Unless otherwise stated, a Consumable may only benefit from **1 Enhancement**.
- Most consumables have only one use before being spent, though there are some exceptions to this. Once a consumable is used, the item card for it should be **torn in half** to signify such as soon as the player is able to do so.

Base and Special Materials

The world of Alterra is home to more than just amazing people, creatures, and powers- it is rife with fantastic plants, minerals, and more. This multitude of materials offer endless possibilities to those who learn to shape and transform them from raw goods into refined armaments and consumables of indispensable value. Even to those without the knowledge or knack for craftsmanship, these resources located around every corner offer potentially lucrative opportunities for the savvy traveler.

There are **10** types of resources to be found in Alterra, and each of these types have a varying amount of subtypes beyond that. Rumor has it there are even more wondrous materials just waiting to be found and worked with as well. The 10 material types are...

Bone	Crystal	Essence	Gemstone	Leather
Ore	Plant	Textile	Trophy	Wood

There are two distinct types of these materials: **Base Material** and Special Material. Base Materials can be found across **5** kinds of resource as **Bone, Leather, Ore, Textile,** and **Wood**, and come in four different **Qualities**:

- Low.
- Moderate.
- High.
- Superior.

Special Materials do not have separate quality rankings, and have different rules regarding the type and amount needed to be crafted into a component or product. Special Materials are what grant a Permanent Item **Material Benefits** when crafted using them. All of the above 5 types of Base Materials also have Special Material variants, but *all* **Crystal, Essence, Gemstone, Plant,** and **Trophy** resources are considered Special Materials no matter what.

Listed below are all of the Base and Special Materials that can be found in Alterra, as well as a brief summary of their effect when crafted into various products



Crystal	
Fractured	Common
Cloudy	Greater
Imperfect	Empowered
Flawless	Transcendent

Essence	
Crude	Base Potency
Refined	2x Potency
Fortified	4x Potency
Pure	8x Potency

Plant	
Vitality Leaf	Base Healing
Invigaroot	+1 Healing
Lifevine	+2 Healing
Hertweed	Base Damage
Paincap	+1 Damage
Deathstalk	+2 Damage
Lingerminate	Status Application
Shadethorn	Poisonous
Twisthistle	Property Reversal
Fateroot	Enhancing Effects

Trophy	
Coward's Blood	Fear Effects
Drakkon Scale	Armor Effects
Dense Claw	Weighted
Shrapnel	AoE Effects
Glossy Eye	Perception Effects
Lycan Fur	Regenerative Effects
Wraith's Breath	Spirit-like
Ambrosial Sap	Restorative Effects

Gemstone	
Onyx	Holds a Utility Spell
Amethyst	Holds a Utility Skill
Topaz	Holds a Defensive Skill
Emerald	Holds a Defensive Spell
Sapphire	Holds an Offensive Spell
Ruby	Holds an Offensive Skill
Diamond	Holds any Skill or Spell, +1 Use

Bone				
Base Material	Low Quality	Moderate Quality	High Quality	Superior Quality
	Uln	Rediei	Tibuna	Fepula
Special Materials	When Crafted into a...			Gain this ability...
Calcified Sulfur	<u>Physical Weapon:</u>		<i>Destruction Strike, 1/Rest</i>	
Explosive	<u>Wand/Stave/Instrument:</u>		<i>Destruction Cast, 1/Rest</i>	
	<u>Armor/Buckler/Shield:</u>		<i>Destruction Defense, 1/Rest</i>	
Contamilage	<u>Physical Weapon:</u>		<i>Disease Strike, 1/Rest</i>	
Disease	<u>Wand/Stave/Instrument:</u>		<i>Disease Cast, 1/Rest</i>	
	<u>Armor/Buckler/Shield:</u>		<i>Disease Defense, 1/Rest</i>	
Hemorrhage Femura	<u>Physical Weapon:</u>		<i>Bleeding Strike, 1/Rest</i>	
Bleeding	<u>Wand/Stave/Instrument:</u>		<i>Bleeding Cast, 1/Rest</i>	
	<u>Armor/Buckler/Shield:</u>		<i>Bleeding Defense, 1/Rest</i>	
Ostuscura	<u>Physical Weapon:</u>		<i>Blinding Strike, 1/Rest</i>	
Blinding	<u>Wand/Stave/Instrument:</u>		<i>Blinding Cast, 1/Rest</i>	
	<u>Armor/Buckler/Shield:</u>		<i>Blinding Defense, 1/Rest</i>	
Petribone	<u>Physical Weapon:</u>		<i>Paralyzing Strike, 1/Rest</i>	
Paralyzing	<u>Wand/Stave/Instrument:</u>		<i>Paralyzing Cast, 1/Rest</i>	
	<u>Armor/Buckler/Shield:</u>		<i>Paralysis Defense, 1/Rest</i>	
Statisplint	<u>Physical Weapon:</u>		<i>Disarming Strike, 1/Rest</i>	
Disarming	<u>Wand/Stave/Instrument:</u>		<i>Disarming Cast, 1/Rest</i>	
	<u>Armor/Buckler/Shield:</u>		<i>Disarmed Defense, 1/Rest</i>	
Torpor Marrow	<u>Physical Weapon:</u>		<i>Unconsciousness Strike, 1/Rest</i>	
Unconsciousness	<u>Wand/Stave/Instrument:</u>		<i>Unconsciousness Cast, 1/Rest</i>	
	<u>Armor/Buckler/Shield:</u>		<i>Unconsciousness Defense, 1/Rest</i>	
<ul style="list-style-type: none"> ● All Invokable abilities are granted <i>per Active Component</i> in a Product. ● Each Strike or Cast ability applies the appropriate Status Effect via appropriate delivery method. ● Each Defense ability defends an instance of the appropriate Status Effect. 				

Ore				
Base Material	Low Quality	Moderate Quality	High Quality	Superior Quality
	Iron	Stelium	Durium	Temperite
Special Materials	When Crafted into a...			Gain this ability...
Silver	<u>Physical Weapon:</u>		+1 Damage to Monstrous Creatures	
Bane to Monstrous Creatures	<u>Wand/Stave/Instrument:</u>		+1 Damage to Monstrous Creatures	
	<u>Armor/Buckler/Shield:</u>		-1 Damage from Monstrous Creatures	
	Gold	<u>Physical Weapon:</u>		+1 Damage and Healing with all Light abilities
Light Aligned	<u>Wand/Stave/Instrument:</u>			
	<u>Armor/Buckler/Shield:</u>			
Runed Atturium	<u>Physical Weapon:</u>		+1 Damage and Healing with all Void abilities	
Void Aligned	<u>Wand/Stave/Instrument:</u>			
	<u>Armor/Buckler/Shield:</u>			
Lightweight Alloy	<u>Physical Weapon:</u>		<i>Double Strike, 2/Rest</i>	
Reduces Weight	<u>Wand/Stave/Instrument:</u>		<i>Double Cast, 2/Rest</i>	
	<u>Armor/Buckler/Shield:</u>		Armor Rating reduced 1 Tier.	
Drithryl	<u>Physical Weapon:</u>		Item becomes Immune vs. Destruction Effects	
Unbreakable	<u>Wand/Stave/Instrument:</u>			
	<u>Armor/Buckler/Shield:</u>			
<ul style="list-style-type: none"> • All Invokable and Passive abilities are granted <i>per Active Component</i> in a Product (except for Lightweight Alloy and Drithryl which require multiple Active Components). • Damage reduction effects cannot reduce damage taken below 1. • Lightweight Alloy and Drithryl require 1/2 of a Product's Active Components (2/3 for odd Numbers in weapons) to be made with the material to grant its benefit. • Armor made with Drithryl still breaks down from taking damage in combat. • In addition to Destruction Immunity, Each Active Drithryl Component in Armor grants +3 Armor Points. • <i>Double Strike/Cast</i> is a Combo ability. The paired attack requires two uses of the appropriate Defense to successfully defend against. • <i>Double Strike</i> is unique, in that it may be used 2 times per Rest, unlike other weapon material effects which are once per instance of the material. 				



Wood				
Base Material	Low Quality	Moderate Quality	High Quality	Superior Quality
	Birch	Oak	Hazinth	Cheruby
Special Materials	When Crafted into a...			Gain this ability...
Mendhogany	<u>Physical Weapon:</u>		Item Repairs itself if held together for 2 minutes	
Self Repairing	<u>Wand/Stave/Instrument:</u>			
	<u>Armor/Buckler/Shield:</u>			
Wraithwood	<u>Physical Weapon:</u>		Attacks may affect Spirits and deal +2 damage against them Can block attacks from Spirits	
Affects Spirits	<u>Wand/Stave/Instrument:</u>			
	<u>Armor/Buckler/Shield:</u>			
Spellbranch	<u>Physical Weapon:</u>		Offensive Spell Damage +1 while the item is wielded -1 Damage from Spells	
Spell Enhancing	<u>Wand/Stave/Instrument:</u>			
	<u>Armor/Buckler/Shield:</u>			
<ul style="list-style-type: none"> • All Invokable and Passive abilities are granted <i>per Active Component</i> in a Product. • Damage reduction effects cannot reduce damage taken below 1. • Mendhogany requires at least 1/2 of a Product's Active Components (2/3 for odd numbers) to be made with the material to grant its benefit. • In addition to the Self Repair effect of Mendhogany, Armor that is above 0 Armor Points will regain 1 Armor Point per minute, per Active Component of Mendhogany in a Product, while out of combat. 				



Textiles				
Base Material	Low Quality	Moderate Quality	High Quality	Superior Quality
	Scrapped Cloth	Piecemeal Cloth	Layered Cloth	Sublime Cloth
Special Materials	When Crafted into a...			Gain this ability...
Leysilk	<u>Physical Weapon:</u>		Mana Restoring effects restore	
Mana Restoring	<u>Wand/Stave/Instrument:</u>		25% more Mana (rounded down)	
	<u>Armor/Buckler/Shield:</u>		Regen. 1 Mana/2 minutes OoC	
Acuity Twill	<u>Physical Weapon:</u>		Focus Restoring effects restore	
Focus Restoring	<u>Wand/Stave/Instrument:</u>		25% more Focus (rounded down)	
	<u>Armor/Buckler/Shield:</u>		Regen. 1 Focus/2 minutes OoC	
Fusion Weave	<u>Physical Weapon:</u>		Health Restoring effects restore	
Health Restoring	<u>Wand/Stave/Instrument:</u>		25% more Health (rounded down)	
	<u>Armor/Buckler/Shield:</u>		Regen. 1 Health/3 minutes OoC	
<ul style="list-style-type: none"> • All Passive abilities are granted <i>per Active Component</i> in a Product. • The minimum effect of the Mana/Focus/Health Restoring Weapon effects is 1. • Fusion Weave only affects the Location the Armor made with it is worn on. • The weapon effects of all three Special Materials only function while the weapon is held in hand. • Armor with special Textile material effects require a full Rest while being worn for a character to benefit from them. 				



Leather				
Base Material	Low Quality	Moderate Quality	High Quality	Superior Quality
	Holed Leather	Patched Leather	Sturdy Leather	Pristine Leather
Special Materials	When Crafted into a...			Gain this ability...
Drakkon Hide	<u>Physical Weapon:</u>		+2 Natural Armor in each location while wielded	
Armored	<u>Wand/Stave/Instrument:</u> <u>Armor/Buckler/Shield:</u>		+3 Armor Points, <i>or</i> above effect	
Sheddskin	<u>Physical Weapon:</u>		<i>Shed Skin</i> , 1/Rest	
Status Cleansing	<u>Wand/Stave/Instrument:</u> <u>Armor/Buckler/Shield:</u>		<i>Shed Skin</i> , 1/Rest <i>Escape</i> , 1/Rest	
Nagina Hide	<u>Physical Weapon:</u>		<i>Hidden Strike</i> , 1/Rest	
Stealth Enhancing	<u>Wand/Stave/Instrument:</u> <u>Armor/Buckler/Shield:</u>		<i>Hidden Cast</i> , 1/Rest <i>Shimmer</i> , 1/Rest	
Sarseth Wrapping	<u>Physical Weapon:</u>		<i>Toxic Strike</i> , 1/Rest	
Poisonous	<u>Wand/Stave/Instrument:</u> <u>Armor/Buckler/Shield:</u>		<i>Toxic Cast</i> , 1/Rest <i>Toxic Defense</i> , 1/Rest	
<ul style="list-style-type: none"> • All Invokable and Passive abilities are granted <i>per Active Component</i> in a Product. • <i>Shed Skin</i> allows the wielder to cleanse themselves of any Status Effect except Cursed at the cost of 1 Torso Health. This Health may only be restored by Resting. • <i>Escape</i> Removes an instance of the Bound, Paralyzed, or Restrained Status Effect on the character. • <i>Hidden Strike/Cast</i> is a Combo ability. The paired attack may be used from Stealth without breaking it. • <i>Shimmer</i> Defends against an attempt to pierce or end the character's Stealth. • <i>Toxic Strike/Cast</i> is a Combo ability. The paired attack also inflicts the Poisoned Status Effect. • <i>Toxic Defense</i> Defends against being Poisoned. 				



Consumable and Permanent Items

There are two primary types of items in Alterra: **Consumable** and **Permanent**. First we will cover the various rules and special notes concerning Consumable Items- or simply; Consumables. While Consumables do not *require* physreps, they are highly encouraged!

What is a Consumable Item:

- A Consumable Item is almost any item that is *not* permanent, and has limited uses before the item is used up. This includes the likes of potions, elixirs, poisons, and bombs- but also Skill Gems; though Skill Gems are a somewhat special case.

Activation Time:

- Unless otherwise stated, Consumables have a **5 second** Concentration time to use. This can be roleplayed as time spent drinking a potion, applying a poison to something, or lighting/priming an incendiary for use.
 - Skill Gems are instant to use, but must be placed in a Socket to do so. Also, once used, a Skill Gem crumbles, leaving the Socket empty.

Interruption of Use:

- Should a character be **interrupted** while activating a Consumable Item, the resulting effect varies based on the type of Consumable interrupted...
 - Hermetics that are interrupted do *not* have their effect applied, and are considered used.
 - Incendiaries that are interrupted do *not* have their effect applied, but are *not* considered used.
 - Toxicology Poisons or Antidotes that are interrupted while being used do *not* have their effects applied, and are considered used.

Use and Targets of Consumables:

- Different kinds of Consumables apply in different manners to different targets...
 - Hermetics may only be applied to **oneself** or a **willing target**. Note that an Unconscious or Downed target *is* considered willing.
 - Incendiaries are delivered like Spell Attacks, using a Spell Packet or some other form of thrown physrep. They must be thrown at and strike a target to deal their effect (unless another effect states otherwise).
 - Note that in most cases, if an Incendiary strikes a Shield or Buckler, the effect is not applied but the item *is* used.
 - Effects from Incendiaries are considered Surprise damage.
 - Toxicology Consumables vary in delivery and use...
 - Antidotes function as Hermetics.

- Poisons require the *Path of the Venomous* to use, though the base poison Consumable item *can* be willfully drunk or applied like a Hermetic to a willing target.

What is a Permanent Item:

- A Permanent Item is any item that is *not* consumed on use. This includes the likes of Weapons, Armor, Casting Armaments, Trinkets, Talismans, and Glyphs. While a physrep is not needed for *every* Permanent Item card (though having one is highly recommended), any actively used Permanent Item *does* require a physrep.

Activation Time:

- Unless otherwise stated, any Permanent Item that has an Invokable effect (such as some Special Material effects for weapons and armor) require no activation time and are instant to use.
- A Permanent Item must be wielded or worn to benefit from- be it Active or Passive effects. A Shield on your back or sword at your waist does *not* confer passive effects.

Interruption of Use:

- In the rare event a Permanent Item has an activation time, and that time gets interrupted, it functions similarly to a Spell- the Concentration time stops and must be started over from the beginning, but the effect is not considered used.

Use and Targets of Permanent Items:

- The only truly applicable target for a Permanent Item (or in this case, the effect of one) is Talismans and adding a Socket to armor- in which case the Talisman only works when socketed, and the addition of a Socket *is* permanent and requires Worn Armor to perform upon.
- Some Special Material benefits grant Active uses of abilities. These abilities do *not* cost Mana or Focus; however, they are limited by how many times they can be Invoked per Rest; usually once per Active Component holding the ability per Rest.

Permanent Item Durability and Breakdown:

- Different Armaments follow different rules for durability...
 - Weapons, Bucklers, and Shields do **not break down** or outright break unless subject to an effect that states otherwise.
 - Armor wears down as it sustains damage (even if made of unbreakable material). When a piece of Armor reaches 0 Armor Points, it is considered broken and must be repaired.
 - Note: Armor with Active or Passive Special Material benefits must have at *least* 1 Armor Point to be able to Invoke or benefit from those effects. This

means that any Active or Passive Special Material effects are considered unavailable once a piece of Armor is dropped to 0 Armor Points.

- The benefits of Talismans and ability to Invoke Skill Gems in Sockets on Armor that has no remaining Armor Points, however, remains intact.

Permanent Item Quality:

- Armaments can be crafted with materials of varying Quality, which dictates some base enhancements to the item- as well as how many Special Material Components can be Active in it.

Quality	Weapon Effect	Armor Effect
Low	+0 Damage Up to 1 Active Component	+0 Armor Up to 1 Active Component
Moderate	+1 Damage Up to 2 Active Components	+1 Armor Up to 2 Active Components
High	+2 Damage Up to 3 Active Components	+2 Armor Up to 3 Active Components
Superior	+3 Damage Up to 4 Active Components	+3 Armor Up to 4 Active Components

- These Quality benefits are **not cumulative**- they do *not* add up as Quality improves. Only the benefit per the item's actual Quality is granted.
 - **Instruments** are the exception to this rule. Their Quality benefits stack.
- Bucklers and Shields only increase the number of possible Active Components in the item as Quality increases.
- For Products that are created using Components: The overall Quality of the finished item is determined by the **lowest Quality** Component in the Product. This will be elaborated on a bit later.

Components

Components are an intermediary item step between raw materials and final products. They are intended to break up what can otherwise be a monotonous system of crafting that requires the player to ‘invent’ a process for a 10-40 minute recipe. This also allows for crafters to break up their end product’s craft time instead of needing to create a whole Product from scratch every time. Additionally, Components can even be found as loot out in the world!

Components must always be crafted from one kind of Base material. For example, you cannot create a Component using Iron and Stelium, it must be one or the other. The Quality of Base Material used will determine the Quality of the Component- which in turn will dictate the overall Quality of the final Product.

As stated above, if you combine Components of differing Qualities into one Product, the lowest Quality among them will decide the Quality of the final item. For example, if you combine a Low Quality pommel together with a Superior Quality handle, guard, and blade, the resulting weapon will be of Low Quality. Your work is only as good as the weakest of its parts!

Below is a list of all craftable Components in Alterra, including what materials they can be made from, how much material is required, and how long it takes to produce them baseline.

Blades/Heads				
Wood	Bone	Metal	Gemstone	-
Type		No Special	With Special	Time
Thrown Blade		2 Base Material	1 Base/ 1 Special	2 minutes
Small Blade/Head		4 Base Material	3 Base/ 1 Special	5 minutes
One-Handed Blade/Head		6 Base Material	4 Base/ 2 Special	10 minutes
Two-Handed Blade/Head		10 Base Material	6 Base/ 4 Special	15 minutes

Bracings/Bolts				
Wood	Bone	Metal	-	-
Type		No Special	With Special	Time
Bracings/Bolts		4 Base Material	3 Base/ 1 Special	4 minutes

Facings				
Wood	Bone	Metal	Gemstone	-
Type		No Special	With Special	Time
Facings		6 Base Material	4 Base/2 Special	6 minutes

Guards				
Wood	Bone	Metal	Gemstone	-
Type		No Special	With Special	Time
Small Guard		3 Base Material	2 Base/1 Special	3 minutes
One-Handed Guard		4 Base Material	3 Base/1 Special	6 minutes
Two-Handed Guard		6 Base Material	4 Base/2 Special	9 minutes

Handles/Grips				
Wood	Bone	Metal	Textile	Leather
Type		No Special	With Special	Time
Small Handles/Grip		3 Base Material	2 Base/1 Special	3 minutes
One-Handed Handle/Grip		4 Base Material	3 Base/1 Special	6 minutes
Two-Handed Handle/Grip		6 Base Material	4 Base/2 Special	9 minutes

Pommels				
Bone	Metal	Gemstone	-	-
Type		No Special	With Special	Time
Thrown Pommel		2 Base Material	1 Base/1 Special	1 minute
Small Blade Pommel		2 Base Material	1 Base/1 Special	2 minutes
One-Handed Pommel		3 Base Material	2 Base/1 Special	3 minutes
Two-Handed Pommel		4 Base Material	3 Base/1 Special	5 minutes

Section of				
Textile	Leather	-	-	-
Type		No Special	With Special	Time
Section of		6 Base Material	4 Base/2 Special	6 minutes

Shaft				
Wood	Bone	Metal	Gemstone	-
Type		No Special	With Special	Time
Small Shaft		4 Base Material	3 Base/1 Special	5 minutes
One-Handed Shaft		6 Base Material	4 Base/2 Special	10 minutes
Two-Handed Shaft		10 Base Material	6 Base/4 Special	15 minutes
Bow Shaft		7 Base Material	5 Base/2 Special	11 minutes

Strappings				
Textile	Leather	-	-	-
Type		No Special	With Special	Time
Strappings		4 Base Material	3 Base/1 Special	4 minutes

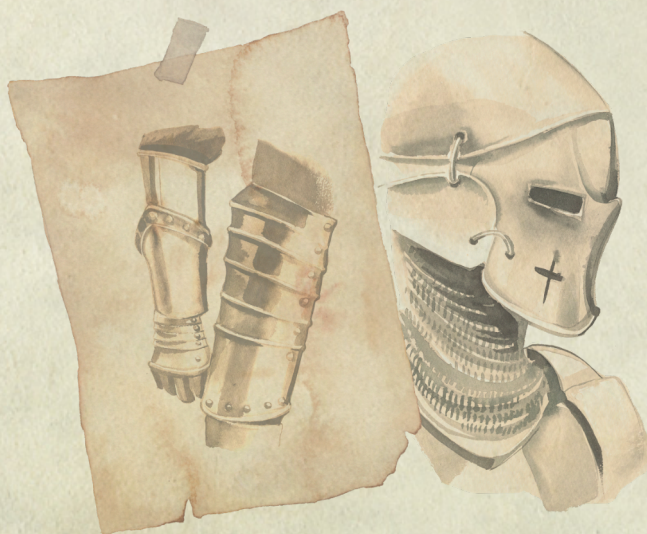
- Each created Component should have its own **Component Card**, which is to be marked off by the player who made it.
- When an Armament composed of Components is completed, each Component Card used in its construction should be stapled together behind the final **Permanent Item Card**, which should also be marked off by the player who assembled it.
- This stack of cards joined together is the completed information for the Armament.

Armorcraft Patterns

Now that you understand what a Permanent Item is, how it functions, how one is made, and everything about Components, we can put that to use by learning what Components are needed to make what Product; starting with Armor...

Product	Component 1	Component 2	Component 3	Component 4	Assembly Time
Light Armor Limb	1 Strappings	1 Section of	-	-	10 minutes
Light Armor Torso	2 Strappings	2 Section of	-	-	10 minutes
Medium Armor Limb	1 Strappings	1 Section of	1 Bracing/Bolts	-	15 minutes
Medium Armor Torso	2 Strappings	2 Section of	2 Bracing/Bolts	-	15 minutes
Heavy Armor Limb	1 Strappings	1 Section of	1 Bracing/Bolts	1 Facing	20 minutes
Heavy Armor Torso	2 Strappings	2 Section of	2 Bracing/Bolts	2 Facing	20 minutes
Buckler	1 Strappings	1 Bracing/Bolts	1 Facing	-	10 minutes
Shield	1 Strappings	1 Bracing/Bolts	1 Facing	1 Small Handle	15 minutes

- Torso pieces require twice the number of Components to craft, but do not have twice the number of Active Components in the final product. This requirement is simply to exemplify the need for more material for a larger piece.



Weaponcraft Patterns

And moving on to weapons...

Product	Component 1	Component 2	Component 3	Component 4	Assembly Time
Thrown Weapon	1 Thrown Blade	1 Thrown Pommel	-	-	3 minutes
Dagger (Small)	1 Small Blade	1 Small Guard	1 Small Handle	1 Small Pommel	5 minutes
One-Handed Sword	1 One-Handed Blade	1 One-Handed Guard	1 One-Handed Handle	1 One-Handed Pommel	10 minutes
Bastard Sword	1 One-Handed Blade	1 Two-Handed Guard	1 Two-Handed Handle	1 One-Handed Pommel	12.5 minutes
Two-Handed Sword	1 Two-Handed Blade	1 Two-Handed Guard	1 Two-Handed Handle	1 Two-Handed Pommel	15 minutes
Sap/Hatchet (Small)	1 Small Head	1 Small Shaft	1 Small Handle	1 Small Pommel	5 minutes
Cestus (Unarmed Blunt)	1 Bracing/Bolts	1 Facing	1 Strappings	-	5 minutes
One-Handed Mace/Axe	1 One-Handed Head	1 One-Handed Shaft	1 One-Handed Handle	1 One-Handed Pommel	10 minutes
Two-Handed Mace/Axe	1 Two-Handed Head	1 Two-Handed Shaft	1 Two-Handed Handle	1 Two-Handed Pommel	15 minutes
Bastard Mace/Axe	1 One-Handed Head	1 Two-Handed Shaft	1 Two-Handed Handle	1 One-Handed Pommel	12.5 minutes
Quarterstaff (26-60 inches)	1 Bracing/Bolts	1 Two-Handed Shaft	1 One-Handed Handle	-	15 minutes
Long Staff (60-72 inches)	1 Bracing/Bolts	1 Two-Handed Shaft	1 Two-Handed Handle	-	15 minutes
Spear (36-60 inches)	1 Bracing/Bolts	1 Two-Handed Shaft	1 One-Handed Handle	1 One-Handed Blade	15 minutes
Polearm (60-72 inches)	1 Bracing/Bolts	1 Two-Handed Shaft	1 Two-Handed Handle	1 Two-Handed Blade	20 minutes
Bow	1 Bracing/Bolts	1 Two-Handed Shaft	1 One-Handed Handle	-	15 minutes

Repairing

Inevitably, through the rigors and wear of combat against countless foes, a time will come when every adventurer must seek to have their beloved Armaments **repaired**. That is where this section comes in. The effort and materials required to repair something depends on how bad the damage is; **Destroyed** vs. **Damaged**.

- **Destroyed** is the result of a Destruction Effect, such as *Crushing Blow*. All Armaments (physical, armor, and casting) are susceptible to this, and repair requires much greater effort.
- **Damaged** only applies to Worn Armor and happens naturally over time as the Armor sustains damage. Any amount of missing Armor Points, be it 1 or all of them, counts the piece as Damaged and follows its own repair structure.

Repairing Destroyed Armaments:

When an Armament is completed, it should have a stack of item cards accompanying it; a few Component Cards and the top Permanent Item Card (this does not apply to Tomes and Holy Symbols). By reading this, a smith is able to discern the correct materials (Base, Special, and otherwise) and amount of time required to repair said object.

The equation for calculating materials and time for repairs is:

1. **Add** up the number of **Base Materials** used to create the item.
2. **Add** up the number of various **Special Materials** used to create the item (if relevant).
3. **Divide** this (or both) number by **3**, rounding up when necessary. This is your **total**.
4. The amount of **time** required is **1 minute** per material required in that total.

For example, let's take a High Quality silvered one-handed sword in need of repairs:

- 1H Pommel: 2 Durium, 1 Silver.
- 1H Handle: 3 Durium.
- 1H Guard: 3 Durium, 1 Silver.
- 1H Blade: 4 Durium, 2 Silver.

Using the above equation, we have a total of **12** Durium, and **4** Silver. We divide those both by 3, and end up with **4** Durium, and **1** Silver (4 divided by 3 is 1.33, which rounds down to 1). Therefore, to repair the weapon in our example, we would need to invest 4 Durium and 1 Silver over 5 minutes.

- Note: While Armor Torso pieces require double the Components to craft, it does *not* require that many to repair from Destroyed. Calculate material and time requirements based on 1 instance of Torso Armor Components.

Repairing Damaged Armor:

Fixing Damaged armor is much easier than Destroyed armor, as it only requires **1** Base Material used in the item's construction and **1** of each Special Material that is **Active** in the piece. Note, that isn't 1 of *each* Base Material- it is 1 *period*. So if a piece of High Quality Heavy Armor is made using metal, bone, leather, and textile, the Armorsmith could choose to repair it using 1 unit of Durium, Tibuna, Sturdy Leather, **or** Layered Cloth. The time requirement is still **1 minute** per material.

As for the Special Material requirements mentioned above, it is per *Active* Component. So, even if a Moderate piece of Heavy Armor has all 4 Components possessing Special Materials, only two of them may be Active- and the Special Materials required would be based on which two those are; *however* this is *each* Special Material Active. What does this mean in practice? Let's look at two different pieces of Moderate Quality Heavy Armor:

- Piece A is made with metal, bone, leather, and textile, and of those, the leather and bone have active Special Materials (Drakkon Hide and Torpor Marrow). To repair this piece when Damaged the Armorsmith uses 1 unit of Durium, 1 unit of Drakkon Hide, and 1 unit of Torpor Marrow over 3 minutes.
- Piece B is made with metal, metal, leather, and textile, and of those both the metal Components have Active Special Materials *and* they are the same (Gold). To repair this piece when Damaged, the Armorsmith uses 1 unit of Layered Cloth and 1 unit of Gold over 2 minutes.

A couple things to keep in mind:

- In the event an Armament is made of Components of varying qualities (such as a Low Quality Buckler made with a Low Quality Facing, Moderate Quality Strapping, and Superior Quality Bracing/Bolt) the total Base Materials will be considered at the **lowest quality** of them all.
 - So in the above case, the 5 required Base Materials would just be all Iron, not a mixture of Iron, Durium, and Temperite.
- If an Armament is made of a more specialized or unique material (such as one made via the Smelting ability or Ritual of Melding), that **exact** material is required to repair the item- not simply the materials that went into creating the unique material. So if a dagger is made of melded Diamond-Drithryl, then melded Diamond-Drithryl *must* be used to repair it, not just some Diamonds and some Drithryl.
- Armor that is reduced to 0 points, being Damaged or Destroyed, no longer grants any Special Material benefits (Passive or Active). Socketed effects (Talismans, Skill Gems, etc) however, do still function.

Gameplay Supplements

There are several mechanical systems within Alterra which all players should have *some* level of familiarity with. These are considered more universal and may be useful to at least understand even if you do not directly employ them as your character.

Some of these systems are simple- such as how to **loot** a fallen foe. While others have layers of complexity- such as the **pickpocketing** system. However, let's say you don't play a thief type character and never intend on pickpocketing anyone; you should still know what to do should *you* be the victim of a cutpurse.

The only system in this section that could be considered not universal is the **Summoning system**. Generally speaking, only players who intend to employ Summons would need to know how it works, as it is self contained and the creatures the system produces are akin to pseudo NPCs as far as other players are concerned.



Looting Enemies

To loot a body, a character must roleplay searching the target for at least **20 seconds**. If the character is attacked while performing their search, the 20 second roleplay time is interrupted and must be restarted. A target may be searched before or after being subject to a Killing Blow. Landing a Killing Blow on a target while it is being searched does not interrupt or end the search.

A character should make every effort to actually indicate locations they are searching during their roleplay time. Just overall waving or patting your hands rapidly up and down haphazardly on a target *might* reveal something- or it might not. But taking time to focus on areas loot may actually be hidden- such as a pouch, or boot, could yield greater results.

Upon completion of the time required to search a target for loot, the target being searched should discreetly hand off any relevant goods they may have been carrying as loot to the character. If the loot is held in a specific area and the character neglected to specifically search the area in question, the target being searched is not obligated to surrender those goods. So be thorough!

Additionally, some people (players and NPCs alike) may be less comfortable with full on physical search roleplay. This is more than fine, but the character still cannot simply say "I search you." The character should minimally hover their hands over the area designated being searched and verbally dictate where and how they are searching the body. If at any point a player is uncomfortable with how search roleplay is being handled- they are encouraged to make that known to the player doing the searching. If this continues to be an issue- please report the issue to a Marshal as soon as possible.

- It should be noted that Player Characters *can* loot other Player Characters (like, say, after engaging in some PvP for example). In this special case, the 20 second roleplay time is still required, but the character may *only* search **one location** on the target PC, and they will only receive **50%** of the contents of that area/place/container (as chosen by the character *being* looted); so choose wisely.

Gathering

In addition to looting bodies, characters can also gain resources via the **Gathering system**. All characters are able to gather and it requires no special skills to perform- however, a character may only carry **1 Gathering Node** on their person at any given time unless other effects state otherwise. Gatherable resources are marked by a resource node, which is a long wooden stick with the end colored or decorated to indicate the type of node it is.

To gather the node, the character must spend **10 minutes** roleplaying gathering at the site of it (though this time *can* be reduced by various means). Once the time has finished, the character may remove the node marker from the ground and carry it with them- eventually returning it to **Craft Logistics** where a roll will be made to see what was found.

The types of Gathering Nodes, and the resources they can provide are as follows...

Botany Node		
Wood	Textile	Plants
Mineral Node		
Ore	Crystal	Gemstone
Organic Node		
Essence	Leather	Bone

- When a Gathering Node is brought to Craft Logistics, the player will first roll a 10-sided die (**1d10**).
 - There will be 8 dots and 2 stars. Landing on a **dot** will result in a roll for Base Material, while landing on a **star** will result in a roll for Special Materials.
- Next, the player will roll slightly different dice depending on the node in question:
 - **Mineral Nodes** will roll a **red 1d20** and a **1d6** if rolling for Base Materials, or a **red 1d20**, a **1d30**, and a **1d6** if rolling for Special Materials.
 - **Botany Nodes** will roll a **red 1d20**, a **blue 1d20**, and a **1d6** for Base Materials- and a **red 1d20**, a **1d30**, and a **1d6** for Special Materials.
 - **Organic Nodes** will roll a **red 1d20**, a **blue 1d20**, and a **1d6** for Base Materials- and a **red 1d20**, a **1d30**, and a **1d6** for Special Materials.
- Additionally, along with every node roll, players will roll an additional **1d4**. Should they roll a **4**, they will roll a **1d8** to see what **Trophy** material they receive!

Craft Logistics and The Bazaar

By now you've seen the term **Craft Logistics** a couple of times. This is a location (usually located in or nearby the **Crafter's Hall**) where multiple crucial game functions occur, such as...

- **Signing-in** to the game and obtaining your **Character Sheet**.
- Obtaining **Item Cards** of all kinds.
- Dropping off and picking up **Glyph physreps**.
- Bringing **Gathering Nodes** to roll for resources.
- Accessing the **Bank**.
- Getting pins for **pickpocketing**, as well as turning over loot you've had pickpocketed.
- Accessing the **Black Market**.

As well as a handful of other in-game services, Craft Logistics is also always operated by a Marshal if not a Director if you ever find yourself in need of someone of higher authority during gameplay. However, Craft Logistics is also where you will find one other important aspect of Alterra: **The Bazaar**.

The Bazaar is an in-game shop owned and operated by the Adventurers Guild. They offer a wide selection of various goods in exchange for coin. The type of items at The Bazaar can vary, and some goods are in limited supply, so be sure to check back often!

So what *exactly* might someone find at The Bazaar? Well...

- **Potions** and sometimes **Elixirs** of various kinds and potencies.
- Any **Glyph** from the Starting Glyph List will be for sale here.
- **Containers** (as Item Cards that require various kinds of physreps) to increase how many Gathering Nodes you can carry.
- **Tools** (as Item Cards that require various kinds of physreps) that improve how quickly you can gather a node.
- **Repair Kits** for emergency repairs.
- **Bandages** to save a Downed Target from dying in an emergency.
- **Talisman** and **Skill Gem Extraction Kits** to remove the aforementioned items from Sockets without destroying them.
- **Crafting Materials** of many kinds- mostly Base, sometimes Special.
- Sometimes, a rarer selection of Glyphs and goods can be found for sale.

Tracking

Path of the Hunter within Way of the Marksman grants the ability to Track a target. Given anyone *could* theoretically be the target of someone's Tracking, it would be wise to know how the system works- how to respond to it- and what it entails...

How to Perform Tracking:

- The character must first *possess* the ability by having access to Path of the Hunter.
- The character must loudly shout the word tracking, followed by the target of their tracking attempt; the more specific, the better.
 - For example, if tracking a werewolf, the character would yell “TRACKING, WEREWOLF!!”
- **Each call** of Tracking costs the character **4 Focus**.
- Tracking may only be called **within reason**. A character could not simply walk into a building and call “Tracking, Thief” to discern all thieves in the area.

How to Respond to Tracking:

- **All** targets matching the description of the called Tracking attempt **must** respond immediately in a loud voice with the matching target word followed by “here”.
 - For example, if a character shouted “TRACKING, WEREWOLF!!”, if someone within earshot heard this, they would be required to shout back loudly “WEREWOLF HERE!!”.
- Responding to being Tracked does *not* cost any Focus.
- Similarly to Tracking requiring reasonable cause to be called, a target is not required to respond to the call if there is *reasonable* doubt they are involved in the Tracking being attempted.

How to Counter Tracking:

- The character must possess the ability **Forestborn**, also found in the Path of the Hunter.
- When a Tracking designation is called that would suit the character, and they have reasonable cause to believe they are the intended target(s), they may choose to **not respond** to the call via the **Forestborn** ability.
- Each time the **Forestborn** Skill is used, the character must spend **2 Focus**.
- Activating **Forestborn** is a *choice* the character may make per instance of a Tracking call, and are not *required* to utilize the ability unless they wish to.
- Finally, choosing to activate **Forestborn** is a silent choice. The character using the ability need not call anything aloud, or otherwise make it known- so long as they reliably pay the Focus Cost if they *do* use it.

Traps

Path of the Saboteur within Way of the Shadowed grants the ability to Set and Disarm Traps. Listed below are how traps function, as well as a list of the many effects that can be crafted into a trap.

What does a Trap look like?

- A Trap physrep is a relatively small, hard disc (such as a frisbee or lawn golf disc), no more than 1 foot in diameter. They are **grey** in color.
- A **Stealthed** Trap physrep should be **green**, or have some form of fitted green cover on it.
- The **Item Card** outlining what a given Trap *does* should be secured to the Trap somehow (like with tape) and be easily accessible and readable.

How is a Trap Set?

- A character must spend **1 minute** of Concentration crafting a Trap per **Trap Effect** involved in it, while investing the appropriate materials for the effect(s).
- Once crafted, the Trap is considered **inactive**, and can be carried around freely. The character may then spend **20 seconds** roleplaying Setting the Trap to render it **active**.
- Once active, anyone who comes within **2 feet** of the Trap will **trigger it**.

How is a Trap Disarmed?

- The character attempting to **Disarm** the Trap must be aware of its existence, location, and physically able to reach the physrep.
- The character then must spend **15 seconds** roleplaying Disarming the Trap *per* Trap Effect it possesses.
- Once successfully Disarmed, the character who did so (or anyone nearby who would be better suited) should take the physrep back to Craft Logistics at their earliest opportunity (unless someone else states against that, such as a story Marshal).

What kind of Effects can a Trap have?

- **All** Trap Effects are considered **Surprise Attacks**.

Alarm	Materials
The target who sets this effect off (or a Marshal if present) begins shouting the word <i>Alarm</i> loudly for 15 seconds.	3 Birch 3 Iron 1 Gold

Damage	Materials
The target suffers 3 damage to the location nearest to the Trap.	3 Birch 2 Stelium 2 Hemorrhage Femura

Knockback	Materials
The target is knocked back 4 Paces.	3 Birch 3 Stelium 2 Calcified Sulfur

Knockdown	Materials
The target is Tripped for 5 seconds.	3 Birch 3 Iron 1 Dense Claw

Marked	Materials
The target is covered in wash-resistant paint, marking them as the one who set the Trap off. This also counts as Marked for <i>Path of the Hunter</i> abilities. The paint lasts until a Rest is completed	3 Birch 3 Iron 1 Coward's Blood

Explosive	Materials
When Triggered, all targets within 5 feet of the Trap suffer 1 damage (closest Location), as well as the effect of any other Trap Effects in this Trap.	2 Oak 2 Stelium 2 Shrapnel

Blinding Powder	Materials
The target is Blinded.	3 Birch 2 Stelium 2 Ostuscura

Poison Dart	Materials
The target is Poisoned.	3 Birch 3 Iron 2 Shadethorn

Bejeweled	Materials
Allows the Trap to house a Skill Gem, which acts as this effect's Trap Effect when Triggered.	3 Birch 1 Durium 1 Skill Gem
Rigged	Materials
Allows the Trap to house an Incendiary Consumable Item, which acts as this effect's Trap Effect when Triggered.	2 Oak 2 Stelium 1 Incendiary
Elaborate	Materials
Increases the Trigger Range of the Trap by 3 feet. This is represented by a red edge on the physrep. This effect adds 10 seconds to Set and Disarm times for the Trap.	3 Oak 3 Stelium 2 Silver
Flare	Materials
The target is removed from Stealth and cannot re-enter any form of Stealth for 1 minute.	3 Birch 2 Iron 1 Glossy Eye
Smog	Materials
The target is Silenced.	2 Oak 2 Stelium 3 Lingerminate
Resetting	Materials
Allows the Trap to automatically re-arm itself 10 seconds after Triggering once per instance of this effect. This is represented by a piece of yarn per instance of this effect secured along with the Item Card for this Trap. Each time it is set off, a piece of yarn should be removed. The Trap no longer re-arms when all yarn is expended.	2 Runed Atturium 2 Gold 1 Drithryl

Pickpocketing and Theft

Not all adventurers wish to make their gains and glory through amicable means. Some seek to use subtlety, deception, and cunning to pilfer pockets and purloin purses. These are the thieves of the world; and in Alterra, they're no different.

Pickpocketing can be a controversial and challenging system for a LARP and it can evoke strong emotions for some players. In light of this we ask players to of course stay vigilant against thieves- but also do their best to keep in-game actions in game. While it's never fun to be stolen from, it is a facet of medieval fantasy which some players rarely get to experience, and can be very rewarding to pull off. It is dependent on the **honor system** to facilitate and while being a victim may not feel good, players upholding the rules of this system is what helps make it possible.

All players should be familiar with this system so if they are a victim, they know how to resolve it. If a thief succeeds but later sees their target without clips on them and no reward was presented from Craft Logistics, this *could* be a **rules violation**. A Marshal on duty can approach and question the person who was stolen from to verify and resolve this, but the player who performed the Pickpocketing should never do so themselves. It is our sincere hope that any issues will be minimal and resolved properly and fairly for all parties involved.

All players should also remember there is an active **Law System** and guards posted in the game world. Theft is against the law and there are expansive roleplay measures and mechanics for characters to leverage in these situations. Should a thief be caught in the act of attempting to place pins on a target, be it as a victim or an onlooker, the character can determine how to handle the situation as immersively as possible.

If the thief and the apprehender are both flagged for PRP (Physical Roleplay), they can attempt to physically restrain the thief (within reason), or use skills against one another in PvP till a figure of authority arrives (Town Guard, or someone similar) or the thief escapes. Thieves caught by the law will be subject to penalties through the court system and possibly be thrown in **jail**.

Pickpocketing is facilitated by the use of **clothes pins** that are attached to a specific bag, satchel, or item that is being targeted. Pickpockets are *never* to directly remove items from players' bags or their person by *any* means.

A thief will subtly try to attach clothespins to the target item or container and are required to attach **4 pins** to the same item or container. A thief must succeed in attaching enough pins before the victim notices. Once the victim *does* notice the pins, if there is the proper amount, the victim should turn in the pins to **Craft Logistics**, who will resolve the theft and obtain the items from the player to later deliver to the thief. Should a target notice the pins *before* all 4 have been placed, you may remove them and turn them into Craft Logistics at your earliest opportunity.

How to Perform Pickpocketing:

- The character must first have the ability to **Pickpocket** through the Path of the Cloak in the **Way of the Shadowed**.
- To begin the process, the character must visit **Craft Logistics** and discreetly state they are looking to do a job/heist/lift/etc. While proving they have the Pickpocket ability on their **Character Sheet**.
- The character will have their **Player Number** as well as number of pins issued (up to **12** at a time, or **3** heists worth) recorded in the **Ledger**, along with the **I.D. code** on their pins.
- The character is then free to go out and attempt any thievery utilizing the pins as they desire, and should check back after their deeds are done for the spoils.
 - All unused pins *must* be returned to Craft Logistics by the end of the Event. Repeated failure to do so may result in a violation.

Application of Pins:

- Pins must be **securely** attached to the target **container** (as long as space permits on the target). If there is no space, the next closet spot, such as a belt or clothing should be used- but *only* if necessary.
- Pins cannot be attached to other pins, be they your own or someone else's.
- You cannot hold **multiple pins** ready to clamp simultaneously. Only one pin can be attached at a time.
- Baseline, the number of pins required to be successful is **4**.

The skill of Pickpocketing and use of clothespins is only required for theft from containers; boxes, pouches, pockets, etc- and on Armaments. Should any character see Item Cards out in the open, outside of any kind of container, they are free to steal those cards *without* requiring any particular Skill.

How to React to being Pickpocketed:

- Most importantly, maintain your **honor**. Once you notice all 4 pins on you, roleplay it appropriately, and report to Craft Logistics at your earliest opportunity (but don't remove the pins until you arrive there if possible).
- Once at Craft Logistics, remove the pins from where they were, and turn them over to the Marshal on duty, as well as any in-game Item Cards (or currency) in the container that was pilfered.
- The **Marshal** will remove something appropriate from your surrendered Item Cards (or a portion of currency) depending on the type of pins that were used before returning the rest of the cards or currency to you, and sending you on your way.
- It is considered **Metagaming** to watch Craft Logistics to see who comes to take the spoils.

Types of Pins:

- **Black Pins** - General, 1 random Item Card in container.
- **Silver Pin** - Currency, 25% of total currency in a container.
- **Gold Pins** - Armament (explained further below).
- **Pink Pins** - Putpocket, places something left at Craft Logistics into the target's container.
- **Any other color of Pin** - a various form of the Glyph of Pilfering, which allows targeting of specific goods.

Theft of Armaments:

- Armaments *are* viable targets for thievery! Though the pins for it are a bit larger than other pickpocketing clothespins.
- The **gold pins** must be clamped onto the weapon physrep in question (on the handle or some other hard part that won't damage the foam).
- As soon as a target realizes their weapon physrep has been stolen, they must discontinue use of that weapon (unless they have another weapon Item Card that can be used with that physrep).
- The target of the theft should report to Craft Logistics at their first opportunity and surrender the entire stack of cards that make up the weapon that was stolen.
- **Armor** that is being worn *can* be stolen, but only via the *Glyph of the Bucklemancer*.

A final note on Pickpocketing:

- Since there is no way to tell if an item is **Soulbound** or not, should an attempt to steal a Soulbound item be made successfully, the victim should show the Marshal at Craft Logistics their Character Sheet to prove the item in question *is* Soulbound. Then, when the thief returns for their spoils, they will be informed they believed their heist had succeeded, but the prize they sought returned to its owner as they made off with it.

Legal System Within Alterra

Alterra is a living, thriving world that has been progressing for many, many centuries. As with any high functioning society, a legal system and rule of law and order was quickly established to keep the peace, and give the people of Alterra a moral framework.

In-game, you can find books containing the laws of Alterra as a whole, though some places around the world may have more laws than those listed in those books, the laws as written are generally followed anywhere a character might travel.

Guards may be found in-game as well, rarely as NPCs but usually as player characters who take up employment within the guard to keep the area safe. These guards wear **yellow and black** tabards, and have the authority to arrest, incarcerate, and in some cases mediate limited legal matters. Otherwise, they act as an arm of law enforcement for Alterra, while the **Judges** of the land have the authority to hand down sentencing after a trial.

In-game legal proceedings can and will happen, and will be announced in case other players wish to sit in on a trial even if they have no part to play in it. There are a multitude of punishments that can be issued by a Judge, but of particular note is **Jail Time** and **Execution**.

In Alterra, when a character is sentenced to Jail Time, they will be taken to an in-game location where they will be held. At this stage, the player has a couple of options mechanically:

- Serve out the duration of their jail sentence, in character, in their jail cell.
- Choose to **NPC** for the duration of their jail sentence.
- Choose to switch to playing an **alt** instead of the sentenced character for **2x the duration** of the sentence.
 - If options 2 or 3 are chosen, the sentenced character is considered to be in their jail cell serving their time.

In the case of Execution, which is one of the highest forms of punishment possible in Alterra, the sentenced character will be executed (publically or not), and in *most* cases be considered absolved of all wrongdoing and crimes should they be resurrected. However, there may be some especially egregious crimes which even Execution does not fully forgive- and while being executed will stop a character from being hunted by the authorities, the character may be regarded as a criminal of the worst kind and still find themselves at a disadvantage in many ways.

In Character Employment

In Alterra, it is possible to gain employment *as* your character. These jobs are created and provided by the game, not the players. Players can create their own businesses and provide jobs, but they are not the same as this system (though they can mimic its elements).

First and foremost, one of if not *the* most important thing to know about the in character employment system is that your time spent doing your job **does count** as your **NPC shift**. This means your shift will be 4 hours long (though there may be some scenarios where it could be longer or shorter depending on various circumstances).

The *second* most important thing is; jobs **pay!** The rate of pay varies from job to job, but you'll make in-game currency for your efforts. Generally speaking, payment will be noted on your Character Sheet to be directly added to your bank account rather than in-game coinage physically being paid out.

How do I get a Job?

- When a Job is looking for workers, a posting will be made on the **Notice Board** (same places where Quests are posted). This posting will list when and where interviews will be held for the position.
- In character, show up at the appointed place and time, and be interviewed by the person seeking a worker (or multiple workers).
- If you get the position, the **Employer** will mark the job title and shift time on your Character Sheet, which you will be expected to show up for.
 - It is suggested you check-in with your Employer either between or at the start of each Event to see if your shift time will be changed.

What Jobs are available?

- Currently there are only 2 positions that will be made available in-game, but more will be added as the need arises...
 - **Town Guard** - Keeper of the peace and enforcer of the law. You will be expected to patrol the area, help those in need, and bring criminals to justice or jail to await trial.
 - **Barkeep** - Under the employ of the proprietor of the local Tavern, you will help maintain the bar, serve food and drinks as needed, and any other tasks the employer needs of you.

What happens while I'm doing my job?

- You will perform the duties expected of your station, which may vary from time to time based on the needs of the employer or job.
- Remember, you are your **character**, not an NPC, so you have all your usual abilities!
- Some jobs have a uniform you will be required to wear while on shift, such as the tabard and tools of the Guard.
- You **can** wear your usual adventuring gear under/with this uniform if your employer allows it, but it may also be inconvenient for some jobs.
- You are **not** to leave your place of work if there is a defined area unless *absolutely* necessary. You may defend yourself and others within your establishment- but running off after some villain while you're on the clock is considered **Abandonment of Duties**.

What if I abandon my duties?

- Not showing up for your shift is treated the same as not showing up for an NPC shift, and carries the same penalties.
- It may also result in the loss of your job, and if egregious enough, being banned from obtaining employment on *any* character.
- Depending on the nature and degree to which you abandon the duties of your job, you may at the very least have docked wages, be fired, or even have in-game legal charges brought against you.



Summoning

Through the Glyphs of the **Enthralled** and the **Familiar**, a character may summon forth minions to do their bidding, or fight on their behalf. The type of minion summoned is based upon the type of **Aspect Glyph** the character has Attuned; and the strength of their minion is connected to the Rank of the Glyph which permits the summoning.


- Note that a player must provide **their own** NPC to **voluntarily** act as their summoned minion. Alterra will not provide minions or personal NPCs to players.

To start, we have the standard summoning rules. These are a set of rules that **all** summoned minions follow as a baseline regardless of their type or strength.

- Summoned Creatures may only wield **Small** or **One-Handed** melee weapons unless otherwise stated (Summoner's choice).
- **Light** and **Void** Summoned Creatures are considered Baptized to the same Deity as the character who Summoned them when applicable.
- Summoned Creatures always Spawn within **5 feet** of the Caster.
- Upon becoming Downed (0 Torso Health), Summoned Creatures begin a **30 second Death Count**. If not Healed in this time, they dissipate, putting on an Orange Headband and stepping aside until Summoned again.
- **Natural** Summoned Creature Bonus Damage applies to basic weapon attacks, as well as Physical Damage Skills they use by extension.
- **Supernatural** Summoned Creature Bonus Damage only applies to basic weapon attacks, and not their Spells.
- Supernatural Summoned Creatures attacks deal their Aspect type damage passively.
- **CR** refers to the Challenge Rating of a Summoned Creature. As CR increases, so do the base stats and abilities the minion has access to.
- *Glyph of the Enthralled* and *Glyph of the Familiar* summon a minion at CR 1. This can be increased via the *Glyph of Enhanced Summoning*.
- The maximum CR a Summoned Creature can obtain is **10** regardless of Scale enhancing abilities.
- Summoned Creature stats are per CR, not cumulative to all CRs up to the one the minion is.
 - The exception to this is **Skills/Abilities/Spells**, which *are* cumulatively learned.
- **Mana spent** on Summoning a minion **cannot** be regained so long as that minion exists.

The following is a list of each Aspect's summons as well as their stats and what abilities they gain, as well as what those abilities do.

Fire Aspected Summons


Natural Igneous Animal Companion					Supernatural Fire Elemental			
Health Torso/Limbs	Focus	Base Damage	Skills	CR	Health Torso/Limbs	Mana	Base Damage	Spells
3/2	3	+0	<i>Claw</i>	1	2/2	3	+0	<i>Flame I</i>
4/3	5	+1	-	2	3/2	5	+0	-
5/3	7	+1	-	3	4/3	7	+0	<i>Flame II</i>
6/4	9	+2	<i>Bite</i>	4	5/3	9	+1	-
7/4	11	+2	-	5	6/4	11	+1	<i>Flame III</i>
8/5	13	+3	-	6	7/4	13	+1	-
9/5	15	+3	<i>Disarm</i>	7	8/5	15	+2	<i>Flame IV</i>
10/6	17	+4	-	8	9/5	17	+2	-
12/6	21	+4	-	9	10/6	21	+2	<i>Blast</i>
14/7	25	+5	<i>Blaze Aura</i>	10	12/6	25	+3	<i>Eruption</i>

- **Claw:** 1 Focus. Melee attack dealing +1 damage.
- **Bite:** 3 Focus. Melee attack dealing +2 damage.
- **Disarm:** 3 Focus. Melee attack rendering the struck weapon or object disarmed for 3 seconds.
- **Blaze Aura:** Attacks now deal Fire damage. Fire damage heals the minion.

- **Flame I:** 1 Mana. Spell attack dealing 2 Fire damage.
- **Flame II:** 2 Mana. Spell attack dealing 3 Fire damage.
- **Flame III:** 3 Mana. Spell attack dealing 4 Fire damage.
- **Flame IV:** 4 Mana. Spell attack dealing 5 Fire damage.
- **Blast:** 6 Mana. Spell attack rendering an Armament or object up to 1 square foot in size Destroyed.
- **Eruption:** 8 Mana. Spell Attack dealing Fire damage to the primary target and 3 Fire damage to all targets within 5 feet of them.

Incantation: “*Fire, magma, brimstone, ash and...*”

Water Aspected Summons


<u>Natural</u> Aquatic Animal Companion					<u>Supernatural</u> Water Elemental			
Health Torso/Limbs	Focus	Base Damage	Skills	CR	Health Torso/Limbs	Mana	Base Damage	Spells
3/2	3	+0	<i>Claw</i>	1	2/2	3	+0	<i>Frost I</i>
4/3	5	+1	-	2	3/2	5	+0	-
5/3	7	+1	-	3	4/3	7	+0	<i>Frost II</i>
6/4	9	+2	<i>Bite</i>	4	5/3	9	+1	-
7/4	11	+2	-	5	6/4	11	+1	<i>Frost III</i>
8/5	13	+3	-	6	7/4	13	+1	-
9/5	15	+3	<i>Poison</i>	7	8/5	15	+2	<i>Frost IV</i>
10/6	17	+4	-	8	9/5	17	+2	-
12/6	21	+4	-	9	10/6	21	+2	<i>Envenom</i>
14/7	25	+5	<i>Frigid Aura</i>	10	12/6	25	+3	<i>Black Ice</i>

- **Claw:** 1 Focus. Melee attack dealing +1 damage.
- **Bite:** 3 Focus. Melee attack dealing +2 damage.
- **Poison:** 3 Focus. Melee attack rendering the target Poisoned.
- **Blaze Aura:** Attacks now deal Ice damage. Ice damage heals the minion.

- **Frost I:** 1 Mana. Spell attack dealing 2 Ice damage.
- **Frost II:** 2 Mana. Spell attack dealing 3 Ice damage.
- **Frost III:** 3 Mana. Spell attack dealing 4 Ice damage.
- **Frost IV:** 4 Mana. Spell attack dealing 5 Ice damage.
- **Envenom:** 4 Mana. Spell attack rendering the target Poisoned.
- **Black Ice:** 8 Mana. Spell Attack rendering all targets within 5 feet of the point of impact Tripped for 5 seconds.

Incantation: "Water, frozen, sleet, cold and..."

Air Aspected Summons


<u>Natural</u> Airborne Animal Companion					<u>Supernatural</u> Air Elemental			
Health Torso/Limbs	Focus	Base Damage	Skills	CR	Health Torso/Limbs	Mana	Base Damage	Spells
3/2	3	+0	<i>Claw</i>	1	2/2	3	+0	<i>Gust I</i>
4/3	5	+1	-	2	3/2	5	+0	-
5/3	7	+1	-	3	4/3	7	+0	<i>Gust II</i>
6/4	9	+2	<i>Bite</i>	4	5/3	9	+1	-
7/4	11	+2	-	5	6/4	11	+1	<i>Gust III</i>
8/5	13	+3	-	6	7/4	13	+1	-
9/5	15	+3	<i>Knock Back</i>	7	8/5	15	+2	<i>Gust IV</i>
10/6	17	+4	-	8	9/5	17	+2	-
12/6	21	+4	-	9	10/6	21	+2	<i>Gale</i>
14/7	25	+5	<i>Shocking Aura</i>	10	12/6	25	+3	<i>Dust Cloud</i>

- **Claw:** 1 Focus. Melee attack dealing +1 damage.
- **Bite:** 3 Focus. Melee attack dealing +2 damage.
- **Knock Back:** 3 Focus. Melee knocking the target back 3 Paces.
- **Shocking Aura:** Attacks now deal Lightning damage. Lightning damage heals the minion.

- **Gust I:** 1 Mana. Spell attack dealing 2 Lightning damage.
- **Gust II:** 2 Mana. Spell attack dealing 3 Lightning damage.
- **Gust III:** 3 Mana. Spell attack dealing 4 Lightning damage.
- **Gust IV:** 4 Mana. Spell attack dealing 5 Lightning damage.
- **Gale:** 3 Mana. Spell attack knocking the target back 3 Paces.
- **Dust Cloud:** 8 Mana. Spell Attack rendering all targets within 5 feet of the point of impact Blinded for 10 seconds.

Incantation: "Air, lightning, crackle, wind and..."

Earth Aspected Summons


Natural Terrestrial Animal Companion					Supernatural Earth Elemental			
Health Torso/Limbs	Focus	Base Damage	Skills	CR	Health Torso/Limbs	Mana	Base Damage	Spells
3/2	3	+0	<i>Claw</i>	1	2/2	3	+0	<i>Stone I</i>
4/3	5	+1	-	2	3/2	5	+0	-
5/3	7	+1	-	3	4/3	7	+0	<i>Stone II</i>
6/4	9	+2	<i>Bite</i>	4	5/3	9	+1	-
7/4	11	+2	-	5	6/4	11	+1	<i>Stone III</i>
8/5	13	+3	-	6	7/4	13	+1	-
9/5	15	+3	<i>Lacerate</i>	7	8/5	15	+2	<i>Stone IV</i>
10/6	17	+4	-	8	9/5	17	+2	-
12/6	21	+4	-	9	10/6	21	+2	<i>Pierce</i>
14/7	25	+5	<i>Terra Aura</i>	10	12/6	25	+3	<i>Sinkhole</i>

- **Claw:** 1 Focus. Melee attack dealing +1 damage.
- **Bite:** 3 Focus. Melee attack dealing +2 damage.
- **Lacerate:** 3 Focus. Melee knocking rendering the target Bleeding.
- **Terra Aura:** Attacks now deal Earth damage. Earth damage heals the minion.

- **Stone I:** 1 Mana. Spell attack dealing 2 Earth damage.
- **Stone II:** 2 Mana. Spell attack dealing 3 Earth damage.
- **Stone III:** 3 Mana. Spell attack dealing 4 Earth damage.
- **Stone IV:** 4 Mana. Spell attack dealing 5 Earth damage.
- **Pierce:** 3 Mana. Spell attack rendering the target Bleeding.
- **Sinkhole:** 8 Mana. Spell Attack rendering the target Rooted for 30 seconds. Targets within 5 feet of the primary target are also Rooted for 15 seconds.

Incantation: "Earth, mountain, crag, land and..."

Light Aspected Summons


<u>Natural</u> Paladin Aspirant					<u>Supernatural</u> Cleric Acolyte			
Health Torso/Limbs	Focus	Base Damage	Skills	CR	Health Torso/Limbs	Mana	Base Damage	Spells
3/2	3	+0	<i>Slash</i>	1	2/2	3	+0	<i>Gleam I</i>
4/3	5	+1	-	2	3/2	5	+0	-
5/3	7	+1	-	3	4/3	7	+0	<i>Gleam II</i>
6/4	9	+2	<i>Restore</i>	4	5/3	9	+1	-
7/4	11	+2	-	5	6/4	11	+1	<i>Gleam III</i>
8/5	13	+3	-	6	7/4	13	+1	-
9/5	15	+3	<i>Selfless Protection</i>	7	8/5	15	+2	<i>Gleam IV</i>
10/6	17	+4	-	8	9/5	17	+2	-
12/6	21	+4	-	9	10/6	21	+2	<i>Regenerate</i>
14/7	25	+5	<i>Pious Aura</i>	10	12/6	25	+3	<i>Purify</i>

- **Slash:** 1 Focus. Melee attack dealing +1 damage.
- **Restore:** 4 Focus. Heal a target for 2 Health.
- **Selfless Protection:** The Paladin Aspirant may Redirect an attack to themselves from a target within reach.
- **Pious Aura:** Attacks now deal Light damage. The Paladin Aspirant is Immune to Fear or mind altering effects.

- **Gleam I:** 1 Mana. Spell attack dealing 2 Light damage.
- **Gleam II:** 2 Mana. Spell attack dealing 3 Light damage.
- **Gleam III:** 3 Mana. Spell attack dealing 4 Light damage.
- **Gleam IV:** 4 Mana. Spell attack dealing 5 Light damage.
- **Regenerate:** 5 Mana. Heal a target for 4 Health.
- **Purify:** 8 Mana. Remove up to 2 Status Effects, except Cursed, from a target.

Incantation: "Light, shining, blinding, glorious and..."

Void Aspected Summons

<u>Natural Undead</u>					<u>Supernatural Daemon</u>			
Health Torso/Limbs	Focus	Base Damage	Skills	CR	Health Torso/Limbs	Mana	Base Damage	Spells
3/2	3	+0	<i>Slash</i>	1	2/2	3	+0	<i>Shade I</i>
4/3	5	+1	-	2	3/2	5	+0	-
5/3	7	+1	-	3	4/3	7	+0	<i>Shade II</i>
6/4	9	+2	<i>Drain</i>	4	5/3	9	+1	-
7/4	11	+2	-	5	6/4	11	+1	<i>Shade III</i>
8/5	13	+3	-	6	7/4	13	+1	-
9/5	15	+3	<i>Consume</i>	7	8/5	15	+2	<i>Shade IV</i>
10/6	17	+4	-	8	9/5	17	+2	-
12/6	21	+4	-	9	10/6	21	+2	<i>Regenesis</i>
14/7	25	+5	<i>Necrotic Aura</i>	10	12/6	25	+3	<i>Putrefy</i>

- ***Slash***: 1 Focus. Melee attack dealing +1 damage.
- ***Drain***: 4 Focus. Melee Attack dealing 2 damage and healing the Undead for 2 Health (lowest location prioritized).
- ***Consume***: The Undead may spend 15 seconds feeding on a Downed or Dead target to restore all Health.
- ***Necrotic Aura***: Attacks now deal Void damage. The Undead suffers 2 less damage from all attacks to a minimum of 1.

- ***Shade I***: 1 Mana. Spell attack dealing 2 Void damage.
- ***Shade II***: 2 Mana. Spell attack dealing 3 Void damage.
- ***Shade III***: 3 Mana. Spell attack dealing 4 Void damage.
- ***Shade IV***: 4 Mana. Spell attack dealing 5 Void damage.
- ***Regenesis***: The Daemon may spend 30 seconds Concentrating while at least 50% of their body is covered in darkness to restore all Health.
- ***Putrefy***: 8 Mana. Spell attack rendering the primary target Cursed. Targets within 5 feet of the primary target are Feared for 10 seconds.

Incantation: "Void, suffocating, endless, dark and..."

Neutral Aspected Summons

Natural Mercenary					Supernatural Homunculus			
Health Torso/Limbs	Focus	Base Damage	Skills	CR	Health Torso/Limbs	Mana	Base Damage	Spells
3/2	3	+0	<i>Slash</i>	1	2/2	3	+0	<i>Acid I</i>
4/3	5	+1	-	2	3/2	5	+0	-
5/3	7	+1	-	3	4/3	7	+0	<i>Acid II</i>
6/4	9	+2	<i>Critical Strike</i>	4	5/3	9	+1	-
7/4	11	+2	-	5	6/4	11	+1	<i>Acid III</i>
8/5	13	+3	-	6	7/4	13	+1	-
9/5	15	+3	<i>Defend</i>	7	8/5	15	+2	<i>Acid IV</i>
10/6	17	+4	-	8	9/5	17	+2	-
12/6	21	+4	-	9	10/6	21	+2	<i>Artificial Skin</i>
14/7	25	+5	<i>Seasoned Veteran</i>	10	12/6	25	+3	<i>Reconstitute</i>

- **Slash:** 1 Focus. Melee attack dealing +1 damage.
- **Critical Strike:** 3 Focus. Melee Attack dealing +2 damage.
- **Defend:** 5 Focus. The Mercenary may defend against a physical, non Surprise attack.
- **Seasoned Veteran:** Defend now works against Surprise attacks. Defend costs 1 less Focus.

- **Acid I:** 1 Mana. Spell attack dealing 2 damage.
- **Acid II:** 2 Mana. Spell attack dealing 3 damage.
- **Acid III:** 3 Mana. Spell attack dealing 4 damage.
- **Acid IV:** 4 Mana. Spell attack dealing 5 damage.
- **Artificial Skin:** 5 Mana. The Homunculus may defend against a Spell attack.
- **Reconstitute:** the Homunculus may spend 10 seconds Concentrating to restore 4 Mana to itself.

Incantation: "Arcane, unstable, adaptive, everywhere and..."

The Economy of Alterra

Alterra operates primarily on a coin based currency system, involving **Silver** and **Gold** as its basis. However, every material also has an inherent value, and while that value may fluctuate with supply and demand as gameplay progresses, listed here is at least a rough idea of the **base** value something might hold...

Item	Value	Item	Value
Silver Coin	Silver is the basis of the Alterran economy.	Gold Ingot	3 Gold
Gold Coin	10 Silver Coins	Silver Ingot	1.5 Gold
Gold Bullion	500 Silver Coins or 50 Gold Coins	Runed Atturium	3 Gold
Low Quality Base Material	1 Silver	Lightweight Alloy	6 Gold
Moderate Quality Base Material	2 Silver	Drithryl	10 Gold
High Quality Base Material	4 Silver	Coward's Blood	1.5 Gold
Superior Quality Base Material	8 Silver	Drakkon Scale	1.5 Gold
Onyx/Topaz/Amethyst	6 Silver	Glossy Eye	1.5 Gold
Emerald/Sapphire/Ruby	4 Gold	Shrapnel	1.5 Gold
Diamond	10 Gold	Dense Claw	1.5 Gold
Crude Essence	2 Silver per 5 units	Lycan Fur	3 Gold
Refined Essence	4 Silver per 5 units	Wraith's Breath	5 Gold
Fortified Essence	1 Gold per 5 units	Ambrosial Sap	10 Gold
Pure Essence	2 Gold per 5 units	Lingerminate	2 Silver
Fractured Crystal	2 Silver	Shadethorn	2 Silver
Cloudy Crystal	5 Silver	Twisthistle	3 Silver
Imperfect Crystal	1 Gold	Fateroot	8 Gold
Flawless Crystal	2.5 Gold	Vitality Leaf	2 Silver

Drakkon Hide	7 Silver	Invigaroot	5 Silver
Sheddskin	1 Gold	Lifevine	8 Silver
Nagina Skin	1.2 Gold	Hertweed	2 Silver
Sarseth Wrapping	1.5 Gold	Paincap	5 Silver
Calcified Sulfur	2 Silver	Deathstalk	8 Silver
Statisplint	5 Silver	Leysilk	8 Silver
Petribone	6 Silver	Acuity Twill	8 Silver
Hemorrhage Femura	8 Silver	Fusion Weave	1 Gold
Contamilage	8 Silver	Mendhogany	1.2 Gold
Ostuscura	1 Gold	Wraithwood	1.2 Gold
Torpor Marrow	1.4 Gold	Spellbranch	1.5 Gold

- Remember, these are *not* definitive end-all-be-all prices. Players are welcome to charge as much or as little as they like for their goods and services. The above list is simply a guideline for the rough value of a given Material.
- The above list *should* be considered the lowest prices one might pay at **The Bazaar** for a given material- but not *the* price, as costs may go up for various reasons.



Opt-in Belt Flags

While Alterra operates under a lightest touch combat system, as well as a generally low-contact roleplay environment, we understand there are plenty of players who wish to elevate their experience to a higher physical level. In addition to this, while it usually falls to the combined effort of the players vs. NPC threats, we acknowledge that Player vs. Player encounters can add a lot to a story and immersion... But that said, not *everyone* wants to engage in the above mentioned scenarios. To that end Alterra offers you the **Opt-in Belt Flag System**.

What are they?

- There are **2** flags: Red and Yellow. Red is for PvP. Yellow is for Physical Roleplay (PRP).
- Both flags are **completely optional**, and *no* player should feel obligated to opt-in to either one.

What do they do?

- By wearing one or both of these flags, you are signaling to the rest of the game that you accept and are open to either PvP or PRP.
- While wearing a **red flag**, you can attack and *be* attacked by any other player wearing one.
- While wearing a **yellow flag**, you can engage in and *be* engaged with more physical roleplay than may normally be done between players (this does have limits, outlined further on).
- A **red flag** visibly on the entrance to a building opts it in for PvP and NPC Raiding.

How do they work?

- If you decide you wish to opt-in to one or both of these flags, you must sign an additional waiver, outlining you understand the risks and nature of the experiences the flag(s) can entail.
- Once you sign your waiver, you will be issued the flag(s) of your choice. You can wear these flags on your person as soon as you like to “flag yourself” for these experiences.
- You **may remove** your flag(s) if you wish to remove yourself from those experiences, and choose to put them back on later.
 - However, in particular, the **red flag** may **not** be removed while actively engaged in or for 5 minutes after engaging in PvP.
- If you remove your flag(s), you **cannot** engage in the situations they entail until you put them back on and ensure they are visible.
- Even if you are opted-in and your flags are visible, and you are engaging with another player you also know to be opted-in, if you cannot see their flags, you should **not** engage in either of the flag related activities. When in doubt, assume they have no flag.

What does Player vs. Player (PvP) entail?

- Any action that directly or indirectly affects another player's character in a manner they may not agree to such as but not limited to:
 - Attacking them (without a game mechanic forcing you to), stealing from them (including pickpocketing), in-game in character harassment, killing them, or looting them.

What does Physical Roleplay (PRP) entail?

- For ease of communication, the initiating player will be referred to as “Aggressor” and the target player will be referred to as “Target.” If you have personal triggers, anxiety, or stress related to any of the following options, please do **not** opt-in to the **yellow** belt flag.
- And as always, **please** use your best judgement and if at *any* point, a target expresses Out-of-Game discomfort or needs to end a situation, do so **immediately**.
- **Grappling** and physical restraint short of any actual harm to a player. When engaging in this type of roleplay, please exercise great caution and check in out of game that participants are ok and in no way harmed if you feel they might be uneasy.

Appropriate grappling methods are as follows:

- Aggressor's hand to Target's shoulder, arm, forearm, or hand
- Aggressor's arms to Target's main body or torso (bear hug style grapple)
- Actual binding or shackling of Target's arms or legs by rope or shackles.
- Carrying another person against their will
- Pushing or shoving
- Applied blindfolding or mouth cover with a cloth material. (do **not** insert things into people's mouths).
 - It may be wise to quickly check with the player before doing this even if you are both yellow belt flagged.
- Physical disarmament of another's weapons or shield when *not* in a combat scenario. Blades can only be grasped with appropriate protection and must be roleplayed being appropriately handed as if it was a real blade.
 - Be respectful to other player's equipment above all else.
- Roleplay of torture situations. Please exercise caution and perform out of game checks if you feel they are needed when doing this.
- **Limited** combat roleplay martial maneuvers such as but not limited to:
 - A clearly telegraphed punch or kick (but **never** a real one or making contact).
 - Use of a weapon in a normally unintended purpose for roleplay only, such as stabbing a target with an arrow, roleplaying blocking an attack with a bow, acting as if to throw a melee weapon, or other such acts.
 - Charging and acting as if to tackle the target to the ground (do not **actually** rush and tackle anyone, no matter the circumstance).

What is NOT allowed under Player vs. Player (PvP)?

- **Griefing** another player by doing things such as but not limited to:
 - Repeatedly targeting or hunting down a specific individual in the attempt to ruin their gameplay experience.
 - Using PvP as an excuse to steal out-of-game items or cross boundaries with another player.
 - Making Out-of-Game issues into in-game issues or vice-versa.
 - Using PvP as an excuse to harass a player Out-of-Game.
 - Any actual bullying or behavior clearly out of the scope of an in-game immersive Player vs. Player experience.

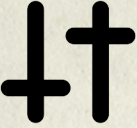
What is NOT allowed under Physical Roleplay (PRP)?


- Attacks against another person's head, face, or groin. thrusting actions are also not allowed, only swings or thrown/bow projectiles.
- **Any** kind of grasping, grappling, or restriction applied to the hair, head, face, throat, breasts, or genital areas.
- Pouring any kind of liquid or substance on another person in any way.
- Forcing any kind of smoke, incense, or other such substance close to another person's face.
- Inserting any element whatsoever into anyone's mouth, ears, nose or anyplace else.
- Demands to remove or forced removal of someone's clothing.
- Use of any non approved weapon, throwable, or projectile that violates our safety standards.
- **Actual** punching, kicking, or striking of another player.
- Spitting or any action that would actually transmit any bodily fluid on or into another person.
- Biting, clawing, scratching, or jabbing with any object.
- Throwing dirt, dust, or any kind of debris at another person.
- Use of any live blade, flame, or dangerous object that could cause actual physical harm in combat, around combat, or in a combative manner.
- Use of any kind of explosive or incendiary device by players. (Only organizers are allowed to use these under controlled demonstrations by authorized individuals).


Failure to adhere to **any** of the above outlined stipulations, or others that may be made by a Marshal or other figure of authority in regards to these systems will result in violations at the least and upwards of permanent expulsion from Alterra as well as involving the proper authorities depending on the severity of the offense.


Starting Glyph List


The following Glyphs are available for any character to choose at **Character Creation**, at a cost of **3 exp** per Glyph (not per Slot). Glyphs may *not* be purchased using exp at any time after Character Creation.

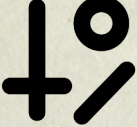
	Glyph of Ambidexterity					
	<u>Effect:</u> Allows the character to dual wield One-Handed weapons.					
<u>Scale:</u> -	2 Slots	No Cost	Skill	Passive	Modifier	No Aspect
<u>Prerequisites:</u>						
<u>Notes:</u>						
<u>Tags:</u> <i>Aptitude, Melee</i>						


	Glyph of Barrier					
	<u>Effect:</u> Create a wall 5 feet high by 5 feet wide, remaining in place so long as the character Channels this Spell with both arms raised in front of them.					
<u>Scale:</u> +2 feet	1 Slot	3 Mana	Spell	Active	Defensive	Adaptive
<u>Prerequisites:</u>						
<u>Notes:</u> The type of wall varies based on the Aspect Glyph Attuned to the character. If none exist, it is a neutral, kinetic forcefield. Fire: A wall of flames. Water: A wall of ice. Air: A constant wall of wind gusting violently upwards. Earth: A wall of thorny vines. Light: A wall of ethereal, armored knights, standing too close to pass through. Void: A wall of jagged, teeth-like spikes from the ground.						
<u>Tags:</u> <i>Defensive, Concentration, Channeled</i>						


	Glyph of Boulder					
	<u>Effect:</u> A Spell Attack dealing 2 Earth damage.					
<u>Scale:</u> +0.5 damage	1 Slot	2 Mana	Spell	Active	Offensive	Earth
<u>Prerequisites:</u>						
<u>Notes:</u>						
<u>Tags:</u> <i>Attack, Damaging, Concentration</i>						

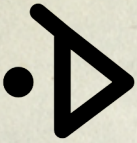
	Glyph of Chiton					
	<u>Effect:</u> The character gains 1 Natural Armor in each location.					
<u>Scale:</u> +1 Armor	1 Slot	No Cost	Body	Passive	Modifier	No Aspect
<u>Prerequisites:</u>						
<u>Notes:</u>						
<u>Tags:</u> <i>Defensive, Enhancement</i>						


	Glyph of Flicker					
	<u>Effect:</u> Allows the character to instantly teleport 2 Paces in any direction. This Spell has a 3 second cooldown.					
<u>Scale:</u> +1 Pace	1 Slot	2 Mana	Spell	Active	Utility	No Aspect
<u>Prerequisites:</u>						
<u>Notes:</u>						
<u>Tags:</u> <i>Movement, Cooldown</i>						


	Glyph of Finesse					
	<u>Effect:</u> Allows the character to wield a Small and One-Handed weapon at the same time.					
<u>Scale:</u> -	1 Slot	No Cost	Body	Passive	Modifier	No Aspect
<u>Prerequisites:</u>						
<u>Notes:</u>						
<u>Tags:</u> <i>Aptitude, Melee</i>						

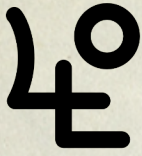
	Glyph of Focus					
	<u>Effect:</u> Increases the character's total Focus by 2.					
<u>Scale:</u> +2 Focus	1 Slot	No Cost	Body	Passive	Modifier	No Aspect
<u>Prerequisites:</u>						
<u>Notes:</u>						
<u>Tags:</u> <i>Stat Enhancing</i>						

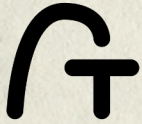
	Glyph of Fortitude					
	<u>Effect:</u> The character gains 2 Health (choice of locations).					
<u>Scale:</u> +1 Health	1 Slot	No Cost	Body	Passive	Modifier	No Aspect
<u>Prerequisites:</u>						
<u>Notes:</u>						
<u>Tags:</u> <i>Stat Enhancing</i>						


	Glyph of Frostbolt					
	<u>Effect:</u> A Spell Attack dealing 2 Ice damage.					
<u>Scale:</u> +0.5 damage	1 Slot	2 Mana	Spell	Active	Offensive	Water
<u>Prerequisites:</u>						
<u>Notes:</u>						
<u>Tags:</u> <i>Attack, Damaging, Concentration</i>						

	Glyph of Gale					
	<u>Effect:</u> A Spell Attack forcing the target back 2 Paces.					
<u>Scale:</u> +2 Paces	1 Slot	2 Mana	Spell	Active	Offensive	Air
<u>Prerequisites:</u>						
<u>Notes:</u>						
<u>Tags:</u> <i>Attack, Movement, Concentration</i>						

	Glyph of Liberation					
	<u>Effect:</u> Removes the Rooted and/or Slowed Status Effects from the character.					
<u>Scale:</u> -1 Cost	1 Slot	5 Focus	Skill	Active	Utility	No Aspect
<u>Prerequisites:</u>						
<u>Notes:</u>						
<u>Tags:</u> <i>Defensive</i>						

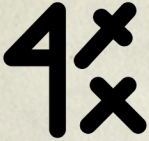
	Glyph of Mana					
	<u>Effect:</u> Increases the character's total Mana by 2.					
<u>Scale:</u> +2 Mana	1 Slot	No Cost	Body	Passive	Modifier	No Aspect
<u>Prerequisites:</u>						
<u>Notes:</u>						
<u>Tags:</u> <i>Stat Enhancing</i>						

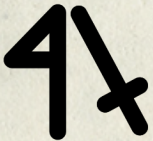
	Glyph of Pouncing					
	<u>Effect:</u> Allows the character to leap 4 Paces in a single direction.					
<u>Scale:</u> +1 Paces	1 Slot	4 Focus	Skill	Active	Utility	No Aspect
<u>Prerequisites:</u>						
<u>Notes:</u>						
<u>Tags:</u> <i>Movement</i>						


	Greater Glyph of Efficiency: Bow					
	<u>Effect:</u> Increases the character's damage dealt with a Bow by 1.					
<u>Scale:</u> +0.5 damage	2 Slots	No Cost	Body	Passive	Proficiency	No Aspect
<u>Prerequisites:</u>						
<u>Notes:</u> Damage cannot be dealt in halves, therefore this Glyphs Scale only matters at Transcendent Rank.						
<u>Tags:</u> <i>Ranged, Damaging, Enhancement</i>						

44	Greater Glyph of Efficiency: One-Handed					
	<u>Effect:</u> Increases the character's damage dealt with a One-Handed weapon by 1.					
<u>Scale:</u> +0.5 damage	2 Slots	No Cost	Body	Passive	Proficiency	No Aspect
<u>Prerequisites:</u>						
<u>Notes:</u> Damage cannot be dealt in halves, therefore this Glyphs Scale only matters at Transcendent Rank.						
<u>Tags:</u> <i>Melee, Damaging, Enhancement</i>						

49	Greater Glyph of Efficiency: Small					
	<u>Effect:</u> Increases the character's damage dealt with a Small weapon by 1.					
<u>Scale:</u> +0.5 damage	2 Slots	No Cost	Body	Passive	Proficiency	No Aspect
<u>Prerequisites:</u>						
<u>Notes:</u> Damage cannot be dealt in halves, therefore this Glyphs Scale only matters at Transcendent Rank.						
<u>Tags:</u> <i>Melee, Damaging, Enhancement</i>						

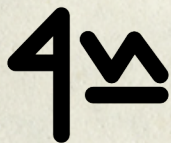
	Greater Glyph of Efficiency: Thrown					
	<u>Effect:</u> Increases the character's damage dealt with a Thrown weapon by 1.					
<u>Scale:</u> +0.5 damage	2 Slots	No Cost	Body	Passive	Proficiency	No Aspect
<u>Prerequisites:</u>						
<u>Notes:</u> Damage cannot be dealt in halves, therefore this Glyphs Scale only matters at Transcendent Rank.						
<u>Tags:</u> <i>Ranged, Damaging, Enhancement</i>						

	Greater Glyph of Efficiency: Two-Handed					
	<u>Effect:</u> Increases the character's damage dealt with a Two-Handed weapon by 1.					
<u>Scale:</u> +0.5 damage	2 Slots	No Cost	Body	Passive	Proficiency	No Aspect
<u>Prerequisites:</u>						
<u>Notes:</u> Damage cannot be dealt in halves, therefore this Glyphs Scale only matters at Transcendent Rank.						
<u>Tags:</u> <i>Melee, Damaging, Enhancement</i>						

	Greater Glyph of Efficiency: Unarmed					
	<u>Effect:</u> Increases the character's damage dealt with Unarmed attacks weapon by 1.					
<u>Scale:</u> +0.5 damage	2 Slots	No Cost	Body	Passive	Proficiency	No Aspect
<u>Prerequisites:</u>						

Notes: Damage cannot be dealt in halves, therefore this Glyphs Scale only matters at Transcendent Rank.

Tags: *Melee, Damaging, Enhancement*



Greater Glyph of Efficiency: Wand

Effect: Increases the character's damage dealt with a Wand by 1.

Scale: +0.5 damage

2 Slots

No Cost

Body

Passive

Proficiency

No Aspect

Prerequisites:

Notes: Damage cannot be dealt in halves, therefore this Glyphs Scale only matters at Transcendent Rank.

Tags: *Ranged, Damaging, Enhancement*



Glyph of Purification

Effect: Removes the Poisoned and/or Diseased Status Effects from a target.

Scale: -1 Mana Cost

1 Slot

6 Mana

Spell

Active

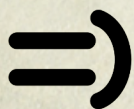
Utility

Light

Prerequisites: Access to Light Glyphs

Notes:

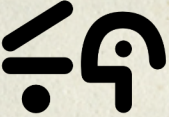
Tags: *Healing, Concentration, Defensive*





Glyph of Ray


Effect: A Spell Attack dealing 2 Light damage.


<u>Scale:</u> +0.5 damage	1 Slot	2 Mana	Spell	Active	Offensive	Light
<u>Prerequisites:</u> Access to Light Glyphs						
<u>Notes:</u>						
<u>Tags:</u> <i>Attack, Damaging, Concentration</i>						

	Greater Glyph of Rebuke Undead					
	<u>Effect:</u> A Spell Attack which, after casting, so long as the character presents their Holy Symbol, target undead becomes Feared. The character may move no faster than heel-to-toe pace while channeling this effect.					
<u>Scale:</u> -1 Cost	1 Slot	5 Mana	Spell	Active	Offensive	Light
<u>Prerequisites:</u> Access to Light Glyphs						
<u>Notes:</u> When used on an undead with a CR, this has no effect on undead CR 5 and higher.						
<u>Tags:</u> <i>Attack, Status, Concentration, Channeled</i>						


	Glyph of Relocation					
	<u>Effect:</u> A Spell Attack which teleports the target 5 Paces in a direction of the Caster's choosing.					
<u>Scale:</u> +1 Pace	1 Slot	4 Mana	Spell	Active	Offensive	No Aspect
<u>Prerequisites:</u>						
<u>Notes:</u>						
<u>Tags:</u> <i>Movement, Concentration</i>						

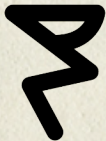
	Glyph of Resolve					
	<u>Effect:</u> Removes the Silenced and/or Dazed Status Effects from the character.					
<u>Scale:</u> -1 Cost	1 Slot	5 Focus	Skill	Active	Utility	No Aspect
<u>Prerequisites:</u>						
<u>Notes:</u>						
<u>Tags:</u> <i>Defensive</i>						


	Glyph of Restoration					
	<u>Effect:</u> Heal a target location for 2 Health.					
<u>Scale:</u> +0.5 Health	1 Slot	3 Mana	Spell	Active	Utility	Light
<u>Prerequisites:</u> Access to Light Glyphs						
<u>Notes:</u>						
<u>Tags:</u> <i>Healing, Concentration</i>						

	Glyph of Scorch					
	<u>Effect:</u> A Spell Attack dealing 2 Fire damage.					
<u>Scale:</u> +0.5 damage	1 Slot	2 Mana	Spell	Active	Offensive	Fire
<u>Prerequisites:</u>						
<u>Notes:</u>						

Tags: Attack, Damaging, Concentration

	Glyph of Sensory Clarity					
	<u>Effect:</u> Removes the Blinded Status Effects from a target.					
<u>Scale:</u> -1 Cost	1 Slot	6 Mana	Spell	Active	Utility	No Aspect
<u>Prerequisites:</u>						
<u>Notes:</u>						
<u>Tags:</u> Healing, Concentration, Defensive						

	Glyph of Shock					
	<u>Effect:</u> A Spell Attack dealing 2 Lightning damage.					
<u>Scale:</u> +0.5 damage	1 Slot	2 Mana	Spell	Active	Offensive	Air
<u>Prerequisites:</u>						
<u>Notes:</u>						
<u>Tags:</u> Attack, Damaging, Concentration						

	Glyph of Stasis					
	<u>Effect:</u> Encase the character in a protective magical shell for 1 minute. This effect can be maintained by spending its Mana Cost once per minute while Channeling it. Represented by both arms outstretched to each side, palms out.					
<u>Scale:</u> -1 Cost	1 Slot	8 Mana	Spell	Active	Defensive	Adaptive
<u>Prerequisites:</u>						

Notes: The type of shell varies based on the Aspect Glyph Attuned to the character. If none exist, it is a neutral, kinetic forcefield.

Fire: A shell of cooling magma (this gives off little heat and deals no damage).

Water: A block of ice.

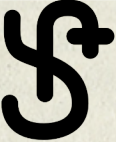
Air: A small, personal tornado-like ball of wind constantly circulating.


Earth: Become a statue.


Light: A pair of great, feathered angelic wings surround you completely.


Void: A pair of great, leathery bat-like wings surround you completely.


Tags: *Defensive, Concentration, Channeled*


	Greater Glyph of Stealth					
	<u>Effect:</u> Allows the character to enter Stealth after 8 seconds of Concentration while out of combat. While in this form of Stealth, the character may only move up to heel-to-toe pace. Interacting with any target or object will end the effect. Lasts up to 20 minutes.					
<u>Scale:</u> -1 Cost	2 Slots	8 Focus	Skill	Active	Utility	No Aspect
<u>Prerequisites:</u>						
<u>Notes:</u>						
<u>Tags:</u> <i>Stealth, Concentration</i>						


	Glyph of Stolen Sight					
	<u>Effect:</u> A Spell Attack rendering the target Blinded.					
<u>Scale:</u> -1 Cost	1 Slot	6 Mana	Spell	Active	Offensive	Void
<u>Prerequisites:</u> Access to Void Glyphs						
<u>Notes:</u>						
<u>Tags:</u> <i>Attack, Concentration, Status</i>						


	Glyph of Terror					
	<u>Effect:</u> A Spell Attack rendering the target Feared for 10 seconds.					
<u>Scale:</u> +10 seconds	1 Slot	3 Mana	Spell	Active	Offensive	Void
<u>Prerequisites:</u> Access to Void Glyphs						
<u>Notes:</u> The player should call the duration of their Fear effect when casting this Spell.						
<u>Tags:</u> <i>Attack, Concentration, Status</i>						


	Glyph of the Bound Heel					
	<u>Effect:</u> A Spell Attack rendering the target Rooted.					
<u>Scale:</u> -1 Cost	1 Slot	6 Mana	Spell	Active	Defensive	Adaptive
<u>Prerequisites:</u>						
<u>Notes:</u> The type of force rooting the target varies based on the Aspect Glyph Attuned to the character. If none exist, it is a neutral, kinetic force. Fire: A small gout of magma hardens the limb to the surface (dealing no damage). Water: Ice freezes the limb to the surface. Air: Arcs of blue magnetic lightning pin the limb to the surface. Earth: Vines and roots pin the limb to the surface. Light: Glowing, ethereal chains bind the limb to the surface. Void: Grasping skeletal hands hold the limb to the surface.						
<u>Tags:</u> <i>Attack, Status, Concentration</i>						


	Greater Glyph of the Ordained Armament					
	<u>Effect:</u> Allows the character to use the Holy/Unholy/Sacred Armament of the Deity they are Devoted to as a Holy Symbol.					
<u>Scale:</u> -	3 Slots	No Cost	Body	Active	Proficiency	No Aspect
<u>Prerequisites:</u> Devotion (from the Way of the Faithful).						
<u>Notes:</u> All rules pertaining to Holy Symbols function as usual.						
<u>Tags:</u> <i>Aptitude, Melee</i>						

	Glyph of the Enthralled					
	<u>Effect:</u> Allows the character to Summon a CR 1 Natural Minion. Mana spent on this Spell cannot be regained so long as the Minion exists. You may Summon more than 1 Minion, but only 1 per Casting of this Spell. Mana Cost is paid per Minion active.					
<u>Scale:</u> -1 Cost	2 Slots	10 Mana	Spell	Active	Utility	Adaptive
<u>Prerequisites:</u>						
<u>Notes:</u> Type of Minion summoned depends on the Aspect Glyph Attuned to the character. If none exist, it summons a Mercenary. Fire: An Igneous Animal Companion. Water: An Aquatic Animal Companion. Air: An Airborne Animal Companion. Earth: A Terrestrial Animal Companion. Light: A Paladin Aspirant. Void: An Undead.						
<u>Tags:</u> <i>Concentration</i>						

	Glyph of the Familiar					
	<u>Effect:</u> Allows the character to Summon a CR 1 Supernatural Minion. Mana spent on this Spell cannot be regained so long as the Minion exists. You may Summon more than 1 Minion, but only 1 per Casting of this Spell. Mana Cost is paid per Minion active.					
<u>Scale:</u> -1 Cost	2 Slots	10 Mana	Spell	Active	Utility	Adaptive
<u>Prerequisites:</u>						
<u>Notes:</u> Type of Minion summoned depends on the Aspect Glyph Attuned to the character. If none exist, it summons a simple Homunculus. Fire: A Fire Elemental. Water: A Water Elemental. Air: An Air Elemental. Earth: An Earth Elemental. Light: A Cleric Acolyte. Void: A Daemon.						
<u>Tags:</u> <i>Concentration</i>						

	Glyph of the Magi					
	<u>Effect:</u> Grants the character Proficiency with Arcane Staves.					
<u>Scale:</u> -	2 Slots	No Cost	Body	Active	Proficiency	No Aspect
<u>Prerequisites:</u>						
<u>Notes:</u>						
<u>Tags:</u> <i>Aptitude, Ranged</i>						

	Greater Glyph of Turn Undead					
	<u>Effect:</u> A Spell Attack which, after casting, so long as the character presents their Holy Symbol, target undead serves the character so long as the character remains within 10 feet of the undead. The character may move no faster than heel-to-toe pace while channeling this effect.					
<u>Scale:</u> -1 Cost	1 Slot	5 Mana	Spell	Active	Offensive	Void
<u>Prerequisites:</u> Access to Void Glyphs						
<u>Notes:</u> When used on an undead with a CR, this has no effect on undead CR 5 and higher.						
<u>Tags:</u> <i>Attack, Status, Concentration, Channeled</i>						

	Glyph of Void Bolt					
	<u>Effect:</u> A Spell Attack dealing 2 Void damage.					
<u>Scale:</u> +0.5 damage	1 Slot	2 Mana	Spell	Active	Offensive	Void
<u>Prerequisites:</u> Access to Void Glyphs						
<u>Notes:</u>						
<u>Tags:</u> <i>Attack, Damaging, Concentration</i>						

The Logistics of Alterra

Way more goes into making Alterra an epic, immersive experience than a fun, engaging plot and set of mechanics. There are countless things going on behind the scenes both major and minor that allow the weekend to be what it is. To that end we have this section outlining a multitude of logistical and out-of-game structures we've put in place to better serve our player base.

And even though we have so much listed here, please, don't ever hesitate to reach out and ask any of the Directors, or officers if you have any comments, questions, or concerns.

You can contact us via email at:

alterralarp@gmail.com

Event Scheduling

Alterra events are held once a month (sometimes special events may be held in addition to these) and span from Friday evening till Sunday afternoon (exact hours of Lay-on and Lay-off *may* vary, and will be made known per Event as needed). From Lay-on to Lay-off, the game of Alterra is fully immersive and always in character (save for those in orange headbands).

There may also be Online Virtual Tabletop (VTT) Alterra games run between events. These will be announced in advance so players can sign up for them. These offer a means for players who cannot physically attend every Event, or who want to immerse themselves even further into the world, to engaged with and make some form of progress with their characters- even if slightly less so than a full Event.

The list of tentative/known weekend dates for every Alterra event of the year (including special events) will be posted at the start of the year on both the official Alterra website, and our social media pages.

Sign-in and Cost

When players arrive at Alterra, they should look to **sign-in** at either the **Inn main desk**, or **Craft Logistics** at their earliest convenience. There, the player will pay their event fee based on how many characters they are seeking to play (listed below). They will also receive their **Character Sheet**. This sheet is the most up-to-date listing of their characters stats, skills, and notes, and is essentially the character's Soul- they should never be without it while

attending Alterra. Additionally, the player may choose to look into securing special lodging accommodations within the Inn (more on this later on).

Before Lay-on is also the best time to bring any issues that may require personal attention to the Marshals or Directors if need be, assuming they couldn't be addressed between Events. If a Marshal or one of the Directors cannot help resolve an issue due to a high volume of players signing-in or some other pressing matter, a note will be made, and every effort will be taken to ensure the problem is resolved before Lay-on is called.

Playing as a...	Weekend Event Cost
Adventurer (Adult/16+)	\$50.00
Adventurer, Extra Radiance (up to 4x)	\$10.00 per Radiance (\$40.00 max)
Adventurer Alt	\$20.00 per Alt
Commoner (Adult/16+)	\$20.00
Commoner, Extra Radiance (up to 2x)	\$10.00 per Radiance (\$20.00 max)
Commoner Alt	\$5.00 per Alt
Commoner Group Rate	\$20.00 per Adult up to 4 Adults +\$10.00 per Adult after 4 in a group
Commoner Family Rate	\$20.00 per Adult + \$10.00 per Child over 13 Max Rate per Family: \$80.00
Commoner (under 16 years old)	Free
NPC Entire Weekend	Free
Vendors	\$20 for a 10' x 10' space
Alterra VTT	\$5.00
Alterra VTT, Extra Radiance (up to 3x)	\$10.00 per Radiance (\$30.00 max) (initial \$5.00 counts towards first \$10.00)

- Any Commoner wishing to become an Adventurer should seek out an Attendant of the Adventurers Guild.
- Any persons under the age of 17 must be accompanied by a parent or guardian at all times

NPCing

NPCs (Non-Player Characters) are vital to an immersive experience and living game world. Without NPCs, the players would only have each other to cause conflict. NPCs represent the PvE (or Player-versus Environment) aspect of Alterra (whereas player characters, or PCs, being against other PCs is PvP). **Every** player, Adventurer or Commoner, is expected to perform an NPC shift at some point during an Event weekend. However, accommodations can be made for various reasons, such as Yellow Headband players, or real life time restraints.

An NPC shift lasts **4 hours**, and will usually adhere to the following schedule

Friday	Saturday	Sunday
8 pm - 12 am	12 am - 4 am	12 am - 4 am
	10 am - 2 pm	8 am - 12 pm
	2 pm - 6 pm	
	6 pm - 8 pm Meal Time	
	8 pm - 12 am	

Meal Time has no NPCs

NPC Shift Sign-up happens near the end of pre-game Announcements. At this time, the Story Runner for the weekend will outline how many players will be needed per shift, and ask that players interested in taking a shift line up in designated areas. Each player in each line will then add their name to a list for the shift they have chosen.

Unless otherwise requested in advance, it is requested that you come to NPC shift wearing simple game appropriate garb (not just black clothes), a belt, and ideally a pouch of some kind on said belt. Additional costuming and props will be provided to layer on top of this. Please arrive on time to the beginning of your shift so that it can start promptly, as repeatedly tardy players will be subject to penalties.

When a player finishes their designated NPC Shift, they must have the Marshal running that shift sign off on their character card before they are dismissed. Characters who do *not* have an NPC Shift signed off on their card will *not* gain Radiance for that event, and will be issued a Rules Violation. Repeated violations will lead to more severe penalties.

Alternatively, a Player may opt to be a Full-Time NPC for an Event, both playing for free and receiving bonus Radiance and Karma. Players who pick up extra regular NPC shifts will receive Karma as well.

Headbands

Alterra makes use of headbands of differing colors to note various in-game states. These headbands must be worn and clearly visible to count mechanically. The only exception is the Green headband, which will be noted below.

Green Headband

Generally a neutral green, not necessarily neon or deep shades. Denotes Stealth or being concealed or hidden. A Character or item which is concealed and wearing this headband should remove it immediately upon being removed from said concealment. Characters are to do their best to believably act like any green headbands Characters are not visible. *Placing a bent arm in front of your mouth can substitute for a Green headband when utilizing Stealth.*

Orange Headband

Usually of a neon shade, not so much neutral or deep. Denotes being Out of Game (OoG). People wearing this headband are to be completely ignored and regarded as not in any way present to the in-game world. People **wearing** an orange headband are to remain silent and remove themselves from any in-game places or situations as non disruptively as possible, as quickly as possible.

White Headband

Denotes being a Spirit. This headband is worn until the target is Resurrected or passes on beyond the Veiled Realm. Only Characters who can **see** Spirits may interact with white headbands targets in any way. Otherwise, regard white headbands as if they were orange headbands. While wearing a White Headband- a Spirit sees all beings as faint spectral outlines, but can see those who can interact with them as more complete, faded visages.

Yellow Headband

Generally a neutral tone, not deep or neon. Denotes a Non-Combat (noncom) Character.

How Non-Combat Works

- When a Player is wearing a Yellow Headband, they are considered ineligible for *active* combat. This means they cannot actively attack or **be** actively attacked by any NPC.
- If someone wishes to engage in combat with a Yellow Headbanded Character- they must politely ask the headbanded Character if they consent to a fight. If the headbanded Character agrees, the two may engage in turn-based combat, with the first action being given to the NPC
 - A Yellow headbanded Character may never initiate combat.
- During turn based combat, both players may physically enact the movements of striking or fighting to the extent they are comfortable with- but neither may physically strike the other with any weapon, spacket, or otherwise.
- They may never be opted into PvP or Physical Roleplay.
- A Yellow Headband must be worn the entire Event when one is opted to. This cannot be undone till the following Event.

Karma

Karma is Alterra's form of **Service Points**, granted to people for performing various tasks and services to the game. *Generally* speaking, one minute of time is worth one point of Karma; so an hour of a Player's time would gain them 60 Karma (though this is usually rounded in 15 minute increments). Players may earn and spend Karma in the following ways (additional rewards may be made available as time goes on or for limited periods).

Karma Incentives		
1 Hour of time 60 Karma	Refer a New Player 300 Karma	Full-Time NPC 1 Event 2,500 Karma

Karma Rewards	
Alterra VTT Pass	750 Karma
Event Pass: Alt	1,500 Karma
Food Voucher (when applicable)	2,250 Karma
Event Pass: Commoner	3,000 Karma
Event Pass: Adventurer	7,500 Karma
Season Pass: Commoner (4 Events)	10,000 Karma
Season Pass: Adventurer (4 Events)	27,500 Karma
NPC Shift Opt-Out Pass**	5,000 Karma
<i>Way of the Legendary</i>	150,000 Karma

- An Event Pass covers the base cost of attending Alterra for **one Character**. It does *not* cover extra purchase options such as premium lodging, Food Vouchers, etc.
- **= Only applicable when offered, not always available
- *Way of the Legendary* is a special option, allowing a Player to work alongside the Director to design a unique ability (not a Glyph).
 - The Player chooses **one** of their Characters to gain this ability if they possess multiple.
 - The created ability is added to the *Way of the Legendary*, so that other Players who purchase the reward may opt to make their own ability, or purchase one that already exists.

Costume and Equipment Standards

Alterra is a **Medieval High Fantasy** game, and the clothing, armor, and equipment used by your characters should reflect that. Generally speaking, the time period for acceptable clothing, or **Garb** as it is referred to, is anywhere between the 1200s to early 1600s. We ask Players to avoid visibly wearing anything modern, or too out-of-game looking during in-game times whenever possible.

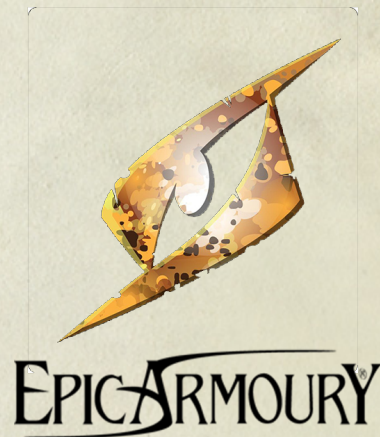
it should be noted this states *visibly*- Players are welcome to wear any modern clothing they like during play, so long as it is concealed by their garb.

First off, let's address what is not acceptable within Alterra...

- Predominantly exposed modern clothing, such as:
 - Jeans, overalls, and khakis.
 - Dress shirts, dress pants, suits, and ties.
 - Clothing, shoes, and accessories with modern logos.
 - Jackets and coats.
 - Work-out clothing, spandex, and swim suits.
 - Hats which appear too modern, such as fedoras, top hats, baseball caps, etc.
 - Brightly colored tennis shoes, cleats, or sneakers.
- Costuming which does not fit the theme of Alterra, such as:
 - Steampunk.
 - Post Apocalypse.
 - Victorian/Edwardian.
 - Futuristic, Sci-fi, Technological.
 - Historical military.
 - Historical religious iconography.
 - Any references to pop culture or memes.
 - Cheap mass produced costuming (parts/pieces may be acceptable).
- Modern miscellany, which you may have/keep/use out of sight, such as:
 - Plastic bags, totes, luggage.
 - Canned food, tupperware, etc.
 - Vapes and cigarettes (these may be used, but please do so out of sight, away from common gathering spaces or players you don't know).
- Expressly prohibited items, such as:
 - All firearms.
 - Blades with sharpened edges (in some settings costume steel may be permitted).
 - Fireworks.
 - Illegal Drugs/substances.
 - Alcohol (except for special occasions, which will be announced ahead of time).

As Alterra uses a **lightest touch** combat system, players are encouraged to use professional, immersive looking latex or injection molded weapons. These weapons should have enough give and softness to be safe, but do not need to be as bulky as the larger boffer weapons used by other LARPs with higher impact combat rules. We *do* ask players to avoid using home made weapons as well, though exceptions can be made so long as they pass weapon checking standards for the game.

Some websites that sell equipment acceptable for use at Alterra are...



Some general overall safety rules for weapons and armor in Alterra are as follows...

- A weapon must never have core exposed, or be easily felt on any striking surface.
- Weapon striking surfaces must have some level of 'give' or compression.
- Wands and Arcane Staves are **not** allowed to physically attack or defend, therefore they need not be made of foam.
- A weapon which does not obviously fall into one of the categories outlined in this book may not be used without the express approval of the Creative Director.
- Armor must be either made out of or *look like* the level durability it possesses.
 - A gambeson may not qualify as Heavy Armor, a chain shirt may not qualify as Light Armor. However, rigid plastic made to *look like* plate or bone could be used as Heavy Armor. **All armors require approval before use.**
- Armor may not be adorned with spikes, blades, or anything which may contribute to harming the wearer, other players, costumes, or the environment.
- If you do not possess an Item Card for a piece of armor you own, we ask you not wear the armor until you get an Item Card for it as to avoid confusion or dispute.
- Players will receive basic Item Cards for any Armaments (weapons/armor/other) they come to their first game with.

Parking, Sleeping, and Bathrooms

Areas for **parking** will be designated for players when they arrive on site, or in special cases, before the Event online via an announcement. Players are encouraged to bring all items needed for the game into their sleeping areas when they arrive so it is not necessary to leave the game site for a full game experience. However you obviously may come and go as you wish. However, parking areas *are* considered Out of Game, and should be treated as such and with discretion as to not interrupt the rest of the game.

Any player attempting to intentionally circumvent elements of the game by leaving the game area will be issued a rules violation. If a player *does* leave game bounds during play, whether by accident or on purpose, a Hold will be called and everyone involved will be returned to the regular playing area.

Additionally, Alterra will provide options for overnight stay at any full weekend Event, though players may opt to bring and use their own tents should they so desire. **Sleeping areas are considered In-Game**, but are only PvP or Raid eligible if designated appropriately (see Opt-in Belt Flags above). Players are highly encouraged to decorate their sleeping area as their character would have it, and remain in-game and in-character even when going to bed (especially if opted into Raiding)! Entry into players rooms that are not your own is discouraged *unless* it is for the purpose of gameplay and interaction with a player staying in that room.

It is suggested that any immersion breaking objects, such as modern luggage, plastic bins, etc. be put out of the way, out of sight, and covered with some form of nondescript cover (such as a sheet). Under *no circumstance* are players to enter another players sleeping area without express permission from them. For sleeping areas opted into Raiding or PvP, players are **never** to go through another players Out-of-Game belongings; doing so will not come with a warning or violation, but expulsion from the game.

Finally, **bathrooms are always considered Out-of-Game** and privacy should be given to any players using such facilities. Any players attempting to bring combat or invasion of privacy into bathroom or shower areas will be dealt with accordingly.

Code of Conduct and Enforcement

This rulebook and the policies therein are intended to facilitate the enjoyment of all players during the course of roleplay, combat, and general participation. Outlined further on are the policies of Alterra, what constitutes a violation, and what repercussions may come of them. It is expected that *all players* will abide by these rules- ignorance of these policies, especially those concerning safety, will not be accepted as an excuse for rule violations of any kind.

General Expectation of Staff and Players

It should be mutually understood between all players that actions are separate from people. It should go without saying, but just because someone is acting out a villainous character that lies, cheats, and steals, that this is not in any way a reflection of the individual.

All players and staff are expected to treat one another with a mutual level of respect and understanding. We understand not everyone will get along and disputes will happen; however, we also expect Alterrans to be able to talk to one another as adults and sort out any issues or misunderstandings between themselves. If an issue cannot be resolved, or deals with staff members in a professional manner, the players involved are asked to bring the issue to the attention of the Game Director as soon as possible.

As a final note, those who play Alterra come from all walks of life, and have many views, opinions, and experiences. That said, Alterra is a *fantasy world*, and we do expect all Alterrans to understand and respect that the weight of the real world is to be left at the gate when coming to the game. Alterra and its staff will never use the game as a platform to espouse personal, political, or religious beliefs in any way, and we ask *all players* to do the same.

Policies and Roleplay Elements

Safety Policy

The safety of all players is important to Alterra, and everyone should look out for the well-being of themselves and those around them. This includes possible environmental hazards, such as tripping or weather concerns, unnecessary rough activity, unsafe acrobatic feats outside of your ability, and/or improper roleplay with risk of injury.

In any situation where safety is a concern, it is always best to pause the game, move to a safe area and/or remedy the safety concern, and then resume play. If there is a concern that requires addressing such as a fire hazard, please notify staff immediately. Players who intentionally create unsafe playing scenarios through their actions will be issued a violation. The severity will be based on the nature and scope of the act.

Pet and Service Animal Policy

Animals or pets are not forbidden from being present on site, but Alterra will not bear any responsibility for their care or watch. We do not *encourage* the bringing of animals, however responsible ownership and care with a courteous heads up for purposes of special events or other functions may be considered.

If you require a service animal, this is by no means prohibited. As previously stated however, we cannot guarantee, provide, or assist with any watch, care, or safety of any of these animals. In any circumstance where you choose to bring an animal on site for any reason whatsoever, you are the sole responsible party for its care and well being.

Under no circumstances can animals be a part of the gameplay, or combat. If any situation should cause concern for the safety of other players, you may be asked to remove any animal posing an issue from the site with no guarantee of refunds for any fees or cost of entry should you have to leave early in order to comply with this request.

Drug and Alcohol Policy

Alterra abides by all local, state, and federal laws concerning any drug or alcohol related substances, and at no point will any of these be violated on site. Any substance considered illegal is not allowed on site, and the consequences for violating this policy can range as far as permanent expulsion from Alterra and contact of local authorities in extreme situations.

Alterra does not distribute alcohol (this policy will be updated should this change). Players *are* permitted to bring their own, however, we ask they exercise best judgment and discretion

when doing so. Public inebriation is a violation of this policy, and we do reserve the right to prohibit alcohol from any event for any reason.

Rules Violations

Alterra, at its core, is a game meant for the enjoyment of its players. To build a living, breathing world in which the characters people portray can experience a wide range of physical and emotional events. The rules, mechanics, and systems outlined in this book serve as a basis upon which all players operate within the game world. Given the myriad of honor based situations that exist within any LARP setting, it falls to every one of us to uphold the integrity of the game.

Accidents happen, and with so many rules, they are going to. Making mistakes is not the end of the world and should be handled calmly and quickly. However, intentional violation of the rules or policies will lead to more serious consequences. These punishments can range from a warning being noted on your Character Sheet- after gaining 3 of which will lead to more severe repercussions... up to immediate and permanent expulsion from all Alterra related events. Only the Director and Officers may administer violations, and only the Director may absolve them. However, noted warnings will dissipate naturally after 1 year of improved behavior.

Content Warning

The world of Alterra is filled with many different peoples, places, cultures, and beliefs, and as such in-game tensions are sure to rise, be they perpetrated by the game or the players themselves. These themes can be upsetting to some individuals, and we endeavor to provide as many avenues of gameplay as possible to ensure everyone has something to do and enjoy within Alterra.

The following elements can and will occur through the course of gameplay at Alterra- some of which may be enhanced via wearing a Yellow Belt Flag.

- Blatant classism, racism, and oppression.
- Strong depictions of unfairness, violence, cruelty, torture, and death.
- Flashing or bright lights, smoke, and scents.
- Occasional use of fake blood and gore.

We do ask that players who cannot handle these themes, if confronted with them, calmly put their head down and leave the encounter. No player will be forced to partake in a theme they do not wish to, but no player should compromise the experience of another player because of it. Finally, Alterra will **never** depict rape, sexual domination, or anything of that nature, and strongly discourage players from using these elements in their personal roleplay as well.

The Antagonistic Player's Code

Written by Dan Comstock, used with permission.

1. "I will only antagonize other players with the ultimate goal of creating mutually fun scenes, moments, and relationships. On an out-of-character level, I will never antagonize to make myself feel big, powerful, or so that my character can win. My goal is to tell a cool story and give others a fun experience, and if that means losing the conflict, I will find that satisfying."
2. "I will respect my opponents. I will not belittle my enemies or make them seem small. I will treat my opponents as worthy and formidable. If I mock my enemies, I will emphasize "how tough I am", rather than "how tough you aren't"."
3. "I will check-in with those that I antagonize to make sure our conflict is mutually fun. I will be open to steering the conflict in a different direction if it makes a better story or a more fun experience. If another player indicates that they don't want to clash with me, or that a particular type of conflict (insults, combat, theft, denying their religion, etc) wouldn't be enjoyable, I won't force it or escalate further. If my offer is rejected, I will respect the decision and maintain camaraderie with that player."
4. "I will escalate my antagonism appropriately. On a scale of 1 to 10, I might begin on a 3, and if people play back against me, I will escalate with them from there. I will not begin a conflict from a place of all-out hostility and murderous aggression unless invited to do so (or it is totally appropriate to the scene)."
5. "I will avoid blocking others scenes and will be respectful of the scene in play. I will not attempt to undermine others play, but may add a wrinkle, nuance, or complication to it. I will not exclude my opponents from shared larp activities - if anything, I want them to be in the scenes with me, so we can continue to develop our character's relationship. It's easy for hostility to "steal the show", so I will attempt to "read the room" about when antagonism would be fun. I recognize that my story is one of many stories at the larp, and will give space for other things to take precedence."
6. "I will not mix up my game antagonism with my real-world feelings. If I have an unresolved issue with another player (as opposed to their character), I will just avoid them and will not pursue conflict with them in-game. When people clash with my character, I will not take it personally. When the game is over, my enemies get a handshake or a hug and I will attempt to address any lingering emotional bleedover."

Finally, I would like to issue some special thanks...

Kevin Hunt

For all the effort and nudging that brought myself and this game to where we are today.

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For countless hours of art, work, encouragement, and sacrifice to make this dream a reality.

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