

FIVE OATHS

Player's Handbook

Field Rules

Version History

Released 31/07/2025

- Removed the Guard, Mediate and Scout Actions.
- Added the Use Connection, Work, Scouting, and Take Opportunity Actions.
- Added the Tracker Feat.
- Added the Scout Effect
- Edited Careful Maintenance, Steering the Conversation
- Minor changes to how Locations Work.
- Edited text for several Downtime Actions.

Hotfix 01/02/2025

- Updated Research granting feats to be multibuy

Released 31/01/2025

- Added new Physical Effects Priority Mnemonic
- Updated the effect on the “Lengthy Silence” weapon.
- Learning a Crafting Feat will now award three Consumables to come in line with the free Durable items.
- Clarified that Lure prevents speech.
- The Gwyllt killing parts of Binding Ties are now Piercing.
- Attunement now breaks Ward.
- Execution now takes 10s.
- Punishment rituals may now target up to 5 targets.
- Venom now reduces deathcount by 180s.
- Clarified which spells are “Instant” cast by default.
- Removed Plaguebearer.
- Buffed the Throwing Weapon Expert Feat.
- Expanded system for Character Advancement.
- Grand Ritual may now have emergent properties.

- Magic Lore allows Identification of Ritual Texts.
- Only one of each level of Effigy can be used per Ritual.
- Updated Merchant and introduced the Trade Action.
- Updated What Doesn't Kill You.
- Added new “Realm” Resistance Feats.
- Changed Research action to be once per feat
- Overhauled the “Rituals” system.
- Overhauled the “Local Informants” system.
- Updated Species Physreps.
- Updated “Grand Ritual”.
- Added “Rapid Response” Feat.
- Removed Sample Characters.
- Clarified how to perform “Execute”

Text highlighted in blue is to show a difference from the previous version of this document.

Full version history can be found at the end of this document.

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Chapter One: Welcome to Five Oaths

Introduction

This document is the rulebook for the Five Oaths live-action roleplaying system, or LRP system. In an LRP system, the action takes place in real life, on the field and in person, rather than with dice or cards. Players portray their character at Five Oaths events by putting on a costume (and facepaint and other prosthetics if needed) and wielding foam replicas of weapons like swords and axes.

Five Oaths events are organised by Five Oaths LRP Club, which is a volunteer not-for-profit organisation. In this document, the representatives of the Club who will run events will be called the Event Team. The Event Team will arrange all the event details and write the story for events. Events will take place over a weekend, with players setting up a campsite at a hired venue and then going on adventures as their character, fighting monsters and other antagonists portrayed by other players and interacting with the world presented by the Event Team.

In Five Oaths, all the Player Characters, also called PCs, are members of a warrior society called the gallóglagh. Gallóglagh is an Irish word, in English it is pronounced “gallow-gee”. There are many Irish or faux-Irish terms in use throughout the setting of Five Oaths, you can find a pronunciation guide on our website, which is linked at the end of this introduction. Also in this rules document we will add the pronunciation of a word as a footnote the first time it appears.

In medieval Ireland, gallóglagh or gallowglashes were mercenary warriors who came from Scotland to fight for feudal lords. In the fantasy land of Tirneach¹ where Five Oaths take place which is loosely based on medieval Ireland, the gallóglagh are an elite fighting force

¹ Pronounced “Tir-knock” in English.

who swear (you guessed it) Five Oaths to gain access to powers beyond the scope of normal mortals, through the intercession of the omnipotent deity called the Shaper. They are organised into bands, and swear themselves in service to the Réig², who rules over the Five Realms. The Réig allows the gallóglagh to work for the Tiarnaí and High Families for a price, and so the bands roam all over the Five Realms performing all sorts of missions. Each gallóglach³ has their own background and motivation for swearing the Five Oaths, both of which are up to you, the player.

In this document, you will find out how to play the game safely, discover more about the world of Five Oaths, and learn how to make your own character and begin their story. These rules are designed for fast, fluid action which should require as little intervention from the Event Team as possible. This means we've tried to design a system that allows for depth while being simple enough for a first-time larper to pick up and play.

You can find more information on the setting of Five Oaths, an extended pronunciation guide, and information on when events will be taking place, on our website at www.fiveoaths.com.

So what actually ARE the Five Oaths?

The First Oath is to the Réig — to hold your loyalty to the Réig above all other loyalties, to heed their command above that of any other, and to uphold this oath likewise to their successor.

The Second Oath is to the Shaper — the great god that empowered the first Réig to forge the Five Realms into one. To honour the Shaper and to oppose the Gwyllt, the pernicious beings that long to corrupt the Shaper's children.

² Pronounced to rhyme with the word “vague” in English.

³ This is the singular of “gallóglagh”, and is pronounced gallow-glack in English.

The Third Oath is to The Five Realms — to defend the realms against external threats and against false rulers who would threaten the unity of the realms under the Réig.

The Fourth Oath is to your fellow gallóglagh — to strive and succeed together, or to fail and fall together; to put aside your quarrels when duty calls and fight as one.

The Fifth Oath is to yourself — to conduct yourself with honour and courage, to strive always for advancement and improvement, to make yourself the best that you can become.

How to read these rules

When you see a capitalised term, like Effect or Feat, this means that it is a game term, and it has a specific meaning in the context of the rules which will be explained.

Some particularly important parts of the rules will appear in **bold** like this. Here's an important example: **The Event Team have the final say on the interpretation of this rules document.**

How to play Five Oaths

In this section, we will give a quick overview of how Five Oaths is played, and what you can expect to encounter in this rules document. All of the game terms which we use in this section are covered in more detail in the rest of the rules document.

As described above, the gameplay of Five Oaths will take place in person, and you will act as your Player Character or PC while the game is running. Your PC can be as similar or dissimilar to you in personality and appearance as you like, but you must prepare a costume which shows any physical attributes that your PC has which are different from you the player. While you are playing the game, you are In Character as your PC.

While In Character, you will interact with other PCs and Monsters, which is the catch-all

term for characters who are part of the story of the game. Monsters can be friendly or unfriendly, depending on the role they play in the story. Friendly Monsters can have information, valuable items they want to trade, or jobs or missions they want the gallóglaigh to undertake. Unfriendly Monsters will most often be there expressly to fight the gallóglaigh, or otherwise stand in their way.

Roleplay combat in Five Oaths is carried out in real time, with players using foam weapons to strike other players, generating the Damage Effect and other Effects targeting their foes. Characters can take Damage up to their total Body hits, and they can block extra Damage up to their total Armour hits. While you do actually strike other player's characters in combat, it's important to note that your blows should always be pulled. **If your blows cause actual Out Of Character pain to another player, you are hitting them too hard.**

Characters can also cast Spells, if they have taken the relevant Feats. In brief, a character casts a Spell by invoking their source of power, most often the Shaper, and then pointing at their target and calling out the desired Effect.

Spellcasting and striking for Effects come at a cost to your character, who must put in extra effort to use them. This is represented using a resource called Vigour. Every character in the game world has Vigour, but the gallóglaigh have much more than the average character because of the Five Oaths. In order to generate Effects through weapon blows and Spells a player expends Vigour depending on what they are doing.

There are some players who for Out Of Character medical reasons cannot take part in roleplay combat, and they can also play the game as Non-Combatant PCs. In the world of the game, their Non-Combatant PCs are known as Peacesworn, and they have a special role in the society of the Five Realms.

When you are making a PC in Five Oaths, you make a number of choices about who they are. First, you pick what Species they are, picking from one of the nine playable species.

Most Species have special costume requirements to play them, which you have to portray if you want to play that Species. Next you choose where they are from, picking from one of the five Realms. Finally, you choose what they can do.

PCs' abilities are governed by what Feats they have. When your PC takes a Feat, they will be able to do more than they were before. Feats are divided into different thematic Ways, for example the Way of Shadowed Blades for sneaky Feats or the Way of the Forge for Feats relating to blacksmithing. Feats define your character and a lot of what they can do in the game.

Starting PCs pick nine Feats from the Open Feat List in addition to the Way of Affinity Feat and Realm Feat they get automatically. After you play each event you will gain an experience point which can be used to purchase one additional Feat, helping your character to become stronger and more powerful over time. This will be processed using our [Player Database](#).

There are other things that your PC can do that aren't covered by Feats. These are up to you, the player. How smart your character is (or is not), how well they get along with other characters, and what their personality is like are all up to you and your roleplaying skill as a player. Likewise, although your character may be capable of amazing things in combat, if their player is not able to land a blow on their opponent those things will not happen. It is not possible to simply describe your character as a legendary sword fighter or a convincing political genius, you have to persuade other players of this using roleplay and physical action!

What is required to play Five Oaths

To play Five Oaths, you need the following:

- You must be aged 18 or over;

Currently Five Oaths events are restricted to players aged 18 or over. This is because our events deal with mature content and themes, and the Event Team does not consider the events to be suitable for children.

- You need to show up to an event with a character prepared ahead of time;

Players can create characters by using the player database on our website. Once your character has been submitted and approved by the Event Team, you can play them at any event.

- You need to bring your own gear;

Players should bring their own foam weaponry, tent, sleeping gear and other essentials. The Event Team may arrange for catering to be on site but this will not always be the case so players should prepare to bring food and cookware with them also. Players will be notified in advance about catering if it's available.

- You should have the appropriate costume for your character;

The setting for Five Oaths is loosely based on medieval Ireland, so costume should be roughly of that era. Players should also fulfil the requirements of their character Species, and wear facepaint or face prosthetics as required.

- You must abide by the Safety Rules and Code of Conduct.

Five Oaths has Safety Rules in place which must be followed at all times to ensure that everyone remains safe and has an enjoyable game. There will be a safety briefing at the start of each event and attendance at the briefing is mandatory for all players.

Five Oaths has a Code of Conduct which sets out standards of player behaviour and interaction. The Event Team is dedicated to creating an inclusive and respectful atmosphere at our events, and all players creating an account on our website will be required to agree to follow the Code of Conduct.

The Event Team may ask any player who is in violation of the Safety Rules or Code of Conduct to leave an event. The Event Team may also bar players from attending future events if the Event Team believes that the player will be likely to break the Safety Rules or

Code of Conduct.

Safety Rules for LRP combat

LRP is an often very physical and potentially dangerous hobby. Please follow the below rules. If you find someone in breach of these rules please bring them to the attention of the Event Team.

1. All participants must follow the direction of the Event Team at all times. The Event Team has the final say on matters relating to these Safety Rules.
2. The Event Team may appoint Referees to ensure these Safety Rules are followed. Referees and Event Team acting as Referees will wear hi-vis jackets to distinguish them from other players.
3. No non-consensual physical contact between participants is permitted. Restraining other players is strictly forbidden.
4. LRP melee weapons can be used for cutting (slashing) attacks only – they may never be used for thrusting (stabbing) attacks.
5. All blows must be “pulled.” Any blow that causes bruising or pain for your opponent is too hard.
6. Drawing of weapons across exposed skin is not permitted.
7. Try to avoid targeting your opponent’s head, or other particularly sensitive areas of the body.
8. Using OOC force to pass through other characters is not permitted, neither is rushing at another player with the aim of causing them to move so as to prevent a collision. These acts are colloquially known as “Body Checking”,
9. Players must be conscious of their proximity to other players especially in fraught

combat situations. Crowding another player so they are unable to swing their weapons is not permitted, as is pressing close so they must take a step back.

10. If an in game mechanic would put you in Out Of Character (OOC) danger do not do it. Perform Effects only as safely as you feel you can.
11. Shields may not be used as weapons.
12. In the event of real, OOC injury, shout MAN DOWN. All participants must stop what they are doing and move away to allow first aid personnel to attend the injured party. This phrase must not be used unless there is a real injury.
13. In the event of a real, out of control fire, shout FIRE. All participants must stop what they're doing and move away to allow fire safety personnel to attend to the hazard. This call must not be used unless there is a real fire. In other circumstances where the word "fire" might be used, another word should be used, e.g. telling archers to shoot or loose an arrow is a good idea.
14. Some terrain can be unsafe for combat, due to loose footing, trip hazards or other dangers. Referees will direct participants away from these areas, but participants should use common sense and avoid fighting in these areas.
15. Bows and claws require particular care to be taken, due to additional risks associated with these weapons. A player wishing to use these weapons will be asked to demonstrate their ability to do so safely.
16. Arrows must be checked carefully before each shot. They should not be parried, but can be blocked with shields. Arrows and bolts should not be grabbed in flight and should never be thrown.
17. All weapons and armour must be checked for safety by weapons checkers sanctioned by the Event Team before the game begins. Any weapon suspected of being damaged must be checked again before it can be reused.

18. Player props, including those representing books, holy symbols, wands, instruments and a host of other things (defined later in the rules) should be made as safe for larp as possible. They should not have pointed edges, should not be used to parry or strike with, and they should be worn and carried in such a way as to not cause injury to yourself or other players under normal, reasonable circumstances. If any prop could injure another player, it should be safely put away during combat situations.
19. Do not OOC consume any IC phys reps unless you have been told it is safe to do so (including the contents of potion bottles etc.).
20. Five Oaths Team-run events are over-18s events. Regrettably we cannot allow players who are under 18 at our events.
21. All players should be familiar with the Non-Combatant Rules, and take special care to avoid engaging in roleplay combat with Non-Combatant Players.

Code of Conduct

Players participating in Five Oaths events will be required to abide by our Code of Conduct, which covers both players and Event Team. The Code of Conduct has been written with the aim of developing and protecting an inclusive and respectful atmosphere for all event participants.

The Code of Conduct is available on the Five Oaths website

(<http://fiveoaths.com/index.php/code-of-conduct/>) and in Appendix I below. Players will be required to accept the terms of the Code of Conduct when they create an account on our player database.

Chapter Two: Character Creation

The Nine Steps of Character Creation

To create a character in Five Oaths, you need to make some choices about who they are, what they want and what they can do. By following this step by step guide, you will create a character that has their own background and motivation, and is ready to play.

1. Starting Body, Armour, and Vigour

Every character in Five Oaths starts with 1 Body hit in each location (Head, Torso, Right Arm and Leg, Left Arm and Leg).

Every character in Five Oaths starts with 0 Armour hits in each location (Head, Torso, Right Arm and Leg, Left Arm and Leg).

Every character in Five Oaths starts with 1 Vigour. Swearing the Five Oaths is a powerful compact with the Shaper, and will gain your character an extra 5 Vigour, but we will come to that later!

Every character in Five Oaths starts on the same basis; now we move on to what is different and special about your character.

2. What is your character's name?

Think about what your character's name is. It could be the name their parents gave them when they were born or created, or it could be a name they've adopted for themselves. They could have a secret identity which they only reveal to people they trust.

Characters in Tirneach will often have Irish or Irish-inspired names, so it could be worth looking up some Irish names and seeing if you find one that you like for your character.

There are other languages such as English, German and Spanish present in the game world

also so you could pick a name from one of these languages, but it may seem a little out of place. Maybe that's the point?

3. Is your character a Peacesworn?

Most gallóglaigh join up expecting to fight the enemies they are paid to fight, and to achieve renown as a warrior in the martial society of the Five Realms. There are others, however, who swear the Sixth Oath and become Peacesworn. Peacesworn are dedicated to a non-violent existence; they travel with the other gallóglaigh and perform different missions from their warrior counterparts.

The Peacesworn are designed for players who cannot participate in roleplay combat for OOC medical reasons. Peacesworn are not allowed to participate in roleplay combat under any circumstances, or to break the Sixth Oath and commit any violent act. Players who want to play Peacesworn by choice rather than medical necessity are welcome to do so, but they must abide by the Non-Combatant Rules in Chapter 3 at all times.

If you decide that your character is a Peacesworn, take the Peacesworn Feat in Chapter 4. You will need to follow the requirements of the Peacesworn Feat when following the rest of the steps below.

4. Is your character a Weeping?

The Weeping are possibly the strangest and most unsettling people in the world. Every Weeping once began life like any other person, whether Creidhe, Krieger, Human, or something else. One day they died, and a short time later they became Weeping. The Weeping begin anew with no memory of who they were or how they died, with tears of blood streaming from their eyes.

If you are playing one of the Weeping, your life is one that stands out as extraordinary and is perhaps only understood by other Weeping. From the moment you woke up, the moment

that Weeping generally call Atosú⁴, you might have been regarded variously as a loved one returning miraculously from beyond the grave, as a criminal escaping just punishment, or simply as a stranger completely disconnected from the people around them. The First Réig of Tirneach decreed that the Weeping should be judged by their actions and not their origins, in what is called the Atosú Edict.

The Weeping are found all over the Five Realms, often in roles where their personal history or lack thereof is not a hindrance. They are particularly common in Bruid where folk are most likely to judge someone on what they do in the present moment. Many join the gallóglaigh, where they can make their own story, and where by ancient decree they are always welcome.

If you decide to play a Weeping, you will need to be prepared for the fact that your character will be more likely to get an odd or unsettled reception from NPCs in the setting, as well as some PCs to a degree. While there are definite downsides to playing a Weeping, we feel like this might be a rewarding option to explore for those that are interested in this style of play.

If you decide that your character is a Weeping, take the Weeping Feat in Chapter 4. You must pick a Species in Step 5, but should note in Step 7 that you have a free choice of Way of Affinity and Realm Feat. You will need to follow the requirements of the Weeping Feat when following the rest of the steps below.

5. What Species is your character?

Your character must be one of the nine playable species. There is a brief description of each species below, along with the costume requirements to play them. Each species has a minimum required phys-rep and some suggested options for further flourishes. If you have an idea for species costuming that is not listed please contact the team **before bringing**

⁴ Pronounced “Ah-toss-oo” in English.

the character into play to see if it is appropriate. There is more detail available on each species on our website.

Species	Costume Requirements
The Creidhe ⁵ are renowned menders and tinkers, with an insatiable curiosity for how things work.	Required: Gold fingernails or fingertips Optional: Gold eyes and/or hair, gold geometric patterns covering skin
The Drakeblooded are descendants of powerful creatures that once guarded the land.	Required: A prominent green, purple, and/or silver scale pattern on face. Optional: Scale pattern on all exposed skin, prosthetics representing scales or barbs, fangs, reptilian eyes
The Fathach ⁶ are beings made of stone animated by magic to serve a purpose for the Vartach.	Required: All exposed skin must look like stone Optional: “carved” patterns, paints or prosthetics representing crystal or mineral veins, unusual “functional” body shape.
The Firetouched are passionate recent arrivals from a faraway shore, with a reputation for music and trade.	Required: Prominent fire-themed markings on face. Optional: Fire markings on body, red or orange eyes, lights representing an inner glow.
Humans are infamously reckless crafters and innovators.	None
The Krieger ⁷ are warriors from across the sea to the west, famed for their joy and love of battle.	Required: All exposed skin must be blue. Optional: Tusks growing from lower jaw, thick facial and/or body hair

⁵ Pronounced “Cray-ah” in English.

⁶ Pronounced “Fah-hack” in English.

⁷ Pronounced “Kree-gurr” in English.

<p>The Leasiar⁸ are the longest lived species, often reputed to be the greatest diplomats, artisans, and farmers.</p>	<p>Required: Pointed Ears</p> <p>Optional: Unnatural eye colours other than gold, red, or orange, feathers growing from scalp</p>
<p>The Vartach⁹ are underground-dwelling mages and scholars with a rigid caste system.</p>	<p>Required: A black/black & gold “Vartach Brand” prominently on face.</p> <p>Optional: Pallid skin, darkly lined eyes, swirling black patterns on neck, torso, and arms.</p>
<p>The Wildlings are those with the strongest connection to nature in all of its forms, with a reverence for stories. Most Wildlings are attached to either Field or Forest.</p>	<p>Required: Markings or prosthetics on face evoking nature in either its gentle or brutal aspects.</p> <p>Optional: Bestial mammalian features such as fangs, ears, or antlers. (Snouts, muzzles, and full-face animal masks are not appropriate.)</p>

Bear in mind when picking your character’s Species that not all Species have the same reputation, whether deserved or otherwise. Our setting contains characters who are prejudiced against or in favour of some Species, and will treat characters of that Species accordingly.

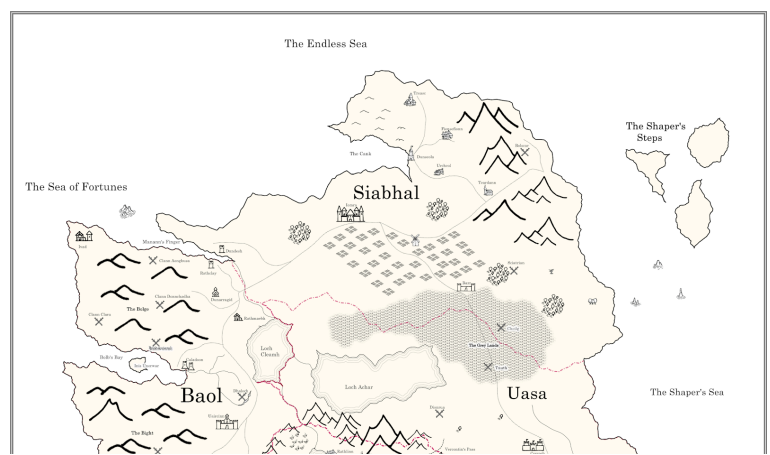
When you have picked your character’s Species, you must also pick a Feat from the Way of Affinity list that matches your chosen species in Chapter 4 for your character. Additional Way of Affinity Feats can be taken like normal Feats so long as your character is the appropriate Species.

6. Where is your character from?

Once you know what Species your character is, the next choice is to pick where they are from. This can be where they were born or created, but it could also be where they made their home most recently.

⁸ Pronounced “Lass-ear” in English.

⁹ Pronounced “Var-tack” in English.



More detail on each Realm is available on our website.

Some Species make their home most often in a particular Realm, and are seldom seen in other Realms. Each Realm below has a listing for Common, Uncommon and Rare. You can still choose any Realm you like, but if your character's Species is Rare in your chosen Realm, you should be prepared to justify how and why they made their home there in your background.

Realm	Species Distribution	
Baol ¹⁰ is to the west; it is divided both in its terrain and its people, and is called the Proud Realm. To represent the division between highlands and lowlands, there are two different Species charts for Baol.	Highlands	Lowlands
	Common: Drakeblooded, Humans, Krieger, Wildlings (Forest) Uncommon: Creidhe, Leasiar, Wildlings (Field) Rare: Fathach, Firetouched, Vartach	Common: Creidhe, Firetouched, Humans, Wildlings (Field) Uncommon: Krieger, Leasiar, Wildlings (Forest) Rare: Drakeblooded, Fathach, Vartach
Bruid ¹¹ is to the south; there settlers dare to challenge the Great Forest, it is called the Hardy Realm.	Common: Humans, Krieger, Wildlings (Field & Forest) Uncommon: Creidhe, Drakeblooded, Fathach, Firetouched, Vartach Rare: Leasiar	
Draíod ¹² is in the centre; with its true heart hidden deep below the earth, it is called the Learned Realm.	Common: Fathach, Humans, Vartach Uncommon: Creidhe, Firetouched, Leasiar Rare: Drakeblooded, Krieger, Wildlings (Field & Forest)	
Siabhal ¹³ is to the north; with its ancient legends and great cities, it is called the Heart of the Realms.	Common: Creidhe, Leasiar, Humans, Drakeblooded, Wildlings (Field) Uncommon: Fathach, Firetouched, Vartach Rare: Krieger, Wildlings (Forest)	

¹⁰ When pronounced in English, rhymes with “bail”, with a slight o sound.

¹¹ Rhymes with the English word “druid”

¹² Pronounced in English as “dree-udd”

¹³ Pronounced in English as “sheeve-al”

Uasa ¹⁴ is to the east, where the Réig rules in majesty, it is called the Crown Realm.	<p>Common: Creidhe, Humans, Drakeblooded</p> <p>Uncommon: Fathach, Firetouched, Krieger, Leasiar, Vartach, Wildlings (Field & Forest)</p>
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Players who wish to make characters that are from places other than the Five Realms should contact the Event Team before submitting their character. Since characters need to be somewhat established in Five Realms society before joining the gallóglaigh, a character from outside the Five Realms will still pick a home Realm.

7. What can your character do?

When you have picked your character's home Realm and Species, you should also take the corresponding Realm and Way of Affinity Feat from the list in Chapter 4 for your character, unless you are a Weeping in which case it is a free choice. Each Realm has one Feat associated with it, that represents the steadfast attributes of the Realm. Each Species has a selection of Feats (Found in the Way of Affinity Feat list) which represents their innate aptitudes and abilities.

After selecting your Way of Affinity and Realm Feats, now you have to choose the remaining Feats for your character to start with. Refer to Chapter 4 for a full list of Feats.

As a starting character, you pick nine Feats from the Open Feats list in Chapter 4. Some Feats have requirements which must be met before your character can take them, and some have no requirements. You must ensure your characters meet all requirements of a Feat before taking it.

At character creation, you can only take up to three Feats from any one Way. You can tell what Way a Feat belongs to by its keywords. If you decided that your character was a Peacesworn at Step 3, your character will not be able to take any Feats that have the

¹⁴ Pronounced in English as "ooh-sah"

Combat keyword. If you decided your character was a Weeping at Step 4, your character will not be able to take any Feats that have the Quiescent keyword.

Bear in mind when picking Feats that your starting character will by default have 1 Body hit per Location, 0 Armour hits per location, and 6 Vigour once they have sworn the Five Oaths.

8. What is your character's background?

Now is the time to bring the details you have decided about your character together and tell the Event Team who they are and why they are joining the gallóglaigh.

There are four ways to join the gallóglaigh, and you should choose how your character joined:

- Members of the High Families, the Leasiar species, and the children of the Tiarnaí are allowed to join by birthright.
- People who were fostered to another household as the result of a treaty are always allowed to join.
- People who are sponsored by another gallóglach are always allowed to join.
- Weeping are always allowed to join the gallóglaigh, following the ancient Atosú Edict.

More details on each of these methods of joining the gallóglaigh are available on our website.

It is worth noting that joining the gallóglaigh is never used as a punishment in the Five Realms, instead it is seen as an opportunity to prove yourself and achieve greatness.

A background can be up to 500 words long, and it should be provided in the below template (which should also automatically appear in your background section of the character database):

Five Oaths Character Background Document

This document is subject to a 500 word limit, not including prompts and the final question on things we need to know OOC. This means that everything up to that final question should come in under 806 words.

Player name:

The basics:

Name character is most commonly known by:

Any other names character goes by:

Character Species:

Home Realm:

Are they Weeping or Peacesworn?:

Age:

Family (or otherwise) Background

Who raised the character? What was their relationship with them? Do they have siblings, children, a spouse, or other family? If they are a Weeping or Canded Leasiar, who were the first people they encountered?

Species and Realm

Where is your character from? Do they fit in there, or do they stick out? Are they perceived as being a typical member of their species?

Life before joining the Galloglaigh

Who were they before they became a Galloglach? How did they make their living? Any great deeds? Close friendships or bitter rivalries?

Joining the Galloglaigh

Why did they choose to join the Galloglaigh and how did they qualify?

(The criteria are: Being a Weeping, a Leasiar, a member of one of the High Families, a child of the Tiarnaí, having been fostered to another household as part of a treaty, or being recommended by a current or former Gallóglach.)

Other oaths, paths, and roles

If your character is a Cinnire, what led them to become one. Which order have they joined and why? If your character has taken the Path of Peace, what led them to make that choice? If they are a Weeping, how do they feel about their place in the world?

Hooks

One thing they love

One thing they fear

One thing they hope for

One thing they regret

One thing that makes them angry

One goal for the future

Important OOC bit.

We are not actually evil. We want all of our players to have a good time at our events, even if their characters do not. For this reason we ask; is there anything that is not already covered by the rules of the system that you do not want to interact with as plot for OOC reasons?

All of this information is subject to the approval of the Event Team, who may ask you to change or remove aspects of your character background to fit in with the setting of Five Oaths.

Your character can be whatever gender you want them to be; in the world of Five Oaths all genders have the same opportunities and rights. The Fathach Species do not have gender at all, although some of them choose a gender for themselves.

In addition to the information above, it might be helpful for you to consider the following questions as part of your background, as they can help you flesh out who your character is:

- What is your character's primary motivation for joining the gallóglaigh?
- Is your character typical of their Species?
- What kind of family does your character belong to, if any?
- Is your character skilled in fighting, magic, or both?
- How would others describe your character?
- Who is the person your character trusts most in the world?
- What is your character's greatest strength and weakness?
- What does your character think of the Five Oaths?
- Is your character proud of their home Realm?
- Does your character have any enemies?
- Does your character have any prejudices?
- To whom does your character owe the most loyalty?
- What are your character's favourite and least favourite things?
- Does your character have any recurring mannerisms?
- What is your character's greatest fear?
- How would your character handle a personal insult?

- Who has had the biggest impact on your character's life?
- What is your character's highest ambition?
- How religious is your character?
- How will your character die (This is how you **think** your character is likely to die, your actual experience may vary)?

9. Are you finished?

Once you're happy with all the choices you have made for your character, you should submit it to the Event Team for approval using our player database. The Event Team will notify you by email when your character has been approved, and then they will be ready to play!

If you are stuck for ideas for a character, you can take a look at the sample starting character templates we have provided in Appendix 7.

Character Advancement

The power of the Five Oaths means that the gallóglaigh are constantly increasing in power and acumen. For each event you attend with your character, your character will earn 1 XP which can be used to purchase additional Feats. Your character will need to meet any requirements for a new Feat that they take. The cost of new feats is dependent on the amount of feats already possessed by your character, as described in the following table.

Experience Earned	Approx Time Played	Cost of New Feats	# of Open Feats
0XP to 12XP	4 years	1XP	9 – 21
13XP to 18XP	6 years	2XP	22 – 24

19 to 24XP	8 years	3XP	25-26
25 to 28XP	9.3 years	4XP	27
29 to 33XP	11 years	5XP	28
34 XP +	> 11 years	6XP	29+

Chapter Three: Game Rules

Combat

Roleplay combat

Like the other aspects of this game, combat is slightly different to tabletop gaming. Your character's level of speed and dexterity (and fitness) is very much up to you, but your ability to deal out and sustain damage is governed by the Feats your character has, as is your casting prowess, or ability to resist magic.

Body & Armour

Every character has 6 target locations. These are the Head, Torso and four Limbs. Each location has a Body hits value, which defaults to 1, and an Armour hits value, which defaults to 0. These values can increase depending on what Feats you purchase. These hits may be taken away by the Damage Effect and Armour hits are removed before Body hits. Armour hits may be regained by the Repair Effect. Body hits may be regained by the Healing Effect. See the Effect List section for more details.

When a location's Body hits value reaches 0, that location becomes unusable. If a character's head or torso becomes unusable, the character becomes unconscious. A character who is Unconscious may not move or speak and is not aware of their surroundings. A character

who is Unconscious may not Concentrate or generate any effect. If an arm becomes unusable, it will hang uselessly at their side, and any items held in it will be dropped. If a leg becomes unusable, the character falls over. If their other leg is still usable, they may struggle to their feet and drag their unusable leg behind them at a slow pace. If both legs are unusable, the character falls down and cannot get to their feet, but may still use their arms and torso to move if they wish.

A location will remain unusable until healed.

Vigour

Characters in the Five Realms have a resource called Vigour. This is an innate power within them that can be used to power Spells, weapon blow Effects, and immunities among other things. All residents of Tirneach have at least 1 Vigour. A gallóglach who has sworn their Oaths gains an additional 5 Vigour, for a starting Vigour pool of 6. Additional Vigour may be gained through Feats.

All Vigour is regained at Time In each day. There are other ways to regain Vigour through Feats, rituals, or items.

It is generally known by characters in Tirneach that the use of personal abilities to repeatedly pass Vigour back and forth between individuals or to seemingly generate new Vigour can have severe and adverse consequences. We aim to avoid potential infinite loops or Vigour-positive interactions in this ruleset; use of any such interactions that do exist is an IC dangerous activity.

Death and Dying

It is possible for a location to go below 0 Body hits. If any location is reduced to -1 Body hits, the character is considered to be bleeding and will start dying. The character has 5 minutes (a slow count to 300) until they die. This time is known as the deathcount and should be counted quietly by the player to themselves. A Referee may ask for a character's deathcount, in which case the player should count in such a way that it is audible to the Referee. The character's deathcount will only stop when all locations are on 0 Body hits or higher. It is not possible for any location to go lower than -1 Body hits.

A character may concentrate on an unresisting, dying target within melee strike range and repeat the OOC call "Executing" at a level audible to all within in 10 metres for 10 seconds. They may then strike with a call of "Execute" and instantly kill that target at the end of the 30 seconds. Note that all characters can generate this Effect if they have a melee weapon.

Attempting to generate the Execute Effect on an invalid target will get a “No Effect” response at the end of the process. This is further clarified in the Effect List section.

If you believe your character is dead or a Referee informs you of this, you should remain in play as a dead body for an appropriate amount of time and then find a member of the Event Team and report the death. This waiting period should be sufficient for other characters to find your body (if they are likely to) and perform any rituals of death as needed IC. The Event Team will then confirm information about the character death and take you through the process of creating a new character.

Recovery

Most citizens of Tirneach are a hardy people, able to recover from most non fatal injuries. If any location is on 0 Body hits and you are not in your deathcount, you take a locational Healing I Effect to that location if 5 minutes (300 seconds) pass without you being subject of an Effect, being struck, or being aware of any combat happening in your vicinity.

Non-Combatants

Five Oaths is a game focused around roleplay and costuming, but also heavily Features a physical combat element. Some players may find themselves unable to fight for a variety of reasons. The term “Non-Combatant” or “Non-Com” is an official term, used to refer to someone who does not engage in fights for out of character medical, or personal, reasons. It does not refer to someone whose character does not in engage in fights for strategic reasons, or similar.

If a player is declared non-combatant either by themselves or a member of the event team, they should do their best to avoid combat, and similarly, fights should attempt to avoid them. The below rule is designed to help Non-Combatant players who are inadvertently caught in a fight due to the inherent combat oriented nature of the game. If a Non-Combatant is about to be struck, or has been struck, they should call "Non-Combatant", move to an

OOC safe location away from any group combat (if necessary) and drop to 0 Body hits on their torso. The Non-Combatant's character may be attacked further at this time in a safe and no-contact manner. These situations must be monitored carefully by a Referee to ensure OOC safety and fairness. Casting Spells into an active fight is considered a combative action for the purposes of OOC safety, and so should not be done by players who are Non-Combatants.

The Event Team will attempt to brief monster parties on those players who are currently Non-Combatants so that combat can avoid them accordingly. We would also require that those people who are intending to be Non-Coms inform the Event Team at the start of an event. If a player feels it necessary to declare themselves Non-Com partway through an event, they must inform the Event Team as soon as possible.

We would recommend all players who expect to be Non Combatant on a permanent basis to consider playing Peacesworn. Please note that this option is designed for people who need to avoid OOC physical contact, and is not intended to minimise IC risk.

Character Interaction

Bring it on/Lay Off

These are not IC effects, but OOC indicators that can be used without breaking the game flow. If an IC situation is getting too intense, loud, or otherwise outside your Out of Character comfort zone, you can use the call "lay off" to indicate to the other player to dial it back, or indicate this non-verbally by making an "L" shape with your hand, with your thumb and index finger clearly visible. Conversely, if you are enjoying an intense situation you may use the "bring it on" call to indicate to the other player that you are happy to continue in the current vein.

Moving Characters

Sometimes one character may want to move another character, for example to carry a wounded friend to safety or to discreetly dispose of an enemy. **As per Safety Rule 2, this system does not allow for touching of other players without consent and anyone found doing so risks being asked to leave site.** In order to maintain this, we have the following rules for moving characters:

- To move another character, that character should be unresisting. A character can resist if they would reasonably be able to resist someone moving them.
- To move a character without touching them, state you are doing so, stand by their side and place both hands within 5cm of their shoulders or their upper arm. One person may move a character at a slow walking pace. While carrying a character, you must move with slow, deliberate steps. Some Monsters are able to move an unresisting character at a normal walking pace.
- Two characters may move a third character in the same direction at a normal walking pace. If the two carrying characters disagree over the direction they wish to carry the third character in, they must stop moving until they have resolved their differences. At no point should there be a "tug of war" between the two.
- No more than two characters may move a single character at a time. Moving someone requires the use of two free hands, which may not be used for anything else, though magic items do not unattune. At no time is it necessary for the carried player to be touched by those moving them.

Restraining characters

At no point should a **player** be out of character grappled or restrained.

However there may be situations where a character needs to be restrained. To do so, you will need a phys rep of some kind, such as a ribbon or a sash.

After 30s roleplayed action miming tying up an unresisting target, the target is restrained.

The target should now hold the phys rep in their hands, such that it appears to be binding them (**Please note, they should not be OOC tied**). A restrained character may not strike, repair armour, cast spells, or move faster than a slow walking pace. If there is a suitable phys rep of a solid object such as a tree or a post, a character may be restrained to this object, making them unable to move from the spot. To do this, you should inform the target that they are being restrained to this object, and after the appropriate amount of role played action they hold the binding phys rep such that it is around the object.

To release a restrained character, an unrestrained character must spend 30s role played action releasing them, at which point the target is no longer restrained. Alternatively, a character with the Skulduggery Feat may use that to escape.

Searching & IC Theft

Sometimes one character may want to take items from another character. Any weapons or IC items (other than armour or clothing) that are being held or worn visibly by an unresisting character may be freely taken by asking the player to hand them over. Sometimes one character may want to search another character for further weapons and IC items. OOC personal space must be respected and to facilitate this we have an IC searching mechanic. While searching another character, you should mime actions of searching them without touching the target.

To search another character, that character should be stationary and unresisting (and can state they are resisting at any stage during the search to stop it). A character can resist if they would reasonably be able to resist someone searching them. You should spend 30 seconds of Concentration and roleplayed action, at the end of which time you will be informed of any lammied items on the character, as well as any IC documents, currency, or other IC items on the character. You will also be informed if the character was recently searched. The victim is required to hand over any items that are requested of them. Do not take items by OOC force.

The normal rules for knowing what a lammied item does applies to stolen items, so a character must either attune to the item or use the relevant Identify Effect to know what a magic item does.

If you have taken a lammied item from another player and do not intend to return it in a prompt fashion, please take the item to a member of the Event Team to have the item change ownership. You must not remove stolen lammies from items without going to the Event Team first. You will be asked to supply an unlammied phys rep of the appropriate type to transfer the lammie onto. If you cannot provide a phys rep, the Event Team will liaise with you about resolving the theft. Please do not use someone else's phys rep without their permission.

Searching a character requires that you search that character thoroughly. As such it is not possible to stand behind someone and “stealth” search them.

NOTE: Some items may be unique and specifically remain on the original phys rep. If you are stealing such an item you still need to bring it to the Event Team but may not move the lammie to another phys rep.

Disarming Characters

If you have a prisoner and you wish to disarm them you may “take” any obviously visible weapons from them instantly rather than requiring a full search. This can either be done either by placing the phys reps nearby or informing the prisoner that the weapons have been taken and tossed away (allowing the prisoner to retain their phys reps).

Unresisting Target

Various Effects and abilities specify “an unresisting target” such as searching, moving, diagnosing, etc. A target can normally choose to cooperate or resist these efforts. Some things that would remove the choice of resisting and make a target unresisting (unless they have a Feat or are using an item which specifies otherwise) would be: being unconscious, or being under the Sleep or Halt Effects.

A target that is being actively hostile towards should be considered obviously resisting.

Generating Effects

Roleplay combat in Five Oaths consists of characters generating Effects, listed below. These Effects either cause an instantaneous Effect like knocking a target to the ground or causing damage, or cause something to happen for a duration. Many Effects have durations: the duration will be stated by the player when the Effect is generated. If no duration is specified, then the Effect has a default duration of 10 seconds, unless it has an instantaneous result (such as Healing, Mindslash or Venom). Effects may be generated by weapon blow, Feat, Spell

or as directed by a Referee.

Weapon Blows

Weapon blows, by default, cause the Single Damage Effect when they strike a location.

Weapon blows delivered by ranged projectile weapons (not thrown weapons) apply the Single Damage Effect directly to Body Hits, ignoring armour, this is separate to the Through effect. **Players are not required to call ‘Single’ when striking for the Single Damage Effect.**

All characters may choose to generate Zero Damage, representing an IC pulled blow. If two characters agree to only generate the Zero Damage Effect then they are not required to call it for their bout; they should call Single once to indicate that they are no longer pulling their blow.

Feats, magic items or other Effects may mean a character causes another Effect with their weapon blows. In order to do this, the player should call out that Effect as they successfully strike another character, spending the necessary Vigour as they do so. It is only possible to add one non-Damage Effect to a weapon blow. For example, you can strike as normal causing the Damage Effect, or you can call Push which will inflict the Damage Effect and the Push Effect, but you may not call Push Through. There are two Effects that do not combine with Damage, they are Bane and Sunder. **A weapon blow is always deemed to be for the Single Damage Effect in addition to any called Effect unless the character calls the Zero Damage Effect in addition to another Effect.**

Weapon blows can, in most cases, be parried. A weapon blow is considered to be parried if it connects with a weapon or shield that is being wielded by a character. Projectiles fired by a ranged weapon can only be parried by a shield being wielded by a character. Sheathed weapons and shields are not considered to give any defensive bonus, and so blows that connect with sheathed weapons and shields deliver the Effect to the target. For the most part if a blow is parried, it has no further Effect. However there are some Effects that target

objects and not people (such as Fumble and Shatter) which will affect the weapon or shield if struck. A weapon blow is considered successful if it generates an Effect (i.e. does not miss or is not parried).

Concentration

Certain actions in these rules refer to a character requiring Concentration to perform them. Although fighting, watching where you are walking and talking to people do require you as a player to concentrate, they do not require your character's "*Concentration*." An action will state if it requires Concentration in order to be performed. A character may only concentrate on one thing at a time. If their Concentration is broken, they may begin the task again, but must do so from scratch. Some of the actions that require Concentration include casting a Spell, repairing armour and searching someone.

While concentrating on a task, a character cannot strike another character with a weapon.

Spells

A Spellcasting character is a character that has acquired one or more Spellcraft Feats. Each Spellcraft Feat provides a character with the knowledge of how to cast a Spell. Other Feats alter the manner in which Spells may be cast.

Spells are used to create an Effect at range; on a target up to 10m away (with the exception of the Global Stop Bleed Effect which is touch range and the Ward Effect which is self only).

The caster may choose to make themselves the target.

By default, casting requires Concentration and at least one free hand, or a focus item to be held in that hand. For more information on magical foci see the Equipment section below.

To cast a spell, you must use the following vocals at an audible level. The parts in bold are mandatory and must be said word for word, the parts within brackets are flexible and up to the player to decide, once they follow the outlined theme.

“I call upon the power of (an external greater power) to (brief description of desired outcome) and cast (Spell Effect+ any relevant modifiers like mass, location/global, time duration, and target group).”

Some suitable examples include “I call upon the power of the Shaper to send you on to earn your glory and cast Global Heal I” and “I call upon the power of the land itself to turn friend into foe and cast Rampage I0s”.

Some spells are “instant” and do not require these casting vocals. These instant spells include “Global Stop Bleed” and “Mindslash”, and instead should just be cast by stating the Spell Effect.

Casting a Spell can be disrupted if the caster loses Concentration or consciousness during the cast.

Certain Feats allow characters to chain the casting of spells. This process follows the ordinary rules for casting but allows for a character to cast two spells with only one set of casting vocals. The effects for each spell are generated sequentially, one second apart.

Spells are categorised into three types. These types are: Enchantment (En), Evocation (Ev), and Transmutation (Tr). A Spell’s type will be denoted by a tag of (En), (Ev), or (Tr) after the Spell in the Spell list for that level, which is in the Way of Power section in Chapter 4.

Action Calls

To indicate that an important, interruptible action is being taken IC, a character may be instructed by a referee to use an Action Call. This consists of a countdown and a short, repeated description of the action being taken. For example: “Destroying the evidence I0! Destroying the evidence 9! Destroying the evidence 8!...”. Once the end of the countdown is reached the final call should indicate that the action has been completed, eg “Evidence Destroyed!”. Action Calls require Concentration. Executing is a special and specific case of the Action Call with its own rules for how and when it can be used.

If a character with their finger in the air is performing an Action Call that is describing how they are appearing (eg “Crawling out of the ground 5! Crawling out of the ground 4!...”), they can not be attacked or interacted with until their Action Call has been completed. Once the character has finished their Action Call and lowered their finger, they can be interacted with as normal.

Ritual Magic

The mechanism for casting ritual Spells differs significantly from that of other Spells. Ritual magic does not use Vigour. Instead, a ritual can only be performed at a ritual circle. Ritual circles are clearly marked and the physrep for the circle should not be disturbed or moved by players. Individual ritual circles may have specific rules or modifiers attached to them, players should check for a lammie indicating these before beginning a ritual.

While you do not need the Feat to participate in a ritual being led by someone else, you do need to know the ritual as a Feat in order to lead it. By default a ritual must last between 1 and 5 minutes unless otherwise noted. Including the leader, there may be up to 10 participants in a ritual. You may not begin casting a ritual in a circle that already has a ritual underway in it. Performing a ritual requires the ritual leader’s Concentration for the entire duration, despite this a ritual leader may still activate ritual effigies.

Characters with the Advanced Ritualist Feat may lead rituals for which they do not have a Feat if they are attuned to a Ritual Text that describes the ritual.

Each ritual has a target difficulty, and the success or failure of the ritual is determined by generating points to meet or exceed this difficulty. Points are can be generated in the following ways:

- Each participant contributes 1 point to the ritual’s success by default.
- Each non-leading participant who knows the ritual provides an additional +1 bonus.
- Feats known by ritual participants may provide additional bonuses or mechanisms for

generating bonuses

- If the ritual leader is not Weeping, they incur a 1 point penalty for each Weeping who participates in their ritual circle. If the ritual leader is Weeping and all ritual participants are Weeping, they gain a 1 point bonus for each Weeping who participates in their ritual circle.
- Ritual Effigy items that are sacrificed during the ritual. Each Effigy sacrificed gives points according to the lammie for that item. Any Ritual Effigy items that are sacrificed for the ritual must be valid for the current event.
- Additional bonuses or penalties may be provided at the instruction of the event team or an appropriate lammie.

All rituals have additional conditions that must be met for the ritual to succeed such as roleplay guidelines and, in some cases, material costs. Material costs are paid by a participant destroying the required ingredients during the ritual. If these conditions are not met, the ritual fails regardless of the points generated by the participants.

By default, the result of a ritual will take place immediately. Some rituals may have a delay before the result occurs; this is discussed in the description of the ritual. If the ritual would cause a permanent Effect on another character, like a Punishment ritual, the ritual should be witnessed by an Event Team member.

A character who is under an ongoing effect from a ritual who is targeted by another performance of the same ritual has the effects of the first replaced by the effects of the second.

The target of a ritual with the Punishment keyword does not count as a participant, nor may they contribute to the score. Unless stated otherwise, Punishment rituals may have up to five targets, who must be present in the circle.

Any Ritual with the Referee Keyword will automatically fail if a referee is not present for the

ritual.

Audible Level

Certain Effects require you to perform an action and speak at an audible level. For the purposes of this game, the action must be audible to the intended target. If the target at the time is not certain then you must speak loudly enough that you can be heard by a target at the Effect's maximum range.

The 1 second rule

Characters may only generate one Effect per second, per target regardless of the source. This rule applies to the character, not their individual weapons. It is important to note that when generating different effects within a small amount of time, care must be taken to ensure that the recipient of each effect can clearly hear what effect they have been targeted with. This rule does not stop someone being affected by multiple Effects in the same second. When this happens the character should attempt to give responses as quickly and clearly as possible. Please note that it is not acceptable to strike the same target multiple times in one second and expect them to only take one.

Immunity

Characters may through Feats be immune to an Effect. A character should state "No Effect" and not take the Effect when they are the target of an Effect to which they are immune. The Feat or item ability that grants the Immunity will determine the duration it lasts. If you are under an Effect and become immune to it, the Effect is removed from you. A character can be immune to multiple Effects at the same time.

These rules by and large do not have permanent immunities, with two exceptions.

Peacesworn are always immune to Rampage for the OOC reason that it would make them violate non com rules. The Rend Effect makes the target immune to the Healing Effect while they are suffering Rend.

Most Immunities are reactive. What this means is that Feat or items will grant a character the ability to spend Vigour and become immune to an Effect when they are targeted with the Effect. If they spend the Vigour, the character declares “No Effect”, and gains the Immunity which lasts for a further short duration as specified by the Feat or item.

Categories and targeted Effects

While there are 9 different player species, they all fall under the Category of “Mortal”.

There are four broad Categories for beings in our game, which are Mortal, Beast, Gwyllt, and Undead. By default Effects target every Category, unless one of those Categories is called as a modifier to the Effect, in which case it only targets the named category. It is possible for some sources of Effects to be even more specific, such as naming one particular Species.

It is possible to learn to generate certain Effects at a specific kind of target which may be either a specific Species, or an entire Category of them. If targeted by a ranged Spell Effect with a target Category that does not apply to you, do not take the Effect. If targeted by a melee blow Effect with a target Category that does not apply to you, take the Single Damage Effect but do not take any additional Effect.

With regards to Weeping and Categories, a Weeping character is simultaneously Mortal, whichever Species they draw their feats from, and whatever Species their body is physically.

Mortals: Sapient, living beings with a soul. All playable species are examples of Mortal creatures, and all PCs will enter play as mortal.

Beasts: Living creatures with limited intelligence, with no sapience. Examples include bears and wolves.

Gwyllt: Sworn enemy of the Gallóglaigh and mortal life in Tirneach, Gwyllt are supernatural beings that lack a soul.

Undead: Creatures that were once alive, but remain animate after death. They are found throughout Tirneach in many forms. Weeping characters do not fall within this category.

Modifying Effects

Many Feats allow the user to add a Modifier to an Effect, which changes how the Effect takes place. The list of Modifiers is as follows:

- Full
- Global
- Mass
- Piercing

Full: Full is a Modifier that can be applied to the Healing or Repair Effects. A Full Healing will restore a character's Body hits to the total allowed by their Feats and any magic items the character has that give extra Body hits. A Full Repair will restore a character's Armour hits to the total allowed by their Feats and any magic items the character has that give extra Armour hits. This Modifier can be combined with the Global Modifier.

Global: Global is a Modifier that can be applied to the Damage, Healing or Repair Effects, which allows the Effect to target all 6 locations on the target character's body. A Global Damage Effect will target all 6 locations on the targets body, and remove 1 Body hit from each location, removing Armour hits first as normal. A Global Healing 1 Effect will target all 6 locations on the target character's body, and restore 1 Body hit to each location. A Global Repair 1 Effect will target all 6 locations on the target character's body, and restore 1 Armour hit to each location. This Modifier can be combined with the Full Modifier.

Mass: The Mass Modifier can be added to many Effects, determined by Feats and magic items. Using the Mass Modifier with an Effect means the Effect will be used on everyone within 5m of the character generating the Effect, apart from the character themselves. The

character may indicate an arc with both hands in front of them, which allows them to target all characters within that arc. The character generating a Mass Effect must specify who will be targeted when completing their call. For example, the character may add "...all around me" or simply "Mass" before the Effect to target every character within 5m, or "...all within this arc" to target specific characters. The arc must be the area in front of the character between their arms, a character may not designate the area behind them as the arc for a Mass Effect.

Piercing: The Piercing Effect can be added to many Effects, Determined by Feats and magic items. An Effect with the Piercing Modifier bypasses Ward, affecting the target as if there was no Ward without removing a charge.

Some effects are always considered to have the Piercing Effect and do not need to have the Modifier called. These effects include: Detect, Diagnose, and Notice Bleeding.

Default Effects and Effects requiring Feats

All characters in Five Oaths can generate the following Effects by default: Damage by weapon blow, Execute, Notice Bleed, and Repair on weapons, shields and non-armour items. All other Effects and the Repair Effect on armour require a Feat for a character to be able to generate them.

Effect List

Bane

Call: (Category) Bane

This Effect is instantaneous. A fearsome blow specifically designed to strike at the vulnerabilities of an enemy. If a Bane effect targets an unarmoured location of the stated Category: that location is destroyed, going to -1 Body hits. Otherwise, the effect delivers Single Damage. A blow delivered by a ranged weapon will bypass Armour as normal in this case. This Effect cannot be combined with the Damage Effect.

Charm

Call: Charm (Duration)

For the duration of the Effect, the target of this Effect becomes well disposed to the source and treats them as a close friend. This Effect ends if the source strikes, or casts an offensive spell at the charmed target. When this effect ends they are aware they were magically compelled.

The guidelines for how to behave while under this effect are as follows.

A Character under the Charm Effect:

- Won't take aggressive actions towards the source of the Effect, including casting harmful spells or attacking with a weapon.
- Will provide healing or similar nonviolent support to the source of the Effect.
- Will physically protect the source of the Effect if they are martially capable, there is not a requirement for the Charmed Character to injure anyone.
- Is well disposed towards the source of the Effect. This disposition does not extend to allies of the source of the Effect.

Cure

Call: Cure (Effect)

This Effect is instantaneous. The target of a Cure Effect has the specified Effect removed if they are under it, but will not be protected from any future iterations of that Effect.

Damage

Call: Zero/Single (Location)

This Effect is instantaneous. O/I is removed from the target's hits on the called location, starting with Armour, then Body. **Players are not required to call Single Damage for basic weapon blows.**

Daze

Call: Daze (Duration)

The target is confused for the duration of the Effect. They cannot voluntarily walk or run, cannot strike anyone, and cannot concentrate. They can still talk, and can still defend themselves from strikes.

Detect

Call: Detect (Target group)

This Effect is instantaneous, when a character who is within Audible range of the source of the effect is a member of the target group or has an item of the target group they must say "Ping" in a loud clear voice. In character, this Effect causes this noise, so everyone around the Detected character is aware of the Effect. This Effect is considered to always have the Piercing Modifier.

Diagnose

Call: Diagnose

This Effect is instantaneous and has a range of 5cm from an unresisting target. The target should OOC answer any questions the source asks about their current and maximum Body Hits, current and maximum Vigour, and whether or not they are Bleeding or under any other effects such as Disease or Venom. In addition, a Referee may tell the source about special Effects that the target is suffering from. This Effect is considered to always have the Piercing Modifier.

Disease

Call: Disease

This Effect is instantaneous. The target of Disease suffers a detriment to the Healing Effect. Any Healing that would cause the target's Body hits to rise above 0 causes them to rise to 0 only. This includes the Healing Effect granted by the Recovery mechanic. This Effect remains in place until a Cure Effect is called on the target, or until Time Out is called.

Execute

Call: Execute

This Effect is instantaneous. If the target is bleeding, they are killed instantly. Any character wielding a melee weapon may generate this effect by concentrating on an unresisting, bleeding target within melee strike range and repeating the OOC call "Executing" at a level audible to all within 10 metres while counting down from 10 seconds. They may then strike for the effect "Execute" and instantly kill that target at the end of the 10 seconds.

Attempting to generate an Execute Effect on an invalid target will get a "No Effect" response at the end of the process.

All characters may perform this action if they are holding a melee weapon.

Fear

Call: Fear (Duration)

The target becomes filled with dread towards the source of this Effect for the duration of the Effect. For the duration they must move out of the source's melee and spellcasting range (10m), cannot strike anyone or Concentrate, and must roleplay terror (cowering, hiding, etc).

Fumble

Call: Fumble (Location)

This Effect is instantaneous. The target is forced to drop any items held in the target location. Items may not be caught until they have fallen on the ground. If an item held within the target's hand is a larp-safe item, such as a weapon, a shield or an approved spell-focus then the Effect may be generated by striking the item where the Effect is being delivered by weapon blow. If you have an OOC reason for not wishing to drop the affected item you may choose to let the item hang limp for 10 seconds. During this time it may not be used in any way and blows that strike it are treated as having struck the location holding it.

Halt

Call: Halt (Duration)

The target is frozen to the spot for the duration of the Effect, and may not move, speak, or take any actions. They are still aware of their surroundings. Items may not be taken from a Halted character, voluntarily or otherwise. Fumble will still cause a Halted character to drop a carried item.

Healing

Call: Healing 1 (Location)/Full Healing (Location)

This Effect is instantaneous. The target recovers a number of Body hits equal to the amount stated by the generator of this Effect. This number may be 1, or it may be "Full", which restores all Body hits to the location.

Identify

Call: Identify

This Effect is instantaneous. You gain knowledge of the properties of a lammied item without attuning to that item.

Lure

Call: Lure (Duration)

For the duration, the target of this Effect becomes fixated on the source of the Effect and can do nothing but move towards it at normal walking speed, altering their path if the source moves locations, and remaining motionless when they reach the source. A character under this Effect may not speak. Being struck by the Damage Effect will not break the Lure Effect. **Please note: Grappling/restraining people is not permitted.**

Mindslash

Call: Mindslash

This Effect is instantaneous. The Effect breaks the Concentration of the target. This Effect is “Instant” and if generated via spell does not require casting vocals.

Mute

Call: Mute (Duration)

The target is silenced. For the duration of the Spell the character cannot perform any vocal action including casting Spells. They may still generate weapon blow Effects, or other actions which require Concentration.

Notice Bleeding

Call: Notice Bleeding

This effect is instantaneous. A character with locations on -I Body hits will respond by stating the locations that are bleeding. A character that is not bleeding will respond by saying “Not bleeding”. A character who is dead will respond “Dead”. This Effect is considered to always have the Piercing Modifier.

Any character may look at another character within 1 metre for 10s of Concentration and determine if they have any locations which are bleeding by generating the notice bleed effect.

The player does this by pointing at the character at the end of the Concentration period and calling "Notice Bleeding".

Protection

Call: Protection (Effect) (Duration)

The target is protected from the specified Effect for the duration, and should call "No Effect" to any instances of it while protected. This does not remove any instances of any Effect they are already under when they get take the Protection Effect.

Push

Call: Push

This Effect is instantaneous. A force pushes the character. The target is pushed directly away from the source for 10m. During this time they may defend themselves. Once the target has moved 10m from the location of the source at the time of casting, they may come back (note this Effect does not have a duration). If a player is OOC unable to move as directed by the Push Effect due to something blocking you (such as a wall or OOC unsafe terrain) they must stop at the blocking terrain for 10 seconds.

Rampage

Call: Rampage (Duration)

The target is filled with uncontrollable rage. For the duration they will strike the closest being to them, including their allies, to the best of their ability and continue either until their target has escaped beyond reasonable pursuit or their target is downed. If they cause a creature to fall unconscious, they will either move to strike the next closest creature, or if there is no other creature close by they will use the Execute call on the downed creature.

Rend

Call: Rend

This Effect is instantaneous. The location struck with this Effect begins to bleed and the character gains Immunity Healing. The character can use the location as normal (depending on the number of Body hits) but the location is also bleeding. Your character is in their deathcount as if the location was at -1 Body hits. The response to a Diagnose call is the number of Body hits remaining and bleeding. A Stop Bleed that affects the location will end the Rend Effect.

Repair

Call: Repair (Armour location)/Repair (Item)

This Effect is instantaneous. When this Effect targets a character's armour, the target character's Armour hits on the target location are restored by 1. This cannot increase the target's Armour hits above the total allowed by their Feats and any bonuses given by magic armour. When this Effect targets a weapon, shield, or other item which has been affected by Shatter, it will become usable again.

The Repair Effect can be delivered manually by all characters on weapons, shields and other items, however armour can only be repaired by a character with the correct Feat (see the Way of Leather and Steel in Chapter 4). The Repair Effect is done within touch range and requires 1 minute of roleplayed action of handling and fixing the armour, weapon or shield. Generating the Repair Effect is an action which requires Concentration and the repairer and repairee to be standing stationary for the duration of the required roleplay action. It is not possible to repair the armour or weapons of a target which is actively engaged in melee combat.

Scout

Call: Scout

This effect is instantaneous. In response to hearing this call, a referee will respond with one of five calls indicating **approximately** how many enemies remain to spawn in to the current encounter, at the time of the response:

"UNKNOWN" - The situation is unclear, likely due to either the environment or to enemy action.

"BLACK" - There are an unlimited number of enemies remaining.

"RED" - More than half the available enemy force remains.

"YELLOW" - Less than Half the available enemy force remains.

"GREEN" - The only remaining enemies are the ones currently being phys-repped.

Shatter

Call: Shatter

This Effect is instantaneous. Weapons, shields and items are cracked and broken, making them useless. If a weapon or shield is shattered it becomes unusable until repaired. The special properties of items cannot be used if the item is shattered.

Sleep

Call: Sleep (Duration)

The target falls to the ground, asleep, for the duration of the Effect. If the target loses a point of Body after the start of the Sleep Effect, the Effect ends immediately. Items may not be taken from a character under the Sleep Effect, voluntarily or otherwise. While asleep a character is unconscious, unable to take any other actions, and is unaware of what is IC happening around them (players should still stay aware of what is OOC happening around them for safety reasons).

Stop Bleed

Call: Stop Bleed (Location)

This Effect is instantaneous. This Effect has a range of 5cm from the target unless otherwise specified. The target's Body hits on the target location are restored to 0 Body hits if on -1 Body hits. This Effect is "Instant" and if generated via spell does not require casting vocals.

Sunder

Call: Sunder

This Effect is instantaneous. If this Effect targets a location that location's Armour hits are reduced to 0. If the location's Armour hits were already at 0, then the location is taken to -1 Body hits. If this Effect targets a weapon or shield they are instead subject to the Shatter Effect.

This Effect cannot be combined with a Damage Effect.

Through

Call: Through

This Effect is instantaneous. This Effect allows a combined Damage Effect to ignore the target's Armour hits and directly affect their Body hits, leaving Armour hits unhurt.

Venom

Call: Venom

This Effect is instantaneous. The target of a Venom Effect has their deathcount length reduced by 180 seconds. If a character is in their deathcount when struck by Venom, the reduction does not happen until they leave their current deathcount. This reduction stays in place until Time Out or until the application of a Cure Effect, whichever comes first.

Ward

Call: Ward (Number)

This Effect is instantaneous and may only be cast on the source. A barrier of invisible magical energy surrounds the character casting the Spell. This energy, or Ward, protects the character from any ranged, Non Piercing Effect not delivered by weapon blow that would normally affect them. The number in the Ward call is the number of times the character will be protected by the Ward, this is the “charges” that the Ward Spell has. A character should respond “warded” if their Ward protects them from an Effect in this way, and one charge in their Ward is removed. The number of charges on the Ward is determined by the Spell that grants it.

A Ward Effect expires when all charges are removed, the character attunes to an item, or if the character willingly drops their Ward. A warded character cannot regain Vigour.

Interaction of Effects

For the purposes of Effect interaction, Effects are broken into physical effects and mental effects. If one Effect would interfere with carrying out another Effect, physical takes precedence over mental, and the first listed Effect gets resolved first. If the original Effect would still be in duration when the interfering Effect is resolved you then resolve the original Effect until the duration is over.

E.g. If your character is hit with Rampage 30s, and 15 seconds into the duration of that they suffer the Lure Effect. Lure has priority as it is higher on the list for mental Effects than Rampage. Your character follows the Lure Effect’s directions for the next 10 seconds, before reverting to the Rampage Effect for the final 5 seconds of its duration.

Physical Effects priority

Fumble

Push

Halt

Suggested mnemonic - Freshly Pickled Horseradish

Mental Effects priority

Lure

Fear

Rampage

Sleep

Daze

Charm

Suggested mnemonic - Little French Rodents Shouldn't Digest Cake

Event Team Effects

The following are OOC calls that characters may never prevent or be immune to in any way.

These calls may only be made by a Referee.

Time In

This indicates that play has begun for the day, and the game area is to be considered In Character (IC). This call is also used to end a Time Freeze and resume play.

When Time In is called at the beginning of the gameplay for that day, all characters who were still alive at Time Out the night before come into play with full Body hits, Armour hits, and Vigour.

Time Freeze

This indicates that play is to be paused in the area until further notice from a Referee, who will resume play with the Time In call.

Time Out

This Indicates that play has ended for the day. The game area is to now be considered Out of Character (OOC).

Drop

Your character immediately enters an unconscious state. Your Body and Armour hits cannot be discerned and a Diagnose Effect targeting your character should receive the response “Indeterminate”. The Referee who called you to Drop will brief you on your character’s new status as soon as possible.

Fair Escape

This means that a character (or group of characters) has successfully evaded their pursuers for now and should not be chased. A referee may declare “Fair Escape” if a character has

sufficient distance or obstacles between them and their pursuers, or if a character has an IC attribute to support it.

Equipment

Safety requirements and specifications

Weapons, armour, and all other items should conform to LRP safety specifications and will be checked by members of the Event Team, or people assigned by them, to ensure they are safe for use in play.

Detailed LRP safety specifications will be made available on the Five Oaths website.

Lammies

Magic items in this game are represented by attaching laminated cards (or "Lammies" for short) to the items they represent. These lammies will state the powers that an item gives the wearer/wielder.

Lammies in the play area that represent items **MUST** be attached to an appropriate physical representation, typically called a "phys rep", at all times. Lammies **NOT** attached to a phys rep should be handed to a Referee if found. If a phys rep is not available it may be possible to use a non-combat stand-in for it, at the discretion of the event team.

Special Lammies

There are some Lammies which do not represent items, instead representing a special power or quality that a character has. Examples of these are Connection Lammies, Lingering Wounds, and Afflictions.

Connection Lammies

Connection Lammies represent broader connections to the world, and unless specifically indicated on the lammie, cannot be exchanged between characters. They must be kept on a character's person and do not require a phys rep.

Connection Lammies cannot be generated by Feats or purchased with XP, but are intended to be gained in uptime by investment of a large sum of pingin and/or roleplay with NPCs.

Following are some types of Connection Lammie.

Dividend

This generates a certain resource or item once per downtime, with no additional downtime action required.

Example: Tristain's Canny Investment

Tristan Mac Giolla is the beneficiary of the controlling shares in a Brewery. The brewery has certain byproducts that can easily be processed into Vigour Tonics, and Tristain gains 2 of these per downtime with no action required.

Opportunity

This subtype allows for a resource or Item to be purchased for a set, pre-determined price, using a special Downtime Action. Characters with this lammie in their possession may use this as a downtime action in place of another action, once per downtime unless indicated otherwise.

Example: I Know a Guy

Through roleplay and keen trading, Malartu has built strong ties to a former Galloghlaigh-turned-merchant from Siabhal who trades in weapon oils and potions. Malartu may purchase up to three Armour Polish items per downtime for 25 pingin each, using one Action.

Special

The Special subtype is a catch-all for abilities that don't cleanly fall into the above, or provide non-mechanical results like information, unique items or another resource that does not easily fit into the above.

Example: Hermits' Insights

Through saving their lives, a peacesworn band member was recognised as particularly knowledgeable in matters of magical theory by a reclusive group of studious Cinnire, and agreed to be their patron. Once per OOC year, a new Ritual will be passed along to this Cinnire to "Review" in exchange for 50 Pingin and a Master Ritual Effigy. Transferable to another Cinnire.

Lingering Wounds and Afflictions

Lingering Wounds and Afflictions are special types of Lammies which have a negative effect on the bearer. They represent lasting harm to a character which requires more than simple healing magic to recover from. These Lammies are issued by Refs at appropriate times and situations.

Lingering Wounds and Afflictions are tearable lammies. On the outside there will be information for the bearer on how to roleplay the effect as well as what is needed to understand the problem (usually another character with an appropriate Lore, or the Anatomist Feat). In order to read the additional information inside on how to resolve the effect, a character who meets the stated criteria must perform 30s of roleplayed examination of the Wounded or Afflicted character.

Without proper treatment, Afflictions and Lingering Wounds may be fatal.

Durable Items, Consumable Items and Item Expiry

Items can be either durable or consumable. Durable items can be used again and again to generate Effects or use the special ability they have.

Consumable items give a single use of an ability or Effect. This is represented by an appropriate action such as drinking a magic potion or tearing a scroll to cast a Spell. Unless otherwise specified Consumables only affect a single target and may not be “shared”. Unless otherwise specified Potions and poisons are touch range.

Activating a consumable item requires Concentration. Most consumable items give a one-shot generation of an Effect, though others may have slightly stranger Effects. In all cases these will be detailed on the lammie. The lammies for consumable items are constructed slightly differently from the lammies for durable items. A strip of paper protrudes from the lammie pouch and is exposed. In order to use a consumable item this strip should be ripped off, and the lammie pouch torn open to expose the insides. This indicates that the item has been consumed and is no longer usable.

Durable items (and some Consumable items) have an expiry date. By default, Durable items will last for three events, starting with the first event when the item enters play. Consumable items which Expire will have an explicit warning as to when they expire. The expiry date will be listed on the lammie for the item.

Character Slots

A character has a limited number of “slots” on their character which can hold items. They can only have one item equipped in each of their slots at one time. The character slots are: Neck, Torso, Left Hand, Right Hand, Special Power, and Curse. Some characters will make items using their Crafting Feats that can be equipped in these slots. Other items and special powers may be acquired through other roleplaying means.

Attunement

Lammied items require time to attune to the wielder. A character must make an active decision to attune to a lammied item, after which point that item is now attuned to the relevant slot, the character becomes aware of all text on the lammie, and they can use the items to generate Effects.

Consumable items require attunement, but their attunement time is Instant and they can be used directly after attunement, this requires Concentration.

Durable items have an attunement time of 10s, this requires Concentration.

If, for any reason, you have multiple items in one slot none of them will attune until you have only one (**this applies to magical items only**). However, there is nothing preventing a character from carrying multiple items if they wish.

Having an item Fumbled or Shattered will not break attunement unless the player in question puts another item in that slot (which would break the attunement of the original item and prevent the attunement of the new one). Attempting to break someone's attunement by forcing an item into their slots, or throwing things, is considered a breach of the safety rules. Two handed weapons only require one hand in order to maintain attunement. Putting a hand-held item away in order to wield a two handed weapon safely does not break attunement.

It is possible to put an item away without breaking attunement, but the item must be in openly and obviously touched as part of it being used. For example, if a character wants to use their magical focus that lets them cast the Halt Spell they must be holding it in one of their hands. For OOC safety, if players have magical foci on a belt or around their neck they can perform sweeping gestures that involve touching the item with their palm as part of their cast. Their casting hand must hold nothing but the focus, or be empty for the duration of the casting time.

The Special Power and Curse slots have the same attunement mechanic as other slots, however there can be multiple lammies in each of these slots. The ability to fill your Special Power slot is controlled by the Event Team. In this way, the Event Team will maintain balance of the maximum powers that can be attuned in that slot.

Weapons

Weapons and shields are categorised by their length as listed below. A character may equip a weapon or shield in either hand, except where stated. A character may have as many other weapons and shields in their possession as they can OOC safely and sensibly hold.

A character may use any type of weapon interchangeably, though certain Feats may benefit from a specific weapon being used.

Weapon Type	Weapon Size
Small Weapon ¹⁵	20cm ≤ X ≤ 50cm
Medium Weapon	50cm < X ≤ 110cm
Large Weapon ¹⁶	110cm < X ≤ 210cm
Ranged Weapon ²	n/a
Shield	25cm-150cm tall, 25cm-80cm wide

Arrows, bolts and thrown weapons should never be lammied. To represent magical ranged weapons (bows and crossbows) their quiver should be lammied instead. To make magical throwing weapons one should attach an appropriate lammie to a bracer or glove phys rep worn on the relevant wrist or hand.

Shields, whether they are centre grip or arm-strap, must be held by their handle to be wielded. A wielded shield can be used to parry.

Thrown weapons which are picked up from the ground must be Repaired before they can be thrown again.

Armour

Most people of Tirneach use armour. Players are required to wear an armour phys rep on their torso that represents the Light Armour or Heavy Armour Feats in the Way of Leather and Steel in Chapter 4. This phys rep should cover most of their torso. While arm, leg and head armour is not required, we would encourage people to use such armour, and would

¹⁵ For the purposes of lammies, thrown weapons and claws count as small weapons.

¹⁶ Requires the use of two hands to be wielded. For the purposes of lammies, holding the weapon in one hand and having no item in the other hand is sufficient for attunement.

ask that people not breach safety rule 7.

Armour comes in two types, which are based on the amount of Armour hits the character's Feats gives them. The Light Armour Feat gives +1 Armour hit per location, and the Heavy Armour Feat gives +2 Armour hits per location. Other Feats like Armour Mastery and Reinforced give additional Armour hits, if a character fulfils the conditions.

Bonuses to Armour hits given by additional Feats or magic armour do not alter the type of the armour, for example a character with the Light Armour Feat and the Armour Mastery Feat will have 2 Armour hits per locations but will not need to have a heavy armour phys rep, or be deemed to be wearing heavy armour for the purpose of the Reinforced Feat or any in-game effect that only affects heavy armour wearing characters.

The phys rep requirements for the Light Armour and Heavy Armour Feats are stated now for ease of reference:

- Light armour must be phys repped by light flexible leather or more rigid leather, heavily padded fabric, skinned furs, lighter material with some reinforced pads, and so on.
- Heavy armour must be phys repped with a sturdy armour phys rep such as plated or rigid leather, chainmail, plate mail, or a convincing metal phys rep.

If an armour phys rep could be reasonably deemed to be either light or heavy it is the player's choice which it represents, in consultation with the Event Team. Once this choice is made it cannot be changed during play that day.

Other Items

Unlike weapons and armour, the following items are always lammied, and can be acquired using Crafting Feats, by buying them from another character in the game, or by finding them in the game world. Where such items generate multiple Effects, the effects are generated sequentially, one second apart.

Amulets and Talismans: These items are worn around a character's neck and bestow some ability or Effect. They should be represented by an appropriate necklace, and should be visible at the time when the character uses the effect. The lammie should be attached to the necklace in a way that will not cause OOC danger or discomfort to the player wearing the necklace or other players.

Crystals: These items are consumable as the lammie is torn to use an ability or Effect, however the IC action for using them is to crush the crystal. Crystals should be made of a hard-wearing material, and the lammie needs to be attached to them in some way, ideally through a metal hoop.

Effigies, Eyes of the Shaper and Way stones: These items all relate to rituals. Effigies and way stones are consumable items, while Eyes of the Shaper are durable items.

- Effigies are items made to be sacrificed during a ritual to please the Shaper. Effigies can be almost anything. The Shaper is a god of creation, cultivation, civilisation and change, and effigies should be constructed accordingly.

To consume an Effigy, a character participating in a ritual should place it in the ritual circle during a ritual and tear the attached lammie. The bonus indicated by the lammie will be added to the points generated to beat the difficulty of the particular ritual.

- Only one Effigy of each level can be used per ritual. A Student, Apprentice, Journeyman and Master Effigy could all be used in the same Ritual, but three Student Effigies could not be.
- Eyes of the Shaper are items which allow a tent or other structure to be used as a ritual circle, if it has stood in place since dawn of that day. Depending on the text on the lammie for the Eye, rituals up to a certain difficulty may be performed there.
- Way stones are special items infused with the power of the Shaper that allow ritualists to perform a ritual without needing a ritual circle. They are depleted after

one use and need to be charged up again, represented by a tearable lammie. The physrep for a way stone can be almost anything, but should be large enough to be recognisable for what it is and visible within the range of the effect of the item. To consume a way stone, after the ritual is concluded the character leading the ritual should tear the lammie for the way stone.

Magical foci: Magical foci is a catch all term for all durable non-weapon, hand-held items that improve the power of the user, including wands and spell transcriptions. All magical foci should meet LRP safety requirements and must not be used for parrying under any circumstances. From a gameplay perspective, they are designed to give casters who don't want to use weapons a set of items they can use to improve their abilities. The phys reps for magical foci are intentionally left vague to give people a chance to express themselves creatively.

Poisons and Potions: All poisons and potions should be attached to bottle phys reps. It is recommended that bottle phys reps are made from a material that is not glass to avoid any issues if it breaks or shatters.

To use potions or poisons a character should attune to the item and make sure they know what Effect it will have, and then can perform a roleplayed action to apply the Effect. In the case of potions this is usually to mime pouring the potion on someone or mime drinking it. In the case of poisons this is either to mime pouring them on the target or to mime coating a weapon. In the case of potions which generate mass effects mime smashing the bottle at your feet. Mass effects from potions are generated with you as the centre and cannot be coned. **NOTE: Don't OOC drink or pour out the contents of any potion or poison given to you IC!!**

Once torn open, potions and poisons have a maximum duration of 10 minutes in which they can be used, unless the item lammie states otherwise.

Scrolls: Scrolls are magical items which allow a single use of an Effect. Scrolls should be

attached to a piece of paper, which should have appropriate text to represent the powerful knowledge captured on the page.

To consume a scroll, the caster should attune to the item. If the item allows then to cast a Spell they should then follow the Spellcasting rules as normal. If it allows them to lead a ritual, they skills follow the ritual rules as normal. They then tear the scroll to generate the Effect.

Stacking Effects

No character may benefit from multiple instances of the same ritual or item (with a non-instantaneous effect) at the same time. Eg. A character who has attuned to a pair of "True Foes Swords" would receive the benefit of only one. A character who is subject to multiple "Shaper's Blessing Of The Flock" rituals would throw away an older card when receiving a new one.

Downtime

After each event, you will have the opportunity to decide what your character is doing when not on active duty. Downtimes will be submitted using the form provided by the Event Team. Each character will have four downtime actions. These actions will be picked from a list. Most actions will be available to all characters, but some actions will be limited to those who have picked particular Feats, as listed below. Downtime actions will have a set expected result, which is described below.

Locations

When you open the downtime form for your character, you will have a choice of Location. This will be the last Location of the band (generally a large Settlement in a Realm). This is important because some actions can only be done in certain Locations. [Each Location type has actions that are available to it by default but exceptions to these defaults will occur.](#)

A Location can either be: a) a Settlement, for example Crag Oscionn in Draíod or Dealtra in Bruid; b) a Riding, for example Dhaloch in Baol or Glorbuaife in Uasa; [c\) a Place of Interest, for example Bragach's Line in Bruid; or d\) a Region, for example the Golden Valley in Siabhal or Vercontin's Pass between Uasa and Draíod.](#) In the last example, of a borderland between Realms, your character will choose to be on one side or the other of the fuzzy dividing line between Realms. This will affect the ingredients that your character receives at the start of events using Profession Feats, as some ingredients are more plentiful than others depending on the Realm you are in.

Characters will start in play with a list of Known Locations. All characters will know the largest settlement in each Realm, as well as a famous Riding and Region in each Realm. In addition to this, characters will have Known Locations based on their chosen Realm Feat, giving them much more knowledge about their home Realm than other characters. The Five

Realms Lore Feat gives a character a wide breadth of knowledge about all of the Realms, but not quite as much as a native of any one of the Realms.

If your character background, as approved by the Event Team, contains a key Location, that will also be a Known Location for your character. Finally, as the band of gallóglagh campaigns throughout the Five Realms, all characters who accompany the band will become familiar with additional Locations.

A character's list of Known Locations will give them a short description of each Location, and will list what actions can be taken there (as described below).

Downtime actions

The following are the downtime actions available to characters, and the set results.

Analyze (Requires Appropriate Crafting Feats)

Your character spends time analysing an item they have found on their adventures, learning how to reproduce it and any relevant additional information as determined by the Event Team. The item may be above the level which your character can craft, in which case they will learn the recipe but will be unable to make it until they learn the required level of Crafting Feat. This action may only be used with items that are not listed in the recipes in Appendix 5 of the Player's Handbook. This action may only be taken by characters with appropriate Crafting Feats, and Feat must match the type of item, i.e. weapon items can only be studied by characters with Apprentice Blacksmith, magical foci by characters with Apprentice Arcanist, and potions by characters with Apprentice Alchemist. [This action is available by default in all Settlements.](#)

Craft (Requires Crafting Feats)

Your character makes one durable item or one to three consumable items with the same recipe according to the Crafting Feats your character has, if they have the correct Ingredients for the recipe as per Appendix 5. [By default Arcanist and Alchemist crafting are](#)

possible only in larger Settlements, whereas Blacksmithing is possible in all Settlements. The Ingredients needed for the recipe will be used up.

Gather (Requires Profession Feats)

A character with one or more Professions Feats can use this action to find a particular Ingredient no matter where they are. For each instance of this action taken, a character will get 1 of the specified Ingredient for each Feat of the relevant type they have. A character with 2 Artisan Feats could use this action to gather 2 Glass, for example. This action is available by default in Ridings.

Research (Requires a Feat which permits this action)

To select this action, your character needs to have an appropriate Feat. This action allows your character to seek the answer to a single question about the world of the game relating to their qualifying Feat. The answer to your character's question may not be available in their Location, or at all, in which case the response will either point your character to another Location where the answer could be, or make it clear that the answer

is not something they can discover using the Research action. Each rank of a Feat may only be used in a research action once per Downtime. By default this action is available at all Locations.

Scouting

Your character scouts a Riding to gather information on what threats the band might face there. When a character takes this action they contribute to a pool of Scout actions generated by the band for a given Riding that downtime period. Every character who took the Scout action in that Riding then receives a report containing the information uncovered. The level of detail and specificity in the report will depend on the number of Scout actions taken in that Riding. The number of Scout actions required to uncover all relevant information will vary depending on the conditions in the Riding, this number can be learned by reading Scouting Assessment cards for the Riding in question. This action may only be

used in Ridings to which the band has been ordered or from which the band has received offers of employment.

Take Opportunity:

From time to time opportunities arise in play for characters to participate in special activities during downtime. These might be the opportunity to tie up loose ends after a mission, to support another band in their work, to assist someone in a way outside the scope of uptime, or any number of other possibilities. For the most part the details of these opportunities must be discovered in the field and to take the action you will need to be at the correct Location and you may need to be able to provide information such as who the NPCs involved are, or its general intent.

Take Opportunity can only be used on opportunities written by the event team that are explicitly flagged to be engaged with in downtime in this way. Using this action without a valid opportunity will result in a failed action.

One Opportunity that is always available is to Walk the Way of Wisdom. The Way of Wisdom is a route of pilgrimage deep in Draíod, it is said to have been discovered by the First Réig and is believed to grant visions and insights from the Shaper to those who brave its depths. Taking this opportunity allows your character to traverse the Way of Wisdom and you will receive a description of their experiences there. **This Opportunity can be taken at any Location and will use all four of your downtime actions. This Opportunity may only be taken once in a lifetime by each character.**

Travel

As described above, your character starts their downtime at the last Location of the band. If your character wishes to Travel to another location halfway through their downtime, they select this action and pick their new Location from their list of Known Locations. Travel

between any two Locations, however far they are from each other in the game world, takes one action. [By default this action is available at all Locations.](#)

Learn Location

When a Character takes the Travel Action they may only Travel to Locations that their character knows, if they wish to add to that list they may use this Action to do so. This requires another character who knows the target location and is in the same location as you to take the “Teach Location” Action and list you as their student. If these conditions are met your character will add that location to their list and move to the named Location as if they had taken the Travel Action. [By default this action is available at all Locations.](#)

Teach Location

This Action allows a Character to teach one of the Locations on their list to another character. This Action requires another character to take the Learn Location Action and list you as their Teacher. If these conditions are met the student will add that location to their list and both of you will move to the named Location as if you had taken the Travel Action. Multiple Characters may learn from you in the same action, but all must be in the same location as you when they take the Learn Location Action. [By default this action is available at all Locations.](#)

Trade (Requires the Merchant Feat.)

To select this Feat your character must have the Merchant Feat. This action allows your character to purchase a single Durable or Consumable item of a level no greater than the number of times you have taken the Merchant Feat. Any Durable items purchased this way will have a duration of two events rather than three events. This purchase will cost the appropriate amount of Pingin (but not ingredients) listed in Appendix 5.

One rank of Merchant allows a character to purchase Student level Items, two ranks provide access to Apprentice, and Three provides access to Journeyman.

[Use Connection](#)

Some Connection Lammies grant access to unique downtime actions, taking this action allows your character to take advantage of their connection according to the text of the lammie.

Work

Your character takes on paid work This could be acting as a bodyguard to a wealthy local, patrolling on behalf of the Rider, meditating in disputes, doing small piece work in your craft or profession, or any number of other tasks. Taking on work in this way gives a payment of 10 Pingin. This action is available by default in all Settlements.

Submitting Downtime and Responses

After each event, there will be a window of time set by the Event Team in which downtimes can be submitted. Players should access the Player Database where they will have the option to submit a downtime.

Once a downtime is submitted, it will be reviewed by the Event Team, who may return it to the player if part of it is unclear or unsuitable. The Event Team has final say on what may be submitted through downtime, particularly in reference to Research action questions submitted by players.

Downtime responses will be issued by the Event Team before the next event, and will be included in the character pack for the player at the start of the event.

If a player has not submitted a downtime for their character, their character will not take any actions. They will receive ingredients and coins as normal for their Professions Feats when they next attend an event, based on their last Location.

Chapter Four: Feats

Characters in Five Oaths are capable of amazing things. The power imbued in the gallóglaih by the Five Oaths allows them to outstrip other mortals in most pursuits. The abilities of each character are defined by the Feats chosen for them by their player.

Each Feat taken by a character makes them more powerful. At character creation, a character may choose one Way of Affinity Feat, one Realm Feat and nine Feats from the Ways. Realm Feats are restricted to natives of that Realm, and each Way of Affinity Feat is restricted to specific species, but Feats from the Open Feats list are available to most characters so long as they meet the requirements. At character creation a character may only take up to three Feats from one of the Ways.

Many Feats have requirements, meaning that a character must have already learned Feats that have a particular keyword in order to learn that Feat. For example, the Blade of the Shaper Feat requires a character to have learned 3 Feats with the Martial Prowess keyword before they can learn it.

Feats can have the following keywords:

Affinity - These Feats represent a species' inherent abilities.

Alchemist - These Feats teach the alchemical arts.

Arcanist - These Feats teach the schematics of the arcanist.

Combat - These Feats cannot be learned by a Peacesworn.

Forge- These Feats teach the lessons of the forge.

Leather and Steel - These Feats teach techniques for protecting yourself with armour.

Martial Prowess - These Feats teach techniques for fierce warriors.

Multiple - These Feats can be taken multiple times.

Path of Peace - These Feats can only be learned by those who have sworn the Sixth Oath and dedicated themselves to a peaceful existence.

Path of Renewal - These Feats can only be learned by those who have died and been reborn as Weeping.

Power - These Feats teach Spells of all kinds.

Professions - These Feats teach the secrets of gathering all kinds of wealth.

Quiescent - These Feats cannot be learned by the Weeping.

Realm - These Feats can only be learned by a native of that Realm.

Referee - These Ritual Feats require the presence of a Referee.

Resistance - These Feats grant the ability to become immune to a particular Effect.

Ritualist - These Feats teach the mysteries of the ritual circle.

Shadowed Blades - These Feats teach techniques for those less honourable or conventional.

Scholar - These Feats teach the many lores of the world.

Sorcerous Schools - These Feats teach spellcasters how to alter their casting for greater impact.

Sturdy Flesh - These Feats teach techniques for standing strong against adversity.

Realm Feats

At character creation you automatically get the Feat for the Region that your character hails from.

Baol: Stubborn as a Goat

(Requires: Character must be from Baol)

Keyword: Realm, Resistance

You are adept navigating hilly regions. You may reactively spend 1 Vigour to gain Immunity Push for 10s. You are also familiar with a wide range of Locations in Baol, and each event you attend you will receive a report on recent events in Baol.

Bruid: Careful Hands

(Requires: Character must be from Bruid)

Keyword: Realm, Resistance

You have learned the value of keeping your tools to hand in the dangerous forests of Bruid. You may reactively spend 1 Vigour to gain Immunity Fumble for 10s. You are also familiar with a wide range of Locations in Bruid, and each event you attend you will receive a report on recent events in Bruid.

Draíod: Strident Voice

(Requires: Character must be from Draíod)

Keyword: Realm, Resistance

You are well used to shouting over your rivals in debates in your homeland. You may reactively spend 1 Vigour to gain Immunity Mute 10s. You are also familiar with a wide range

of Locations in Draíod, and each event you attend you will receive a report on recent events in Draíod.

Siabhal: Loyalty Undivided

(Requires: Character must be from Siabhal)

Keyword: Realm, Resistance

The politics of your homeland have taught you to know your own mind. You may reactively spend 1 Vigour gain Immunity Charm 10s. You are also familiar with a wide range of Locations in Siabhal, and each event you attend you will receive a report on recent events in Siabhal.

Uasa: Clarity of Focus

(Requires: Character must be from Uasa)

Keyword: Realm, Resistance

You are used to watching for daggers in the dark and are seldom surprised. You may reactively spend 1 Vigour to gain Immunity Daze 10s. You are also familiar with a wide range of Locations in Uasa, and each event you attend you will receive a report on recent events in Uasa.

Open Feats

The Path of Peace

Peacesworn

Keyword: Path of Peace

You have sworn the Sixth Oath, the Oath of Peace. You gain an aura that makes this fact obvious to all other creatures, and will be phys repped with a white tabard. Most creatures will be reluctant to strike you or cast Spells at you unless provoked.

You may not take any Feat with the Combat keyword, and if you have any when you take this Feat they are lost and replace with Feats that do not have the Combat keyword. This includes Feats with the Species keyword. A full list of combat/non-combat Feats is provided in Appendix I.

A Peacesworn character can't use an item which confers the ability to cause the Damage Effect or another negative Effect.

Peacesworn characters are always immune to the Rampage Effect, and may not lose this Immunity.

If a Peacesworn is engaged by someone in close combat, the Non Combatant rules should be followed.

In downtime, a Peacesworn character cannot use the Guard action. Instead they can use the Mediate action which is unavailable to non-Peacesworn characters.

Due to the nature of this condition, Peacesworn does not cost a Feat.

Any creature that causes the death of a Peacesworn character (colloquially called "Peaceslayers") will gain a mark to indicate this, phys repped by a specific symbol on the forehead (posted below), either as a symbol on a piece of fabric, drawn on the forehead

with makeup, or shown in some other way approved by the event team. While this mark can be obscured by heavy clothing such as a hood, the mark should be obvious to anyone who can see the face of a “Peaceslayer”. This mark is an indelible mark on the creature’s soul, and cannot be faked. The symbol and the means of displaying it are OOC markers, in character Peaceslayers are identified by their disturbing aura. Anyone generating the Diagnose Effect on a Peaceslayer will perceive an image or an idea of the symbol.



The Path of Renewal

Weeping

Keyword: Path of Renewal

You were previously someone else who died, and have now come back to life as a Weeping, with no memory of your previous life. You must phys rep your status as a Weeping by representing crying blood from your eyes constantly. How you portray this is up to you though a suggested method of representing this would be to use black eyeshadow or face paint around the eyelids for dried and caked blood, with streaks of red face paint or stage/fake blood running down the face. You will need to apply this phys-rep in addition to the phys-rep requirements of your species.

You may take any Realm Feat at character creation, this Feat does not need to match where your character began their new life as a Weeping. You may also choose any species for the purpose of taking Way of the Affinity Feats, this choice does not need to match your species but can not be changed after character creation.

If you participate in a ritual led by a non-Weeping character, you add a 1 point penalty to the total ritual score after any points you contribute due to your other Feats. If you participate in a ritual led by a Weeping character (including you) where the circle is composed entirely of Weeping characters, you add a 1 point bonus to the total ritual score after any points you contribute due to your other Feats. You may not take any Way of the Ritualist Feat with the Quiescent keyword.

You may Instantly cast the Detect Weeping Spell for 0 Vigour.

Due to the nature of this condition, Weeping does not cost a Feat but must be taken at character creation.

The Way of Affinity

Creidhe	Drakeblooded	Fathach
Careful Maintenance	Dragon's Roar	Pillar of the Community
Unshakable Camaraderie	Chain Lightning	Expanded Potential
Odds and Ends	Closing the Circle	Joint Purpose
Ever Onwards	Profitable Prowl	Prosperous Works
Deft Hands	Furious Endurance	Unshakeable Camaraderie
Firetouched	Humans	Leasair
Inner Power	Ingenious Craft	Lasting Impressions
Bloody Resistance	Chain Lightning	Ever Onwards
Beacon of Life	Expanded Potential	Closing the Circle
Unexpected Opportunities	Fascinations and Distractions	What Doesn't Kill You
Waste Not, Want Not	Odds and Ends	Quick Exit
Krieger	Vartach	Wildlings
In the Face of Danger	Mark of Destiny	In Beast's Clothing
Beacon of Life	Joint Purpose	Unexpected Opportunities
Furious Endurance	Bloody Resistance	Prosperous Works
Deft Hands	Waste Not, Want Not	Quick Exit
Profitable Prowl	Fascinations and Distractions	What Doesn't Kill You

Beacon of Life

(Requires: *Firetouched*, *Krieger*)

Keywords: Affinity, Combat

You may generate the effect Rampage Undead 10s (C/En) or the effect Fear Undead 10s for 2 Vigour, as per the normal spellcasting rules.

You may also generate the effect Detect Undead for 1 Vigour, as per the normal spellcasting rules.

Bloody Resistance

(Requires: Firetouched, Vartach)

Keywords: Affinity

When targeted by a Mass Effect, you may choose to lose 1 Body hit from every location instead of taking the Effect. When you activate this ability you must reply "No Effect" to the Effect you were targeted with. While you may enter an unconscious or bleeding state this way, you may not use this Feat if any location is already on -1.

Careful Maintenance

(Requires: Creidhe)

Keywords: Affinity

You gain access to a permanently available Opportunity (available at all Locations) to refresh the duration of a durable item that has not expired. This costs half (rounded down) of the total ingredients required to craft the item, you choose which of the ingredients are required to refresh the Duration. You may use this to maintain items that you are not able to craft. If you attempt to use this ability and do not have the required ingredients available the action will fail but you will be told what ingredients are needed. This Feat can not be used to extend the Duration of any Item crafted with the Joint Purpose Feat.

Chain Lightning

(Requires: Drakeblooded, Human)

Keywords: Affinity

So long as you maintain Concentration, after you cast a Single Target spell, you may immediately Instant Cast the same spell on a different target for 1 less Vigour (to a minimum of 1). This may be repeated any number of times for different targets at increasing cost, such that the second instant cast costs the base cost, the third instant cast costs base cost plus 1, and so on. The costs of these additional castings may not be reduced. This Feat may not be combined with any of the Way of Sorcerous Schools Feats or the Expanded Potential Feat.

Closing the Circle

(Requires: Drakeblooded, Leasair)

Keywords: Affinity

You may reduce the cost of an item you are crafting by destroying one non-expired item. The item you destroy in this way contributes two-thirds (rounded up) of the number of ingredients required to craft the destroyed item.

Deft Hands

(Requires: Creidhe, Krieger)

Keywords: Affinity

You may repair a shattered or otherwise destroyed weapon, shield, or item with 10s of roleplayed action. This Feat does not reduce the time required to repair armour, but you may repair all armour types regardless of what you can use yourself. This includes characters which have the Pillar of the Community Feat. This Feat counts as the prerequisite for purchasing the Squire Feat.

Dragon's Roar

(Requires: Drakeblooded)

Keywords: Affinity, Combat

By Concentrating and roleplaying a roar, bellow, or similar dramatic display you may generate the effect “Fear 10s” at a target within normal Spellcasting range for 2 Vigour, generating this Effect does not require a free hand.

Ever Onwards

(Requires: Creidhe, Leasair)

Keywords: Affinity

You may repair weapons, shields, and armour while moving at walking speed. The target of the repair may also be moving.

Expanded Potential

(Requires: Fathach, Human)

Keywords: Affinity

You may extend the duration of any Single Target ability you possess that has a non-instantaneous duration when you cast it. You may increase the duration by one step for 3 Vigour. An ability may only be increased by one step. The steps are 10s → 30s → 60s → 5mins → 10mins. This Feat does not combine with any Way of Sorcerous Schools Feats or Chain Lightning.

Fascinations and Distractions

(Requires: Human, Vartach)

Keywords: Affinity, Combat

You may generate the effect Daze 30s Mortal (C/Ev) or the effect Identify for 2 Vigour, as per the normal spellcasting rules.

Furious Endurance

(Requires: Drakeblooded, Krieger)

Keywords: Affinity

By Concentrating and roleplaying a show of heroic defiance (such as a battle cry or beating your chest) you may spend 2 Vigour to generate the effect Global Healing I on yourself only. The cost of this effect may not be reduced. This can be performed without a free hand. This can not be performed while unconscious.

In Beast's Clothing

(Requires: Wildling)

Keywords: Affinity, Combat

You may generate the effect Mass Charm Beast (C/En) 30s for 3 Vigour, as per the normal spellcasting rules.

You may also generate the effect Detect Beast for 1 Vigour, as per the normal spellcasting rules.

In the Face of Danger

(Requires: Krieger)

Keywords: Affinity

You may reactively spend 3 Vigour to gain Immunity Fear 10s and Instant Cast Mass Cure Fear (Tr). This does not require a free hand.

Ingenious Craft

(Requires: Human)

Keywords: Affinity

You may use crafting materials as though they were any other materials of the same type needed for the recipe. (The four types are metal, animal, plant, and processed material – so you could use iron instead of bronze, or fang instead of dung.)

Inner Power

(Requires: Firetouched)

Keywords: Affinity

You may choose to lose 1 Body hit from every location instead of paying the Vigour cost to activate any Feat or cast any Spell that you have with a base cost of 4 Vigour or less. This Feat does not combine with any Way of Sorcerous Schools Feats. While you may enter an unconscious or bleeding state this way, you may not use this Feat if any location is already on -1. The damage is applied immediately after the Effect is generated.

Joint Purpose

(Requires: Fathach, Vartach)

Keywords: Affinity

You may spend two downtime actions to craft one durable item with the effects of two recipes that you can craft, consuming the full cost of both recipes. The recipes must be of the same type (both heavy armour, both small weapons, etc.) and may not provide the same effect (such as both giving a bonus to Armour Value). The item produced may not have its duration extended by Careful Maintenance.

You may also Repair Fathach with the Pillar of the Community Feat as though you were able to Repair Armour.

Lasting Impressions

(Requires: Leasair)

Keywords: Affinity

Take 2 additional realm Feats. This Feat counts as any one prerequisite Feat for the purposes of Resistance Feats.

Mark of Destiny

(Requires: Vartach)

Keywords: Affinity

Choose any two Spells or Feats that each cost 2 or more Vigour to use. This choice is permanent and cannot be changed. The chosen Spells or Feats permanently cost 1 less Vigour for you to use. When making this choice, you may choose a Spell or Feat you do not have: if so, you only gain the benefits once you acquire that Spell or Feat. This does not lower the level of the Spell, if you chose a Spell.

Odds and Ends

(Requires: Creidhe, Human)

Keywords: Affinity

The first Travel action you take each downtime generates 4 random ingredients in addition to its usual effects.

Pillar of the Community

(Requires: Fathach)

Keywords: Affinity

Your body locations may be targeted with the Repair effect by anyone who can repair any type of armour (including yourself). The roleplayed action takes as long as it takes the repairer to repair armour. When subject to the Repair Effect on any body location, take an equivalent Heal Effect to the target location instead. When healed this way, you may ignore the Disease effect. This does not allow you to ignore Protection or Immunity Healing. While unconscious you may remain aware of your surroundings and able to speak. You may not move or Concentrate while unconscious.

Profitable Prowl

(Requires: Drakeblooded, Krieger)

Keywords: Affinity

The first Travel action you take each downtime generates 40 Pingen in addition to its usual effects.

Prosperous Works

(Requires: Fathach, Wildling)

Keywords: Affinity

At the start of each game gain one additional ingredient for each level of the Artisan, Farmer, Hunter, and/or Miner Feats you have.

Quick Exit

(Requires: Leasair, Wildling)

Keywords: Affinity

Travel does not take an action in downtime for you, you still may not take more than 4 Travel actions in a single Downtime.

Unexpected Opportunities

(Requires: Firetouched, Wildling)

Keywords: Affinity

This Feat allows you to craft Windfall recipes for which you possess the appropriate Alchemist, Arcanist, or Blacksmith Feat. There is a small chance of Windfall recipes producing unlisted items from time to time.

Unshakable Camaraderie

(Requires: Creidhe, Fathach)

Keywords: Affinity

You may generate the effect Protection Rampage 5 mins or the effect Cure Rampage for 2 Vigour, as per the normal spellcasting rules.

Waste Not, Want Not

(Requires: Firetouched, Vartach)

Keywords: Affinity

If you are under a Protection which expires without you having been targeted by the effect it was protecting against, regain 1 Vigour.

What Doesn't Kill You

(Requires: Leasair, Wildling)

Keywords: Affinity, Combat

When this character is subject to an Effect with a Non-Instantaneous Duration which runs its entire duration naturally, they may choose to become Immune to that Effect for 30s immediately after the triggering Effect ends.

The Way of Leather and Steel

Feat Name	Keyword	Requires
Armour Bearer	Leather and Steel	Nothing
Armour Mastery	Leather and Steel	3 Leather and Steel Feats
Complete Set	Leather and Steel	Light Armour OR Heavy Armour
Easily Maintained	Leather and Steel	Heavy Armour
Hardened	Leather and Steel, Resistance	Heavy Armour
Heavy Armour	Leather and Steel	Nothing
Light Armour	Leather and Steel	Nothing
Mender's Focus	Leather and Steel, Resistance	Nothing
Reinforced	Leather and Steel	Heavy Armour
Squire	Leather and Steel	1 Leather and Steel Feat OR Deft Hands Feat
Unexposed	Leather and Steel, Resistance	Light Armour
Well Oiled	Leather and Steel, Resistance	Light Armour

Requires Nothing

Armour Bearer

(Requires: Nothing)

Keyword: Leather and Steel

You may repair Heavy Armour and Light Armour.

Heavy Armour

(Requires: Nothing)

Keyword: Leather and Steel

You gain the ability to wear heavy armour. Heavy armour must be phys repped with a sturdy armour phys rep such as plated or rigid leather, chainmail, plate mail, or a convincing metal phys rep. This Feat gives +2 Armour hits per location while wearing heavy armour. This Feat gives the ability to repair heavy armour.

Light Armour

(Requires: Nothing)

Keyword: Leather and Steel

You gain the ability to wear light armour. Light armour must be phys repped by light flexible leather or more rigid leather, heavily padded fabric, skinned furs, lighter material with some reinforced pads, and so on. This Feat gives +1 Armour hit per location while wearing light armour. This Feat gives the ability to repair light armour.

Mender's Focus

(Requires: Nothing)

Keyword: Resistance, Leather and Steel

You are used to keeping your focus during long sessions smithing and mending armour. You may reactively spend 1 Vigour to gain Immunity Mindslash 10s.

Requires 1 Feat

Complete Set

(Requires: Light Armour OR Heavy Armour)

Keyword: Leather and Steel

Your character is committed to being fully armoured and gains benefit from this inconvenience. If 5 locations (out of the 6 locations: Head, Torso, Left Leg and Arm, Right Leg and Arm) are more than 50% covered by light or heavy armour the character gains a further +1 to their maximum Armour hits.

Easily Maintained

(Requires: Heavy Armour)

Keyword: Leather and Steel

You keep your armour in good shape, making it easy to repair. When subject to the Repair Effect on any location, gain the benefit of an additional Repair Effect to the same location.

Hardened

(Requires: Heavy Armour)

Keyword: Leather and Steel, Resistance

Your hardened outlook extends to your possessions, and your enemies find it difficult to break you or the items you carry. You may reactively spend 1 Vigour to gain Immunity Shatter for 10s.

Reinforced

(Requires: Heavy Armour)

Keyword: Leather and Steel

You have reinforced the armour you wear to make it even sturdier. When wearing heavy armour gain an additional +1 Armour hit per location.

Squire

(Requires: 1 Leather and Steel Feat, OR the Deft Hands Feat)

Keyword: Leather and Steel

You are skilled at maintaining armour, weapons and other items. You can manually perform the Repair Effect with 30s of roleplayed action and Concentration, instead of 1 minute of the same.

Unexposed

(Requires: Light Armour)

Keyword: Leather and Steel, Resistance

What little armour you wear covers all the sensitive areas. You may reactively spend 1 Vigour to gain Immunity Through 10s.

Well Oiled

(Requires: Light Armour)

Keyword: Leather and Steel, Resistance

You may reactively spend 1 Vigour to gain Immunity Halt 10s.

Requires 3 Feats

Armour Mastery

(Requires 3 Leather and Steel Feats)

Keyword: Leather and Steel

You are an expert in gaining the full benefit of your armour. Gain an additional +1 Armour hit per location when wearing any armour.

The Way of Martial Prowess

Feat Name	Keyword	Requires
Adrenaline Surge	Combat, Martial Prowess	1 Martial Prowess Feat
Blade of the Shaper	Combat, Martial Prowess	3 Martial Prowess Feats
Boot Camp	Martial Prowess	1 Martial Prowess Feat
Constant Vigil	Martial Prowess, Resistance	Nothing
Last Stand	Combat, Martial Prowess	3 Martial Prowess Feats
Heroic Loyalty	Combat, Resistance, Martial Prowess	Nothing
Hold the Line	Martial Prowess, Resistance	3 Martial Prowess Feats
Lay to Rest	Combat, Martial Prowess	3 Martial Prowess Feats
Punishing Blows	Combat, Martial Prowess	Shattering Strike Feat
Repelling Blow	Combat, Martial Prowess	Nothing
Room to Breathe	Combat, Martial Prowess	Repelling Blow Feat
Second Wind	Martial Prowess	3 Martial Prowess Feats
Shattering Strike	Combat, Martial Prowess	2 Martial Prowess Feats
Voice of Command	Resistance, Martial Prowess	1 Martial Prowess Feat
Warrior's Heart	Martial Prowess, Resistance	2 Martial Prowess Feats

Requires Nothing

Constant Vigil

(Requires: Nothing)

Keyword: Martial Prowess, Resistance

Reactively spend 1 Vigour, gain Immunity Sleep 10s.

Heroic Loyalty

(Requires: Nothing)

Keyword: Combat, Resistance, Martial Prowess

You may reflexively spend 1 Vigour to gain Immunity Rampage 10s.

Repelling Blow

(Requires: Nothing)

Keyword: Combat, Martial Prowess

For 1 Vigour, you may generate the Push Effect by weapon blow. This is in addition to the Damage Effect of the weapon blow.

Requires 1 Feat

Adrenaline Surge

(Requires: 1 Martial Prowess Feat)

Keyword: Combat, Martial Prowess

When you are subject to either the Fear or Rampage effects (and are not Immune to or Protected from them) you additionally gain a Global Heal 1 effect.

Boot Camp

(Requires: 1 Martial Prowess Feat)

Keyword: Martial Prowess

You gain 1 Body hit per location.

Room to Breathe

(Requires: Repelling Blow Feat)

Keyword: Combat, Martial Prowess

When you activate the Repelling Blow Feat with a medium or large weapon, you may additionally generate the Push Effect on your next successful strike within 10s. This is in addition to the Damage Effect of a weapon blow.

Voice of Command

(Requires: 1 Martial Prowess Feat)

Keyword: Resistance, Martial Prowess

Reactively spend 1 Vigour to gain Immunity Mute 10s.

Requires 2 Feats

Shattering Strike

(Requires: 2 Martial Prowess Feats)

Keyword: Combat, Martial Prowess

For 3 Vigour, you may generate the Shatter Effect by weapon blow against a weapon or shield. If this Effect is delivered by ranged weapon or thrown weapon it will only work on a shield (for safety reasons).

Warrior's Heart

(Requires: 2 Martial Prowess Feats)

Keyword: Martial Prowess, Resistance

By spending 1 Vigour reactively, gain Immunity Fear 10s.

Requires 3 Feats

Blade of the Shaper

(Requires: 3 Martial Prowess Feats)

Keyword: Combat, Martial Prowess

For 2 Vigour you may generate Gwyllt Bane by weapon blow.

Hold the Line

(Requires: 3 Martial Prowess Feats)

Keyword: Martial Prowess, Resistance

Spend 1 Vigour reactively to gain Immunity Lure 10s.

Last Stand

(Requires: 3 Martial Prowess Feats)

Keyword: Combat, Martial Prowess

Your character enters a crazed state which you should roleplay, shaking off their wounds for one last final fight. You must be unconscious to activate this Feat, and it costs 4 Vigour to activate. When activated the following happens to your character:

- Your torso immediately goes to -1 Body hits, if it wasn't already
- Your deathcount is reduced to 1 minute remaining (if it was greater than this)
- For the next minute, you may use all your locations as if they were on 1 or more Body hits

- You may not generate the Healing, Repair, or Stop Bleed Effects by any means (including by using potions or other items) or cast Spells.
- Leaving your death count will end this Effect immediately.

Lay to Rest

(Requires: 3 Martial Prowess Feats)

Keyword: Combat, Martial Prowess

For 2 Vigour, you may generate the Undead Bane Effect by weapon blow.

Punishing Blows

(Requires: Shattering Strike Feat)

Keyword: Combat, Martial Prowess

When you activate the Shattering Strike Feat with either a large weapon or a ranged weapon you may additionally generate the Shatter Effect on your next successful strike within 10s. If this Effect is delivered by ranged weapon it will only work on a shield (for safety reasons).

Second Wind

(Requires: 3 Martial Prowess Feats)

Keyword: Martial Prowess

You are adept at getting back in the fight even after having the wind knocked out of you, improving your Recovery. When subject to the Recovery mechanic and taking the Healing I Effect to any locations that were on 0 Body hits, take the Healing I Effect a second time to those locations.

The Way of Power

Feat Name	Keyword	Requires
First Level Casting	Power	Nothing
Spellcraft	Multiple, Power	First Level Casting
Second Level Casting	Power	First Level Casting
Third Level Casting	Power	Second Level Casting
Fourth Level Casting	Power	Third Level Casting
Fifth Level Casting	Power	Fourth Level Casting

Requires Nothing

First Level Casting

(Requires: Nothing)

Keyword: Power

You learn two first level Spells.

Spellcraft

(Requires: First Level Casting)

Keyword: Multiple, Power

This Feat can be taken multiple times. You learn a Spell of a level that you can already cast.

Second Level Casting

(Requires: First Level Casting)

Keyword: Power

You learn two second level Spells.

Third Level Casting

(Requires: Second Level Casting)

Keyword: Power

You learn two third level Spells.

Fourth Level Casting

(Requires: Third Level Casting)

Keyword: Power

You learn two fourth level Spells.

Fifth Level Casting

(Requires: Fourth Level Casting)

Keyword: Power

You learn two fifth level Spells.

There are three schools of magic: Enchantment (En), Evocation (Ev), and Transmutation (Tr).

Spells marked with a (C/) may not be taken by Peacesworn.

We have replicated the spellcasting rules here for ease of reference: to cast any spell you must use the following vocals. The parts in bold are mandatory and must be said word for word, the parts within brackets are flexible and up to the player to decide, once they follow the outlined theme.

“I call upon the power of (chosen source) to (brief description of desired outcome) and

cast (Spell Effect+ any relevant modifiers like mass, location/global, time duration, and target group).”

Some suitable examples include “I call upon the power of the Shaper to send you on to earn your glory and cast Global Heal I” and “I call upon the power of the land itself to turn friend into foe and cast Rampage I0s”.

Some spells are “instant” and do not require these casting vocals. These instant spells include “Global Stop Bleed” and “Mindslash”, and instead should just be cast with “Instant cast (Spell Effect)”

First Level Spells (Cost 1 Vigour)

Charm 10s (C/En)	Cure Charm (Ev)	Cure Daze (Ev)	Cure Fear (Ev)	Cure Mute (Ev)	Cure Sleep (Ev)
Daze 10s (C/Ev)	Detect Beast (Ev)	Detect Bleeding (Ev)	Detect Gwyllt (Ev)	Detect Mortal (Ev)	Detect Undead (Ev)
Fumble (C/Tr)	Global Stop Bleed (Tr)	Healing 1 (Location) (En)	Mindslash (C/En)	Mute 10s (C/En)	Protection Charm 5 minute (Tr)
Protection Daze 5 minute (Tr)	Protection Fumble 5 minute (Tr)	Protection Mindslash 5 minute (Tr)	Protection Mute 5 minute (Tr)	Protection Push 5 minute(Tr)	Single Damage (location) (C/Ev)

Second Level Spells (Cost 2 Vigour)

Charm 30s Beast (C/En)	Charm 30s Mortal (C/En)	Cure Disease (Ev)	Cure Halt (Ev)	Cure Lure (Ev)	Cure Rampage (Ev)
Cure Venom (Ev)	Fear Beast 10s (C/En)	Fear Undead 10s (C/En)	Global Healing 1 (En)	Halt 10s Gwyllt (C/Ev)	Halt 10s Undead (C/Ev)
Protection Healing 5 minute (C/Tr)	Protection Protection 5 minute (Tr)	Rampage 10s Beast (C/En)	Rampage 10s Mortal (C/En)	Sleep Beast 10s (C/En)	Sleep Mortal 10s (C/En)

Ward I (Ev)					
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Third Level Spells (Cost 3 Vigour)

Charm 30s (C/En)	Cure Protection (Ev)	Daze 30s (C/Ev)	Disease (C/En)	Fear 10s (C/En)	Full Healing (Location) (En)
Halt 10s (C/Ev)	Lure 10s Gwyllt (C/En)	Lure 10s Undead (C/En)	Mute 30s (C/En)	Protection Disease 5 minute (Tr)	Protection Fear 5 minute (Tr)
Protection Halt 5 min (Tr)	Protection Rampage 5 min (Tr)	Protection Sleep 5 minute (Tr)	Protection Stop Bleed 5 minute (C/Tr)	Protection Through 5 minute (Tr)	Protection Venom 5 minute (Tr)
Sleep 10s (C/En)	Rampage 10s (C/En)	Ward 2 (Ev)			

Fourth Level Spells (Cost 4 Vigour)

Halt 30s Gwyllt (C/Ev)	Halt 30s Undead (C/Ev)	Identify (Tr)	Lure (C/En)	Mass Charm 10s (C/En)	Mass Cure Charm (Tr)
Mass Cure Daze (Tr)	Mass Cure Mute (Tr)	Mass Cure Fear (Tr)	Mass Cure Sleep (Tr)	Mass Daze 10s (C/Ev)	Mass Fumble (C/Tr)
Mass Mute 10s (C/En)	Mass Protection Charm 5 minute (Tr)	Mass Protection Daze 5 minute (Tr)	Mass Protection Fumble 5 minute (Tr)	Mass Protection Mindslash 5 minute (Tr)	Mass Protection Mute 5 minute (Tr)

Protection Execute 5 minute (Tr)	Protection Lure 5 min (Tr)	Protection Shatter 5 minute (Tr)	Rampage 30s Beast (C/En)	Rampage 30s Mortal (C/En)	Ward 3 (Ev)
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Fifth Level Spells (Cost 5 Vigour)

Fear 30s (C/En)	Full Global Healing (En)	Halt 30s (C/Ev)	Mass Cure Halt (Tr)	Mass Cure Lure (Tr)	Mass Cure Rampage (Tr)
Mass Fear Beast 10s (C/En)	Mass Fear Undead 10s (C/En)	Mass Halt Gwyllt 10s (C/Ev)	Mass Halt Undead 10s (C/Ev)	Mass Protection Healing 5 minute (C/Tr)	Mass Protection Protection 5 minute (Tr)
Rampage 30s (C/En)	Sleep 30s (C/En)				

The Way of Shadowed Blades

This path is favoured by thieves, assassins, and those who prefer to win fights by guile rather than might.

Feat Name	Keyword	Requires
Aggressive Solution	Combat, Shadowed Blades	Nothing
Blinding Fumes	Combat, Shadowed Blades	Nothing
Cutthroat	Combat, Shadowed Blades	Nothing
Dexterous Poisoner	Combat, Shadowed Blades	3 Shadowed Blades Feats
Disarmed and Dangerous	Combat, Shadowed Blades	1 Shadowed Blades Feat
Distilled Fragility	Combat, Shadowed Blades	1 Shadowed Blades Feat
Distracting Strike	Combat, Shadowed Blades	1 Shadowed Blades Feat
Dropping the Guard	Combat, Shadowed Blades	3 Shadowed Blades Feats
Fatal Blow	Combat, Shadowed Blades	4 Shadowed Blades Feats
Internal Damage	Combat, Shadowed Blades	2 Shadowed Blades Feats
Local Informants	Multiple, Informants, Shadowed Blades	Nothing
Penetrating Strike	Combat, Shadowed Blades	2 Shadowed Blades Feats
Petrifying Potion	Combat, Shadowed Blades	3 Shadowed Blades Feat
Puncture	Combat, Shadowed Blades	Penetrating Strike Feat
Roll with the Blow	Resistance, Shadowed Blades	1 Shadowed Blades Feat

Skulduggery	Shadowed Blades	Nothing
Severed Artery	Combat, Shadowed Blades	2 Shadowed Blades Feats
Shattered Focus	Combat, Shadowed Blades	Distracting Strike Feat
Silencing Strikes	Combat, Shadowed Blades	Cutthroat Feat
Slip Strike	Combat, Shadowed Blades	Nothing
Steering the Conversation	Informants, Shadowed Blades	1 Shadowed Blades Feat
Throwing Weapon Expert	Combat, Shadowed Blades	Nothing
Volatile Substances	Combat, Shadowed Blades	2 Shadowed Blades Feats

Requires Nothing

Aggressive Solution

(Requires: Nothing)

Keyword: Combat, Shadowed Blades

You know how to make a variety of short lived alchemical concoctions that can be activated through Vigour. For 1 Vigour, you may deliver the Through Effect via a thrown weapon, which phys reps throwing a vial. This is in addition to the Damage Effect of a thrown weapon blow. A character using Aggressive Solution will cause Single Damage combined with the Through Effect.

Blinding Fumes

(Requires: Nothing)

Keyword: Combat, Shadowed Blades

You know how to make a variety of short lived alchemical concoctions that can be activated through Vigour. For 1 Vigour you may deliver the Daze Effect via a thrown weapon which phys reps throwing a vial of noxious, blinding fumes. This is in addition to the Damage Effect of a thrown weapon blow. A character using Blinding Fumes causes the Single Damage Effect and causes the target to suffer the Daze Effect.

Cutthroat

(Requires: Nothing)

Keyword: Combat, Shadowed Blades

For 2 Vigour, on your next weapon blow you may generate the Mute 30s Effect by weapon blow. This is in addition to the Damage Effect of a weapon blow.

Ear to the Ground

(Requires: Nothing)

Keyword: Shadowed Blades

Each event you attend you will receive reports on recent events from across the Five Realms.

Local Informants

(Requires: Nothing)

Keywords: Multiple, Shadowed Blades

For each time you have purchased this Feat, you may submit one Research action relating to recent events and activities in Tirneach. The availability of information will be based on your Feats. Using this Feat without access to information from a Realm (either through Ear to the Ground or a Realm Feat) will produce no additional information. This Feat may be taken up to 3 times.

Skulduggery

(Requires: Nothing)

Keyword: Shadowed Blades

After 30s Concentration and RP, you may be free of any IC restraints your character has been the subject of.

You may search with only 10s of roleplay action following all other searching rules, and should call “Quickened Searching” while doing so.

Slip Strike

(Requires: Nothing)

Keyword: Combat, Shadowed Blades

For 1 Vigour, on your next weapon blow you may generate the Fumble Effect by weapon blow against a weapon or shield. If this Effect is delivered by a ranged weapon or thrown weapon it will only work on a shield (for safety reasons).

Throwing Weapon Expert

(Requires: Nothing)

Keywords: Combat, Shadowed Blades

You may throw a Throwing Weapon picked up from the ground without repairing it.

Requires 1 Feat

Disarmed and Dangerous

(Requires: 1 Shadowed Blades Feat)

Keyword: Combat, Shadowed Blades

When a weapon or shield you are holding suffers the Shatter Effect, you may instantly Generate the Daze Effect for 0 Vigour at a target within normal Spellcasting range.

Distracting Strike

(Requires: 1 Shadowed Blades Feat)

Keyword: Combat, Shadowed Blades

For 1 Vigour, on your next blow you may generate the Mindslash Effect by blow. This is in addition to the Damage Effect of a weapon blow.

Distilled Fragility

(Requires: 1 Shadowed Blades Feat)

Keyword: Combat, Shadowed Blades

You know how to make a variety of short lived alchemical concoctions that can be activated through Vigour. For 2 Vigour you may deliver the Shatter Effect via a thrown weapon which phys reps throwing a vial of noxious, blinding fumes. This may only be used to target a shield.

Roll with the Blow

(Requires: 1 Shadowed Blades Feat)

Keyword: Resistance, Shadowed Blades

Reactively spend 1 Vigour to gain Immunity Push 10s.

Silencing Strikes

(Requires: Cutthroat Feat)

Keyword: Combat, Shadowed Blades

When you activate the Cutthroat Feat you may additionally generate the Mute 30s Effect by weapon blow with small and medium weapons on your next successful strike within 10s.

This is in addition to the Damage Effect of a weapon blow.

Steering the Conversation

(Requires: 1 Shadowed Blades Feat)

Keyword: Shadowed Blades

You may submit a piece of information, [true or false](#), to be circulated amongst the well-informed residents of a Realm you receive information from. You will not be identified as its source. This information will also be reflected in reports on events in that realm. [This information may be edited by the event team to fit in with the intended medium of rumours and hearsay. NPCs **may** react to this information in uptime.](#)

Requires 2 Feats

Internal Damage

(Requires: 2 Shadowed Blades Feats)

Keyword: Combat, Shadowed Blades

For 2 Vigour, you may generate the Protection Healing 5 minutes Effect by weapon blow.

This is in addition to the Damage Effect of a weapon blow.

Penetrating Strike

(Requires: 2 Shadowed Blades Feats)

Keyword: Combat, Shadowed Blades

For 2 Vigour, you may generate the Through Effect by weapon blow. This is in combination with the Damage Effect of a weapon blow.

Severed Artery

(Requires: 2 Shadowed Blades Feats)

Keyword: Combat, Shadowed Blades

For 3 Vigour, you may generate the Protection Stop Bleed 5 minutes Effect by weapon blow.

This is in addition to the Damage Effect of a weapon blow.

Shattered Focus

(Requires: Distracting Strike Feat)

Keyword: Combat, Shadowed Blades

When you activate the Distracting Strike Feat with either a small weapon or ranged weapon you may additionally generate the Mindslash Effect on your next successful strike within 10s.

This is in addition to the Damage Effect of a weapon blow.

Volatile Substances

(Requires: 2 Shadowed Blade Feats)

Keyword: Combat, Shadowed Blades

You know how to make a variety of short lived alchemical concoctions that you may activate with Vigour. For 1 Vigour you may deliver the Global Single Damage Effect via a thrown weapon which phys reps throwing a cocktail of volatile alchemical substances.

Requires 3 Feats

Dexterous Poisoner

(Requires: 3 Shadowed Blades Feats)

Keyword: Combat, Shadowed Blades

Due to your training, you know how to get the best use out of your poisons. Double the duration of any poison that you apply to your own weapon (eg. An “on next weapon blow” poison becomes “on next two weapon blows”).

Dropping the Guard

(Requires: 3 Shadowed Blades Feats)

Keyword: Combat, Shadowed Blades

A life of ill repute has meant that, on occasion, you have needed to deal with guard dogs.

For 2 Vigour, you may generate the Beast Bane Effect by weapon blow.

Petrifying Potion

(Requires: 3 Way of the Shadowed Blade Feat)

Keyword: Combat, Shadowed Blades

You know how to make a variety of short lived alchemical concoctions that you may use offensively. For 2 Vigour, you may deliver the Halt Effect via a thrown weapon which phys reps throwing a vial of chemicals that briefly harden flesh into stone. This is in addition to the Damage Effect of a thrown weapon blow. A character using Petrifying Potion will cause the Single Damage Effect and cause the target to suffer the Halt Effect.

Puncture

(Requires: Penetrating Strike Feat)

Keyword: Combat, Shadowed Blades

When you activate the Penetrating Strike Feat with either a large weapon or a small weapon you may additionally generate the Through Effect on your next successful weapon strike within 10s. This is in combination with the Damage Effect of a weapon blow.

Requires 4 Feats

Fatal Blow

(Requires: 4 Shadowed Blades Feats)

Keyword: Combat, Shadowed Blades

You have studied the exact points to strike to cripple mortal beings. For 2 Vigour, your next weapon blow generates the Mortal Bane Effect.

The Way of Sturdy Flesh

Feat Name	Keyword	Requires
Deathproof	Resistance, Sturdy Flesh	1 Sturdy Flesh Feat
Die Hard	Sturdy Flesh	1 Sturdy Flesh Feat
Fortified Resistance	Sturdy Flesh	3 Sturdy Flesh Feats
Immutable Body	Sturdy Flesh, Resistance	2 Sturdy Flesh Feats
Perfect Health	Resistance, Sturdy Flesh	3 Sturdy Flesh Feats
Seasoned Veteran	Sturdy Flesh	2 Sturdy Flesh Feats
Steady Pace	Resistance, Sturdy Flesh	3 Sturdy Flesh Feats
Strong Grip	Resistance, Sturdy Flesh	1 Sturdy Flesh Feat
Veteran	Sturdy Flesh	Nothing
Vigorous	Multiple, Sturdy Flesh	Nothing

Requires Nothing

Veteran

(Requires: Nothing)

Keyword: Sturdy Flesh

You gain 1 Body hit per location.

Vigorous

(Requires: Nothing)

Keyword: Multiple, Sturdy Flesh

Upon taking this Feat, gain an additional 4 Vigour. This Feat may be taken up to 6 times.

Requires 1 Feat

Deathproof

(Requires: 1 Sturdy Flesh Feat)

Keyword: Resistance, Sturdy Flesh

For 1 Vigour may gain Immunity Execute 10s. This Feat may be used even while unconscious.

Die Hard

(Requires: 1 Sturdy Flesh Feat)

Keyword: Sturdy Flesh

Your death count is extended by 120 seconds (to 420 seconds total, or 7 minutes).

Strong Grip

(Requires: 1 Sturdy Flesh Feat)

Keyword: Resistance, Sturdy Flesh

Reactively spend 1 Vigour to gain Immunity Fumble 10s.

Requires 2 Feats

Seasoned Veteran

(Requires: 2 Sturdy Flesh Feats)

Keyword: Sturdy Flesh

You gain 1 Body hit per location.

Immutable Body

(Requires: 2 Sturdy Flesh Feats)

Keyword: Sturdy Flesh, Resistance

You may spend 1 point of Vigour to gain Immunity Protection 10s.

Requires 3 Feats

Fortified Resistance

(Requires: 3 Sturdy Flesh Feats)

Keyword: Sturdy Flesh

When you spend 1 Vigour to activate any Resistance Feat, gain Immunity 1 minute to the Effect listed in the Feat instead of Immunity 10s.

Perfect Health

(Requires: 3 Sturdy Flesh Feats)

Keyword: Resistance, Sturdy Flesh

You may reactively spend 1 Vigour to gain Immunity Disease 10s.

Steady Pace

(Requires: 3 Sturdy Flesh Feats)

Keyword: Resistance, Sturdy Flesh

Reactively spend 1 Vigour to gain Immunity Venom 10s.

The Way of the Alchemist

A character in a Location with an Alchemy Lab can use the following Feats to craft Way of the Alchemist items during downtime. Crafted consumable items do not expire, but may only be used once. Items require a specific combination of ingredients to make. There are 4 kinds of ingredients: Metals (Iron, bronze, copper, silver, gold), animal (pelt, bone, heart, fang, and dung), plant (root, bark, flower, seed, and leaf), and processed material (parchment, ink, incense, wax, and glass). Way of the Alchemist recipes are in Appendix 5.

Feat Name	Keyword	Requires
Student Alchemist	Alchemist, Crafting	Nothing
Apprentice Alchemist	Alchemist, Crafting	Student Alchemist
Journeyman Alchemist	Alchemist, Crafting	Apprentice Alchemist
Master Alchemist	Alchemist, Crafting	Journeyman Alchemist

Student Alchemist

(Requires: Nothing)

Keyword: Alchemist, Crafting

Allows the crafting of student alchemy items in downtime using the Craft action. Your character knows all the recipes listed under Student Alchemist in Appendix 5. You may spend 1 minute concentrating on a potion or poison and generate the Identify Effect. Start the first event after you take this Feat with Three Tonic Potion items.

Apprentice Alchemist

(Requires: Student Alchemist)

Keyword: Alchemist, Crafting

Allows the crafting of apprentice Alchemy items in downtime using the Craft action. Your character knows all the recipes listed under Apprentice Alchemist in Appendix 5. You may submit one Research downtime action to ask a question relating to alchemical lore. Start the first event after you take this Feat with three Flesh and Steel items.

Journeyman Alchemist

(Requires: Apprentice Alchemist)

Keyword: Alchemist, Crafting

Allows the crafting of journeyman alchemy items in downtime using the Craft action.. Your character knows all the recipes listed under Journeyman Alchemist in Appendix 5. You may also use the Analyze downtime action to study an alchemical item to add it to your Way of the Alchemist crafting list at the relevant level. You may also submit one additional Research downtime action to ask a question relating to alchemical lore. Start the first event after you take this Feat with three Dazzling Liquid items.

Master Alchemist

(Requires: Journeyman Alchemist)

Keyword: Alchemist, Crafting

Allows the crafting of master alchemy items in downtime using the Craft action.. Your character knows all the recipes listed under Master Alchemist in Appendix 5. You may submit one additional Research downtime action to ask a question relating to alchemical lore. You may also get additional relevant information throughout events at times deemed relevant by the Event Team. Start the first event after you take this Feat with three Revitalising Tonic items.

The Way of the Arcanist

A character in a Location with an Arcanery can use the following Feats to craft Way of the Arcanist items during downtime. Crafted durable items have a duration of 3 events until they expire. Items require a specific combination of ingredients to make. There are 4 kinds of ingredients: Metals (Iron, bronze, copper, silver, gold), animal (pelt, bone, heart, fang, and dung), plant (root, bark, flower, seed, and leaf), and processed material (parchment, ink, incense, wax, and glass). Way of the Arcanist recipes are in Appendix 5.

Feat Name	Keyword	Requires
Student Arcanist	Arcanist, Crafting	Nothing
Apprentice Arcanist	Arcanist, Crafting	Student Arcanist
Journeyman Arcanist	Arcanist, Crafting	Apprentice Arcanist
Master Arcanist	Arcanist, Crafting	Journeyman Arcanist

Student Arcanist

(Requires: Nothing)

Keyword: Arcanist, Crafting

Allows the crafting of student arcanist items in downtime using the Craft action. Your character knows all the recipes listed under Student Arcanist in Appendix 5. You may spend 1 minute concentrating on a magical focus, scroll, or talisman and generate the Identify Effect. Start the first event after you take this Feat with three Student Ritual Effigy items.

Apprentice Arcanist

(Requires: Student Arcanist)

Keyword: Arcanist, Crafting

Allows the crafting of apprentice arcanist items in downtime using the Craft action. Your character knows all the recipes listed under Apprentice Arcanist in Appendix 5. You may submit one Research downtime action to ask a question relating to magic items. Start the first event after you take this Feat with the Greater Eye of the Shaper item.

Journeyman Arcanist

(Requires: Apprentice Arcanist)

Keyword: Arcanist, Crafting

Allows the crafting of journeyman arcanist items in downtime using the Craft action. Your character knows all the recipes listed under Journeyman Arcanist in Appendix 5. You may also use the Analyze downtime action to study an arcane item to add it to your Way of the Arcanist crafting list at the relevant level. You may also submit one additional Research downtime action to ask a question relating to magic items. Start the first event after you take this Feat with three Lesser Way Stone items.

Master Arcanist

(Requires: Journeyman Arcanist)

Keyword: Arcanist, Crafting

Allows the crafting of master arcanist items in downtime using the Craft action. Your character knows all the recipes listed under Master Arcanist in Appendix 5. You may submit one additional Research downtime action to ask a question relating to magic items. You may also get additional relevant information throughout events at times deemed relevant by the Event Team. Start the first event after you take this Feat with three Casting Crystal items.

The Way of the Forge

A character in a Location with a Smithy can use the following Feats to craft Way of the Forge items during downtime. Crafted durable items have a duration of 3 events until they expire. Items require a specific combination of ingredients to make. There are 4 kinds of ingredients: Metals (Iron, bronze, copper, silver, gold), animal (pelt, bone, heart, fang, and dung), plant (root, bark, flower, seed, and leaf), and processed material (parchment, ink, incense, wax, and glass). Way of the Forge recipes are in Appendix 5.

Feat Name	Keyword	Requires
Student Blacksmith	Crafting, Forge	Nothing
Apprentice Blacksmith	Crafting, Forge	Student Blacksmith
Journeyman Blacksmith	Crafting, Forge	Apprentice Blacksmith
Master Blacksmith	Crafting, Forge	Journeyman Blacksmith

Student Blacksmith

(Requires: Nothing)

Keyword: Crafting, Forge

Allows the crafting of student blacksmith items in downtime using the Craft action. Your character knows all the recipes listed under Student Blacksmith in Appendix 5. You may spend 1 minute concentrating on a weapon or set of armour and generate the Identify Effect. Start the first event after you take this Feat with the Fortifying Leathers item.

Apprentice Blacksmith

(Requires: Student Blacksmith)

Keyword: Crafting, Forge

Allows the crafting of apprentice blacksmith items in downtime using the Craft action. Your character knows all the recipes listed under Apprentice Blacksmith in Appendix 5. You may submit one Research downtime action to ask a question relating to smithing. You may repair Light Armour. Start the first event after you take this Feat with the Creviced Steel item.

Journeyman Blacksmith

(Requires: Apprentice Blacksmith)

Keyword: Crafting, Forge

Allows the crafting of journeyman blacksmith items in downtime using the Craft action. Your character knows all the recipes listed under Journeyman Blacksmith in Appendix 5. You may also use the Analyze downtime action to study a smithed item to add it to your Way of the Forge crafting list at the relevant level. You may also submit one additional Research downtime action to ask a question relating to smithing. You may repair Heavy Armour. Start the first event after you take this Feat with the Fear of the Wicked item.

Master Blacksmith

(Requires: Journeyman Blacksmith)

Keyword: Crafting, Forge

Allows the crafting of master blacksmith items in downtime using the Craft action. Your character knows all the recipes listed under Master Blacksmith in Appendix 5. You may submit one additional Research downtime action to ask a question relating to smithing. You may also get additional relevant information throughout events at times deemed relevant by the Event Team. Start the first event after you take this Feat with True Foe's Weapon item.

The Way of Crafting

Tireless Crafting

(Requires: Student Arcanist OR Student Alchemist)

Keywords: Crafting

You may submit a Crafting action to the Event Team once each day on the Friday and Saturday of an event. This Crafting action may only produce Consumable items. This action must be submitted before 10pm. The cost for the action is the recipe cost plus one ingredient per item, per level. This means that each Student level item costs one additional ingredient and a Master level item costs four additional ingredients. Three Student level items will cost an additional three ingredients, three Master level items will cost an additional twelve ingredients. You will receive the items at Time In the following day.

The Way of the Professions

Feat Name	Keyword	Requires
Artisan	Multiple, Professions	Nothing
Farmer	Multiple, Professions	Nothing
Hunter	Multiple, Professions	Nothing
Merchant	Multiple, Professions	Nothing
Miner	Multiple, Professions	Nothing
Steadfast Negotiator	Professions, Resistance	1 Professions Feat

Requires Nothing

Artisan

(Requires: Nothing)

Keyword: Multiple, Professions

You are skilled at creating useful processed good through a variety of methods.. Each event you attend, gain 3 additional processed material crafting ingredients selected at random from the ingredients common in your character's Location at the end of downtime. Your character may use the Gather action during downtime to search for a specific processed material crafting ingredient (one of glass, ink, incense, parchment or wax), and will receive 1 of that ingredient for each time you have taken this Feat. This Feat may be taken multiple times, up to 3 times.

Farmer

(Requires: Nothing)

Keyword: Multiple, Professions

You are practiced in the field of growing plants and harvesting useful products from them.. Each event you attend, gain 3 additional plant crafting ingredients selected at random from the ingredients common in your character's Location at the end of downtime. Your character may use the Gather action during downtime to search for a specific plant crafting ingredient (one of bark, flower, leaf, root, seed), and will receive 1 of that ingredient for each time you have taken this Feat. This Feat may be taken multiple times, up to 3 times.

Hunter

(Requires: Nothing)

Keyword: Multiple, Professions

You are experienced with the arts of tracking animals or finding those animals that have died of illness, natural causes or other means, and breaking them down into useful products. Each event you attend, gain 3 additional animal crafting ingredients selected at random from the ingredients common in your character's Location at the end of downtime. Your character may use the Gather action during downtime to search for a specific animal crafting ingredient (one of bone, dung, fang, heart, pelt), and will receive 1 of that ingredient for each time you have taken this Feat. This Feat may be taken multiple times, up to 3 times.

Merchant

(Requires: Nothing)

Keyword: Multiple, Professions

You have a steady stream of income and know people who can access equipment, for a reasonable price... Each event you attend, gain 30 additional Pingin. This Feat may be taken multiple times, up to 3 times.

Your character may use the Trade action during downtime to purchase a single Durable or

Consumable item of a level no greater than the number of times you have taken the Merchant Feat.

Miner

(Requires: Nothing)

Keyword: Multiple, Professions

You are accustomed to working in the mines and extracting useful metals. Each event you attend, gain 3 additional metal crafting ingredients selected at random from the ingredients common in your character's Location at the end of downtime. Your character may use the Gather action during downtime to search for a specific metal crafting ingredient (one of bronze, copper, gold, iron, silver), and will receive 1 of that ingredient for each time you have taken this Feat. This Feat may be taken multiple times, up to 3 times.

Requires 1 Feat

Steadfast Negotiator

(Requires: 1 Professions Feat)

Keyword: Professions, Resistance

Reactively spend 1 Vigour to gain Immunity Charm 10s.

The Way of the Ritualist

While you do not need to know how to perform a ritual in order to participate in a ritual being lead by someone else, you do need to know the ritual in order to lead it. By default a ritual must last between 1 and 5 minutes unless otherwise noted, but must include any stated roleplay requirements. Including the leader there may be up to 10 participants in a ritual. The target of a Punishment ritual does not count as a participant, nor may they generate points in the ritual. Punishment rituals may have up to 5 targets, who must be present in the circle. To remove a Punishment ritual, one of the participants of the original ritual must perform it again on the original target. Instead of the usual roleplay requirements of the ritual, this ritual must instead focus on how the target has been punished enough for their misdeeds and has atoned.

A referee must be present for the performance of any Punishment ritual, or any ritual which has the Referee keyword.

Feat Name	Keyword	Requires
Advanced Ritualist	Ritualist	Trained Ritualist
Grand Ritual	Ritualist	Advanced Ritualist
Ready Ritualist	Ritualist	1 Ritualist Feat
Ritual Leader	Ritualist	Trained Ritualist
Rote Learning	Ritualist, Multiple	Trained Ritualist
Sacrificial Rite	Ritualist	Sympathetic Ingredients

Feat Name	Keyword	Requires
Skilled Participant	Ritualist	Nothing
Sympathetic Ingredients	Ritualist	1 Ritualist Feat
Trained Ritualist	Ritualist	Nothing

Requires Nothing

Skilled Participant

(Requires nothing)

Keyword: Ritualist

You contribute +2 to all Rituals in which you **are not** the Leader.

Trained Ritualist

(Requires nothing)

Keyword: Ritualist

You contribute +1 to all Rituals and may perform the Invigorate Ritual.

Requires 1 Feat

Advanced Ritualist

(Requires Trained Ritualist)

Keyword: Ritualist

You contribute +1 to all Rituals and may Attune Ritual Texts.

Ready Ritualist

(Requires 1 Ritualist Feat)

Keyword: Ritualist

Each event you attend, gain 4 randomly chosen ingredients of types that are used for paying Ritual Material Costs.

Ritual Leader

(Requires Trained Ritualist)

Keyword: Ritualist

You contribute +2 to all Rituals in which you are the Leader.

Rote Learning

(Requires Trained Ritualist)

Keyword: Multiple, Ritualist

Each time you take this Feat you choose two new Rituals that you can perform.

Sympathetic Ingredients

(Requires 1 Ritualist Feat)

Keyword: Ritualist

When you lead or participate in a Ritual, ingredients may be used to pay its Material Costs as though they were any other ingredient of the same type. (The four types are metal, animal, plant, and processed material – so you could use bronze instead of iron, or fang instead of dung.)

Requires 2 Feats

Grand Ritual

(Requires Advanced Ritualist)

Keyword: Ritualist

You may perform two rituals simultaneously. The combined Ritual must meet all the requirements and costs of both Rituals. You must appropriately roleplay a combined performance. At the end of the combined ritual, apply the effects of both rituals in the order of your choosing.

The difficulty of the combined ritual is the difficulty of the more difficult of the two rituals plus 5. Difficulty reductions and/or bonuses to ritual score based on keywords, or from knowing the ritual, may only be applied if they would apply to **both** rituals.

If you are using a Ritual Circle with a difficulty limit, such as an Eye of the Shaper or Way Stone, only compare the difficulty of the more difficult of the two rituals to see if the ritual is allowed.

A Referee must be present if either of the rituals have the Referee keyword.

At the discretion of the ref or event team combined rituals may have emergent properties.

Sacrificial Rite

(Requires Sympathetic Ingredients)

Keyword: Ritualist

When you lead or participate in a ritual, you may destroy Ingredients and Durable Items to add power. For each Ingredient destroyed add 1 point to the ritual total, for each Durable Item destroyed add 15 points to the ritual total. You may not gain power in this way from a Durable Item that expires at the end of the current event, or which has no expiration date.

A ritual may gain a maximum of 15 points from this Feat.

Lammies for Items destroyed in this way should be handed over to a referee as soon as possible.

Rituals:

Ritual Name	Keyword	Material Costs

Benediction of the Shaper's Forgiveness	CotS (Church of the Shaper)	None
Binding Ties	Referee, CotS	I Incense, I Iron
Chastisement of the Traitorous Hands	Referee, Punishment, CotS	I Root, I Bone
Consult the Lost Tome	Referee, CotS	None
Honour the Shaper's Champions	CotS	None
Invigoration	CotS/Arcane	None
Indelible Mark	Arcane, Referee	I Ink, I Heart
Make Peace Before War	Quiescent, CotS	I Incense, I Heart
Moon Soaked Blades	CotS	I Silver, I Fang
Moonlit Vigil	CotS	I Bone, I Seed
Penance of Leaden Blood	Punishment, Referee, Arcane	I Parchment, I Wax
Quicken the Inevitable Solace	Quiescent, Referee, CotS	None
Sever the Unbreakable Bonds	Arcane	None
Shaper's Blessing On The Flock	CotS	I Wax, I Gold

Sheltering Vapours	Arcane	1 Incense per Target
Solitude of Shame	Punishment, Referee, CotS	1 Dung, 1 Glass
Supreme Forgiveness	CotS	None
Whisper With The Dead	Referee, CotS	None

Benediction of the Shaper's Forgiveness

Keyword: CotS

(Difficulty 10)

The Shaper understands that even their most devoted followers will sometimes fail, and need help to do better. Led by an initiate of the Shaper, each participant must loudly confess to all present a way that they have personally failed, and how they resolve to do better.

Upon successful completion of this ritual, all participants gain the blessing of Cure

Protection Healing, Full Global Healing.

Binding Ties

Keywords: Referee, CotS

(Difficulty 30)

Material Costs: 1 Incense, 1 Iron

This ritual is used to ensure loyalty among Torchbearers and their allies. During the ritual, the leader must declare their loyalty to their fellows, and the celebrants take it in turns to swear loyalty to each other on something important to them. Upon successful completion of the ritual, all participants take: Piercing Global Sunder Gwyllt, Piercing Global Gwyllt Bane, Protection Charm 1 hour, Protection Rampage 1 hour, Protection Lure 1 hour.

Chastisement of the Traitorous Hands

Keyword: Punishment, Referee, CotS

(Difficulty 15)

Material Costs: 1 Root, 1 Bone

Punishment ritual. The ritualist and other participants detail how the target has betrayed them. Following successful completion of this ritual, the target loses the ability to generate the Repair Effect. This persists until one of the participants of the original ritual who can cast this ritual performs this ritual again to remove it and forgive the target.

Consult the Lost Tome

Keyword: Referee, CotS

(Difficulty 20)

Rather than summoning a specific spirit, you instead shout a question into the afterlife for all to hear. You ask a question of the collective spirit's wisdom instead of the knowledge of a single being, and within 24 hours of successful completion of this ritual, you receive an answer. This answer may be "that knowledge is not known to those that have passed." Repeated use of this ritual in a short span of time may result in increased Undead activity. This ritual is known to not receive knowledge from those who have been subject to Quicken the Inevitable Solace.

Honour the Shaper's Champions

Keyword: CotS

(Difficulty 10)

Initiates of the Shaper learn that while humility is important, so too is proper pride in one's achievements. Each participant must loudly proclaim one great deed they have done for the Shaper that day, and the ritualist and other participants must praise them for it.

Upon successful completion of this ritual, all participants gain the benefit of: Cure Protection Repair, Full Global Repair.

Indelible Mark

Keywords: Arcane, Referee

(Difficulty 15)

Material Costs: 1 Ink, 1 Heart

This ritual places an invisible magical mark upon its target. The target must be present in the ritual circle and does not count as a participant. The participants must call out how those who read the mark in the future will perceive that target and what they will know about them as a result of it. The leader must distil these intentions down to a single clear idea that is focused upon and branded onto the target. The mark must be summed up in one or two words which a referee will place on a card to be given to the target. The target then counts as Marked.

Taking this Feat grants the ability to cast Detect Marked for 1 Vigour. You may read the card of any Marked individuals you have detected. Marks fade upon death.

Invigoration

Keyword: Arcane/CotS

(difficulty 5)

The Ritualist energises all participants in the ritual, drawing on either a greater source of power, their prior deeds, or their future challenges to invigorate their participants. Upon Successful completion of this ritual, all participants regain all Vigour.

When performing this ritual, the Ritual Leader must choose which of the Arcane or CotS keywords applies to the performance and adjust their performance appropriately. They cannot apply both.

Make Peace Before War

Keyword: Quiescent, Referee, CotS

(Difficulty 30)

Material Costs: 1 Incense, 1 Heart

A ritual of the Shaper, used to prepare warriors for their fate before a battle. All participants resolve to let go of earthly ties and make peace with their possible death, and speak one fear they have that they must face, and how they intend to face it. After a successful ritual, all participants gain the following benefits: Regain all Vigour, Full Global Heal, Full Global Repair, Protection Sleep 1 hour, Protection Fear 1 hour, Protection Rampage 1 Hour.

All participants are also affected by Venom.

Additionally, any characters who die in the hour following this ritual immediately gain the benefit of the Quicken the Inevitable Solace ritual.

Characters under the Effect of Venom may not participate in this ritual, and all benefits of this ritual are lost if the Venom Effect is removed.

Moon Soaked Blades

Keyword: CotS

(Difficulty 20)

Material Costs: 1 Silver, 1 Fang

Initiates of the church of the shaper learn to invigorate their flock, and drive them on to destroy the Gwyllt. To aid this, they learn a special ritual, which a leader may cast once per day. The ritual leader must deliver a sermon excoriating the evils of the Gwyllt and each other participant must pledge to drive them out and state one way they plan to do so that day. Upon successful completion of this ritual all participants gain the following blessing: all Spells and other abilities they possess that target only Gwyllt may be used at 1 less Vigour cost, to a minimum of 1 Vigour, for the rest of the day.

Moonlit Vigil

Keyword: CotS

(Difficulty 20)

Material Costs: 1 Bone, 1 Seed

Initiates of the church of the shaper learn to reassure their flock, and spur them on to combat the undead. To aid this, they learn a special ritual, which a leader may cast once per day. The ritual leader must deliver a sermon railing against the abominations of the undead, and each other participant must pledge to combat them and state one way they plan to do so that day. Upon successful completion of this ritual all participants gain the following blessing: all Spells and other abilities they possess that target only Undead may be used at 1 less Vigour cost, to a minimum of 1, for the rest of the day.

Penance of Leaden Blood

Keyword: Punishment, Arcane

(Difficulty 10)

Material Costs: 1 Parchment, 1 Wax

Punishment ritual. The target must be confronted with descriptions of their own death. Specifically, deaths that could have been avoided if they had not spurned those who would aid them. They must know they will bear this curse until they can earn back the trust of those they have wronged.

Following successful completion of this ritual, the target's death count is reduced by 60 seconds. This persists until one of the participants of the original ritual who can cast this ritual performs this ritual again to remove it and forgive the target. While a target can only be affected by one Penance of leaden blood at a time, this ritual does stack with venom.

Quicken the Inevitable Solace

Keyword: Quiescent, Referee, CotS

(Difficulty 10)

Must be performed over the corpse of the character(s) in question, or items of high significance to them (add +10 to the difficulty). The ritualist must allay any fears or unresolved issues that may tempt the spirit to remain. Upon successful completion of this ritual, the souls of the characters concern are made one with the Shaper, and may not be

contacted or corrupted, nor may their corpses become undead beings. If the target is already undead, they are destroyed upon successful completion of this ritual. Any knowledge held solely by the character is lost and may not be discovered through the Consult the Lost Tome ritual, or the Whisper with the Dead ritual.

Sever the Unbreakable Bond

Keyword: Arcane

(Difficulty 30)

This ritual requires an unresisting target, who may or may not contribute to the ritual score. The target must be guided to a mindset of isolation and independence, separate both from those things that might aid them and those that might hinder them. Only then can the bond be broken.

Upon successful completion, all items currently attuned to the target deattune, even if they cannot normally be deattuned.

Shaper's Blessing Of The Flock

Keyword: CotS

(Difficulty 20)

Material Costs: 1 Wax, 1 Gold

Those of the Hospitaliers know that their flock need them even when they are not there, so have perfected this ritual to aid even in their absence. The Ritualist calls upon the Shaper to aid and bless their flock, while each celebrant explains one danger they expect to face that day. The leader may use this ritual once per day. Upon successful completion, all participants gain a dated card and write their name upon it. At any stage during that day they may tear this card (including while unconscious, but not while bleeding) to gain one of the following benefits: Full Global Healing; Cure Venom; Cure Disease.

Sheltering Vapours

Keyword: Arcane

(Difficulty 10)

Material Costs: 1 Incense per Target

This ritual requires an unresisting target who may not contribute to the ritual score and who must remain in the circle for the duration of the ritual. It may be performed on up to three such targets at a time.

The target(s) must be directed to a mindset of security, they must believe that they are protected by the ritual participants and obscured from their enemies and those who would wish to do them harm. They should be guided to imagine the protection coalescing around them in physical form.

Upon successful completion of the ritual, the target(s) gains the Ward 2 Effect.

Solitude of Shame

Keyword: Punishment, Referee, CotS

(Difficulty 15)

Material Costs: 1 Dung, 1 Glass

Punishment ritual. The ritualist and other participants detail the wrongs that the target has done to them. Following successful completion of this ritual, the target becomes immune to all protections, except Protection Repair, Protection Healing, and Protection Stop Bleed.

This persists until one of the participants of the original ritual who can cast this ritual performs this ritual again to remove it and forgive the target.

Supreme Forgiveness

Keyword: CotS

(Difficulty 30)

Influential and experienced initiates of the Shaper may sometimes feel confident enough in their knowledge of their Gods feelings to speak for them and forgive the crimes of their comrades in the Shapers name. The leader must deliver a speech extolling the virtues of the target of this ritual, the target must speak as to their crimes and what they have learned

from their punishment, and all other participants must forgive these crimes. Upon successful completion of this ritual, all ongoing Punishment rituals on the target end.

Whisper With The Dead

Keyword: Referee, CotS

(Difficulty 15)

The spirit of a dead character may be summoned to the ritual circle for 5 minutes if their corpse, part thereof, or an item of significance to that character (+10 to difficulty), is placed in the circle. They may freely converse with anyone in the ritual circle but cannot affect anyone physically. At the end of the 5 minutes they return to the land of the dead. Repeated or frivolous use of this ritual on the same target has been known to unsettle the spirits enough to create undead.

The Way of the Scholar

Feat Name	Keyword	Requires
Anatomist	Scholar	Nothing
Five Realms Lore	Multiple, Scholar	Nothing
Magic Lore	Multiple, Scholar	Nothing
Religion Lore	Multiple, Scholar	Nothing
Researcher's Focus	Resistance, Scholar	I Scholar Feat
Spiritual Healer	Scholar	Anatomist
Tracker	Scholar	Five Realms Lore

Requires Nothing

Anatomist

(Requires: Nothing)

Keyword: Scholar

When within touch range of an unresisting target, you may generate the Diagnose Effect.

With 10s of roleplayed treatment and Concentration in touch range on an unresisting target, you may generate the Stop Bleed (Location) Effect for 0 Vigour.

You may also get additional relevant information throughout games at times deemed relevant by the Event Team.

Five Realms Lore

(Requires: Nothing)

Keyword: Multiple, Scholar

You have either travelled widely in the Five Realms or you have closely studied the accounts of those who have. For each time you have purchased this Feat, you may submit one Research action relating to the history and geography of the Five Realms during Downtime. Your character is familiar with more Locations throughout the Five Realms than the average character. You may get additional relevant information to the history and geography of the Realms throughout events at times deemed relevant by the Event Team. This Feat may be taken up to 3 times.

Magic Lore

(Requires: Nothing)

Keyword: Multiple, Scholar

You have been trained in the art of understanding magic and its rules on a deeper level. For each time you have purchased this Feat, you may submit one Research action relating to magical lore during Downtime. The first time you purchase this Feat, gain a +1 bonus to your score for rituals you participate in that have the Arcane keyword. You may spend 1 minute concentrating on a Ritual Text and generate the Identify Effect. You may also get additional relevant information throughout events at times deemed relevant by the Event Team. This Feat may be taken up to 3 times.

Religion Lore

(Requires: Nothing)

Keyword: Multiple, Scholar

You have received extensive training in the tenets of the church. The first time you purchase this Feat, gain a +1 bonus to your score for rituals you participate in that have the Church of the Shaper (CotS) keyword. For each time you have purchased this Feat, you may submit one Research action relating to religious lore during Downtime. You may also get additional relevant information throughout events at times deemed relevant by the Event Team. This Feat may be taken up to 3 times.

Requires 1 Feat

Researcher's Focus

(Requires: 1 Scholar feat)

Keyword: Resistance, Scholar

Reactively spend 1 Vigour to gain Immunity Daze 10s.

Spiritual Healer

(Requires: Anatomist)

Keyword: Scholar

This character has training in tending to spiritual wounds as well as physical wounds, they specialise in the identification and treatment of Afflictions.

You may open Lingering Wounds with 10s RP even if the card lists a longer time, Also, you may read and open Affliction cards even if you do not otherwise meet the requirements to do so.

Tracker (Feat)

(Requires: Five Realms Lore)

Keyword: Scholar

You may read Scouting Assessment cards.

With 60s of Concentration and RP representing your character taking the lay of the land and assessing enemy positions you may generate the Scout Effect for 0 vigour.

You may also get additional relevant information throughout games at times deemed relevant by the Event Team.

The Way of the Sorcerous Schools

Feat Name	Keyword	Requires
Be the Change You Want to See	Sorcerous Schools	Nothing
Do Unto Others	Combat, Sorcerous Schools	1 Sorcerous School Feat
Enchanting Chain	Sorcerous Schools	Nothing
Evocative Chain	Sorcerous Schools	Nothing
Evocative Ward	Sorcerous Schools	Nothing
Inclusive Casting	Sorcerous Schools	2 Sorcerous School Feats
Oathbound	Sorcerous Schools	3 Sorcerous School Feats
Physician Heal Thyself	Sorcerous Schools	1 Sorcerous School Feat
Prevention and Cure	Sorcerous Schools	1 Sorcerous School Feat
Rapid Response	Sorcerous Schools	Nothing
Saoi's Revenge	Sorcerous Schools	3 Sorcerous School Feats
Transmutative Chain	Sorcerous Schools	Nothing

The benefits of Sorcerous Schools Feats do not stack with each other, and only one such Feat may be applied to any given Spell. Items may be used in combination with Sorcerous School Feats, as may the Vartach: Mark of Destiny Feat.

Requires Nothing

Be the Change You Want to See

(Requires: Nothing)

Keyword: Sorcerous Schools

Your mastery of transmutative magics allows you to alter yourself easily as you alter others. When you cast a Single-target transmutation Spell at a target other than yourself, you may chain the casting of the same Spell at yourself for 1 Vigour, by adding the vocal “including myself”.

Enchanting Chain

(Requires: Nothing)

Keyword: Sorcerous Schools

So long as you maintain Concentration, after you cast a Single Target enchantment Spell, you may immediately Instant Cast another Single Target enchantment Spell on the same target for 1 less Vigour (to a minimum of 1). This may be repeated any number of times on the same target at increasing cost, such that the second instant cast costs the base cost, the third instant cast costs base cost plus 1, and so on. The costs of these additional castings may not be reduced. This Feat may not be combined with any other Way of Sorcerous Schools Feat, the Chain Lightning Feat, or the Expanded Potential Feat.

Evocative Chain

(Requires: Nothing)

Keyword: Sorcerous Schools

So long as you maintain Concentration, after you cast a Single Target evocation Spell, you may immediately Instant Cast another Single Target evocation Spell on the same target for 1 less Vigour (to a minimum of 1). This may be repeated any number of times on the same target at increasing cost, such that the second instant cast costs the base cost, the third instant cast costs base cost plus 1, and so on. The costs of these additional castings may not

be reduced. This Feat may not be combined with any other Way of Sorcerous Schools Feat, the Chain Lightning Feat, or the Expanded Potential Feat.

Evocative Ward

(Requires: Nothing)

Keyword: Sorcerous Schools

When the charges of your Ward Effect are entirely removed by blocking Effects, you may instantly generate a first level Spell Effect that you know how to cast.

Transmutative Chain

(Requires: Nothing)

Keyword: Sorcerous Schools

So long as you maintain Concentration, after you cast a Single Target transmutation Spell, you may immediately Instant Cast another Single Target transmutation Spell on the same target for 1 less Vigour (to a minimum of 1). This may be repeated any number of times on the same target at increasing cost, such that the second instant cast costs the base cost, the third instant cast costs base cost plus 1, and so on. The costs of these additional castings may not be reduced. This Feat may not be combined with any other Way of Sorcerous Schools Feat, the Chain Lightning Feat, or the Expanded Potential Feat.

Rapid Response

(Requires: Nothing)

Keyword: Sorcerous Schools

You may cast any spell you know that generates the Cure effect on a single target as a Piercing Instant cast for 1 extra Vigour.

Requires 1 Feat

Prevention and Cure

(Requires: 1 Sorcerous School Feat)

Keyword: Sorcerous Schools

You have focused your studies on the complete nullification of certain Effects. If you know both the Cure and Protection Spell for the same Effect, when you cast the Cure (X) spell for its normal Vigour cost, you are able to additionally cast the Protection (X) Spell at the same target for 1 less Vigour than the normal combined cost of the two Spells, to a minimum of 2 Vigour.

Do Unto Others

(Requires: 1 Sorcerous Schools Feat)

Keyword: Sorcerous Schools, combat

If you are able to cast both (X) Effect by Spell and Protection (X), when you cast that Effect at a target for its normal Vigour cost, you are able to also cast the Protection (X) spell on yourself for a cost of 1 Vigour less than normal to a minimum of 2.

Physician Heal Thyself

(Requires: 1 Sorcerous Schools Feat)

Keyword: Sorcerous Schools

When you cast a Healing Spell on a target other than yourself, you may also cast the exact same Spell on yourself for 1 additional Vigour.

Requires 2 Feats

Inclusive Casting

(Requires: 2 Sorcerous Schools Feats)

When casting a Spell with the Mass modifier, you may include yourself as a target of the effect for an additional cost of 1 Vigour. You must include the key words “and myself” to the end of your casting.

Requires 3 Feats

Oathbound

(Requires: 3 Sorcerous Schools Feats)

Keyword: Sorcerous Schools

When you generate an Effect with the Mass modifier that does not already have a target category, you may add either the target category “Non-Gallóglaigh” or “Gallóglach” for 1 additional Vigour cost.

Saoi's Revenge

(Requires: 3 Sorcerous Schools Feats)

Keyword: Sorcerous Schools

When you are reduced to an unconscious state by the Damage Effect, you may cast one 1 Vigour Spell (not Healing) you know as an instant Spell for 0 Vigour.

Credits

The Five Oaths team has taken from a variety of sources to produce these rules. Primarily we would like to thank the Academy of Eblana rules team whose work was used as a foundation.

We would also like to thank everyone who helped us with reviewing this rules, and the many enthusiastic players who playtested them.

Appendix I: Code of Conduct

We want Five Oaths to be fun, safe and welcoming for all of our participants, whether they be players, crew or members of our event team. This code of conduct is intended to explain what is expected of you and what you can expect from others at our events. We expect event participants to adhere to this code of conduct at all Five Oaths events and event-related social activities.

Equality and Diversity

We aim to run a game that can be equally enjoyed by anyone irrespective of age, disability, sex, gender identity, marital or civil partner status, pregnancy or maternity, race (colour, nationality, ethnic or national origin), religion or belief, or sexual orientation.

Given the nature of our LRP event we expect there to be IC competition and conflict between players but you should always avoid situations where IC conflict could be confused with OOC discrimination or harassment. To this end:

- Our setting does not include gendered roles and we will not accept character backgrounds which require this (No, you can't be from a mystical island of Krieger Amazons). All roles in our game, IC or OOC, are open to all genders.
- Discrimination on the basis of transgender identities (including non-binary identities) does not exist in this setting
- Discrimination on the basis of sexual orientation does not exist in this setting.
- Religion has a strong role in the game and most of the player characters will belong to the national IC religion of the Church of the Shaper. Players are encouraged to debate and criticise aspects of the IC religion and any heresies they run into, however they are asked not to criticise or insult OOC religions while playing our game.

- There are divisions in the setting between the nine IC Species and a geographical split between the IC Five Realms, as well as some intra-species and intra-realm conflicts (looking at you Vartach and Baol). These are all valid targets for conflict or insult. All of the species apart from the Krieger and Fathach have the same range of skin tones as humans, and this is not a source of conflict in-setting.
- If another participant declares themselves to be non-combatant or uses the “lay off” call, do not press them for details or make an issue of it in character.
- Sexual harassment is not a theme that can be explored in this game.
- Non-consensual or underage sex does not occur in this game in any way shape or form.

Social Media and Electronic Communications

We maintain and moderate the Five Oaths Forums, our YouTube channel, Facebook Page and Player Group.

- We expect that people will interact over our online channels respectfully. Debate is fine, but personal insults are not.
- If someone hasn't clearly indicated that they want constructive criticism on their kit/roleplay/dodgy accent, don't criticise them. If they have, keep it constructive. Remember, this is a fantasy setting, nothing is “authentic” here.
- Threads that in the opinion of the moderators are becoming unhelpful (too heated, going in circles, an all out flame war) will be locked or deleted.
- Harassment, abuse and threats will not be tolerated. Breaches of the anti-harassment policy on our social media channels will be treated like a breach at an event and will lead to consequences up to and including exclusion from future Five Oaths events.

- The event team will not give official answers to questions on Facebook. If you have a question for us, please ask it on the forums or via email.
- We will try to answer your questions as soon as is reasonably practical, but bear in mind that Five Oaths is run by volunteers and this may take some time.
- Roleplay that occurs over the internet is limited to private conversation and correspondence between players, representing letters and conversations between events. IC threads on Five Oaths moderated spaces will be deleted.

Safety

Participating in field LARP carries an inherent risk, and with the best will in the world injuries do sometimes happen. As a participant it is your responsibility to read the safety rules in the rulebook and follow them to the best of your ability. As an Event Team it is our responsibility to assess risk, ensure adequate referee and first aid cover, and to intervene where we see that a participant is doing something which endangers themselves or someone else.

Combat

- We understand that even an experienced player can begin to fight unsafely if they are using a new weapon for the first time, if their weapons are cold, or in particularly frantic IC situations. We expect participants to make their best effort to fight according to the rules laid out in the rule book.
- We expect participants to bring their weapons to be checked at the start of an event and to only use weapons that a designated weapons checker has confirmed to be safe.
- We expect participants to refrain from engaging in combat if they can't do so safely e.g. intoxication. See "non-combatant" rules.

- If a referee becomes aware that a participant is striking too hard or otherwise fighting unsafely, the referee will review the situation and may speak to that participant and ask them to be more careful.
- If this does not improve the situation, we may ask the participant to switch weapons or sit out the rest of the combat. Once that combat is resolved they may resume playing as normal.
- Further instances in the same weekend may result in longer combat/weapon use restrictions (i.e. for the rest of the evening or the rest of the weekend).
- We expect players who have been approached by a referee about unsafe fighting to make an honest attempt to fight more safely and refrain from arguing about whether their blows were appropriate. If a participant believes that a particular referee made an unfair decision, they may speak to a member of the event team after the combat has ended.
- If we receive consistent complaints about a particular participant fighting unsafely, the Event Team may impose sanctions. These may include restrictions on using a particular weapon or weapon type pending retraining, permanent restrictions on using a particular weapon or weapon type, or being required to play as a non-combatant character.

Safety Calls

Five Oaths includes a number of calls which are intended to keep participants safe. These include “Man Down”, “Fire!” “Non Combatant” and “Lay off”. Participants are expected to familiarise themselves with the appropriate responses to these calls prior to attending their first event. If you need any clarification with regard to these rules, please ask a member of the Event Team or a referee. Deliberately disregarding these or deliberately striking someone who is wearing a Peacesworn tabard (as they are automatically considered to be

non-combatant) will be treated as serious misconduct by the Event Team. A Peacesworn tabard is an all-white garment that should be readily visible.

Banned Items/Substances

Substances which are illegal in the Republic of Ireland are banned from Five Oaths events, both because of the potential health risks and to the livelihood of participants working in professions requiring Garda vetting. If we find that you have brought an illegal substance, we will ask you to leave site.

Other events may have restrictions based on the requirements of the site, or based on allergies of participants attending a particular event, e.g. maintaining a nut free site if a participant with a nut allergy has booked. If an event you have booked for has these restrictions you will find them listed in the event pack. If you find that you have accidentally brought something other than an illegal substance which should not be on site to an event, please notify the Event Team and we'll be able to advise you on what to do with the item.

Anti-Harassment Policy

Five Oaths LRP is dedicated to providing a harassment-free event experience for everyone. We do not tolerate harassment of event participants in any form. Event participants violating these rules may be sanctioned or expelled from events at the discretion of the Event Team.

Harassment includes, but is not limited to:

- Discriminatory comments or behaviour based on some characteristic of a participant (see equality and diversity policy).
- Sexual comments, banter, jokes, or innuendo in company that includes people who have indicated that they are not comfortable with that.

- Repeatedly standing or sitting too close to or brushing up against a person without their clear consent.
- Touching a person in an intimate or sexual way without their clear consent
- Advocating for, or encouraging, any of the above behaviour

In short, do not bully people out of character, continue to hit on other participants after they have indicated that they are not interested, or make sexual comments or jokes if they're making someone around you uncomfortable.

Claiming that an action was in character, intended as a joke or “banter” or done while intoxicated will not make us less likely to consider your behaviour to be harassment.

Enforcement

Depending on the severity of the behaviour involved, if a participant is found to have been harassing someone, they may be given a warning, banned from future events, or in the case of very serious incidents, asked to leave site immediately.

Event participants asked to stop any harassing behaviour are expected to comply immediately. The Event Team will keep a record of reported and warnings issued to participants

The Event Team may take action to redress anything designed to, or with the clear impact of, disrupting the event or making the environment hostile for any participants.

Reporting

If someone makes you or anyone else feel unsafe or unwelcome, please report it as soon as possible. The Event Team will be identified in the documentation for each event and on our website. Harassment and other code of conduct violations reduce the enjoyment of our

event for everyone. We want you to be happy at our event. People like you make our event a better place.

You can make a report either personally or anonymously.

Anonymous Report

You can make an anonymous report here: <https://forms.gle/WCz2jicbknsGzziz7>

We can't follow up an anonymous report with you directly, but we will fully investigate it and take whatever action is necessary to prevent a recurrence.

Personal Report

You can make a personal report by:

■ During an event, contacting an Event Team member. If you can't find one of us, you can ask anyone to point one of us out or help you find one of us.

■ Outside of an event, contacting the Event Team at the welfare@fiveoaths.com email address.

When taking a personal report, our Event Team will ensure you are safe and cannot be overheard. They may involve other Event Team to ensure your report is managed properly. Once safe, we'll ask you to tell us about what happened. This can be upsetting, but we'll handle it as respectfully as possible, and you can bring someone to support you. You won't be asked to confront anyone and we won't tell anyone who you are.

Our Event Team will be happy to help you contact An Garda Síochána (Irish police), local support services, provide escorts, or otherwise assist you to feel safe for the duration of the event. We value your attendance at our events.

In the event that you wish to make a report about someone who is a member of the Event Team, please approach whichever member of the team you are most comfortable with to

make your report. We will take any report regarding a member of the team seriously and treat it with discretion.

Appendix 2: Combat/Non-Combat Feats for Peacesworn

Feats that are not shaded are non-combat Feats, Feats that are shaded are Combat Feats.

Feat Name	Keyword
Beacon of Life	Affinity, Combat
Bloody Resistance	Affinity
Careful Maintenance	Affinity
Chain Lightning	Affinity
Closing the Circle	Affinity
Deft Hands	Affinity
Dragon's Roar	Affinity, Combat
Ever Onwards	Affinity
Expanded Potential	Affinity
Fascinations and Distractions	Affinity, Combat
Furious Endurance	Affinity
In Beast's Clothing	Affinity, Combat

In the Face of Danger	Affinity
Ingenious Craft	Affinity
Inner Power	Affinity
Joint Purpose	Affinity
Lasting Impressions	Affinity
Mark of Destiny	Affinity
Odds and Ends	Affinity
Pillar of the Community	Affinity
Profitable Prowl	Affinity
Prosperous Works	Affinity
Quick Exit	Affinity
Unexpected Opportunities	Affinity
Unshakable Camaraderie	Affinity
Waste Not, Want Not	Affinity
What Doesn't Kill You	Affinity, Combat
Baol: Stubborn as a Goat	Realm
Bruid: Careful Hands	Realm
Draíod: Strident Voice	Realm
Siabhal: Loyalty Undivided	Realm

Uasa: Clarity of Focus	Realm
Peacesworn	Path of Peace
Weeping	Path of Renewal
Armour Bearer	Leather and Steel
Armour Mastery	Leather and Steel
Complete Set	Leather and Steel
Easily Maintained	Leather and Steel
Hardened	Leather and Steel, Resistance
Heavy Armour	Leather and Steel
Light Armour	Leather and Steel
Mender's Focus	Leather and Steel, Resistance
Reinforced	Leather and Steel
Squire	Leather and Steel
Unexposed	Leather and Steel, Resistance
Well Oiled	Leather and Steel, Resistance
Adrenaline Surge	Combat, Martial Prowess
Blade of the Shaper	Combat, Martial Prowess

Boot Camp	Martial Prowess
Constant Vigil	Martial Prowess, Resistance
Last Stand	Combat, Martial Prowess
Heroic Loyalty	Combat, Resistance, Martial Prowess
Hold the Line	Martial Prowess, Resistance
Lay to Rest	Combat, Martial Prowess
Punishing Blows	Combat, Martial Prowess
Repelling Blow	Combat, Martial Prowess
Room to Breathe	Combat, Martial Prowess
Second Wind	Martial Prowess
Shattering Strike	Combat, Martial Prowess
Voice of Command	Resistance, Martial Prowess
Warrior's Heart	Martial Prowess, Resistance
First Level Casting (Cannot Take Combat Tagged Spells)	Power
Spellcraft (Cannot Take Combat Tagged Spells)	Multiple, Power
Second Level Casting (Cannot Take Combat Tagged Spells)	Power

Third Level Casting (Cannot Take Combat Tagged Spells)	Power
Fourth Level Casting (Cannot Take Combat Tagged Spells)	Power
Fifth Level Casting (Cannot Take Combat Tagged Spells)	Power
Aggressive Solution	Combat, Shadowed Blades
Blinding Fumes	Combat, Shadowed Blades
Cutthroat	Combat, Shadowed Blades
Dexterous Poisoner	Combat, Shadowed Blades
Disarmed and Dangerous	Combat, Shadowed Blades
Distilled Fragility	Combat, Shadowed Blades
Distracting Strike	Combat, Shadowed Blades
Dropping the Guard	Combat, Shadowed Blades
Fatal Blow	Combat, Shadowed Blades
Internal Damage	Combat, Shadowed Blades
Local Informants	Multiple, Shadowed Blades
Penetrating Strike	Combat, Shadowed Blades

Petrifying Potion	Combat, Shadowed Blades
Puncture	Combat, Shadowed Blades
Roll with the Blow	Resistance, Shadowed Blades
Skulduggery	Shadowed Blades
Severed Artery	Combat, Shadowed Blades
Shattered Focus	Combat, Shadowed Blades
Silencing Strikes	Combat, Shadowed Blades
Slip Strike	Combat, Shadowed Blades
Steering the Conversation	Shadowed Blades
Throwing Weapon Expert	Combat, Shadowed Blades
Volatile Substances	Combat, Shadowed Blades
Deathproof	Resistance, Sturdy Flesh
Die Hard	Sturdy Flesh
Fortified Resistance	Sturdy Flesh
Immutable Body	Sturdy Flesh
Perfect Health	Resistance, Sturdy Flesh
Seasoned Veteran	Sturdy Flesh

Steady Pace	Resistance, Sturdy Flesh
Strong Grip	Resistance, Sturdy Flesh.
Veteran	Sturdy Flesh
Vigorous	Multiple, Sturdy Flesh
Student Alchemist	Alchemist, Crafting
Apprentice Alchemist	Alchemist, Crafting
Journeyman Alchemist	Alchemist, Crafting
Master Alchemist	Alchemist, Crafting
Student Arcanist	Arcanist, Crafting
Apprentice Arcanist	Arcanist, Crafting
Journeyman Arcanist	Arcanist, Crafting
Master Arcanist	Arcanist, Crafting
Student Blacksmith	Crafting, Forge
Apprentice Blacksmith	Crafting, Forge
Journeyman Blacksmith	Crafting, Forge
Master Blacksmith	Crafting, Forge
Tireless Crafting	Crafting

Artisan	Multiple, Professions
Farmer	Multiple, Professions
Hunter	Multiple, Professions
Merchant	Multiple, Professions
Miner	Multiple, Professions
Steadfast Negotiator	Resistance, Professions
Advanced Ritualist	Ritualist
Grand Ritual	Ritualist
Ready Ritualist	Ritualist
Ritual Leader	Ritualist
Rote Learning	Ritualist, Multiple
Sacrificial Rite	Ritualist
Skilled Participant	Ritualist
Sympathetic Ingredients	Ritualist
Trained Ritualist	Ritualist
Anatomist	Scholar
Five Realms Lore	Scholar

Magic Lore	Scholar
Religion Lore	Scholar
Researcher's Focus	Resistance, Scholar
Spiritual Healer	Scholar
Tracker	Scholar
Be the Change You Want to See	Sorcerous Schools
Do Unto Others	Combat, Sorcerous Schools
Enchanting Chain	Sorcerous Schools
Evocative Chain	Sorcerous Schools
Evocative Ward	Sorcerous Schools
Inclusive Casting	Sorcerous Schools
Oathbound	Sorcerous Schools
Physician Heal Thyself	Sorcerous Schools
Rapid Response	Sorcerous Schools

Appendix 3: Resistance Feats

Feat Name	Keywords	Immunity
Baol: Stubborn as a Goat	Realm, Resistance	Push
Bruid: Careful Hands	Realm, Resistance	Fumble
Constant Vigil	Martial Prowess, Resistance	Sleep
Deathproof	Resistance, Sturdy Flesh	Execute
Draíod: Strident Voice	Realm, Resistance	Mute
Hardened	Leather and Steel, Resistance	Shatter
Heroic Loyalty	Combat, Resistance, Martial Prowess	Rampage
Hold the Line	Martial Prowess, Resistance	Lure
Immutable Body	Resistance, Sturdy Flesh	Protection
Mender's Focus	Leather and Steel, Resistance	Mindslash
Perfect Health	Resistance, Sturdy Flesh	Disease
Researcher's Focus	Resistance, Scholar	Daze
Roll with the Blow	Resistance, Shadowed Blades	Push
Siabhal: Loyalty Undivided	Realm, Resistance	Charm
Steadfast Negotiator	Resistance, Professions.	Charm
Steady Pace	Resistance, Sturdy Flesh	Venom

Strong Grip	Resistance, Sturdy Flesh	Fumble
Uasa: Clarity of Focus	Realm, Resistance	Daze
Unexposed	Leather and Steel, Resistance	Through
Voice of Command	Martial Prowess, Resistance	Mute
Warrior's Heart	Martial Prowess, Resistance	Fear
Well Oiled	Leather and Steel, Resistance	Halt

Appendix 4: Spells by Type

First Level Spells (Cost 1 Vigour)

Enchantment

Charm 10s (C/En)	Healing 1 (Location) (En)	Mindslash (C/En)	Mute 10s (C/En)		
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Evocation

Cure Charm (Ev)	Cure Daze (Ev)	Cure Fear (Ev)	Cure Mute (Ev)	Cure Sleep (Ev)	Daze 10s (C/En)
Detect Beast (Ev)	Detect Bleeding (Ev)	Detect Gwyllt (Ev)	Detect Undead (Ev)	Detect Mortal (Ev)	Global Stop Bleed (Ev)
Single Damage (C/En)					

Transmutation

Fumble (C/Tr)	Protection Charm 5 minute (Tr)	Protection Daze 5 minute (Tr)	Protection Fumble 5 minute (Tr)	Protection Mindslash 5 minute (Tr)	Protection Mute 5 minute (Tr)
Protection Push 1 minute(Tr)					

Second Level Spells (Cost 2 Vigour)

Enchantment

Charm 30s Beast (C/En)	Charm 30s Mortal (C/En)	Fear Beast 10s (C/En)	Fear Undead 10s (C/En)	Global Healing I (En)	Rampage 10s Beast (C/En)
Rampage 10s Mortal (C/En)	Sleep Beast 10s (C/En)	Sleep Mortal 10s (C/En)			

Evocation

Cure Disease (Ev)	Cure Halt (Ev)	Cure Lure (Ev)	Cure Rampage (Ev)	Cure Venom (Ev)	Halt 10s Gwyllt (C/Ev)
Halt 10s Undead (C/Ev)	Ward I (Ev)				

Transmutation

Protection Healing 5 minute (C/Tr)	Protection Protection 5 minute (Tr)
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Third Level Spells (Cost 3 Vigour)

Enchantment

Charm 30s (C/En)	Disease (C/En)	Fear 10s (C/En)	Full Healing (Location) (En)	Lure 10s Gwylt (C/En)	Lure 10s Undead (C/En)
Mute 30s (C/En)	Sleep 10s (C/En)	Rampage 10s (C/En)			

Evocation

Cure Protection (Ev)	Daze 30s (C/Ev)	Halt 10s (C/Ev)	Ward 2 (Ev)
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Transmutation

Protection Disease 5 minute (Tr)	Protection Fear 5 minute (Tr)	Protection Halt 5 min (Tr)	Protection Rampage 5 min (Tr)	Protection Sleep 5 minute (Tr)	Protection Stop Bleed 5 minute (C/Tr)
Protection Through 5 minute (Tr)	Protection Venom 5 minute (Tr)				

Fourth Level Spells (Cost 4 Vigour)

Enchantment

Lure (C/En)	Mass Charm 10s (C/En)	Mass Mute 10s (C/En)	Rampage 30s Beast (C/En)	Rampage 30s Mortal (C/En)
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Evocation

Halt 30s Gwyllt (C/Ev)	Halt 30s Undead (C/Ev)	Mass Daze 10s (C/Ev)	Ward 3 (Ev)
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Transmutation

Identify (Tr)	Mass Cure Charm (Tr)	Mass Cure Daze (Tr)	Mass Cure Mute (Tr)	Mass Cure Fear (Tr)	Mass Cure Sleep (Tr)
Mass Fumble (C/Tr)	Mass Protection Charm 5 minute (Tr)	Mass Protection Daze 5 minute (Tr)	Mass Protection Fumble 5 minute (Tr)	Mass Protection Mindslash 5 minute (Tr)	Mass Protection Mute 5 minute (Tr)
Protection Execute 5 minute (Tr)	Protection Lure 5 min (Tr)	Protection Shatter 5 minute (Tr)			

Fifth Level Spells (Cost 5 Vigour)

Enchantment

Fear 30s (C/En)	Full Global Healing (En)	Mass Fear Beast 10s (C/En)	Mass Fear Undead 10s (C/En)	Rampage 30s (C/En)	Sleep 30s (C/En)
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Evocation

Halt 30s (C/Ev)	Mass Halt Gwyllt 10s (C/Ev)	Mass Halt Undead 10s (C/Ev)
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Transmutation

Mass Cure Halt (Tr)	Mass Cure Lure (Tr)	Mass Cure Rampage (Tr)	Mass Protection Healing 5 minute (C/Tr)	Mass Protection Protection 5 minute (Tr)
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Appendix 5: Crafting Recipes

Items that may be made using crafting recipes come in two kinds: consumable and durable.

Consumable items (c) do not expire, but may only be used once before they are destroyed.

Durable items (d) have a duration of 3 events from the downtime they are made, but may be used multiple times.

Windfall Recipes (w) produce random Durable or Consumable items of the appropriate level. These Recipes may only be crafted by characters possessing the “Unexpected Opportunities” Feat.

The following recipes all come with ingredient requirements which are the ingredients used up to make the item as part of the Craft downtime action. Characters will also be able to buy items from Monster character merchants, and the expected market coin costs for each level of crafting are listed below.

	Consumable Items		Durable Items	
	Number of ingredients	Pingin Costs	Number of ingredients	Pingin Costs
Student	2	30	6	90
Apprentice	3	45	9	135
Journeyman	4	60	12	180
Master	<u>5</u>	75	15	225

Way of the Alchemist Recipes

All alchemical items are consumable.

Alchemy is intended to bolster healing and aid resource levels on linears, and provide some unique offensive and defensive capabilities.

Student Alchemist

Allows the crafting of the following items in downtime:

- Armour Polish (c): 1 Flower, 1 Seed - This item is a potion. On use, this potion generates the Global Repair 1 Effect.
- Coagulant Potion (c): 1 Bark, 1 Heart - This item is a potion. This potion may only affect a character not in their death count. On use, for the next hour extend your death count by 60 seconds.
- Increased Vitality (c): 1 Bark, 1 Seed - This item is a potion. On use, gain +1 Max and current Body hits for 5 mins. You may only benefit from one instance of this potion at a time. After 5 mins your max hits reset to normal, your current hits cannot be greater than your current Max.
- Restorative Balm (c): 1 Bone, 1 Root - This item is a potion. On use, generate the Global Heal 1 Effect.
- Student Windfall Alchemy (w): 3 plant, 1 Animal - Randomly produces 3 of a Student level Consumable.
- Stunning Poison (c): 1 Flower, 1 Leaf - This item is a poison and must be applied to a weapon on use. On use, the next weapon blow with the weapon to which the poison has been applied generates the Daze 10s Effect in addition to the Damage Effect.
- Tonic Potion (c): 1 Bark, 1 Flower - This item is a potion. On use, regain 6 Vigour

Apprentice Alchemist

Allows the crafting of the following items in downtime:

- Apprentice Windfall Alchemy (w): 3 Plant, 2 Animal, 1 processed - Randomly produces 3 of a Apprentice level Consumable.
- Bracing Brew (c): 1 Bark, 1 Pelt, 1 Flower - This item is a potion. On use, generate the Protection Push 10 min Effect.
- Curing Tonic (c): 1 Flower, 1 Glass, 1 Heart - This item is a potion. On use, generate the Cure Disease Effect.
- Cleansing Tonic (c): 1 Incense, 1 Seed, 1 Wax - This item is a potion. On use, generate the Cure Venom Effect.
- Flesh and Steel (c): 1 Fang, 1 Leaf, 1 Root - This item is a potion. On use, generates the Global Heal 1 and Global Repair 1 Effects.
- Locking Poison (c): 1 Dung, 1 Seed, 1 Root - This item is a poison and must be applied to a weapon on use. On use, the next weapon blow-with the weapon to which the poison has been applied generates the Halt 30s Effect in addition to the Damage Effect.
- Mystic Counterstrike (c): 1 Bark, 1 Bone, 1 Seed - This item is a poison and must be applied to a weapon on use. On use, the next weapon blow with the-weapon to which the poison has been applied generates the Cure Ward Effect in addition to the Damage Effect of the weapon blow.

Journeyman Alchemist

Allows the crafting of the following items in downtime:

- **Armour Salve (c):** 1 Dung, 2 Leaf, 1 Ink - This item is a potion. On use, generates the Full Global Repair Effect.
- **Dazzling Liquid (c):** 1 Bark, 1 Bone, 1 Glass, 1 Seed - This item is a potion. On use, generate the Mass Daze 10s Effect. This Effect may not target an arc.
- **Health Tonic (c):** 1 Fang, 1 Flower, 1 Gold, 1 Leaf - This item is a potion. On use, generates the Full Global Heal Effect.
- **Journeyman Windfall Alchemy (w):** 3 Plants, 2 Animal, 2 Processed, 1 Metal - Randomly produces 3 of a Journeyman level Consumable.
- **Muffling Smoke (c):** 1 Bronze, 1 Leaf, 1 Parchment, 1 Seed - This item is a potion. On use, generate the Mass Mute 30s Effect. This Effect may not target an arc.
- **Purging Poison (c):** 1 Bark, 1 Flower, 1 Pelt, 1 Seed - This item is a poison and must be applied to a weapon on use. On use, the next weapon blow with the weapon to which the poison has been applied generates the Cure Protection Effect in addition to the Damage Effect.
- **Vigour Tonic (c):** 1 Fang, 1 Incense, 1 Seed, 1 Silver - This item is a potion. On use, regain 12 Vigour.

Master Alchemist

Allows the crafting of the following items in downtime:

- Flash Freeze (c): 1 Flower, 1 Heart, 1 Ink, 1 Iron, 1 Root - This item is a potion. On use, generate the Mass Halt 10s Effect. This Effect may not target an arc.
- Master Windfall Alchemy (w): 5 Plants, 2 Animal, 2 Processed, 1 Metal - Randomly produces 3 of a Master level Consumable.
- Murderer's Ointment (c): 1 Bark, 1 Incense, 1 Pelt, 2 Root - This item is a poison and must be applied to a weapon on use. On use, the next weapon blow with the weapon to which the poison has been applied generates the Rend Effect in addition to the Damage effect.
- Revitalising Tonic (c): 1 Bark, 1 Fang, 1 Leaf, 1 Root, 1 Wax - This item is a potion. On use, generate the Global Heal 1 and Global Repair 1 Effects and restores 9 Vigour.
- Unbreakable Varnish (c): 1 Dung, 1 Leaf, 1 Parchment, 1 Seed, 1 Wax - This item is a potion. On use, generate the Protection Sunder 5 minutes Effect when consumed.
- Vapours of Life (c): 1 Bone, 1 Copper, 1 Glass, 1 Pelt, 1 Seed - This item is a potion. On use, generate the Mass Undead Bane Chest Effect. This Effect may not target an arc.
- Vapours of the Moon (c): 1 Dung, 1 Flower, 1 Heart, 1 Leaf, 1 Root - This item is a potion. On use, generate the Mass Gwyllt Bane Chest Effect. This Effect may not target an arc.

Student Arcanist

Allows the crafting of the following items in downtime:

- Amulet of Increased Potential(d): 1 Copper, 1 Heart, 1 Incense, 1 Ink, 1 Iron, 1 Leaf - This item is an amulet or talisman. Attunes to neck. +3 Max Vigour. This does not affect your current Vigour. If you deattune to this item your max Vigour immediately resets. Your current Vigour cannot exceed your max.
- Crystal of the Clear Mind (c): 1 Bark, 1 Incense - This item is a crystal. On use, generates the Protection Daze 5 minute and Protection Charm 5 minute Effects.
- Lesser Eye of the Shaper (d): 1 Bronze, 1 Fang, 2 Incense, 1 Parchment, 1 Seed - This item is an eye of the Shaper. This item allows an enclosed structure, like a tent, that has stood in place since dawn to be treated as a ritual circle for rituals of up to difficulty 5.
- Student Ritual Effigy (c): 1 Heart, 1 Wax - This item is an effigy. On use, gives +5 to the ritual score of the ritual it is used in.
- Student Spellbook Transcription (d): 1 Bark, 1 Fang, 1 Ink, 1 Parchment, 1 Silver, 1 Wax- This item is a magical focus. Attunes to hand. On creation, the crafter transcribes a first level Spell they can cast. While attuned you may cast that Spell for the normal Vigour cost.
- Student Windfall Arcanistry (w): 1 metal, 1 Plant, 2 Processed - Randomly produces 3 of a Student level Consumable or a single Student level Durable Item.
- Unrelenting Rant (c): 1 Bone, 1 Glass - This item is a crystal. On use, generates the Protection Mute 5 minute and Protection Mindslash 5 minute Effects when consumed.

Apprentice Arcanist

Allows the crafting of the following items in downtime:

- Apprentice Spellbook Transcription (d): 1 Copper, 1 Flower, 3 Glass, 1 Leaf, 1 Pelt, 1 Seed, 1 Silver - This item is a magical focus. Attunes to hand. On creation, the crafter transcribes a second level Spell they can cast. While attuned you may cast that Spell for the normal Vigour cost
- Apprentice Ritual Effigy (c): 1 Fang, 2 Ink - This item is an effigy. On use, gives +10 to the ritual score of a ritual it is used in.
- Apprentice Windfall Arcanistry (w): 1 metal, 1 animal, 1 plant, 3 processed - Randomly produces 3 of a Student level Consumable or a single Student level Durable Item.
- Greater Eye of the Shaper (d): 1 Bark, 3 Heart, 1 Iron, 3 Parchment, 1 Root - This item is an eye of the Shaper. This item allows an enclosed structure, like a tent, that has stood in place since dawn to be treated as a ritual circle for rituals of up to difficulty 10.
- Warding Charm (c): 1 Copper, 1 Glass, 1 Incense - Generate the Ward 2 Effect. This Ward is broken if your current armour value is greater than 0.
- Talisman of Barbarous Vitality (d): 3 Bone, 1 Bronze, 1 Gold, 2 Ink, 2 Wax - This item is an amulet or talisman. Attunes to neck. Grants the wearer +1 max Body hits per location, but may not be attuned while wearing armour. This does not increase your current Body hits, which must be raised through healing.
- Wand of Increased Potential (d): 1 Bronze, 3 Dung, 2 Incense, 1 Leaf, 1 Seed, 1 Silver - This item is a magical focus. Attunes to hand. +6 Max Vigour. This does not affect your current Vigour. If you deattune to this item your max Vigour immediately resets. Your current Vigour cannot exceed your max.

Journeyman Arcanist

Allows the crafting of the following items in downtime:

- Amulet of the Gwyllt Foe (d): 1 Glass, 1 Gold, 1 Incense, 3 Ink, 1 Iron, 1 Leaf, 3 Pelt, 1 Root - This item is an amulet or talisman. Attunes to neck. While attuned, reduces the cost of Spells and Effects that have the Gwyllt target category by 1 Vigour, to a minimum of 1 Vigour.
- Amulet of the Prodigy (d): 2 Fang, 2 Flower, 4 Glass, 1 Gold, 1 Incense, 1 Root, 1 Silver - This item is an amulet or talisman. Attunes to neck. On creation, the crafter chooses one school of magic (Evocation, Enchantment, or Transmutation). You may cast Spells of that school for 1 Vigour less than normal to a minimum of 1.
- Champion of Life's Amulet (d): 2 Bark, 1 Bone, 1 Bronze, 1 Copper, 3 Parchment, 4 Wax - This item is an amulet or talisman. Attunes to neck. While attuned, reduces the cost of Spells and Effects that have the Undead target category by 1 Vigour, to a minimum of 1 Vigour.
- Journeyman Ritual Effigy (c): 2 Dung, 1 Ink, 1 Iron - This item is an effigy. On use, gives +15 to the ritual score of a ritual it is used in.
- Journeyman Spellbook Transcription (d): 1 Bark, 2 Copper, 1 Flower, 1 Glass, 2 Heart, 1 Leaf, 4 Parchment - This item is a magical focus. Attunes to hand. On creation, the crafter transcribes a third level Spell they can cast. While attuned you may cast that Spell for the normal Vigour cost.
- Journeyman Windfall Arcanistry (w): 1 metals, 1 animals, 2 plants, 4 processed - Randomly produces 3 of a Student level Consumable or a single Student level Durable Item.

- Lesser Way Stone (c): 1 Glass, 1 Incense, 1 Silver, 1 Wax - This item is a way stone. On use, it allows you to perform a ritual of up to difficulty 5 without a ritual circle, remaining within 5 metres of the item.

Master Arcanist

Allows the crafting of the following items in downtime:

- Amulet of Boundless Vitality (d): 1 Bronze, 2 Dung, 1 Fang, 2 Flower, 4 Glass, 1 Incense, 1 Ink, 2 Iron, 1 Silver - This item is an amulet or talisman. Attunes to neck. While attuned, grants the wearer +2 maximum Body hits per location, but may not be attuned while wearing armour. This does not increase your current Body hits, which must be raised through healing.
- Casting Crystal (c): 1 Fang, 1 Gold, 1 Ink, 1 Root, 1 Wax - This item is a crystal. On use, for the next 30s the next 4 Spells you cast may be cast for 0 Vigour.
- Greater Way Stone (c): 1 Incense, 1 Seed, 3 Wax - This item is a way stone. On use, it allows you to perform a ritual of up to difficulty 10 without a ritual circle, remaining within 5 metres of the item.
- Master Ritual Effigy (c): 1 Bone, 1 Bronze, 1 Ink, 1 Leaf, 1 Parchment - This item is an effigy. On use, gives +20 to the ritual score of the ritual it is used in.
- Master Spellbook Transcription (d): 1 Bark, 2 Bone, 1 Fang, 3 Ink, 4 Parchment, 2 Root, 2 Seed - This item is a magical focus. Attunes to hand. On creation, the crafter transcribes a fourth level Spell they can cast. While attuned you may cast that Spell for the normal Vigour cost.
- Master Windfall Arcanistry (w): 1 metals, 2 animals, 3 plants, 4 processed - Randomly produces 3 of a Student level Consumable or a single Student level Durable Item
- Wand of the Nemesis (d): 1 Bark, 1 Fang, 2 Flower, 2 Heart, 5 Incense, 2 Leaf, 2 Pelt - This item is a magical focus. Attunes to hand. On creation, the crafter chooses a target category(mortal, beast, gwyllt, or undead). While attuned, all Spells you cast

that affect only this target category have their Vigour cost reduced by 1 to a minimum of 1 Vigour.

Student Blacksmith

Allows the crafting of the following items in downtime:

- Fortifying Leathers (Light armour) (d): 3 Bronze, 1 Dung, 1 Pelt - This item is a set of light armour.= Attunes to torso. While attuned, whenever you activate a Resistance Feat to gain Immunity X 10s, instead gain Immunity X 30s.
- Improved Steel (Heavy armour) (d): 1 Bone, 3 Gold, 1 Heart, 1 Incense - This item is a set of heavy armour. Attunes to torso. While attuned, this armour gives +1 Armour hits when worn.
- Lengthy Silence (Large weapon) (d): 2 Iron, 2 Bone, 1 Pelt, 1 Parchment - This item is a large weapon. Attunes to hand. While attuned, when you activate the Cutthroat Feat with this large weapon, you may additionally generate the Mute 30s Effect on your next successful weapon blow with this weapon within 10s. This is in addition to the normal damage for a weapon blow.
- Piercing Blade (Medium weapon) (d): 2 Dung, 1 Ink, 1 Iron, 2 Silver - This item is a medium weapon. Attunes to hand. While attuned, when you activate the Penetrating Strike Feat with this medium weapon, you may additionally generate the Through Effect on your next successful weapon blow with this weapon within 10s;. This is in addition to the normal damage for a weapon blow.
- Powerful Bow (Ranged weapon) (d): 2 Bronze, 2 Iron, 1 Flower, 1 Wax - This item is a ranged weapon. Attunes to hand. While attuned, when you activate the Repelling Blow Feat with this ranged weapon, you may additionally generate the Push Effect on

your next successful weapon blow with this weapon within 10s. This is in addition to the Damage Effect of a weapon blow

- Student Windfall Forging (w): 2 Metals, 1 Animal, 1 Processed - Randomly produces a single Student level Durable item.

Apprentice Blacksmith

Allows the crafting of the following items in downtime:

- Apprentice Windfall Forging (w): 3 metals, 2 Animal, 1 Plant - Randomly produces a single Apprentice level Durable item.
- Breaking Bow (Ranged weapon) (d): 1 Bark, 5 Bronze, 2 Dung, 1 Leaf - This item is a ranged weapon. Attunes to hand. While attuned, when you activate the Shattering Strike Feat with this ranged weapon you may additionally generate the Shatter Effect on the next successful weapon blow with this weapon within 10s. This Effect will only work on a shield (for safety reasons).
- Creviced Steel (Heavy armour) (d): 4 Copper, 2 Gold, 1 Iron, 2 Seed - This item is a set of heavy armour. Attunes to torso. While attuned, you count as resisting searching even if you would not normally be able to do so.
- Honed Dagger (Small weapon) (d): 2 Bone, 2 Fang, 1 Flower, 3 Gold, 1 Pelt - This item is a small weapon. Attunes to hand. While attuned, reduce the cost of generating the Through Effect by weapon blow with this weapon by 1 Vigour to a minimum of 1 Vigour.
- Offensive Blade (Medium weapon) (d): 3 Copper, 1 Glass, 2 Gold, 1 Leaf, 2 Silver - This item is a medium weapon. Attunes to hand. While attuned, reduce the cost of generating the Bane Effect by weapon blow with this weapon by 1 Vigour to a minimum of 1 Vigour.

- Shattering Staff (Large weapon) (d): 4 Iron, 1 Parchment, 1 Root, 3 Silver - This item is a large weapon. Attunes to hand. While attuned, reduce the cost of generating the Shatter Effect by weapon blow with this weapon by 1 Vigour to a minimum of 1 Vigour.
- Strengthened Leathers (Light armour) (d): 1 Bronze, 2 Fang, 1 Incense, 5 Pelt - This item is a set of light armor. Attunes to torso. While attuned, this armour gives +1 Armour hits when worn.

Journeyman Blacksmith

Allows the crafting of the following items in downtime:

- **Armour of Broad Resistance (Light armour) (d):** 1 Bone, 2 Dung, 1 Glass, 1 Incense, 2 Iron, 1 Leaf, 4 Silver - This item is a set of light armour. Attunes to torso. While attuned, when you activate a Resistance Feat while wearing this armor, all of your Resistance Feats activate for no additional cost.
- **Death of the Mage (All weapon types) (d):** 2 Bone, 1 Glass, 3 Heart, 5 Iron, 1 Seed - This item is a weapon or any type. Attunes to hand. While attuned, you may spend 3 Vigour to generate the Cure Ward Effect by weapon blow with this weapon in addition to the Damage Effect of the weapon blow.
- **Fear of the Unsettled (All weapon types) (d):** 2 Bone, 2 Fang, 5 Gold, 1 Pelt, 1 Root, 1 Parchment - This item is a weapon or any type. Attunes to hand. While attuned, you may spend 2 Vigour to generate the Fear Undead Effect by weapon blow with this weapon in addition to the Damage Effect of the weapon blow.
- **Fear of the Wicked (All weapon types) (d):** 6 Copper, 3 Fang, 1 Flower, 1 Incense, 1 Pelt - This item is a weapon or any type. Attunes to hand. While attuned, you may spend 2 Vigour to generate the Fear Gwyllt Effect by weapon blow with this weapon in addition to the Damage Effect of a the weapon blow.
- **Journeyman Windfall Forging (w):** 4 metals, 2 animals, 1 Plant, 1 Processed - Randomly produces a single Journeyman level Durable item.
- **Stunning Bow (Ranged weapon) (d):** 1 Bark, 6 Bronze, 3 Dung, 1 Fang, 1 Wax - This item is a ranged weapon. Attunes to hand. While attuned, you may spend 1 Vigour to generate the Daze Effect by weapon blow with this weapon , in addition to the Damage Effect of the weapon blow.

- Unbreakable Armour (Heavy armour) (d): 1 Flower, 2 Gold, 1 Heart, 2 Iron, 1 Leaf, 5 Silver - This item is a set of heavy armour. Attunes to torso. While attuned, you may cast the Spell "Protection Sunder 1 minute" only targetting yourself for 5 Vigour as per the spellcasting rules.

Master Blacksmith

Allows the crafting of the following items in downtime:

- Armour of Leadership (All armour types) (d): 2 Bark, 4 Bone, 2 Copper, 1 Gold, 2 Incense, 4 Silver - This item is a set of armour of any type. Attunes to torso. While attuned, you may cast the Spell "Mass Protection Rampage 5 minutes" for 5 vigour as per the spellcasting rules.
- Death's Grip (All weapon types) (d): 6 Bronze, 2 Copper, 1 Flower, 4 Heart, 2 Ink - This item is a weapon of any type. Attunes to hand. While attuned, you may spend 3 Vigour to generate the Halt 10s Effect by weapon blow with this weapon in addition to the Damage Effect of the weapon blow.
- Masterwork Armour (All armour types) (d): 6 Copper, 4 Fang, 1 Gold, 1 Leaf, 3 Parchment - This item is a set of armour of any type. Attunes to torso. While attuned, this armour gives +2 Armour hits when worn.
- Master Windfall Forging (w): 5 metals, 2 animal, 1 plants, 2 processed - Randomly produces a single Master level Durable item.
- Pacifying Edge (All weapon types) (d): 1 Fang, 1 Glass, 7 Gold, 2 Heart, 1 Ink, 1 Root, 2 Wax - This item is a weapon of any type. Attunes to hand. While attuned, you may spend 2 Vigour to generate the Cure Rampage Effect by weapon Blow with this weapon, in addition to the Damage Effect of the weapon blow.
- Provocative Barb (Ranged weapon) (d): 2 Bronze, 4 Dung, 6 Iron, 2 Seed, 1 Wax - This item is a ranged weapon. Attunes to hand. While attuned, you may spend 3 Vigour to generate

the Rampage 10s Effect by weapon blow with this weapon , in addition to the Damage Effect of the weapon blow.

- True Foe's Weapon (All weapon types) (d): 1 Bronze, 1 Ink, 1 Iron, 4 Pelt, 2 Root, 6 Silver -
This item is a weapon of any type. Attunes to hand. While attuned, when you activate any Feat that allows you to strike for the (X) Bane Effect, additionally strike for the (X) Bane Effect on your next successful weapon blow within 10s.

Appendix 6: Crafting Recipe Costs

Way of the Alchemist

Student Alchemist Recipes		Apprentice Alchemist Recipes	
Recipe Name	Recipe Costs	Recipe Name	Recipe Costs
Armour Polish (c)	1 Flower, 1 Seed	Bracing Brew (c)	1 Bark, 1 Pelt, 1 Flower
Coagulant Potion (c)	1 Bark, 1 Heart	Curing Tonic (c)	1 Flower, 1 Glass, 1 Heart
Increased Vitality (c)	1 Bark, 1 Seed	Cleansing Tonic (c)	1 Incense, 1 Seed, 1 Wax
Restorative Balm (c)	1 Bone, 1 Root	Flesh and Steel (c)	1 Fang, 1 Leaf, 1 Root
Stunning Poison (c)	1 Flower, 1 Leaf	Locking Poison (c)	1 Dung, 1 Seed, 1 Root
Tonic Potion (c)	1 Bark, 1 Flower	Mystic Counterstrike (c)	1 Bark, 1 Bone, 1 Seed

Journeyman Alchemist Recipes		Master Alchemist Recipes	
Recipe Name	Recipe Costs	Recipe Name	Recipe Costs
Armour Salve (c)	1 Dung, 2 Leaf, 1 Ink	Flash Freeze (c)	1 Flower, 1 Heart, 1 Ink, 1 Iron, 1 Root
Dazzling Liquid (c)	1 Bark, 1 Bone, 1 Glass, 1 Seed	Murderer's Ointment (c)	1 Bark, 1 Incense, 1 Pelt, 2 Root
Health Tonic (c)	1 Fang, 1 Flower, 1 Gold, 1 Leaf	Revitalising Tonic (c)	1 Bark, 1 Fang, 1 Leaf, 1 Root, 1 Wax
Muffling Smoke (c)	1 Bronze, 1 Leaf, 1 Parchment, 1 Seed	Unbreakable Varnish (c)	1 Dung, 1 Leaf, 1 Parchment, 1 Seed, 1 Wax
Purging Poison (c)	1 Bark, 1 Flower, 1 Pelt, 1 Seed	Vapours of Life (c)	1 Bone, 1 Copper, 1 Glass, 1 Pelt, 1 Seed
Vigour Tonic (c)	1 Fang, 1 Incense, 1 Seed, 1 Silver	Vapours of the Moon (c)	1 Dung, 1 Flower, 1 Heart, 1 Leaf, 1 Root

Way of the Arcanist

Student Arcanist Recipes		Apprentice Arcanist Recipes	
Recipe Name	Recipe Costs	Recipe Name	Recipe Costs
Amulet of Increased Potential(d)	1 Copper, 1 Heart, 1 Incense, 1 Ink, 1 Iron, 1 Leaf	Apprentice Spellbook Transcription (d)	1 Copper, 1 Flower, 3 Glass, 1 Leaf, 1 Pelt, 1 Seed, 1 Silver
Crystal of the Clear Mind (c)	1 Bark, 1 Incense	Apprentice Ritual Effigy (c)	1 Fang, 2 Ink
Lesser Eye of the Shaper (d)	1 Bronze, 1 Fang, 2 Incense, 1 Parchment, 1 Seed	Greater Eye of the Shaper (d)	1 Bark, 3 Heart, 1 Iron, 3 Parchment, 1 Root
Student Ritual Effigy (c)	1 Heart, 1 Wax	Warding Charm (c)	1 Copper, 1 Glass, 1 Incense
Student Spellbook Transcription (d)	1 Bark, 1 Fang, 1 Ink, 1 Parchment, 1 Silver, 1 Wax	Talisman of Barbarous Vitality (d)	3 Bone, 1 Bronze, 1 Gold, 2 Ink, 2 Wax
Unrelenting Rant (c)	1 Bone, 1 Glass	Wand of Increased Potential (d)	1 Bronze, 3 Dung, 2 Incense, 1 Leaf, 1 Seed, 1 Silver

Journeyman Arcanist Recipes		Master Arcanist Recipes	
Recipe Name	Recipe Costs	Recipe Name	Recipe Costs
Amulet of the Gwyllt Foe (d)	1 Glass, 1 Gold, 1 Incense, 3 Ink, 1 Iron, 1 Leaf, 3 Pelt, 1 Root	Amulet of Boundless Vitality (d)	1 Bronze, 2 Dung, 1 Fang, 2 Flower, 4 Glass, 1 Incense, 1 Ink, 2 Iron, 1 Silver
Amulet of the Prodigy (d)	2 Fang, 2 Flower, 4 Glass, 1 Gold, 1 Incense, 1 Root, 1 Silver	Casting Crystal (c)	1 Fang, 1 Gold, 1 Ink, 1 Root, 1 Wax
Champion of Life's Amulet (d)	2 Bark, 1 Bone, 1 Bronze, 1 Copper, 3 Parchment, 4 Wax	Greater Way Stone (c)	1 Incense, 1 Seed, 3 Wax
Journeyman Ritual Effigy (c)	2 Dung, 1 Ink, 1 Iron	Master Ritual Effigy (c)	1 Bone, 1 Bronze, 1 Ink, 1 Leaf, 1 Parchment
Journeyman Spellbook Transcription (d)	1 Bark, 2 Copper, 1 Flower, 1 Glass, 2 Heart, 1 Leaf, 4 Parchment	Master Spellbook Transcription (d)	1 Bark, 2 Bone, 1 Fang, 3 Ink, 4 Parchment, 2 Root, 2 Seed

Lesser Way Stone (c)	1 Glass, 1 Incense, 1 Silver, 1 Wax	Wand of the Nemesis (d)	1 Bark, 1 Fang, 2 Flower, 2 Heart, 5 Incense, 2 Leaf, 2 Pelt
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Way of the Forge

Student Blacksmith Recipes		Apprentice Blacksmith Recipes	
Recipe Name	Recipe Costs	Recipe Name	Recipe Costs
Fortifying Leathers (Light armour) (d)	3 Bronze, 1 Dung, 1 Pelt	Breaking Bow (Ranged weapon) (d)	1 Bark, 5 Bronze, 2 Dung, 1 Leaf
Hamstringing Knife (Small weapon) (d)	3 Copper, 1 Fang, 1 Glass, 1 Heart	Crevised Steel (Heavy armour) (d)	4 Copper, 2 Gold, 1 Iron, 2 Seed
Improved Steel (Heavy armour) (d)	1 Bone, 3 Gold, 1 Heart, 1 Incense	Honed Dagger (Small weapon) (d)	2 Bone, 2 Fang, 1 Flower, 3 Gold, 1 Pelt
Lengthy Silence (Large weapon) (d)	2 Iron, 2 Bone, 1 Pelt, 1 Parchment	Offensive Blade (Medium weapon) (d)	3 Copper, 1 Glass, 2 Gold, 1 Leaf, 2 Silver
Piercing Blade (Medium weapon) (d)	2 Dung, 1 Ink, 1 Iron, 2 Silver	Shattering Staff (Large weapon) (d)	4 Iron, 1 Parchment, 1 Root, 3 Silver

Powerful Bow (Ranged weapon) (d)	2 Bronze, 2 Iron, 1 Flower, 1 Wax	Strengthened Leathers (Light armour) (d)	1 Bronze, 2 Fang, 1 Incense, 5 Pelt
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Journeyman Blacksmith Recipes		Master Blacksmith Recipes	
Recipe Name	Recipe Costs	Recipe Name	Recipe Costs
Armour of Broad Resistance (Light armour) (d)	1 Bone, 2 Dung, 1 Glass, 1 Incense, 2 Iron, 1 Leaf, 4 Silver	Armour of Leadership (All armour types) (d)	2 Bark, 4 Bone, 2 Copper, 1 Gold, 2 Incense, 4 Silver
Death of the Mage (All weapon types) (d)	2 Bone, 1 Glass, 3 Heart, 5 Iron, 1 Seed	Death's Grip (All weapon types) (d)	6 Bronze, 2 Copper, 1 Flower, 4 Heart, 2 Ink
Fear of the Unsettled (All weapon types) (d)	2 Bone, 2 Fang, 5 Gold, 1 Pelt, 1 Root, 1 Parchment	Masterwork Armour (All armour types) (d)	6 Copper, 4 Fang, 1 Gold, 1 Leaf, 3 Parchment
Fear of the Wicked (All weapon types) (d)	6 Copper, 3 Fang, 1 Flower, 1 Incense, 1 Pelt	Pacifying Edge (All weapon types) (d)	1 Fang, 1 Glass, 7 Gold, 2 Heart, 1 Ink, 1 Root, 2 Wax
Stunning Bow (Ranged weapon) (d)	1 Bark, 6 Bronze, 3 Dung, 1 Fang, 1 Wax	Provocative Barb (Ranged weapon) (d)	2 Bronze, 4 Dung, 6 Iron, 2 Seed, 1 Wax
Unbreakable Armour (Heavy armour) (d)	1 Flower, 2 Gold, 1 Heart, 2 Iron, 1 Leaf, 5 Silver	True Foe's Weapon (All weapon types) (d)	1 Bronze, 1 Ink, 1 Iron, 4 Pelt, 2 Root, 6 Silver

Appendix 7: Mark of Destiny and “Chain Casting”

There has been some confusion over the interaction between “Chain Casting” Feats (Feats which allow multiple effects to be generated with one Spell vocal, such as Enchanting, Evocative, and Transmutive Chain) and the Way of Affinity Feat “Mark of Destiny”. Below is a worked example of how Chain Casting works both with and without Mark of Destiny.

A Vartach (with Mark of Destiny affecting Disease) and a Human are casting Disease at a target, both have the Enchanting Chain feat.

The Base Cost of Disease is 3 Vigour.

The Vartach casts Disease 4 times. The costs are as follows:

- The first spell costs 2 Vigour (The Discount for MoD applies here).
- The second spell is Instant and costs 1 Vigour (The discount for MoD applies here, as does the discount for Enchanting Chain).
- The third spell is Instant and costs 3 Vigour (MoD does not affect the Base Cost and so has no effect from this point onwards).
- The fourth spell is Instant and costs 4 Vigour.
- This pattern of increasing cost continues on until the Vartach loses interest in casting or runs out of Vigour.

The Human (without MoD) casts Disease 4 times. The costs are as follows:

- The first spell costs 3 Vigour (No discounts apply here).
- The second spell is Instant and costs 2 Vigour. (The discount for Enchanting Chain applies here).
- The third spell is Instant and costs 3 Vigour.
- The fourth spell is Instant and costs 4 Vigour.

- This pattern of increasing cost continues on until the Human loses interest in casting or runs out of Vigour.

Extended Version History

Released 31/07/2025

- Removed the Guard, Mediate and Scout Actions.
- Added the Use Connection, Work, Scouting, and Take Opportunity Actions.
- Added the Tracker Feat.
- Added the Scout Effect
- Edited Careful Maintenance, Steering the Conversation
- Minor changes to how Locations Work.
- Edited text for several Downtime Actions.

Hotfix 01/02/2025

- Updated Research granting feats to be multibuy

Released 31/01/2025

- Added new Physical Effects Priority Mnemonic
- Updated the effect on the “Lengthy Silence” weapon.
- Learning a Crafting Feat will now award three Consumables to come in line with the free Durable items.
- Clarified that Lure prevents speech.
- The Gwyllt killing parts of Binding Ties are now Piercing.
- Attunement now breaks Ward.
- Execution now takes 10s.
- Punishment rituals may now target up to 5 targets.
- Venom now reduces deathcount by 180s.
- Clarified which spells are “Instant” cast by default.
- Removed Plaguebearer.
- Buffed the Throwing Weapon Expert Feat.
- Expanded system for Character Advancement.
- Grand Ritual may now have emergent properties.

- Magic Lore allows Identification of Ritual Texts.
- Only one of each level of Effigy can be used per Ritual.
- Updated Merchant and introduced the Trade Action.
- Updated What Doesn't Kill You.
- Added new “Realm” Resistance Feats.
- Overhauled the “Rituals” system.
- Overhauled the “Local Informants” system.
- Updated Species Physreps.
- Updated “Grand Ritual”.
- Added “Rapid Response” Feat.
- Removed Sample Characters.
- Clarified how to perform “Execute”

Released 11/03/2024

- Removed the Escape Restraints and Quickened Searching Feats.
- Added the Skulduggery Feat.
- Changed the vigour costs and durations of several Way of Shadowed Blades Feats.
- Removed the Strikedown Effect.
- Changed the effect of the Bracing Brew Potion.
- Diagnose can now ask for specific info rather than a full sitrep.
- Multiplied Pingin by 5.
- Several minor rewordings of effects.
- Removed the Alchemy Lore and Smithing Lore Feats
- Magic Lore no longer allows the Identify Effect or the Analyse Action
- Feats in the Way of the Arcanist, Alchemist, and Smithing have gained additional bonuses.
- Added the “Way of Crafting” and the “Tireless Crafting Feat”
- Added the Five Oaths.
- “Touching” a magical foci now requires contact with the palm.

- Attuning to Durable items now takes 10s and concentration.
- Added the Spiritual Healer Feat.
- Changed the rules for Attunement and Magical Foci.
- Added the Learn Location and teach Location Downtime Action.

Updated 09/08/2023

- Updated the Sleep, Charm and Bane Effects.
- Updated the Rules for Consumables.
- Instant Abilities no longer require saying “Instant” before the effects.
- Downtimes now start at the Band's last Location.
- “Puncture” Feat Updated.
- Opening Lingering Wounds now takes 30s.
- Added an appendix with a worked example of MOD and chain casting.
- Updated “Peace Slayer” Requirements.
- Added the Piercing Modifier and updated Ward.
- The character background template has been added to section 8 of character creation and revised as of 29.08.2023.
- Updated Krieger phys rep requirements.

Updated 16/03/2023

- Spellcasting guidelines changed to require calling on an external power source.
- Changed several “Chain” Way of the Sorcerous Schools Feats.
- Many minor formatting changes.
- Increased some Sorcerous Schools costs.
- IC Searching and Disarming rules updated.
- Windfall Recipes added.
- Explained that some Monsters can carry unresisting creatures at a normal walking pace.
- Added Special Lammie Types.
- Species Feats replaced with Way of Affinity Feats.

- Weapon sizes changed to Metric.
- Removed Bandaging and Diagnostician, added Anatomist.
- Ritual rules and Feats updated.
- Detect range changed.
- Added Fair Escape as a Ref Effect.
- Added Action Calls as a mechanic.
- Added warning about Vigour loops.
- Bows now ignore Armour.
- Throwing Weapons must be repaired before being thrown again.
- Added a definition for Unconscious.
- Reworded the Execute Effect.
- Clarified Peaceslayer Phys Rep.
- Reworded the Fear Effect.
- Characters may now craft up to three Consumable items with one crafting action.
- Changed the effects of the item “Crafting Crystal”.
- Updated the One Second Rule.
- Reduced the cost of “Fatal Blow”.
- Activating a Consumable requires Concentration.
- The Rumours system was replaced with the Informants system.
- Identical Effects may no longer be stacked.

Updated 16/07/2019

- Added downtime rules to Chapter 3.
- Changed some Feats in Chapter 4 to reflect downtime rules.
- Added Appendix 6: Sample Characters.
- Cleaned up some typos.

Updated 23/07/2019

- Added Code of Conduct in Appendix 7.

Updated 12/01/2020

- Changes made to Detect and Rend.
- Spellcasting rules wording in chapter 3 and 4 changed to match each other.
- Lay off/bring it on rules with non verbal cue added to Character Interactions.

Updated 13/04/2022

- Changes to Chapters 2, 3 and 4 to incorporate changes to Weeping.
 - Weeping no longer a Species, instead a character choice during character creation similar to Peacesworn.
 - Ritual rules updated to show effect of Weeping ritualists.
 - Feats updated for new Weeping Feat in Path of Renewal, Quicken the Inevitable Solace and Make Peace Before War now have Quiescent keyword.
- Added “Referee” keyword to Rituals that require a Referee present for clarity.

Updated 18/07/2022

- Added clarifications to following sections:
 - Death and Dying
 - Searching & IC Theft
 - Generating Effects
 - Weapon Blows
 - Spells
 - Default Effects and Effects requiring Feats
 - Effect List
 - Execute
 - Fumble
 - Notice Bleeding
 - Repair
 - Other Items
 - Poisons and Potions
 - Species Feats
 - Creidhe: Golden Touch

- The Way of Leather and Steel
 - Heavy Armour
- The Way of the Sorcerous Schools
 - Be The Change You Want To See
- Crafting Recipes
- Changes to reflect the terms “noble” and “nobility” being replaced by Tiarnaí and High Families.

Text highlighted in blue is to show a difference from the previous version of this document.