OSP's

Occupational Skills, Third Edition © Merlinroute Ltd. 2007.

Lorien Trust Role-Playing
(L.T.R.P.) System

OSP's

Occupational Skills:

A Guide to Advancement

™

Third Edition

Lorien Trust

Notes

Table of Contents

TABLE OF CONTENTS 3
INTRODUCTION 4
CHAPTER ONE: LEARNING OCCUPATIONAL SKILLS 5
PURCHASING SKILLS 5
Restricted Skills 5
Skill 'ladders' 6
Special creature or lammie skills 6
PURCHASING METHODS 6
Training Vouchers 6
Tutoring and Pupils 7
'Self-Teaching' 7
Pre-Booking 7
Plot 7
Examples of Skill Purchases 7
ITEM CREATION SKILLS 8
RESEARCH REQUEST 8
CHAPTER TWO: SKILL LISTS 9
Alchemists 9
Archers 12
Armourers 13
Bards 10
Healers 11
Incantors 11
Mages 12
Militia 13
Scouts 10
Knowledge Guilds (Alchemists, Bards, Scouts) 9
Magic Guilds (Healers, Incantors, Mages) 11
Martial Guilds (Archers, Armourers, Militia) 12
Generic 14
CHAPTER THREE: SKILL DESCRIPTIONS 15

Introduction

Welcome to the Lorien Trust Occupational Skills: A Guide to Advancement.

In Erdreja all characters have the ability to improve their skills and knowledge. This is achieved through Occupational Skill Points (OSPs).

The OSP system started moulding itself back in late 1996 and the first tokens and basic OSP skills were created at this time. During the next couple of years various different skills were tried out to see how they fitted in with the rest of the game system.

The main point of OSPs is to allow players to create an extra depth to their character, their background and their knowledge in the game world, **not** to allow some players to become overpowered and imbalance the system. Interaction between all players should be on a reasonably fair level, whether that player is an old veteran of events or someone new at their first event. This is not to say that the veteran should not have an edge over the new player or have a greater understanding and knowledge within the game.

Any correspondence regarding the occupational skills or Lorien Trust events should be directed to:

Lorien Trust
2 Jubilee Park
Woodville
Derbyshire, DE11 7NZ
Telephone: 01283 220737
Email: enquiries@lorientrust.com

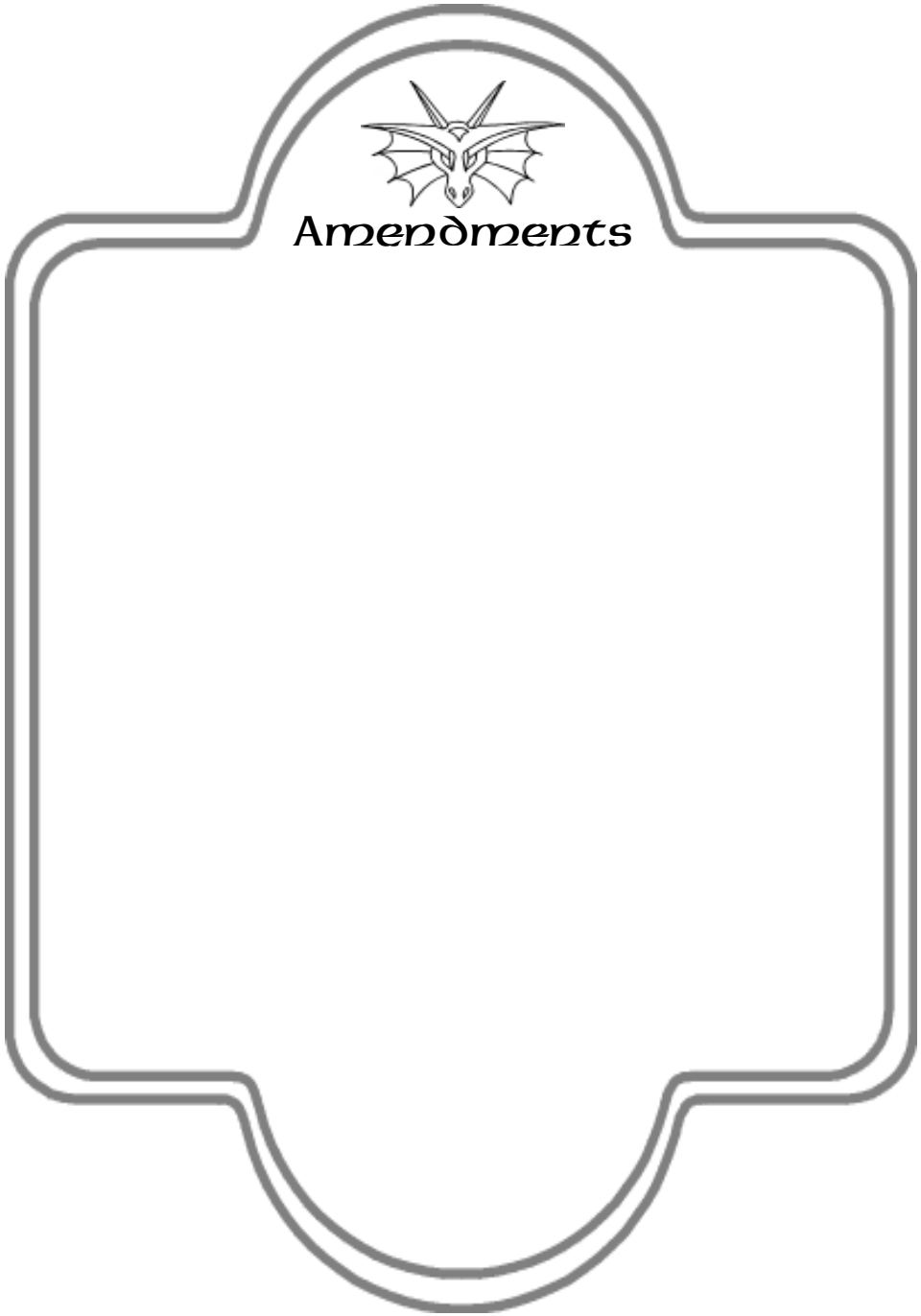
TM

Merlinroute Ltd would like to say thank you to everyone who has contributed to the production of this publication.

Lorien Trust Occupational Skills: A Guide to Advancement. Copyright © 2007 by Merlinroute Ltd.

All rights reserved. No part of this publication may be reproduced, copied or transmitted in any form or by any means, without the express written permission of Merlinroute Ltd, or in accordance with the provisions of the Copyright, Designs and Patents Act 1988 or under the terms of any license permitting copying issued by the Copyright Licensing Agency. Any person who does any unauthorised act in relation to this publication may be liable to criminal prosecution and civil claims for damages.

Amendments



Chapter One: Learning Occupational Skills

What are Occupational Skills (OS) and Occupational Skill Points (OSPs)?

Occupational Skills are used to represent the increase in experience, understanding and skill available to a character over a period of time. They can be used to specialise a character in an area, or areas, of interest. There are a number of ways to purchase OS for a character, including via the Guilds and Factions, tutoring, 'self-teaching' and LT plot.

Occupational Skill Points are issued to our customers as thanks for their continued loyalty and represent potential learning and development opportunities for a character. Unspent OSPs are not lost if a character dies.

OSPs for attending LT Main Events are automatically credited to a player's account and tokens will not be issued for these events. OSPs gained during pre-booking are available for purchasing skills from the first event attended onwards but not during that pre-booking. OSPs gained from paying on the gate are not available for purchasing skills until the following year.

At Sanctioned Events OSPs will be issued as a blue one point token that can be banked at an LT Main Event by handing them in at Game Control and these will not be available for purchasing skills until the following year. They cannot be banked at Sanctioned Events or by post.

OSPs earned for attending each event	
Event	**OSPs earned per event**
Great Erdrejan Fayre	10
Faction Moot	5
Sanctioned Event	1
Gathering	10

Purchasing Skills

Skills may be purchased at pre-booking and during the LT Main Events each year. Up to four skills may be purchased each year, including both skills purchased at pre-booking and those purchased at a main LT event.

All purchases during the LT Main Events must be made at the same time, regardless of the methods used to acquire the skill (tutoring, training vouchers or 'self-teaching').

Restricted Skills

Some skills are restricted (marked in Chapter Two with an @ symbol). Learning these restricted skills will involve either being taught by a tutor or some other IC activity. All restricted skills may only be bought at LT Main Events.

To purchase such skills, the tutor, or an individual authorised to validate an IC activity (e.g. a referee), must accompany the pupil to Game Control at an LT Main Event. Anyone authorised to validate an IC requirement will have all details on what IC activities may be involved.

Tier 5 skills are extremely rare abilities. The teaching of these skills is a closely guarded secret possessed by the Guilds and various other powerful individuals. Through hard work and effort, a character may gain the opportunity to learn one of these coveted abilities.

A standard character may have a maximum of twelve OS on their card at any time, up to four of which may be Tier 5 skills. It is possible to sacrifice a skill to free up a space on the card; however refunds

of OSPs will not be given in such circumstances. Once a skill is sacrificed it is gone and would need to be re-purchased as normal.

The following skills do not count towards the limit of twelve skills; Apprentice <X>, Journeyman <X>, Master <X>, Sage <X>, Scholar <X>, <X> Command and General Knowledge <X>.

You may have four slots of income skills at any one time. Apprentice <X> takes up one slot, Journeyman <X> takes up two slots and Master <X> takes up four slots.

You may have up to two Scholar <X> or one Sage <X> skills at any one time.

Skill 'ladders'

Some skills have prerequisites of a skill on a lower Tier. These 'ladders' are listed in Chapter Two. Some skills replace the previous skill in the 'ladder' and that previous skill is removed from the character card. This replacement is explicitly stated in the skill description in Chapter Three and the skill that is replaced will be marked in bold in Chapter Two.

Some OS have prerequisites that are necessary to purchase the OS. A character must already possess the prerequisite skill to learn the new skill and may not buy a skill at the same time they buy the prerequisite. Losing the prerequisite to purchase a skill will not prevent use of that OS or result in loss of the OS from a character card. Any prerequisites to use an OS are detailed in Chapter Three and these prerequisites must be retained in order to use the skill.

Special creature or lammie skills

Some skills are only available to special creatures or listed on lammies, such as Vampires and were-creatures. These skills will not appear in any of the skill lists below, and instead will appear on that creature's loresheet. The abilities of these creatures are included here for completeness. All costs for these skills will also appear on the loresheets for these creatures. These skills may be purchased by pre-booking, 'self-teaching', tutoring, or training vouchers that specifically say they are valid for that type of special creature (vouchers will be rare). They may purchase other skills as per usual.

Purchasing methods

Training Vouchers

Guilds and Factions will have training vouchers to issue to characters. These are OOC items that will state up to what Tier of skill, in which Guild and how many skills (or what specific skill) they may be used to purchase.

Vouchers for a Guild can also be used to purchase skills in the collection of Guilds to which that Guild belongs e.g. an Archers Guild voucher can be also be used to purchase skills from the Martial Guilds list e.g. Armour Mastery. These vouchers are issued to specific characters and are not transferable.

Training vouchers can only be used at LT Main Events. There are two types of vouchers. Open vouchers can be used to buy as many skills as the character can purchase, up to and including that tier. See Skill 'Ladders' above for restrictions regarding skills with prerequisites. Closed vouchers can only be used to buy one skill and if a skill is written on them then they can only be used for that named skill. OSPs will be deducted from the player's account when the voucher is handed over.

When buying non-restricted skills the player's character card is instantly updated. However, if the skill is a restricted skill it will be updated over the winter period as further practice is required to perfect the skill. This will mean the skill will automatically appear on the character card the following year but will count against the number of skills bought in the year of purchase.

cards they use. If they are not the focus they may still add up to 4 to the power of any dismiss or control they cast themselves or as part of a wedge, in addition to any spell cards they use. Note; if the character is part of a wedge then they must contribute at least one spell card and the wedge must be at least two characters to be able to use this effect.

Werecreature <X> #

This skill will replace a lower level of the Werecreature <X> OS. The character will gain the Werecreature loresheet and may buy OS listed there up to the stated Tier. To gain this skill a character must fulfil the IC requirements listed on the Werecreature loresheet. To find out these requirements if not already a Werecreature, track down a Werecreature IC and talk to them.

Written Forgery

A character with this skill is able to create IC forged documents. The character must be in the relevant Guild at an LT Main Event to use this skill.

Tutor
This allows the character to teach another character any OS that they currently possess on their character card, except the Tutor OS. They may teach a maximum of two skills in each calendar year and each skill may be up to and including Tier 4. Skills marked with an @ may only be taught if the pupil has fulfilled any IC prerequisites needed to learn that skill. The character learning the skill must still possess any prerequisites needed to learn the new skill (see Chapter One for more details on tutoring).

Unending Voice
This skill replaces the Sleepless Chanting OS and grants the character Spell Reduction (1) for all Chant effects. In addition the character is immune to any Sleep effect while casting a Chant effect.

Vampire <X> #

This skill will replace a lower level of the Vampire <X> OS. The character will gain the Vampire loresheet and may buy OS listed there up to the stated Tier. To gain this skill a character must fulfil the IC requirements listed on the Vampire loresheet. To find out these requirements if not already a Vampire, track down a Vampire IC and talk to them.

Warlock <X> #
This skill will replace a lower level of the Warlock <X> OS. The character will gain the Warlock loresheet and may buy OS listed there up to the stated Tier. To gain this skill a character must fulfil the IC requirements listed on the Warlock loresheet. To find out these requirements if not already a Warlock, track down a Warlock IC and talk to them.

Weaponsmith (Apprentice)
This skill allows the character to make a level 1 melee weapon or shield at each LT Main Event with tools that can be obtained and used in the relevant Guild. The character must gain permission from the relevant Guild to use their facilities. Instead of making a new weapon/shield they may reforge an existing weapon or shield and improve it by one level, subject to the normal restrictions on reforging.

Weaponsmith (Artisan)
This skill replaces the Weaponsmith (Apprentice) OS and allows the character to make a level 1 and a level 2 melee weapon or shield at each LT Main Event with tools that can be obtained and used in the relevant Guild. The character must gain permission from the relevant Guild to use their facilities. Instead of making a new weapon or shield they may reforge an existing weapon or shield and improve it by one level, subject to the normal restrictions on reforging.

Weaponsmith (Master)
This skill replaces the Weaponsmith (Artisan) OS and allows the character to make a level 1, a level 2 and a level 3 melee weapon or shield at each LT Main Event with tools that can be obtained and used in the relevant Guild. The character must gain permission from the relevant Guild to use their facilities. Instead of making a new weapon or shield they may reforge an existing weapon or shield and improve it by one level, subject to the normal restrictions on reforging.

Wedge Mastery
A character with this skill may add 4 to the power of any dismiss or control wedge that they are acting as the focus of, in addition to any spell cards they use. Note; if the character is part of a wedge then they must contribute at least one spell card and the wedge must be at least two characters to be able to use this effect.

Wedge Mastery (Improved)
This skill replaces the Dismiss or Control + 4 OS and a character with this skill may add 8 to the power of any dismiss or control wedge that they are acting as the focus of, in addition to any spell

Tutoring and Pupils

A tutor may take on other characters as pupils. The tutor may teach a pupil an OS that they have on their character card (or one of its prerequisites) so long as the pupil meets the other requirements to purchase that skill. They may teach a maximum of two skills each calendar year and these skills may be up to and including Tier 4 but may not include the Tutor OS itself. There are no set activities and no set duration for such teaching and the tutor and pupil are free to role-play these elements as they wish, within the rules and spirit of the game.

At the point at which the tutor has successfully taught their pupil a skill, both parties must attend Game Control at an LT Main Event. The OSPs are then instantly deducted from the pupil's account. At this point if the skill is non-restricted, the pupil's character card is instantly updated. However, if the skill is a restricted skill it will be updated over the winter period as further practice is required to perfect the skill. This will mean the skill will automatically appear on the character card the following year.

Self-Teaching

Characters may 'teach' themselves unrestricted skills over the winter period. To 'self-teach' a skill the character must have all the necessary prerequisites before commencing. 'Self-teaching' will grant the skill at the start of the next LT Main Event season but will count against the number of skills bought in the year of purchase.

To 'self-teach' any OS the player may register with Game Control at an LT Main Event their intent to learn the skill over the winter period. This will mean the skill will automatically appear on the character card the following year and the OSPs will be immediately deducted from the player's account.

Pre-Booking

When pre-booking for a season a player may purchase unrestricted skills on their booking form. This will count against the number of skills bought in that year. The OSPs will be deducted from the player's account and the skill will appear on the character card sent in their return pack.

Plot

There may be opportunities via plot to access training in any of the above ways. These will not be common opportunities and IC requirements should be expected.

Examples of Skill Purchases

A character in the Guilds receives an open training voucher for the Mages Guild at Tier 4 and has 80 OSPs to spend. They use this at Game Control to buy Rite Master (Tier 1, 10 OSPs), Identify (Tier 2, 20 OSPs) and Cast High Countermagic (Tier 3, 30 OSPs). They cannot buy a skill such as skill Ritual Magic (Improved) due to the fact that they do not have the skill Rite Master on their card at the time of purchase. This costs them a total of 60 OSPs their character card is replaced with a new card with the new skills added. The voucher is taken from them and they may still choose to 'self-teach' another skill provided they do so at the same time.

A character with no training vouchers and 100 OSPs to spend persuades a tutor to teach them a skill for a fee. They have the Armour Mastery skill, the tutor has the Armour Mastery (Advanced) skill and the Tutor skill. After role-playing the training for an event the tutor decides the pupil has learned the skill and they both visit Game Control. The pupil has 40 OSPs deducted from their account and their card is updated to remove Armour Mastery and replace it with Armour Mastery (Advanced), as the skill is a replacement. The pupil also elects to 'self teach' themselves Immune to Fear, a further 10

OSPs are removed from their account and the skill will appear on their character card next year. After leaving Game Control the pupil may not buy anymore skills in that year.

A character wishes to become a Corruptor. This is a restricted skill and they must find a tutor to teach it to them, it cannot be 'self taught'. In a rare occurrence a Lich offers them a deal to teach them Corruption if they betray their Faction to the Lich. Having agreed this, the referee with the Lich hands the player a plot training voucher for the Corruption OS. The player may use this voucher at Game Control at any LT Main event that year to buy the skill. As it is a restricted skill it will not appear on the character card until the following year when purchased

Item creation skills

All skills that allow the creation of items such as weapons, armour, potions, poisons, reagents or scrolls, will have a list at the relevant Guild of what types of items can be made and the IC costs in creating them. The availability of raw materials may vary from year to year.

Research Request

Some OS grant the ability to perform improved research requests. For further details about research requests please refer to Game Control or the relevant Guild.

Through

This skill replaces the Through from Behind OS and allows a character to strike for the Through effect with a small or medium melee weapon held in their primary hand. This cannot be used with a skill, lammie or loresheet that would modify the damage effect.

Through from Behind

This skill allows a character to strike for the Through effect with a small or medium melee weapon held in their primary hand, provided that the target is either unaware of the attack or unable to move. If the target is able to respond to the attack only the first blow will inflict Through damage. If the target is Immobilised any subsequent blows may also inflict Through damage. This cannot be used with a skill, lammie or loresheet that would modify the damage effect.

Through Thrown

This skill replaces the Through OS and allows a character to strike for the Through effect with thrown weapons thrown from their primary hand (requires thrown weapon CS), or with melee blows from small or medium melee weapon held in their primary hand. This cannot be used with a skill, lammie or loresheet that would modify the damage effect.

Toughen Body

Requirements to use: Lammie or Loresheet.

Any Normal damage taken by the character has the damage effect Subdue, in addition to any other damage effects it might have. This additional Subdue functions in the same way as the Ritual of Peace when determining any effect clashes. E.g. Normal Crush would reduce the location to zero. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Tracking

This skill allows a character to check an area for tracks. The character will gain a rough idea as to the type of creatures in that area, their approximate numbers and roughly how long ago they were there (this can only be done in an area where it is possible to leave tracks). The character using Tracking must role-play checking the area for 30 seconds. This skill requires the presence of a marshal or referee. Weather and other conditions may make this skill unusable; the marshal or referee will inform if it is possible to use the skill at that time and in that area.

Transcend Armour

Requirements to use: Any Armour use CS.

This skill allows the character to cast ranged spells (that they are able to cast) in medium armour and mass spells in heavy armour. They still may not cast ranged spells in heavy armour.

Translate Named Script <X>

This skill allows a character to translate one named script (such as elven) to the common tongue for every time the skill is purchased. A loresheet for each script can be collected from Game Control once this skill is on the character card.

Trap Lore

A character with this skill can disarm traps. All traps require a referee or marshal who will describe the damage taken should the trap be set off. Disarming traps will require the player to physically disarm the trap without setting it off. Characters without the trap lore skill will automatically set off any trap they attempt to disarm. Setting and disguising a trap is a complicated and time consuming procedure and cannot normally be done at an event.

Traverse Faction Wards

This skill allows the character to move through Faction Wards with 10 seconds of roleplay action (see Players Handbook & Game Rules Version 3 for more information on crossing Faction Wards). This skill will not allow a character to cross a raised ritual circle seal.

Shield Mastery

Requirements to use: Shield Use CS.

A character with this skill can use a shield to parry weapon blows inflicting Normal or Enchanted Crush without damaging the shield or the character.

Sigil Spell Reduction (1) #

Requirements to use: Lammie or Loresheet.

The character has Spell Reduction (1) when creating sigils. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Sleepless Chanting

The character is immune to any sleep effect while casting a Chant effect.

Source of Life

Requirements to use: Healing CS and High Magic OS.

This skill replaces the Advanced Healing OS and a character with this skill has Spell Reduction (3) for the spell Total Heal.

Source of Unlife

Requirements to use: High Magic and Corruptor OS and Healing CS.

This skill replaces the Repair Unliving (Advanced) OS. After Chanting for 10 seconds whilst touching the target, a character with this OS can restore all locations on a single Unliving target to full body hits (LHV). It costs 2 spell cards to use this ability.

Spell Tempering

This skill allows the character to make a spell tempered item at each LT Main Event with tools that can be obtained and used in the relevant Guild area. The character must gain permission from the Guild to use their facilities.

Strikedown Shot

Requirements to use: Projectile Weapon Use CS and Bow Competency.

This skill allows a character to choose to strike for the Strikedown effect with amunition from a projectile weapon. This cannot be used with a skill, lammie or loresheet that would modify the damage effect and will replace the normal Through call of an arrow or bolt.

Strike for Enchanted #

Requirements to use: Lammie or Loresheet.

This skill allows a character to choose to strike for Enchanted with any melee weapon in their primary hand or a large melee weapon held in both hands, unless the weapon is Silver or already does a damage type other than Normal. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Surgeon

Requirements to use: Physician CS.

A character with Surgeon is able to repair extreme damage done to a character with a Living pattern such as scars, broken bones and lost limbs. To use this skill the Surgeon must inflict a mortal wound (subject to the ritual of peace) on the damaged location using a small weapon and spend a total of 1 minute of roleplay action. After this minute a referee or marshal will inform if the extreme damage has been repaired but the location will still be suffering from the mortal wound.

Theology

Requirements to use: Incantation CS.

The character may cast spells from the Theology list to the same level as they have the CS Incantation. If they also have the CS Ritual Magic at any level they gain a bonus when summoning Ancestral creatures.

Chapter Two: Skill Lists

The lists below show OS that are offered by each Guild and OS that are generic and belong to no particular Guild.

Any OS that do not appear on the lists below are for special creatures and the methods to purchase them are detailed on the creature's loresheets.

A character with a specialised casting ability (i.e. Shadow Magic), may still purchase OS from the Mages or Incantors list as normal.

A character may not have both Dark Incantation and Light Incantation OS or both Enchanting and Shadow Magic OS at the same time.

Key:

Pre-requisite OS marked in **bold** in the pre-requisite column are replaced when the new skill is purchased.

@ marked skills are restricted and require an IC pre-requisite to purchase, for example they might require an IC tutor.

KNOWLEDGE GUILDS (ALCHEMISTS, BARDS, SCOUTS)

Skill Name	Tier	OSP Cost	Prerequisite to learn
General Knowledge <X>	1	10	
Newsmonger	2	20	**General Knowledge <X>**
Improved Research Ability	4	40	Newsmonger
Far Travelled @	5	50	Improved Research Ability

ALCHEMISTS

Skill Name	Tier	OSP Cost	Prerequisite to learn
Create Poison 1	2	20	Poison Lore
Create Poison 2	3	30	**Create Poison 1** & Poison Lore
Create Poison 3	4	40	**Create Poison 2** & Poison Lore
Create Magical Poison @	5	50	**Create Poison 3** & Poison Lore
Create Potion 1	2	20	Potion Lore
Create Potion 2	3	30	**Create Potion 1** & Potion Lore
Create Potion 3	4	40	**Create Potion 2** & Potion Lore
Create Magical Potion @	5	50	**Create Potion 3** & Potion Lore
Create Reagents	1	10	
Create Reagents (Improved)	2	20	**Create Reagents**
Increased Alchemical Production @	5	50	**Create Reagents (Improved)**
Create Antidotes	1	10	
Herb Lore	1	10	
Forensic Analysis	3	30	
Immune to Lethal Alchemical Poisons	4	40	

BARDS

Skill Name	Tier	OSP Cost	Prerequisite to learn
Detect and Remove Beguile	2	20	
Immune to Charms	3	30	Detect and Remove Beguile
Cast Mass Charms	4	40	**Immune to Charms**
Beguile @	5	50	Cast Mass Charms & **Detect and Remove Beguile**
Immune to Fear	1	10	
Immune to Mute	2	20	Immune to Fear
Rally @	4	40	Immune to Mute & **Immune to Fear**
Immune to Mind Effects @	5	50	Rally
Sleepless Chanting	2	20	
Unending Voice	3	30	**Sleepless Chanting**
Translate Named Script <X>	1	10	
Written Forgery	4	40	Translate Named Script <X> & Recognise Forgery
Forgery @	5	50	**Written Forgery** & Recognise Forgery
Herb Lore	1	10	
Immune to Distract & Confusion	3	30	

SCOUTS

Skill Name	Tier	OSP Cost	Prerequisite to learn
Immune to Fumble	1	10	
Through from Behind	2	20	Immune to Fumble
Through @	4	40	**Through from Behind**
Through Thrown @	5	50	**Through**
Immune to Repel	2	20	
Immune to Repel and Strikedown	3	30	**Immune to Repel**
Immune to Immobilisation @	5	50	Immune to Repel and Strikedown
Translate Named Script <X>	1	10	
Written Forgery	4	40	Translate Named Script <X> & Recognise Forgery
Forgery @	5	50	**Written Forgery &** Recognise Forgery
Tracking	1	10	
Conceal Item	2	20	
Locate	2	20	
Traverse Faction Wards	3	30	
Trap Lore	3	30	
Oiled Weapons	3	30	Immune to Fumble
Master Poisoner	4	40	

Ritual Magic (Improved)

Requirements to use: Ritual Magic CS.

This skill replaces the Rite Master OS. The character may add 1 to the power of any ritual they perform.The character may also use spell cards donated from other characters towards the spell card cost of any rite that involves both the rite master and the donating character. This donation must be OOC.

Sage <X>

This skill will replace the Scholar <X> OS (where <X> is the same subject) and gives a character a greater understanding of one field or area. Characters with this skill may submit one additional research request per year relevant to their chosen Sage topic at one of the LT Main Events and will receive comprehensive answers. Suggestions for appropriate topics can be obtained from Game Control. Please remember that compiling the information required takes time and that the amount of information received may vary, depending on the subject chosen. This skill may only be purchased once and to attempt to learn it you must submit a research request.

Scholar <X>

This skill gives a character knowledge of a single field or topic of study, <X>. Characters with this skill may submit research requests on their chosen topic at the LT Main Events and will receive detailed answers. Suggestions for available Scholar topics can be obtained from Game Control. Please remember that compiling the information required takes time and that the amount of information received may vary, depending on the subject chosen.

Scribe Scroll

Requirements to use: Spellcasting, Incantation or Healing CS.

At each LT Main Event the character may produce two Scrolls at each Moot, three at the Great Erdrejan Fayre or Gathering, for each level of casting they have in each pre requisite CS. The character must be in the relevant Guild's area to use this skill and purchase the materials needed. The player may create their own Scroll phys-rep or obtain a standard scroll phys-rep from the relevant Guild. Standards to which the Scroll phys-rep must conform can be obtained from either the Guilds or Game Control but the wording on the Scroll must contain the vocals of the spell effect. E.g. Spellcasting 2 and Incantation 1 allow the production of two level 1 Incantation Scrolls, two level 1 Spellcasting Scrolls and two level 2 Spellcasting Scrolls at the Moots. The intrinsic cost for the materials will vary from time to time and can be obtained from the relevant Guild.

Self Cure #

Requirements to use: Lammie or Loresheet.

The character may cast Cure Wound as an innate effect using one of their own spell cards even if not normally able to cast this effect. This Innate Cure has a range of Self and is subject to the normal casting rules regarding armour and concentration. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Shadow Magic

Requirements to use: Spellcasting CS.

The character gains the ability to cast spells from the Shadow Magic list, instead of the normal Spellcasting list.

Shield Dismiss Level

If a Discern <X> of the correct type is used on the character then they may respond "<X>, Discern S hielded". If the discerning character spends a further 10 seconds discerning then a referee or marshal will privately obtain the dismiss level and pass it to the discerning character.

as the caster continues to chant vocals including the phrase “rally to me” this effect will make all characters, within 10ft (~3m) of the caster Immune to Fear effects.

Repair Destroyed Items

This skill allows the character to repair items destroyed by the Shatter or Crush effect. This takes 30 seconds of concentration. This has no effect on armour.

Repair Enchanted Items

This skill allows the character to repair enchanted weapons or items. This repair takes a minimum of 1 minute. Enchanted weapons can only be damaged if indicated by a lammie, loresheet or by a referee or marshal.

Repair Unliving (Advanced)

Requirements to use: Corruption OS

This skill replaces the Revitalise Unliving OS and allows a character to extend a Chant of Repair Unliving to every location on a single character, for no additional spell cards. The repair is location by location, not simultanious and the repairer may choose what damage to repair first. Contact with any part of the target is sufficient and the spell functions in all other ways as normal.

Revitalise Unliving

Requirements to use: Corruption OS.

This skill allows a character to extend a Chant of Repair Unliving to every location on a single character, for no additional spell cards. The repair is location by location, not simultanious and the repairer may choose what damage to repair first. Contact with any part of the target is sufficient but the Chant of Repair Unliving cannot heal any location with a mortal wound, these must be repaired seperately. The spell functions in all other ways as normal.

Revive

Requirements to use: Healing CS.

This skill allows a character to extend a Chant of Heal Wounds to every location on a single character, for no additional spell cards. The healing is location by location, not simultanious and the healer may choose what damage to heal first. Contact with any part of the target is sufficient but the Chant of Heal Wounds cannot heal any location with a mortal wound, these must be healed seperately. The spell functions in all other ways as normal.

Rite Master

Requirements to use: Ritual Magic CS.

This skills allows a character to use spell cards donated from other characters towards the spell card cost of any rite that involves both the rite master and the donating character. This donation must be OOC.

Ritualist (Expert)

Requirements to use: Ritual Magic CS.

This skill replaces the Ritual Magic (Improved) OS. The character may add 3 to the power of any ritual they perform. The character may also use spell cards donated from other characters towards the spell card cost of any rite that involves both the rite master and the donating character. This donation must be OOC.

Ritualist (Master)

Requirements to use: Ritual Magic CS.

This skill replaces the Ritualist (Expert) OS and the character may add a total of 5 to the power of any ritual they perform. The character may also use spell cards donated from other characters towards the spell card cost of any rite that involves both the rite master and the donating character. This donation must be OOC.

Magic Guilds (Healers, Incantors, Mages)

Skill Name	Tier	OSP Cost	Prerequisite to learn
+ 4 Spell Cards	1	10	
+ 8 Spell Cards	2	20	**+ 4 Spell Cards**
+ 12 Spell Cards	4	40	**+ 8 Spell Cards**
+ 16 Spell Cards @	5	50	**+ 12 Spell Cards**

Healers

Skill Name	Tier	OSP Cost	Prerequisite to learn
Revive	1	10	
Advanced Healing	2	20	**Revive**
Mind Healing	4	40	Advanced Healing
Source of Life @	5	50	Mind Healing & **Advanced Healing**
Surgeon	2	20	
Expert Physician	4	40	**Surgeon**
Discern Pattern Type	1	10	
Advanced Pattern Scan	4	40	**Discern Pattern Type**
Heal Alien or Aberrant Pattern	3	30	
Heal Magical Pattern @	5	50	**Heal Alien or Aberrant Pattern**
Immune to Disease	3	30	
Guarded Channelling @	5	50	Immune to Disease
Herb Lore	1	10	
Scribe Scroll	2	20	
Discern Elemental Being	3	30	

Incantors

Skill Name	Tier	OSP Cost	Prerequisite to learn
Wedge Mastery	1	10	
Dismiss / Control + 4	2	20	**Wedge Mastery**
Wedge Mastery (Improved)	4	40	**Dismiss / Control + 4**
Dismiss / Control + 8 @	5	50	**Wedge Mastery (Improved)**
Last Rites	1	10	
Last Rites (Improved)	4	40	**Last Rites**
Cast Additional Incantation @	5	50	Last Rites (Improved)
Transcend Armour	2	20	
Champion	4	40	**Transcend Armour**
Dedicated Follower	3	30	
Damage Reduction (Fatal) @	5	50	Dedicated Follower
Immune to Fear	1	10	
Scribe Scroll	2	20	
Discern Ancestral Being	3	30	
Discern Unliving	3	30	
Cast High Countermagic	3	30	

MAGES

Skill Name	Tier	OSP Cost	Prerequisite to learn
Rite Master	1	10	
Ritual Magic (Improved)	3	30	**Rite Master**
Ritualist (Expert)	4	40	**Ritual Magic (Improved)**
Ritualist (Master) @	5	50	**Ritualist (Expert)**
Identify	2	20	
Diagnose Powers @	5	50	**Identify**
Cast High Countermagic	3	30	
Master Countermagic	4	40	**Cast High Countermagic** or High Magic <X>
Cast Additional Magecraft @	5	50	Master Countermagic
Transcend Armour	2	20	
Champion	4	40	**Transcend Armour**
Contribute to 2nd Ritual	1	10	
Perform Transport Rite	1	10	
Scribe Scroll	2	20	
Discern Daemonic Being	3	30	

MARTIAL GUILDS (ARCHERS, ARMOURERS, MILITIA)

Skill Name	Tier	OSP Cost	Prerequisite to learn
Quick Armour Repair	1	10	
Armour Mastery	2	20	
Armour Mastery (Advanced)	4	40	**Armour Mastery**
Armour Mastery (Expert) @	5	50	**Armour Mastery (Advanced)**

ARCHERS

Skill Name	Tier	OSP Cost	Prerequisite to learn
Immune to Fumble	1	10	
Immune to Fumble and Shatter	3	30	**Immune to Fumble**
Strikedown Shot	4	40	Immune to Fumble and Shatter
Halt Shot @	5	50	**Strikedown Shot**
Tracking	1	10	
Discern Race	2	20	Tracking
Discern Race and Pattern	4	40	**Discern Race**
Immune to Distract and Confusion	3	30	
Immune to Sleep	4	40	Immune to Distract and Confusion
Bowyer (Apprentice)	2	20	
Bowyer (Artisan) @	5	50	**Bowyer (Apprentice)**
Hand of Nature	2	20	
Oiled Arrows	3	30	Immune to Fumble
Trap Lore	3	30	
Enchant Projectile Weapon @	5	50	

This skill replaces the Mortician OS and enables a character with the Physician CS to use it on Corporeal Unliving characters. A character with Mortician (Expert) is also able to repair extreme damage done to a Corporeal Unliving such as scars, broken bones and lost limbs. To repair extreme damage the Mortician (Expert) must inflict a mortal wound on the damaged location using a small weapon and spend a total of 1 minute of roleplay action. After this minute a referee or marshal will inform if the extreme damage has been repaired but the location will still be suffering from the mortal wound.

Necromancy

Requirements to use: Corruption, Shadow Magic or Dark Incantation OS.

The character may cast spells from the Necromancy list to the highest level that they can cast in any of the prerequisite spell lists. If they also have the Ritual Magic CS at any level they gain a bonus when summoning Unliving.

Newsmonger

This skill replaces all the General Knowledge <X> OS. A character with this skill may request all the general knowledge information sheets from Game Control. This information may contain falsehoods. New information will be available at the Great Erdrejan Fayre and the Gathering. Additional information may be available at Sanctioned Events at the organiser's discretion and they will advertise this in the event literature.

Oiled Arrows

Requirements to use: Projectile Use CS and Bow Competancy.

A character with this skill may apply weapon oils to an arrow or bolt and fire it from a projectile weapon without the Poison Lore CS. This cannot be used with a skill, lammie or loresheet that would modify the damage effect or with a projectile weapon that does not fire arrows or bolts. It will not grant access to the Poison Loresheet. Requires concentration to use as per the Poison Lore CS and a Referee will also be required. If this skill is used with any poison other than a weapon oil it will affect the character when they attempt to apply it.

Oiled Weapons

A character with this skill may apply weapon oils to and use an oiled melee weapon without the Poison Lore CS. This cannot be used with a skill, lammie or loresheet that would modify the damage effect and it will not grant access to the Poison Loresheet. Requires concentration to use as per the Poison Lore CS and a Referee will also be required. If this skill is used with any poison other than a weapon oil it will affect the character when they attempt to apply it.

Paladin <X> #

This skill will replace a lower level of the Paladin <X> OS. The character will gain the Paladin loresheet and may buy OS listed there up to the stated Tier. To gain this skill a character must fulfill the IC requirements listed on the Paladin loresheet. To find out these requirements if not already a Paladin, track down a Paladin IC and talk to them.

Perform Transport Rite

Requirements to use: Spellcasting, Incantation or Healing CS.

This allows the person to perform a transport rite without having the ritual magic CS. This does not allow a character to perform any other rite.

Quick Armour Repair

Requirements to use: Any Armour use CS.

This skill allows the character to restore the AV of damaged armour in half the normal time.

Rally

This skill replaces the Immune to Fear OS and the character is Immune to the Fear Effect. For as long

Magic Resistance
This skill replaces Immune to Through. This grants the character Damage Reduction (Harm & Magebolt). The character will take only a single point of Enchanted damage that will ignore armour from either Magebolt or Harm. This skill also grants immunity to the Through effect.

Mass Blast Wedge
Requirements to use: Lammie or Loresheet and Global Blast Wedge OS.
The character may enter a wedge with other Warlocks, and the head of the wedge may use 4 spell cards from the wedge to cast a Blast spell as a level 3 mass spell. Excess cards are wasted. This counts in all way as a mass spell and cannot be countered. The head of the wedge must have this OS, all members must be able to cast Blast and the wedge must be at least two characters. The vocals for the spell are "By the High power of magic I strike all around me Mass Blast <location>." This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Master <X>
This skill replaces the Journeyman OS (where <X> is the same). This skill allows the character to gain extra income and represents the character's profession, <X>. The player can collect an extra 8 Stell from Game Control once per Gathering if paid on the gate or, if pre-booked, it will be included in the return pack.

Master Countermagic
Requirements to use: Spellcasting or Incantation CS.
This skill replaces the Cast High Countermagic OS. They may cast the High Countermagic spell and have Spell Reduction (1) for the effects Iron Will and High Countermagic.

Master Poisoner
Requirements to use: Poison Lore CS.
The character may place a venom poison or weapon oil upon an object or area not exceeding 1 foot by 1 foot (approx 30 cm) in size. The first person to touch this object or area will be affected by the oil or venom in all ways as if struck by a weapon. This requires the presence of a referee or marshal and they will determine a reasonable amount of time that the poison will linger on the surface, not to exceed 30 mins, when the poison will be spoiled. Additionally the venom or weapon oil may be directly applied to an immobilised or unconscious character by concentrating for 10 seconds with the primary hand held 2" (~5 cm) from the target area.

Mighty Blow
Requirements to use: Large Melee Weapon Use CS.
This skill allows a character to strike for the Strikedown effect with a large melee weapon held in two hands. They are also immune to the effects Repel and Strikedown.

Mind Healing
Requirements to use: Healing CS.
This skill gives a character the ability to detect and remove all Mind effects. To detect if an individual is under the influence of any Mind effect, the character must engage them in sensible conversation for at least 30 seconds, after which they may make the call "discern mind effect". To remove a discerned Mind effect, the character must continue the conversation for at least a further minute. At the end of this period the Mind effect is removed. Using this ability requires concentration.

Mortician
Requirements to use: Physician CS.
Enables a character with the Physician CS to use it onCorporeal Unliving characters.

Mortician (Expert)
Requirements to use: Physician CS.

ARMOURERS

Skill Name	Tier	OSP Cost	Prerequisite to learn
Armoursmith (Apprentice)	1	10	
Repair Enchanted Items	2	20	Armoursmith (Apprentice)
Armoursmith (Artisan)	4	40	**Armoursmith (Apprentice)**
Armoursmith (Master) @	5	50	**Armoursmith (Artisan)**
Weaponsmith (Apprentice)	1	10	
Repair Destroyed Items	2	20	Weaponsmith (Apprentice)
Weaponsmith (Artisan)	4	40	**Weaponsmith (Apprentice)**
Weaponsmith (Master) @	5	50	**Weaponsmith (Artisan)**
Immune to Repel	2	20	
Immune to Repel and Strikedown	3	30	**Immune to Repel**
Mighty Blow	4	40	**Immune to Repel and Strikedown**
Crushing Blow @	5	50	**Mighty Blow**
Additional Reforging	1	10	
Spell Tempering	3	30	Additional Reforging
Shield Mastery	3	30	

MILITIA

Skill Name	Tier	OSP Cost	Prerequisite to learn
Immune to Fumble	1	10	
Immune to Fumble and Shatter	3	30	**Immune to Fumble**
Immune to Through	4	40	Immune to Fumble and Shatter
Magic Resistance @	5	50	**Immune to Through**
Immune to Repel	2	20	
Immune to Repel and Strikedown	3	30	**Immune to Repel**
Mighty Blow	4	40	**Immune to Repel and Strikedown**
Crushing Blow @	5	50	**Mighty Blow**
Immune to Fear	1	10	
Immune to Mute	2	20	Immune to Fear
Rally @	4	40	Immune to Mute & **Immune to Fear**
Immune to Mind Effects @	5	50	Rally
Tracking	1	10	
Locate	2	20	
Shield Mastery	3	30	

GENERIC

Skill Name	Tier	OSP Cost	Prerequisite to learn
Apprentice <X>	1	10	
Journeyman <X>	2	20	Apprentice <X>
Master <X>	3	30	Journeyman <X>
Scholar <X>	2	20	
Sage <X> @	4	40	Scholar <X>
Tutor @	4	40	
<X> Oath Sworn @	1	10	
Activate <X> Item @	2	20	<X> Oath Sworn
<X> Command @	5	50	
Revitalise Unliving @	1	10	
Repair Unliving (Advanced) @	2	20	Revitalise Unliving @
Source of Unlife @	5	50	Repair Unliving (Advanced) @
Mortician @	2	20	
Mortician (Expert) @	4	40	Mortician @
Corruption @	1	10	
Dark Incantation @	1	10	
Daemonology @	1	10	
Elementalism @	1	10	
Enchanting @	1	10	
Light Incantation @	1	10	
Necromancy @	1	10	
Shadow Magic @	1	10	
Theology @	1	10	
Magical Armour Mastery	2	20	
Escape Bonds	3	30	
Shield Dismiss Level @	3	30	
Fearsome Aspect @	4	40	
+1 LHV @	5	50	
High Magic <X> @	5	50	

Increased Alchemical Production

Requirements to use: Potion Lore or Poison Lore CS.

This skill replaces the Create Reagents (Improved) OS. The character may create two alchemical reagents at each LT Main Event and produce one additional potion or poison of a type they can already produce using ingredients that can be purchased and used in the relevant Guild. This cannot be used to create additional magical potions or poisons.

Journeyman <X>

This skill replaces the Apprentice <X> OS (where <X> is the same). This skill allows the character to gain extra income and represents the character's profession, <X>. The player can collect an extra 3 Stell from Game Control once per Gathering if paid on the gate or, if pre-booked, it will be included in the return pack.

Last Rites

Requirements to use: Incantation CS.

This skill allows a character to perform Lay to Rest or Rite of Dedication (if they have the relevant list) without needing the CS Ritual Magic at any level. This does not allow a character to perform any other rite.

Last Rites (Improved)

Requirements to use: Incantation CS.

This skill replaces the Last Rites OS and allows a character to perform Lay to Rest or Rite of Dedication (if they have the relevant list) without needing the CS Ritual Magic at any level. It also grants them Spell Reduction(1) on the effects Lay to Rest, Rite of Dedication and Speak With Ancestor. This does not allow a character to perform any other rite.

Level 2 Spell Reduction (1)

Requirements to use: Lammie or Loresheet.

The character has Spell Reduction (1) when casting level 2 spells. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it. This will not work with the Iron Will spell.

Light Incantation

Requirements to use: Incantation CS.

The character gains the ability to cast spells from the Light Incantation list, instead of the normal Incantation list.

Locate

With this skill a character can do a more thorough search of an individual using the searching rules. Any items concealed using the Conceal Item OS must be revealed to the person using the Locate skill in addition to the normal search.

Magebolt Wedge

Requirements to use: Lammie or Loresheet.

The character may enter a wedge with other Warlocks, and the head of the wedge may use 4 spell cards from the wedge to cast the Magebolt spell. Excess cards are wasted. The head of the wedge must have this OS, all members must be able to cast the Blast effect. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Magical Armour Mastery

Requirements to use: Any Armour Use CS.

The character may use the Armour Mastery, Armour Mastery (Advanced) or Armour Mastery (Expert) OS (if they possess them) with Magical Armour effects. See Chapter Two Section Four of the Players Handbook & Game Rules Version 3 for details on Magical Armour effects.

Immune to Distract and Confusion
This skill makes the character immune to the Confusion and Distract effects.

Immune to Fatal #
Requirements to use: Lammie or Loresheet
This skill makes the character immune to the Fatal effect. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Immune to Fear
This skill makes the character immune to the Fear effect.

Immune to Fumble
This skill makes the character immune to the Fumble effect.

Immune to Fumble and Shatter
This skill replaces the Immune to Fumble OS. The character and any item held are immune to the Fumble and Shatter effects.

Immune to Immobilisation
The character is immune to all Immobilisation effects. This does not work on the Petrification effect.

Immune to Lethal Alchemical Poisons
The character is immune to all Lethal Alchemical Poisons.

Immune to Mind Effects
The character is immune to all Mind effects.

Immune to Mute
The character is immune to the Mute effect.

Immune to Paralysis #
Requirements to use: Lammie or Loresheet.
The character is immune to the Paralysis effect.

Immune to Repel
The character is immune to the Repel effect.

Immune to Sleep
The character is immune to the Sleep effect.

Immune to Repel and Strikedown
This skill replaces the Immune to Repel OS. The character is immune to the Strikedown and Repel effects.

Immune to Through
The character and their armour are immune to the Though damage effect of weapons. This OS will not alter any other damage effect that ignores armour.

Improved Regeneration #
Requirements to use: Lammie or Loresheet.
The character's regeneration rate is improved by one step as shown in the following:

Slower than 10 mins -> 10 mins -> 5 mins -> 1 min -> 30 sec -> 10 sec.

Regeneration rate cannot be improved beyond 10 sec with this OS, and this OS can only purchased once. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Improved Research Ability
At an LT Main Event a character with this skill may obtain more in depth research results. Research request forms may be obtained from the relevant Guild or Game Control.

Chapter Three: Skill descriptions

Listed below are all the skills and a description of what each skill does.

All prerequisites to purchase a skill are listed in the lists in Chapter Two.

Any skill that is marked as requirement to use in order to use the OS must be retained to continue using the skill.

Skill descriptions marked with an # symbol are not listed in Chapter Two as they are skills only available via a lammie or loresheet.

+1 Base LHV #

Requirements to use: Lammie or Loresheet

The character's Base LHV is increased by one. This may not raise the character's total Base LHV beyond four. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

+1 LHV

Requirements to use: Body development 2 CS or Lammie or Loresheet

The character gains +1LHV, subject to the rule of double.

+2 LHV #

Requirements to use: Lammie or Loresheet

The character gains +2LHV, subject to the rule of double. Requires and replaces the +1 LHV OS. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

+4 Spell Cards

The character gains +4 spell cards per day, subject to the rule of double.

+8 Spell Cards

This skill replaces the +4 Spell Cards OS. The character gains +8 spell cards per day, subject to the rule of double.

+12 Spell Cards

This skill replaces the +8 Spell Cards OS. The character gains +12 spell cards per day, subject to the rule of double.

+16 Spell Cards

This skill replaces the +12 Spell Cards OS. The character gains +16 spell cards per day, subject to the rule of double.

<X> Command

This OS can be only be gained with permission from the relevant Faction or Guild and they may remove it at any time. The character can activate items for the Faction or Guild <X>. It allows the character to teach another character any OS that they currently possess on their character card, except the Tutor OS. They may teach a maximum of two skills in each calendar year and each skill may be up to and including Tier 4. Skills marked with an @ may only be taught if the pupil has fulfilled any IC prerequisites needed to learn that skill. The character learning the skill must still possess any prerequisites needed to learn the new skill (see Chapter One for more details on tutoring). The character is immune to all Lethal Alchemical Poisons.

<X> Oath Sworn
The character has sworn a binding oath to support the Faction or Guild <X>. This OS can be only be gained with permission from the relevant Faction or Guild and they may remove it at any time.

Activate <X> Item
The character can activate items for the Faction or Guild <X>. This OS can be only be gained with permission from the relevant Faction or Guild and they may remove it at any time.

Additonal Reforging
Once per event the character can reforge one piece of armour or weaponry, and improve it by one level. This OS can only be used on items that the character has the OS to make and is subject to the normal restrictions on reforging.

Advanced Healing
Requirements to use: Healing CS
This skill replaces the Revive OS and allows a character to extend a Chant of Heal Wound to affect every location on a single character, without requiring extra spell cards. The healing is location by location, not simultanious and the healer may choose what damage to heal first. Contact with any part of the target is sufficient and the spell functions in all other ways as normal.

Advanced Pattern Scan
Requirements to use: Healing CS
This skill replaces the Discern Pattern Type OS. The character may place a hand within 2 inches (~5 centimeters) of a target and concentrate for 10 seconds to discern their pattern type (Living, Unliving, or Magical), if they are an Alien or Abberant pattern and if they are under the effects of a possession. They will not be able to detect the rank of the possession. If a referee or marshal is present they may add additional information.

Apprentice <X>
This skill allows the character to gain extra income and represents the character's profession, <X>. The player can collect an extra 1 Stell from Game Control once per Gathering if paid on the gate or, if pre-booked, it will be included in the return pack.

Armour Mastery
Requirements to use: Any Armour Use CS
This skill increases the AV of any armour worn by +1, subject to the rule of double.

Armour Mastery (Advanced)
Requirements to use: Any Armour Use CS
This skill replaces the Armour Mastery OS and increases the AV of any armour worn by +2, subject to the rule of double.

Armour Mastery (Expert)
Requirements to use: Any Armour Use CS
This skill replaces the Armour Mastery (Advanced) OS. This increases the AV of any armour worn by +2, subject to the rule of double and the character and any armour worn are immune to the Crush effect. This skill does not stop Crush from destroying a shield.

Armoursmith (Apprentice)
This skill allows the character to make a level 1 suit of armour at each LT Main Event with tools thatcan be obtained and used in the relevant Guild area. The character must gain permission from the Guild to use their facilities. Instead of making a new suit they may reforge an existing suit and improve it by one level, subject to the normal restrictions on reforging.

This additional Subdue effect functions in the same way as the Ritual of Peace when determining any effect clashes. E.g. Harm is Enchanted, but breaches the RoP so is unaffected by Harden Body's Subdual effect. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Heal Alien or Aberrant Pattern
Requirements to use: Healing CS.
A character with this skill may use any of their Cure (in the Cure Catagory) effects on individuals with Alien or Aberrant life patterns. This skill does not grant any additional ability to heal Unliving or Magical Patterns.

Heal Magical Pattern
Requirements to use: Healing CS.
This skill replaces the Heal Alien or Aberrant Pattern OS. A character with this skill may use any or their Cure (in the Cure Category) effects on individuals with Alien, Aberrant or Magical Patterns. This skill does not work on Unliving Patterns.

Herb Lore
This skill allows the character to use healing herbs. Characters with this skill can collect up to 5 'Herb Lore' cards per event, dependant on the local environment, from the relevant Guild at LT Main Events. These cards will have the type of damage they can cure written on them. Herbs will duplicate the effects of Cure Wound, Remove Disease or Purge Poison. They take 10 seconds to use and this does not require concentration. At Sanctioned Events cards may be given by the event organisers or characters may be able to collect them IC. The cards represent herbs IC and can be stolen or traded.

High Magic <X>
Requirements to use: Level 2 Spellcasting, Incantation or Healing CS.
The character gains access to the level 3 list of any list they can cast to level 2 within the collection of Magecraft, Incantation or Channelling as specified in <X>. This does not grant them any additional spell cards.

Identify
Requirements to use: Any Magic CS or Sense Magic CS.
A character with this skill can identify the precise powers and abilities of a Magecraft based item after a period of careful study. This skill requires the presence of a referee (preferably with a radio), who will inform the player how long the study will take. The period of study will generally be as long it takes the referee to procure the information and may in some cases take until the next LT Main Event. When the identification is complete the player may see the powers card for the item, there may also be additional information at the referees discretion. If the item is not Magecraft based then this is all the character will be able to determine.

Immune to Charms
This skill makes the character immune to all charm effects. Charms are a sub group of Mind effects and include Befriend, Beguile, Distract and Enthral.

Immune to Disease
Requirements to use: Healing CS.
This skill makes the character immune to the Disease effect.

Immune to Disease and Decay
Requirements to use: Lammie or Loresheet
This skill makes the character immune to the Disease and Decay effects. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

level 3 mass spell and cannot be countered. The vocals are "innate mass fear". Mass Fear may not be used on large groups or in mass combat without consulting a Referee or Marshal. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Forensic Analysis

With this skill, the character may examine a dead body and detect if they were under the influence of a poison or potion when they died. If a referee or marshal is present they may also receive other information about what killed the character and for how long they have been dead. Any other information is purely at the discretion of the referee or marshal present.

Forgery

This skill replaces the Written Forgery OS. A character with this skill is able to create forged items (excluding weapons). The character must be in the relevant Guild to use this skill and may create a single forged item per LT Main Event.

General Knowledge <X>

A character with this skill may request a general knowledge information sheet from Game Control detailing IC news about the game world. This information may contain falsehoods. New information sheets will be available at the Great Erdrejan Fayre and the Gathering. Additional information may be available at Sanctioned Events at the organiser's discretion and they will advertise this is the event literature.The General Knowledge skills available are: Guildsman, Merchant, Rumour Monger, Storyteller, Wanderer and War Scout.

Global Blast Wedge

Requirements to use: Lammie or Loresheet

Requires the Magebolt Wedge OS and applicable lammie or loresheet. The character may enter a wedge with other Warlocks, and the head of the wedge may use 4 spell cards from the wedge to cast a Blast spell as a Global effect. Excess cards are wasted. This counts as a level 3 ranged spell. The head of the wedge must have this OS, all members must be able to cast Blast and the wedge must be at least two characters. The vocals for the spell are "By the High power of magic 'I strike you Global Blast."

Guarded Channelling

Requirements to use: Healing CS.

A Channeler with this skill may add to any non-instant Cure (in the Cure Category) spell the vocal "I claim an aura of defence". They will then be under an Aura of Defence while casting the non-instant Cure spell. The Aura of Defence effect will end as soon as the location(s) being cured are fully cured.

Halt Shot

Requirements to use: Projectile Weapon Use CS and Bow Competancy.

This skill replaces the Strikedown Shot OS and allows a character to choose to strike for the Halt or Strikedown effects with amunition from a projectile weapon. This cannot be used with a skill, lammie or loresheet that would modify the damage effect and will replace the normal Through call of an arrow or bolt.

Hand of Nature

Requirements to use: Bind Wounds or Physician CS.

This skill allows a character to use naturally occurring materials instead of bandages to use the CS Bind Wounds or physician. Please do not damage the surrounding area in order to get materials to use with this skill.

Harden Body

Requirements to use: Lammie or Loresheet.

This skill requires and replaces the Toughen Body OS. Any Normal or Enchanted damage type taken by the character has the damage effect Subdue, in addition to any other damage effects it might have.

Armoursmith (Artisan)

This skill replaces the Armoursmith (Apprentice) OS and allows the character to make a level 1 and a level 2 suit of armour at each LT Main Event with tools that can be obtained and used in the relevant Guild area. The character must gain permission from the Guild to use their facilities. Instead of making a new suit they may reforge an existing suit and improve it by one level, subject to the normal restrictions on reforging.

Armoursmith (Master)

This skill replaces the Armoursmith (Artisan) OS and allows the character to make a level 1, a level 2 and a level 3 suit of armour at each LT Main Event with tools that can be obtained and used in the relevant Guild area. The character must gain permission from the Guild to use their facilities. Instead of making a new suit they may reforge an existing suit and improve it by one level, subject to the normal restrictions on reforging.

Beast-form Casting

Requirements to use: Lammie or Loresheet

Requires and replaces the Beast-form Skill Use OS. This skill allows the character to be fully intelligent in beast-form, and they may speak, use OS and cast spells. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Beast-form Changes +2

Requirements to use: Lammie or Loresheet

The character may change into beast-form two extra times a day. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Beast-form Intelligence

Requirements to use: Lammie or Loresheet

This skill allows the character to speak while in beast form. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Beast-form Skill Use

Requirements to use: Lammie or Loresheet

Requires and replaces the Beast-form Intelligence OS. This skill allows the character to be fully intelligent in beast-form, and they may speak and use OS, but not cast spells. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Beguile

This skill replaces the Detect and Remove Beguile OS. The character has the ability to detect and remove the Beguile effect. To detect if an individual is under the influence of a Beguile, the character must engage them in meaningful conversation for at least 30 seconds, after which they may make the call "detect beguile". To remove a Beguile it must be detected as above, the character must then continue the conversation for at least a further minute. At the end of this period all effects of the Beguile are removed. This ability requires concentration. The character also may use 4 spell cards to create an innate Beguile effect after 5 minutes of meaningful two-way conversation with their intended target. This effect cannot be countered and the OOC call is "innate beguile".

Beguile <X>

Requirements to use: Lammie or Loresheet

Each level of this skill requires and replaces the previous level. Once a day per level of the OS (Item Power Cards req), the character may create the Beguile effect after 5 minutes of meaningful two-way conversation with their intended target. This effect cannot be countered and the OOC call is "innate beguile". This skill can only be used or purchased if the character has an applicable lammie or

loresheet that allows it.

Bowyer (Apprentice)

This skill allows the character to make a level 1 projectile weapon at each LT Main Event with tools that can be obtained and used in the relevant Guild area. The character must gain permission from the Guild to use their facilities. Instead of making a new weapon they may rework an existing weapon and improve it by one level, subject to the normal restrictions on reworking.

Bowyer (Artisan)

This skill replaces the Bowyer (Apprentice) OS and allows the character to make a level 1 and a level 2 projectile weapon at each LT Main Event with tools that can be obtained and used in the relevant Guild area. The character must gain permission from the Guild to use their facilities. Instead of making a new weapon they may rework an existing weapon and improve it by one level, subject to the normal restrictions on reworking.

Cast Additional Incantation

Requirements to use: Light Incantation or Dark Incantation OS

The character can cast spells from the standard Incantation list as well as their converted spell list.

Cast Additional Magecraft

Requirements to use: Enchanting or Shadow Magic OS

The character can cast spells from the standard Spellcasting list as well as their converted spell list.

Cast High Countermagic

Requirements to use: Spellcasting or Incantation CS

With this skill a character may tear 4 spell cards and cast a High Countermagic spell.

Cast Mass Charms

This skill replaces the Immune to Charms OS. The character is immune to all charm effects. Charms are a sub group of Mind effects and include Befriend, Beguile, Distract and Enthral.

The character may also change the effects Befriend, Enthral or Distract into mass effects, if they are capable of casting them. This requires them to tear a total of 4 spell cards to cast as a level 3 spell effect. The enhanced spell counts in all ways as a mass spell and therefore cannot be countered. The vocals for the spell are "By the High power of True Song I mass Befriend/Enthral/Distract you all."

Champion

Requirements to use: Any Armour use CS.

This skill replaces the Transcend Armour OS and allows the character to cast ranged and mass spells in any level of armour.

Conceal Item

With this skill a character can conceal a single item about their person. The item must be fully hidden in the character's clothing or kit to count as concealed. This item cannot then be found by searching unless the Locate OS is used. This item cannot be larger than a small melee weapon.

Contribute to 2nd Ritual

Requirements to use: Contribute to Ritual CS

This skill allows the character to contribute to a second ritual each day.

Corruption

Requirements to use: Healing CS

The character gains the ability to cast spells from the Corruption list, instead of the Healing list.

Create Antidotes

Requirements to use: Poison Lore or Potion Lore CS.

This skill allows the character to make a single antidote or protection potion at each LT Main Event

The character's claws strike for Enchanted damage. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Enchanted Strikedown Claws

Requirements to use: Lammie or Loresheet and Claw Competency.

The character's claws strike for Enchanted Strikedown. Requires and replaces the Enchanted Claws OS. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Enchanting

Requirements to use: Spellcasting CS.

The character gains the ability to cast spells from the Enchanting lists, instead of the Spellcasting lists.

Enchant Projectile Weapon

Requirements to use: Projectile Weapon Use CS and Bow Competency.

The character may use any magical enchantment spell that they would normally be able to cast, with a projectile weapon instead of a melee weapon. Any amunition shot from the weapon will strike for the effect stated in the spell. Where the spell states the first successful blow this will be the first shot, even if this does not strike a target. Any damage effect generated will replace the normal Through effect of an arrow or bolt.

Escape Bonds

This skill allows the character to escape from any IC bonds or restraints. This takes 1 minute of concentration and the character must not be Immobilised. This skill does not allow a character to escape from a locked room or other such prisons. In the interests of OOC safety, IC bonds or restraints must be role-played and not actually applied.

Expert Physician

Requirements to use: Physician CS.

This skill replaces the Surgeon OS and reduces the time required for each Physician activity to 30 seconds rather than 1 minute. The character is also able to repair extreme damage done to a character with a Living pattern such as scars, broken bones and lost limbs. To repair extreme damage the Surgeon must inflict a mortal wound (subject to the ritual of peace) on the damaged location using a small weapon and spend a total of 1 minute of roleplay action. After this minute a referee or marshal will inform if the extreme damage has been repaired but the location will still be suffering from the mortal wound.

Far Travelled

A character with this skill may request information on any IC subject at an LT Main Event. A response is gained overnight and not more than one request can be made each day (which may be collected from Game Control the following morning). Forms for this may be collected from Game Control or the relevant Guild. At Sanctioned Events they may request information from the event organiser on subjects specific to the event. The quality of the information will be at the discretion of the head of plot or event organiser.

Fearsome Aspect

The character may create an innate Mass Fear effect using 4 of their own spell cards. This counts in all way as a level 3 mass spell and cannot be countered. The vocals are "innate mass fear". Mass Fear may not be used on large groups or in mass combat without consulting a Referee or Marshal.

Fearsome Aspect <X>

Requirements to use: Lammie or Loresheet.

Each level of this skill requires and replaces the previous level. The character may create an innate Mass Fear effect once a day per level of the OS (Item Power Cards req). This counts in all way as a

Discern Pattern Type
Requirements to use: Healing CS.
This skill gives a character the ability to determine the type of the target's pattern (Living, Unliving, or Magical). This requires the character to place their hand within 2" (~5 cm) of the character for 10 seconds and make the call "discern pattern type".

Discern Race
After 10 seconds concentration on a single target within 30 feet (~9 meters), the character may make the call "discern race" or ask a referee or marshal to enquire from the target. Discern Race will give the race on the target's character card.

Discern Race and Pattern
This skill replaces the Discern Race OS. After 10 seconds concentration on a single target within 30 feet (~9 meters), the character may make the call "discern race and pattern" or ask a referee or marshal to enquire from the target. The discern will give the race on the target's character card and if their pattern state is Living, Unliving or Magical.

Discern Unliving
A character with this skill may, after 10 seconds of concentration on a single target within 30 feet (~9 meters), make the call "discern level of Unliving being or possession" or ask a referee or marshal to enquire from the target. If the target examined is an Unliving being or has an Unliving possession they should tell the discerner the dismiss level. Some Unliving creatures may be shielded from this effect, see Shield Dismiss Level OS.

Dismiss Rank +5
Requirements to use: Lammie or Loresheet.
The character gains +5 to their dismiss rank. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Dismiss Rank +10
Requirements to use: Lammie or Loresheet.
The character gains +10 to their dismiss rank. This skill will replace the Dismiss Rank +5 OS. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Dismiss/Control +4
This skill will replace the Wedge Mastery OS and allow the character to add up to 4 to the power of any dismiss or control they cast in addition to any spell cards they use, including casting as part of a wedge. Note; if the character is part of a wedge then they must contribute at least one spell card and there must be at least two characters in the wedge to be able to use this effect.

Dismiss/Control +8
This skill will replace the Wedge Mastery (Improved) OS and allow the character to add up to 8 to the power of any dismiss or control they cast in addition to any spell cards they use, including casting as part of a wedge. Note; if the character is part of a wedge then they must contribute at least one spell card and there must be at least two characters in the wedge to be able to use this effect.

Elementalism
Requirements to use: Healing CS, Light Incantation or Enchanting OS.
The character may cast spells from the Elementalism list to the highest level that they can cast in any of the prerequisite spell lists. If they also have the CS Ritual Magic at any level they gain a bonus when summoning elementals.

Enchanted Claws
Requirements to use: Lammie or Loresheet and Claw Competency.

with ingredients that can be obtained and used in the relevant Guild. The character must gain permission from the Guild to use their facilities. Instead of making a new antidote or protection potion they may distill an exisiting antidote it to improve it by one level, subject to the normal restrictions on distilling.

Create Magical Poison
Requirements to use: Poison Lore CS.
This skill replaces the Create Poison 3 OS and allows the character to make a level 1, level 2 and a level 3 poison at each LT Main Event plus one magical poison a year with ingredients that can be obtained and used in the relevant Guild. The character must gain permission from the Guild to use their facilities. Instead of making a new poison they may distill an exisiting poison to improve it by one level, subject to the normal restrictions on distilling.

Create Magical Potion
Requirements to use: Potion Lore CS.
This skill replaces the Create Potion 3 OS and allows the character to make a level 1, level 2 and a level 3 potion at each LT Main Event plus one magical potion a year with ingredients that can be obtained and used in the relevant Guild. The character must gain permission from the Guild to use their facilities. Instead of making a new potion they may distill an exisiting potion to improve it by one level, subject to the normal restrictions on distilling.

Create Poison 1
Requirements to use: Poison Lore CS.
This skill allows the character to make a level 1 poison at each LT Main Event with ingredients that can be obtained and used in the relevant Guild. The character must gain permission from the relevant Guild to use their facilities. Instead of making a new poison they may distill an exisiting poison to improve it by one level, subject to the normal restrictions on distilling, subject to the normal restrictions on distilling.

Create Poison 2
Requirements to use: Poison Lore CS.
This skill replaces the Create Poison 1 OS and allows the character to make a level 1 and a level 2 poison at each LT Main Event with ingredients that can be obtained and used in the relevant Guild. The character must gain permission from the Guild to use their facilities. Instead of making a new poison they may distill an exisiting poison to improve it by one level, subject to the normal restrictions on distilling.

Create Poison 3
Requirements to use: Poison Lore CS.
This skill replaces the Create Poison 2 OS and allows the character to make a level 1, level 2 and a level 3 poison at each LT Main Event with ingredients that can be obtained and used in the relevant Guild. The character must gain permission from the Guild to use their facilities. Instead of making a new poison they may distill an exisiting poison to improve it by one level, subject to the normal restrictions on distilling.

Create Potion 1
Requirements to use: Potion Lore CS.
This skill allows the character to make a level 1 potion at each LT Main Event with ingredients that can be obtained and used in the relevant Guild. The character must gain permission from the Guild to use their facilities. Instead of making a new potion they may distill an exisiting potion to improve it by one level, subject to the normal restrictions on distilling.

Create Potion 2

Requirements to use: Potion Lore CS.

This skill replaces the Create Potion 1 OS and allows the character to make a level 1 and a level 2 potion at each LT Main Event with ingredients that can be obtained and used in the relevant Guild. The character must gain permission from the Guild to use their facilities. Instead of making a new potion they may distill an exisiting potion to improve it by one level, subject to the normal restrictions on distilling.

Create Potion 3

Requirements to use: Potion Lore CS.

This skill replaces the Create Potion 2 OS and allows the character to make a level 1, a level 2 and a level 3 potion at each LT Main Event with ingredients that can be obtained and used in the relevant Guild. The character must gain permission from the Guild to use their facilities. Instead of making a new potion they may distill an exisiting potion to improve it by one level, subject to the normal restrictions on distilling.

Create Reagents

Requirements to use: Potion Lore or Poison Lore CS.

This skill allows the character to create one alchemical reagent at each LT Main Event using ingredients that can be purchased from the relevant Guild. The character must be in the relevant Guild to use this skill.

Create Reagents (Improved)

Requirements to use: Potion Lore or Poison Lore CS.

This skill replaces the Create Reagents OS, and allows the character to create two alchemical reagents at each LT Main Event using ingredients that can be purchased from the relevant Guild. The character must be in the relevant Guild to use this skill.

Crushing Blow

Requirements to use: Large Melee Weapon use CS.

This skill replaces Mighty Blow. This skill allows a character to strike for the Crush or Strikedown effects with a well role-played blow with a large melee weapon held in two hands. The character is also immune to the Strikedown and Repel effects.

Daemonology

Requirements to use: Spellcasting CS.

The character may cast spells from the Daemonology list to the same level as they have the Spellcasting CS. If they also have the Ritual Magic CS at any level they will gain a bonus when summoning daemons.

Damage Reduction (All)

Requirements to use: Lammie or Loresheet

This grants the character Damage Reduction to all damage effects and replaces the Damage Reduction (Crush) OS. See the Players Handbook & Game Rules (Version 3) for more details on Damage Reduction. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Damage Reduction (Crush)

Requirements to use: Lammie or Loresheet

This grants the character Damage Reduction (Crush). Note; this OS does not grant any protection to any shield the character may be using or carrying. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Damage Reduction (Fatal)

This grants the character Damage Reduction (Fatal). Note; Fatal will still ignore armour and put the character into its grace period and no damage to the location can be cured until the Fatal effect is removed. However, the target location no longer automatically suffers a mortal wound but takes one point of artefact damage ignoring armour instead.

Dark Incantation

Requirements to use: Incantation CS.

The character gains the ability to cast spells from the Dark Incantation list, instead of the normal Incantation list.

Dedicated Follower

Requirements to use: Incantation CS.

The character is automatically affected by the Lay to Rest Incantation upon death. This means that Tier 1&2 corpse effects will not work on them e.g. the additional effects of Wasting will not apply after the character has died.

Detect and Remove Beguile

This skill gives a character the ability to detect and remove the Beguile effect. To detect if an individual is under the influence of a Beguile, the character must engage them in meaningful conversation for at least 30 seconds, after which they may make the call "detect beguile". To remove a Beguile it must be detected as above, the character must then continue the conversation for at least a further minute. At the end of this period all effects of the Beguile are removed. This ability requires concentration.

Diagnose Powers

Requirements to use: Any Magic CS or Sense Magic CS.

This skill replaces the Identify OS. A character with this skill can identify the precise powers and abilities of a magical item after a period of careful study. This skill requires the presence of a referee (preferably with a radio), who will inform the player how long the study will take. The period of study will generally be as long it takes the referee to procure the information and may in some cases take until the next LT Main Event. When complete the player may see the powers card for the item, there may also be additional information at the referee's discretion.

Discern Ancestral Being

A character with this skill can, after 10 seconds of concentration at a range of up to 30 feet (~9 meters), make the call "discern level of ancestral being or possession" or ask a referee or marshal to enquire from the target. If the target examined is an ancestral being or has an ancestral possession they should tell the discerner the dismiss level. Some Ancestral creatures may be shielded from this effect, see Shield Dismiss Level OS.

Discern Daemonic Being

A character with this skill can, after 10 seconds of concentration at a range of up to 30 feet (~9 meters), make the call "discern level of Daemonic being or possession" or ask a referee or marshal to enquire from the target. If the target examined is an Daemonic being or has a Daemonic possession they should tell the discerner the dismiss level. Some Daemonic creatures may be shielded from this effect , see Shield Dismiss Level OS.

Discern Elemental Being

A character with this skill can, after 10 seconds of concentration at a range of up to 30 feet (~9 meters), make the call "discern level of elemental being or possession" or ask a referee or marshal to enquire from the target. If the target examined is an elemental being or has an elemental possession they should tell the discerner the dismiss level. Some elemental creatures may be shielded from this effect, see Shield Dismiss Level OS.