

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

# Occupational Skills: A Guide to Character Advancement 3.1.1

This is an extension to the Lorien Trust Role-Playing System, and should be read in conjunction with the latest version of the Players' Handbook & Game Rules. The occupational skills detailed in this publication are generally ones that your character acquires gradually over a period of time. The purchase of these skills is generally funded by Occupational Skill Points, which are awarded by the Lorien Trust to customers as thanks for their continued attendance and participation.



## **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 '96 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, and supplement your core skills, **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, skill or knowledge within the game. This is not intended to permit the manipulation of a characters ability to seize or increase powers or abilities unsupported by their core skills or ethics.

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

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## **Chapter One: Learning Occupational Skills**

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

Occupational Skills (Commonly known as OS) are used to represent the increase in experience, understanding, learning and skill available to a character over a period of time. Relevant OS can be used to specialise a character in an area, or areas, of interest. OS are usually presented in tiers indicating the rarity and complexity of the OS (each increasing alongside its relevant tier). Skills with a higher tier almost always require a pre-requisite skill to be purchased before it can be purchased itself; there are some exceptions to this. There are a number of ways to purchase OS for a character, including via the Guilds and Factions, tutoring, 'self-teaching' and LT plot. (See Page 6/7)

Occupational Skill Points (Commonly known as OSPs) are issued to our customers as a loyalty reward or an individual thank you. They may also be issued as a bonus or gift.

The number of OSPs available represents the maximum potential learning and development opportunities for your character.

Unspent OSPs are not lost if a character dies, or is retired. Unspent OSPs are retained against your player record. Spent OSPs are lost and are non-refundable.

OSPs for attending LT Main Events are credited to your player record. OSPs gained during pre-booking are available for use from the first day of the first event you have prebooked for. These may not be used during the prebooking process (At Pre-Season) where they are gained. OSPs gained from paying on the gate are not available for purchasing skills until the following Event Season.

At Sanctioned Events OSPs will either be issued physically to you, or electronically to your player account. Any physical tokens can be banked at an LT Main Event by handing them in at Game Control (these tokens cannot be banked at Sanctioned Events or by post). No OSPs will be issued where the event is unsanctioned.

<b>OSPs earned for attending each event</b>	
Event	OSPs earned per event
Great Erdrejan Fayre, Moot (Either) or Gathering	10
Sanctioned Event	1 or 2

Sanctioned Events:

2 OSPs will be issued electronically where Sanctioned Event organisers comply with the data format requested by the LT Office. In all other circumstances, this will remain at 1 OSP.

Note: additional Occupational Skill Points may be earned by helping out at Main Events, or sometimes via special offers.

### **Purchasing Occupational Skills**

Occupational Skills (OS) may be purchased during Pre-Season (During pre-booking) and Mid-Season (During Events). No more than four skills may be purchased during any Event Season. This total includes both skills purchased at pre-booking and those purchased at a main LT event. If fewer than four skills are purchased during an Event Season, the unused quota is lost, and a new quota of no more than four skills will be available in the next Event Season.

Note: Skills learned by all other means count toward this total unless they explicitly state otherwise.

#### **EVENT SEASON**

This is the time between the start of pre-booking for a particular year's events until the last day of the final Main Event that year. The Event Season consists of both a Pre-season and a Mid-season. These vary by each customer based on the events they attend or prebook.

#### **PRE-SEASON**

The Pre-season is the only time that a Character can pre-book OS purchases. When pre-booking for an Event, a customer may request to purchase unrestricted skills, subject to their limit per Event Season, this will count against the number of skills bought in that Event Season. The OSPs will be deducted from the player's account and the OS will appear on the character card sent in their return pack. "Skills bought in this fashion become Active Skills (see below) as soon as you receive the card. This does not enable you to advance any skill ladder more than once in an event season."

## **MID-SEASON**

This starts from the first event you attend in an Event Season until the end of the Gathering in that season. While Pre Book OSP purchases can be made, these must be made during the prebooking process. (At Pre-Season) Training vouchers may only be used Mid-Season and expire if unused. These are subject to the normal OSP Purchasing rules. (See SKILL 'LADDERS' AND PRE-REQUISITE OCCUPATIONAL SKILLS)

## **OVER WINTER / POST-SEASON**

This covers the period after the final Main Event of the Season and before the Start of the Pre-season for the following Event Season. Normally no skill purchases may occur during this time but skills purchased by self-teaching or pre-booking are considered to have been learned IC during this period.

## **ACTIVE AND INACTIVE SKILLS**

An Active Skill is an Occupational Skill that is both on your printed character card and turned 'on'. This is available to use during play. All Occupational skills that have been purchased are held against your character account. Active skills are turned to the 'on' position and inactive skills are turned to the 'off' positions. This functionality is used to manage historic prerequisite and Over Winter Purchases.

## **FUNCTIONAL OCCUPATIONAL SKILLS**

This refers to an Occupational Skill placed upon your account which may grant access to further Occupational Skill purchases (which are normally restricted). These may not always appear on your character card and where they do, they may not always count towards your limit of 12. (It should be noted that these mostly hold an administrative function)

## **RESTRICTED SKILLS**

Some skills are restricted. These are marked in Chapter Two with an @ symbol. This restriction is either due to the nature of the skill, the availability of the skill, or necessary role play aspects that must be undertaken to gain the skill. No restricted skills may be bought outside of Mid-season.

To purchase such skills, during Mid-Season, an individual authorised to validate an IC activity, must accompany the pupil or receiving character 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. This could be another character with the relevant Occupational Skill to teach another character a skill, or a member of authorised Lorien Trust Staff.

In general, the higher the tier the skill, the rarer they are. They represent extremely rare abilities. The teaching of these skills is a closely guarded secret possessed by the Guilds and various other powerful entities of Erdreja. Through hard work and effort, any character may gain the opportunity to learn one of these coveted abilities.

## **SKILL LIMITS**

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, at the full OSP cost, in the normal manner.

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

You may have up to four Apprentice <X>, two Journeyman <X> or one Master <X> skills at any one time although you may have two Apprentice <X> and one Journeyman <X> skills. These must be purchased individually.

You may have up to two Scholar <X> or one Sage <X> skills at any one time. These must be purchased individually.

Any skills purchased that take you above the maximum of twelve OS will still be charged, even though the skill will not appear on your character card. Where the thirteenth skill does appear, your character card will not be valid. Please seek assistance from Game Control or the office.

## SKILL 'LADDERS' AND PRE-REQUISITE OCCUPATIONAL SKILLS

Some skills may have pre-requisites. These pre-requisites form skill 'ladders' examples of which are listed in Chapter Two. Some skills may replace their pre-requisite(s) in the 'ladder' and that 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. A pre-requisite skill must be an Active Skill before the character may purchase the next skill in the ladder. Each ladder may normally be advanced only once per Event Season. Losing the pre-requisite to purchase a skill will not prevent use of that OS or result in loss of the OS from a character card. Any pre-requisites to use an OS are detailed in Chapter Three and these pre-requisites **must** be retained in order to use the skill.

E.g. If you buy the OS Revive at pre-season then that skill will appear on your card; however, you may not purchase the Advanced Healing OS until the following Event Season

Any occupational skill previously purchased that has been turned off against the character record is to be considered lost, it may not be turned on without re-purchasing the OS at the full OSP cost. If this was purchased from a Loreshheet, the highest OSP price will be paid. (For avoidance of doubt, relevant Roleplay elements will need to be re played and any essence or additional spending criteria to purchase the skill will need to be adhered to and followed)

E.g. If you have twelve OS against your card, and decide to purchase a thirteenth skill, one skill must be deactivated (Turned to the off position) Once this skill is turned off, the skill is retained on the character account, However may not be re-activated without spending the full OSP price of the skill.

## SPECIAL CREATURE OR LAMMIE SKILLS

Some skills are not available to starting characters. These skills can be acquired during gameplay, and require the character to be a special creature, with a lammie or loresheet that allows the purchase of those skills. Examples include Werereatures, Vampires, and certain Awakened Races. These skills may not always appear in any of the skill lists below, and instead could appear on that creature's loresheet. The abilities of these creatures are included here for completeness. Where a character has a lammie or loresheet, and it indicates OS costs these will override those within this book. (See notes above)

Some skills on a lammie or loresheet may be purchased by pre-booking, 'self-teaching', tutoring, or training vouchers that specifically say they are valid for that type of special creature (such vouchers will be very rare). They may purchase other skills as per usual. Skills learnt by Lammie or Loreshheet Count as purchased skills unless they explicitly state otherwise.

Some skills may not be purchased during pre-booking as a prerequisite may need to be spent or utilised to do so. A further explanatory definition of Special Creature or Lammie skills can be found In the Rule book.

## 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 between other characters or customers.

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 pre-requisites. 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 at the point of Occupational Skill purchase.

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 Event Season but will count against the number of skills bought in the Event Season of purchase.

### **TUTORING AND PUPILS**

A tutor may take on other characters as pupils. The tutor may teach a pupil an OS that they (the tutor) have on their character card or blessing (or one of its pre-requisites) so long as the pupil meets the other requirements to purchase that skill. They may teach a maximum of two skills each Event Season and these skills may be up to and including Tier 4 but not including the tutor skill itself. There are a number of skills that may not be taught in this manner. The tutor will be aware of these skills.

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. It is however strongly advised that a roleplay element occurs.

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, Therefore this can only be undertaken during Mid-Season. 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 Event Season.

### **'SELF-TEACHING'**

Characters may 'teach' themselves unrestricted skills over the winter period. To 'self-teach' a skill the character must have all the necessary pre-requisites 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 Event Season 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 Event Season 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 during the booking process. These skills will count against the number of skills bought in that Event Season. The OSPs will be deducted from the player's account and the skill will appear on the character card sent in their return pack. No Restricted skills may be purchased during pre-booking. No essence, or additional spending criteria may be utilised during Pre-Booking.

### **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.

### **SKILLS LEARNED "OVER THE WINTER"**

There are two types of over the winter learning. Learning commenced at the Gathering, and learning commenced during pre-booking. Some methods of learning skills will not add them to your card immediately, but rather your character learns them over the winter period. E.g. Restricted skills will not appear on your card until the following Event Season (until the start of the first main event of the following Event Season); you can register at Game Control to "self-teach" a non-restricted skill, which will then appear on your card the following Event Season; non-restricted skills purchased at pre-booking are also considered to have been learned over the preceding winter period (But will come from the current years allowance of 4 skills per Event Season)

In all of these cases the skill will appear on your character card when you book for the Main Events following the winter period in which they were learned.

## 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. 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 the following Event Season.

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 players a plot training voucher for the Corruption OS. The player may use this voucher at Game Control at any LT Main event that Event Season to buy the skill. As it is a restricted skill it will not appear on the character card until the following Event Season when purchased.

A character purchases 'Create Potion 1' on the Saturday of the Gathering to learn over winter/post-season, the following year during pre-book they attempt to purchase 'Create Potion 2'. This is not allowed as the pre-requisite skill is not yet active. During the first Main event of the season however they convince the alchemists of their skills with Alchemy, and are instrumental in the success in an adventure to further the needs of the Guild, as such they are granted a level 2 Alchemist Guild training voucher. Because they are allowed to immediately use this voucher, they do, and use it to instantly learn the skill 'Create Potion 2'.

## ITEM CREATION SKILLS

All skills that allow the creation of items such as weapons, armour, potions, poisons, reagents, wands, trinkets, scrolls, or other items, 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 and / or in game facilities may vary from year to year.

## RESEARCH REQUESTS

Some OS can enhance a character's ability to perform research requests. For further details about research requests please refer to Game Control or the relevant Guild.

## CHILDREN AND OCCUPATIONAL SKILLS

Children are limited on the skills they may purchase, due to restrictions on the CS available. See "Children and Character Skills" section of the rulebook for more information.

**All children are Immune to Charm and Command effects until Dawn on their 16th Birthday.**  
**There are no exceptions to this rule.**

This does not count as having the OS Immune to Charms for any purpose. E.g. In order to purchase an OS that has Immune to Charms as a pre-requisite, the Immune to Charms OS would still need to be acquired and appear on the character card.



## 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 OSs that do not appear on the lists below are for special creatures and the methods to purchase them are detailed on the creature's lammie or loresheets.

A character with a specialised casting ability (e.g. 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.

### ALCHEMISTS Ω

Skill Name	Tier	OSP Cost	PRE-REQUISITE TO LEARN
Create Poison 1	2	20	Poison Lore
Create Poison 2	3	30	<b>Create Poison 1</b> & Poison Lore
Create Poison 3	4	40	<b>Create Poison 2</b> & Poison Lore
Create Magical Poison @	5	50	<b>Create Poison 3</b> & Poison Lore
Create Potion 1	2	20	Potion Lore
Create Potion 2	3	30	<b>Create Potion 1</b> & Potion Lore
Create Potion 3	4	40	<b>Create Potion 2</b> & Potion Lore
Create Magical Potion @	5	50	<b>Create Potion 3</b> & Potion Lore
Create Reagents	1	10	Poison Lore or Potion Lore CS
Create Reagents (Improved)	2	20	<b>Create Reagents</b>
Increased Alchemical Production @	5	50	<b>Create Reagents (Improved)</b>
Create Antidotes	1	10	Poison Lore or Potion Lore CS
Herb Lore	1	10	
Forensic Analysis	3	30	
Immune to Lethal Alchemical Poisons	4	40	

### ARCHERS Ω

Skill Name	Tier	OSP Cost	PRE-REQUISITE TO LEARN
Immune to Fumble	1	10	
Immune to Fumble and Shatter	3	30	<b>Immune to Fumble</b>
Strikedown Shot	4	40	Immune to Fumble and Shatter
Halt Shot @	5	50	<b>Strikedown Shot</b>
Tracking	1	10	
Discern Race	2	20	Tracking
Discern Race and Pattern	4	40	<b>Discern Race</b>
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	<b>Bowyer (Apprentice)</b>
Hand of Nature	2	20	
Oiled Arrows	3	30	Immune to Fumble
Trap Lore	3	30	
Enchant Projectile Weapon @	5	50	

#### 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. Ω marked lists are valid to use in the OS Jack Of All Trades

**ARMOURERS Ω**

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

**BARDS Ω**

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

**CORRUPTORS Ω**

Skill Name	Tier	OSP Cost	Pre-requisite to learn
Revitalise Unliving @	1	10	
Repair Unliving (Advanced) @	2	20	<b>Revitalise Unliving @</b>
Source of Unlife @	5	50	<b>Repair Unliving (Advanced) @</b>
Mortician @	2	20	
Mortician (Expert) @	4	40	<b>Mortician @</b>
Wedge Mastery	1	10	
Dismiss Control +4	2	20	<b>Wedge Mastery</b>
Wedge Mastery (Improved)	4	40	<b>Dismiss Control +4</b>
Dismiss Control +8 @	5	50	<b>Wedge Mastery (Improved)</b>
Corruption @	1	10	
Necromancy @	1	10	
Scribe Scroll	2	20	
Immune to Fear	1	10	
Immune to Disease	3	30	
Discern Unliving	3	30	

**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. Ω marked lists are valid to use in the OS Jack Of All Trades

**HEALERS Ω**

Skill Name	Tier	OSP Cost	PRE-REQUISITE TO LEARN
Revive	1	10	
Advanced Healing	2	20	<b>Revive</b>
Mind Healing	4	40	Advanced Healing
Source of Life @	5	50	Mind Healing & <b>Advanced Healing</b>
Surgeon	2	20	
Expert Physician	4	40	<b>Surgeon</b>
Discern Pattern Type	1	10	
Advanced Pattern Scan	4	40	<b>Discern Pattern Type</b>
Heal Alien or Aberrant Pattern	3	30	
Heal Magical Pattern @	5	50	<b>Heal Alien or Aberrant Pattern</b>
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 Ω**

Skill Name	Tier	OSP Cost	PRE-REQUISITE TO LEARN
Wedge Mastery	1	10	
Dismiss / Control + 4	2	20	<b>Wedge Mastery</b>
Wedge Mastery (Improved)	4	40	<b>Dismiss / Control + 4</b>
Dismiss / Control + 8 @	5	50	<b>Wedge Mastery (Improved)</b>
Last Rites	1	10	
Last Rites (Improved)	4	40	<b>Last Rites</b>
Cast Additional Incantation @	5	50	Last Rites (Improved)
Transcend Armour	2	20	
Champion	4	40	<b>Transcend Armour</b>
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 Ω**

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

**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. Ω marked lists are valid to use in the OS Jack Of All Trades

**MILITIA Ω**

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

**SCOUTS Ω**

Skill Name	Tier	OSP Cost	Pre-requisite to learn
Immune to Fumble	1	10	
Through from Behind	2	20	Immune to Fumble
Through @	4	40	<b>Through from Behind</b>
Through Thrown @	5	50	<b>Through</b>
Immune to Repel	2	20	
Immune to Repel and Strikedown	3	30	<b>Immune to Repel</b>
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	<b>Written Forgery &amp; Recognise Forgery</b>
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	

**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. Ω marked lists are valid to use in the OS Jack Of All Trades

**KNOWLEDGE GUILDS (ALCHEMISTS, BARDS, SCOUTS)**

Skill Name	Tier	OSP Cost	Pre-requisite to learn
General Knowledge <X>	1	10	
Newsmonger	2	20	<b>General Knowledge &lt;X&gt;</b>
Improved Research Ability	4	40	Newsmonger

**POWERS / MAGIC GUILDS (CORRUPTORS, HEALERS, INCANTORS, MAGES)**

Skill Name	Tier	OSP Cost	Pre-requisite to learn
+ 4 Spell Cards	1	10	
+ 8 Spell Cards	2	20	<b>+ 4 Spell Cards</b>
+ 12 Spell Cards	4	40	<b>+ 8 Spell Cards</b>
+ 16 Spell Cards @	5	50	<b>+ 12 Spell Cards</b>

**MARTIAL GUILDS (ARCHERS, ARMOURERS, MILITIA)**

Skill Name	Tier	OSP Cost	Pre-requisite to learn
Quick Armour Repair	1	10	
Armour Mastery	2	20	
Armour Mastery (Advanced)	4	40	<b>Armour Mastery</b>
Armour Mastery (Expert) @	5	50	<b>Armour Mastery (Advanced)</b>

**GENERIC**

Skill Name	Tier	OSP Cost	Pre-requisite to learn
Apprentice <X>	1	10	
Journeyman <X>	2	20	<b>Apprentice &lt;X&gt;</b>
Master <X>	3	30	<b>Journeyman &lt;X&gt;</b>
Scholar <X>	2	20	
Sage <X> @	4	40	<b>Scholar &lt;X&gt;</b>
Tutor @	4	40	
<X> Oath Sworn @	1	10	
Activate <X> Item @	2	20	<X> Oath Sworn
<X> Command @	5	50	
Dark Incantation @	1	10	
Daemonology @	1	10	
Elementalism @	1	10	
Enchanting @	1	10	
Light Incantation @	1	10	
Shadow Magic @	1	10	
Theology @	1	10	
Magical Armour Mastery	2	20	
Herb Lore (Improved) #	2	25	<b>Herb Lore</b>
Escape Bonds	3	30	
Shield Dismiss Level @	3	30	
Fearsome Aspect @	4	40	
Master Armour Repair #	4	40	<b>Advanced Armour Repair</b>
Mighty Blow @	4	20	<b>Brutish Strike #</b>
+1 LHV @	5	50	
Crushing Blow @	5	25	<b>Focused Strike #</b>
High Magic <X> @	5	50	

**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. # marked skills are only available via a lammie or loresheet.

## **Chapter Three: Skill Descriptions**

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

All pre-requisites to purchase a skill are listed in the lists in Chapter Two.

Any Character Skill / Occupational Skill / Item / Racial Aspect etc. that is marked as requirement to use in order to use the OS purchased must be retained to continue using the skill. If this required aspect is lost, the Occupational Skill is also lost and no refund will be given.

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 Bonus Power Rating # / +1 Bonus PR #**

Requirements to use: Lammie or Loresheet

This increases the Power Rating carrying capacity before consequences by 1 (so items will stop working at 14)

### **+1 LHV**

Requirements to use: Body development 2 CS or Lammie or Loresheet. The character gains +1LHV, subject to the rule of double.

### **+5 Dismiss Rank #**

Requirements to use: Lammie or Loresheet.

Skill name is interchangeable with Dismiss Rank +5

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.

### **+10 Dismiss Rank #**

Requirements to use: Lammie or Loresheet.

Skill name is interchangeable with Dismiss Rank +10

The character gains +10 to their dismiss rank. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

### **+1 Magical Armour #**

This grants the wearer 1 point of Magical Armour this does stack with 'Mage Armour' and 'Paladins Armour' but not with any other powers or effects.

This armour may only be repaired by tearing 1 power card to restore a location to full hits.

### **+1 Natural Armour #**

Gains 1 point of Natural Armour. You may never have more than 4 points of Natural Armour by any means.

### **+2 Bonus Power Rating # / +2 Bonus PR #**

Requirements to use: Lammie or Loresheet

This replaces the OS +1 Bonus PR. This increases the Power Rating carrying capacity before consequences by 2 (so items will stop working at 15)

### **+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.

### **+2 Magical Armour #**

This replaces the skill +1 Magical Armour and grants the wearer 2 points of Magical Armour; this does stack with 'Mage Armour' and 'Paladins Armour' but not with any other powers or effects. This armour may only be repaired by tearing 1 power card to restore a location to full hits.

**+2 Natural Armour #**

This skill replaces +1 Natural Armour, gains 2 points of Natural Armour. You may never have more than 4 points of Natural Armour by any means.

**+ 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 Event Season 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 pre-requisites needed to learn that skill. The character learning the skill must still possess any pre-requisites 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.

**Additional 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 Armour Repair #**

Requirements to use: Any Armour use CS.

This skill replaces the Quick Armour Repair OS and allows the character to restore AV of damaged armour in half the normal time, it also allows the character to restore the AV of a single location to full in one minute. May not be used on Magical Armour (e.g. Paladin/Mage Armour) or Natural Armour, nor be combined with Quick Armour Repair.

**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 simultaneous 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 centimetres) of a target and concentrate for 10 seconds to discern their pattern type (Living, Unliving, or Magical), if they are an Alien or Aberrant 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 increases the AV of any armour worn by +2, subject to the rule of double. The character and any armour worn are immune to the Crush effect, unless it has the Artefact damage type. This skill does not stop Crush from destroying a shield. This OS will not alter any other damage effect that ignores armour.

**Armoursmith (Apprentice)**

This skill allows the character to make a level 1 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 (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.

**Beguire**

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". Note: this is an effect and not a spell, and may not be combined with Spell Reduction.

**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. Note: this is an effect and not a spell, and may not be combined with Spell Reduction.

**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.

**Brutish Strike #**

Once per 10 minutes may strike for Strikedown with a large melee weapon. This skill will be replaced by the Mighty Blow OS. This skill may not be purchased by anyone with the skill Goblin Resilience and prevents the purchase of Goblin Resilience.

**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.". Note: this effect may not be combined with Spell Reduction, or be used with the Scribe Scroll OS.

**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. Unless granted by an item, this skill cannot be voluntarily removed under normal circumstances.

**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 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 distil an existing 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, a level 2 and a level 3 poison at each LT Main Event plus one magical poison an Event Season 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 distil an existing 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, a level 2 and a level 3 potion at each LT Main Event plus one magical potion an Event Season 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 distil an existing 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 distil an existing 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 distil an existing 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, a 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 distil an existing 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 distil an existing 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 distil an existing 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 distil an existing 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. This skill may not be purchased by anyone with the skill Goblin Resilience and prevents the purchase of Goblin Resilience.

**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 Loreshheet

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 loreshheet that allows it, Note: it has no effect on Artefact or Bane Damage, with the exception that it functions on Fatal Damage exactly the same as OS: Damage Reduction (Fatal)

**Damage Reduction (Crush) #**

Requirements to use: Lammie or Loreshheet

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 loreshheet that allows it, Note: it has no effect on Artefact Damage.

**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**

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 a 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.

**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 and concentrate 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 Being / 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.

See +5 Dismiss Rank (name is interchangeable)

**Dismiss Rank +10 #**

Requirements to use: Lammie or Loresheet.

See +10 Dismiss Rank (name is interchangeable)

**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 pre-requisite 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.

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 Loreshet 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 loreshet 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 ammunition 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.

**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 for safety reasons.

**Fearsome Aspect <X> #**

Requirements to use: Lammie or Loreshet.

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.), which 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 for safety reasons. This skill can only be used or purchased if the character has an applicable lammie or loreshet that allows it. Note: this is an effect and not a spell, and may not be combined with Spell Reduction

**Focused Strike #**

Once per 10 minutes may strike for Crush with a large melee weapon. This skill will be replaced by the Crushing Blow OS. This skill may not be purchased by anyone with the skill Goblin Resilience and prevents the purchase of Goblin Resilience

**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) with appropriate additional skills. 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 in 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."

**Goblin Resilience #**

If character is unconscious and no locations are on -1 LHV, becomes debilitated after 1 minute. This skill may not be purchased by anyone with the skills Mighty Blow, Crushing Blow, Brutish Strike or Focused Strike and prevents the purchase of Mighty Blow, Crushing Blow, Brutish Strike or Focused Strike.

**Guarded Channelling**

Requirements to use: Healing CS.

A Channeller 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 Competency.

This skill replaces the Strikedown Shot OS and allows a character to choose to strike for the Halt or Strikedown effects with ammunition 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 environment to get materials to use with this skill.

**Hard Worker #**

This skill allows a person to collect their full annual income derived from their character's income skill(s) from Game Control at every Main Event they attend rather than just once per Event Season.

**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. 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 Subdue 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 Category) 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 of 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.

**Herb Lore (Improved) #**

This skill replaces the Herb Lore OS. Gains up to 5 additional 'Herb Lore' cards per event

**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 referee's 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.

**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 Ingestive Alchemical Poisons # / Immune to Ingested Poisons #**

The character is immune to all Ingestive Alchemical Poisons which do not specifically target their Racial Group.

### **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 Loreshet. The character is immune to the Paralysis effect.

### **Immune to Repel**

The character is immune to the Repel 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 Sleep**

The character is immune to the Sleep effect.

### **Immune to Through**

The character and their armour are immune to the Through effect, unless it has the Artefact damage type. This OS will not alter any other damage effect that ignores armour

### **Improved Regeneration #**

Requirements to use: Lammie or Loreshet.

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 be purchased once. This skill can only be used or purchased if the character has an applicable lammie or loreshet that allows it.

### **Improved Research Ability**

Allows the submission (subject to the relevant IC arrangements) of a research request during the summer research period (subject to an overall maximum limit of one research submission per character per research period). Allows the character to assist with another character's research, as well as performing their own research (within the same research period).

### **Improved Ritual of Peace / Improved RoP #**

This skill only functions if the character does not have any Tier 5 OS and is in an area covered by a Ritual of Peace. This skill prevents the character from being taken below 0 hits by any of Artefact, Magebolt, Harm, Fatal; instead they are left at 0 Hits. This does not stop the pattern corrupting effect of Fatal.

### **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.

**Jack Of All Trades #**

This skill may only be learned once at a time. This skill counts as a training voucher (of any tier) for a single OS purchased from an OS list in chapter 2 which is marked with Ω, as long as the character is oathsworn to that Guild\*. To use this skill they must be accompanied to Game Control by someone with command of the Guild they wish to train from (in order to confirm that all roleplay requirements for training have been met).

Using this skill will remove it from the character's card and free it up to be purchased again the following Event Season.

\* This does not include any other skills or lists that may be associated with that Guild.

For example a character with Mages Oathsworn would be able to purchase the following Tier 5 skills Ritualist (Master), Diagnose Powers and Cast Additional Magecraft. They would not be able to purchase High Magic (Spellcasting) or +16 Spell Cards.

**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.

**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 Blast and the wedge must be at least two characters. 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.

**Magical Armour Repair #**

The character's Magical Armour will regenerate at the rate of 1 hit every 10 minutes, Artefact damage or being reduced to -1 on all locations will stop this regeneration on all locations until they have been fully repaired.

**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 does not prevent Magebolt or Harm from breaching the Ritual of Peace). The character and their armour are also immune to the Through effect, unless it has the Artefact damage type. This OS will not alter any other damage effect that ignores armour. It provides no protection against Retribution.

**Master Armour Repair #**

Requirements to use: Any Armour Use CS.

This skill replaces the Advanced Armour Repair OS and allows the character to restore AV of damaged armour in half the normal time, it also allows the character to restore the AV of all locations on one target to full in two minutes. May not be used on Magical Armour (e.g. Paladin/Mage Armour) or Natural Armour

**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 Brewer #**

Once per Main Event when making any Level 1, Level 2, potion or poison may make a second copy of the liquid, the second liquid will cost the same amount and require the same ingredients as the first.

**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. This skill may not be purchased by anyone with the skill Goblin Resilience and prevents the purchase of Goblin Resilience.

**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 on corporeal Unliving characters.

**Mortician (Expert)**

Requirements to use: Physician CS.

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.

**Mystic Claws #**

Claws count as small melee weapons for the purpose of delivering the following effects or poisons: Harm, Through, Weapon of Cold, Weapon of Flame, Paralysis, Cause Disease, Cause Fatal Wound, Ancestral Weapon, Ancestral Strike, any Weapon Oil or Lethal Alchemical Venom. They may not be used with any Lethal Magical Venom.

**Natural Claws #**

Must wear natural claws. Requires valid Claw Competency. May strike and cause damage with both claws.

**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 pre-requisite 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.

**Oathbreaker #**

If an awakened human loses an oathsworn skill from their character card for any reason they will immediately gain this skill to replace it. This skill prevents the use or, purchase of Jack of All Trades and prevents any further oathsworn skills from being learned. This skill cannot be removed once gained.

**Oiled Arrows**

Requirements to use: Projectile Use CS and Bow Competency.

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 fulfil 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. This excludes NAV and MAV.

**Rally**

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

**Regenerates (<time period>,<effect(s)>) [<exclusion(s)>]: #**

The character affected recovers lost wounds at a faster rate – one hit per location is recovered every time period. If one or more "effect(s)" are specified then only wounds that could normally be recovered using those effects can be regenerated. If no "effect(s)" are specified then any wound that could be normally recovered using the "Cure Wound" or "Heal Wound" effects can be regenerated.

If any "exclusion(s)" are specified then the damage type or effect specified always counts as Artefact damage to the affected character, and they cannot regenerate Artefact damage.

**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 simultaneous 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.

**Retractable Claws #**

This skill allows a character to wear natural claws. The character is debilitated for 30 seconds when gaining or losing their claws. Requires valid claw competency. May strike and cause damage with both claws.

**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 simultaneous 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 separately. 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 simultaneous 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 separately. The spell functions in all other ways as normal.

**Ritual Crafter #**

Requirements to use: Ritual Magic CS

The character may add 2 to the power of any item creation ritual they perform, and improves their ability to manufacture items in a ritual circle.

**Rite Master**

Requirements to use: Ritual Magic CS.

This skill 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.

**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). If a character with this skill submits research requests on the specified topic, <X>, then they will receive answers in accordance with their further enhanced ability in research related to that topic. Suggestions for available topics can be obtained from Game Control. Allows the submission (subject to the relevant IC arrangements) of a research request during the summer research period (subject to an overall maximum limit of one research submission per character per research period). This skill may only be purchased once and to attempt to learn it you must submit a research request. While this skill primarily assists with research, it may grant additional information at a referee's discretion, but it cannot replicate a character skill, or occupational skill.

**Scholar <X>**

If a character with this skill submits research requests on the specified topic, <X>, then they will receive answers in accordance with their enhanced ability in research related to that topic. Suggestions for available topics can be obtained from Game Control. Allows the submission (subject to the relevant IC arrangements) of a research request during the summer research period (subject to an overall maximum limit of one research submission per character per research period). This skill may be purchased multiple times (each instance specialising in a different topic). While this skill primarily assists with research, it may in limited circumstances grant additional information at a referee's discretion, but it cannot replicate a character skill, or occupational skill.

**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( if they had High Magic Spellcasting, they would also be able to produce two level 3 Spellcasting scrolls). The intrinsic cost for the materials will vary from time to time and can be obtained from the relevant Guild. Note: Effects or abilities may not be written into scrolls using this OS.

**Self Repairing Armour**

Requirements to use: Any Armour use CS.

If out of combat for 10 minutes the AV of any worn armour is restored to full.

**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 shielded". 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.

**Shield Mastery**

Requirements to use: Shield Use CS.

A character with this skill can use a shield to parry weapon blows inflicting the Crush effect without damaging the shield or the character, unless it has the Artefact damage type. This OS will not alter any other damage effect that ignores armour.

**Sigil Spell Reduction (1) #**

Requirements to use: Lammie or Loreshet.

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 loreshet 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. Note: this ability is not a spell, and may not be combined with Spell Reduction

**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.

**Spell Tempering (Master) #**

This skill allows the character to make a master spell tempered item at each 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 ammunition from a projectile weapon. This cannot be used with a skill, lammie or loreshet 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 Loreshet.

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 loreshet 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.

**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 effect 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.

**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 each Event Season, 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 pre-requisites needed to learn that skill. The character learning the skill must still possess any pre-requisites needed to learn the new skill (see Chapter One for more details on tutoring). This Occupational Skill may not be used while under a command effect. – To Track the use of this skill, an administrative skill may be placed upon the Tutoring Characters Account.

**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 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.

**Appendix I**

In cases of any ambiguity during purchasing the following tables override Chapter 1.

**CAN I LEARN A FOLLOW ON SKILL THIS SEASON FOLLOWING A PRE-REQUISITE THAT I BOUGHT LAST SEASON?**

		Second Event Season			
		Self taught Pre-Season	Self taught Post-season	Voucher for an Unrestricted Skill	Voucher for a Restricted Skill
First Event Season	Self taught Pre-season	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>
	Self taught Post-season	<b>No</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>
	Voucher for an Unrestricted Skill	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>
	Voucher for a Restricted Skill	<b>No</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>

**CAN I LEARN A FOLLOW ON SKILL THIS SEASON FOLLOWING A PRE-REQUISITE THAT I BOUGHT THIS SEASON?**

		How the second Skill was Purchased			
		Self taught Pre-Season	Self taught Post-season	Voucher for an Unrestricted Skill	Voucher for a Restricted Skill
How the first Skill was Purchased	Self taught Pre-season	<b>No</b>	<b>No</b>	<b>No</b>	<b>No</b>
	Self taught Post-season	<b>No</b>	<b>No</b>	<b>No</b>	<b>No</b>
	Voucher for an Unrestricted Skill	<b>No</b>	<b>No</b>	<b>No</b>	<b>No</b>
	Voucher for a Restricted Skill	<b>No</b>	<b>No</b>	<b>No</b>	<b>No</b>

In the event of any ambiguity the spirit of the rules will be followed.

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