

ARCHON





Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps, Costuming And Armor

Well Known Spells

Glossary



Archon Live Action Role Playing

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Credits

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To everyone who has ever played Archon, you have been part of the process that has brought us to this point, helping us to make sure things are balanced, well thought out and designed with intent. Thank you.

Table Of Contents

7	<u>Introduction</u>
10	<u>New Character Introduction</u>
15	<u>CH. 1 Character Creation</u>
23	<u>CH. 2 Lineages of Tyr</u>
27	<u>Azure</u>
29	<u>Barbarian</u>
31	<u>Changling</u>
33	<u>Chamil</u>
35	<u>Creature Kin</u>
37	<u>Dark Elf</u>
39	<u>Drake</u>
41	<u>Dwarf</u>
43	<u>Elf</u>
45	<u>Fade</u>
47	<u>Folk</u>
49	<u>Gahst</u>
51	<u>Gargoyle</u>
53	<u>Goblinoid</u>
55	<u>Half-Giant</u>
57	<u>Human</u>
59	<u>Lizardmen</u>
61	<u>Merfolk</u>
63	<u>Nekomata</u>
65	<u>Null-Magician / Skall</u>
67	<u>Nydic</u>
69	<u>Ogillio</u>
71	<u>Raktasha</u>
73	<u>Shadowkin</u>

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



75	<u>Troll</u>
77	<u>Wayward</u>
79	<u>Wolfen</u>
81	<u>Yaun-Ti</u>
83	<u>Basic Fields</u>
84	<u>CH. 3 Magic Fields</u>
85	<u>Fire, Water, Earth, Air, Light, Dark</u>
88	<u>Combat Casting</u>
94	<u>CH. 4 Martial Fields</u>
95	<u>Roguary</u>
98	<u>Assassination Mastery</u>
101	<u>Shadow Mastery</u>
105	<u>Weapons Mastery</u>
109	<u>Offensive Fighting Mastery</u>
113	<u>Defensive Fighting Mastery</u>
116	<u>CH. 5 Production Fields</u>
117	<u>Alchemy</u>
121	<u>Armor Smithing</u>
125	<u>Artificing</u>
131	<u>Engineering</u>
133	<u>Essence Harvesting</u>
137	<u>Medicine</u>
141	<u>Potion Creation</u>
143	<u>Scroll Creation</u>
145	<u>Trinket Crafting</u>
151	<u>Weapon Smithing</u>

155 CH. 6 Other Fields

157 Bardic

161 Divination

163 Lore

167 Masseuse

169 Meditation

171 Survival

175 Theory

179 CH. 7 Knowledge Skills

183 Weapon Skills

185 CH. 8 Game Mechanics

191 Damage, Dying, Death

192 Important Mechanics and Combat

195 Circles

197 CH. 9 Phys Reps, Costuming and Armor

204 Armor Value Charts

209 CH. 10 Well Known Spells of Tyr

210 Air

213 Dark

217 Earth

221 Fire

225 Light

229 Water

233 CH. 11 Glossary of Terms

242 Tier 1.5, 2, 3 Fields

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Introduction

Preface

The Tyrazon Saga

A Midsummer's heat blared across the lands soaking up the cold and bringing life all around. Yet death circled the field like a vulture ready to swoop down on the lesser beings of Gurn. Tyrazon looked out across the expanse, a wide valley that stretched far and gave the illusion of great distance, but he knew all too well the coming storm would be swift to cross. Dragons, hordes of them, perched all along the mountains across the valley, looking out at the regiments of his army. The final stand was coming. Had he come so far only to falter here?

Tyrazon looked to his left, there stood his generals, the men and women of Gurn that he trusted most in the world, yet something tore at the back of his mind screaming how they would betray him, kill him, steal his power. With the shake of his head, he cleared his thoughts and smiled at his best friend, Lord Barrowin.

"My friend," Tyrazon said, "it is time we free ourselves and all the peoples of Gurn, once and for all." Lord Barrowin did not speak a word. Instead, he gave a slight nod and turned to ready the troops.

Today, win or lose, Tyrazon would truly be free.

Foreword

Welcome to Archon! First off, I want to thank all those who have been part of or want to be a part of Archon. This system was created by a group effort over the course of twenty years for players, by players. This book is the culmination of all that knowledge and effort, and we cannot wait to get into the action with you!

Archon is a live action role playing (LARP) game where you develop a character with personality and abilities then go forth and adventure in a world created by the plot team. You will find yourself doing quests, managing your equipment, solving issues and many more things!

Characters in Archon, come in all shapes and sizes, from an elvish mage or a dwarven warrior, to a goblin rogue. Player characters, also called PCs, are the drive of the game. When you come to Archon you interact with an involved plot team and several other PCs. They may have different interests and goals, making them your best friends or worst enemies. Together you will drive the ever-evolving plot forward!

How to Use This Book

The introduction of this book is here to teach you the basics of Archon LARP and give you a general understanding so that you can make a character easily and then attend an Archon event. Each chapter of this book is designed to help in that regard and enhance your knowledge so that you can have an enjoyable time at our events.

That being said if all you read is the introduction and Chapter 1: Making Your First Archon Character then you will be able to make your character and play Archon.

Introduction

This is the start of the book, where you are reading now, and covers the most basic information needed to play Archon LARP. This section plus Chapter 1 and 2 are all that are absolutely required to read to be able to play Archon.

Chapter 1: Making Your First Archon Character

This chapter teaches you step by step how to create your first Archon character, where to download character sheets and how to battle board.

Chapter 2: Lineages of Tyr

This chapter describes in detail each lineage choice available to a player character.

Chapter 3: Basic Pyramid Fields

In this chapter each of the available Fields of study a character can choose from are described along with the skills that field has.

Chapter 4: Knowledges

This chapter explains the available knowledges available to all Archon characters. Knowledges are those skills which are purchased for build but do not fit within one of the available Fields from Chapter 3.

Chapter 5: Well Known Spells Of Tyr

All of the spells available to a starting character are placed here organized within their respective magic field.

Chapter 6: Playing The Game

This chapter gives in depth details on all the things you need to know to play Archon to the fullest. It describes things like dieing, how to use defenses and more. While you can play with only the introduction description of the game it is highly recommend you read this Chapter as well.

Chapter 7: Game Mechanics

The Game mechanics chapter teaches you how the build pyramid system works, how points are gained and what things like Mastering a field do. These mechanics are mainly are handled by auto calculators on your character sheet but are still good things to understand while playing.

Chapter 7: Costuming and Armor

Chapter 7 describes what costuming in the world of Tyr should generally look like as well as what counts as Armor and the armor point value different types and styles of armor give.

Chapter 8: Phys Rep Creation

LARP's use different kinds of weapons, most made from foam of some kind, which are used to enact combat in the game. This chapter is a guide on how to make both Weapon Phys Reps and Spell Packets.

Glossary of Terms

The glossary found at the back of this book describes terms and conditions found throughout the book.

Adventuring In Archon

This is probably the most crucial part of any LARP. It is what brings out the flavor and feel of the game. Here are some guidelines that will enhance your role-playing experience.

Role-playing is like taking part in a play that has not been written yet. You, through your actions, write it out. You actively write the script by living as your character every moment you play Archon. You choose a personality and develop a style for your character to give them their look, attitude, and speech. It is what we call your PC, your incarnation within Archon. It will become as much a part of you as anything you do at work, school, or home.

The idea of role-playing comes from Dungeons and Dragons, a pen-and-paper game. A Game Master (GM) creates a world that allows people to create and play characters. These characters interact with the world by rolling dice, representing their skills, abilities, and actions. They make real choices, which affect their characters. It's no different in Archon; everything you say or do affects your character and how other PCs and NPCs view you. The difference is, instead of rolling dice, you get to physically interact, fight and choose what happens every step of the way.

A role-playing game rarely has winners or losers. This makes role playing games fundamentally different from board games, sports, card games, or most other types of games. Role playing games are typically more collaborative and social than competitive, especially between PC's. However, this doesn't mean there are no challenges and events that will test your tactics, skills, and planning.

A typical role-playing game unifies its participants into a single team, known as a "party." A party works to accomplish goals and defeat obstacles together. In Archon you are going to find yourself one way or another in a situation that requires you to fight for one reason or another. Even merchants and healers may find themselves pulled into combat and will need to know the basics to keep themselves alive.

Archon is a combat LARP. However, like many role-playing games a character may affect combat in different ways. A crafter can make armor for his or her fellow adventurers. A medicine master could create bandages and keep their friends healed and alive. A bard may be able to use songs to soothe creatures into sleep and hundreds of other ways characters can affect the world and combat without swinging a sword or casting a spell.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Don't Cheat! It's Not Worth It!

Unfortunately, there are people out there who think that in order to win they must cheat. Everyone's goal is to have a good time, and to cheat is to take away from that goal. Cheating will not be tolerated.

When you do not count hits, or swing too much damage, what fun is it for the other players that do not cheat? In order to keep track of things you will have tags and a character sheet, and the monsters will have monster cards. If at any time you have a question about someone's character or a monster's card please see a staff member and discuss the problems with them.

If you are asked to show your character sheet, don't be upset, we often do spot checks to see that things are in order, and this does not mean that you are being accused of cheating. It is just a way of keeping track of some situations where everything is in chaos, which happens in a lot of fights. If you have a question about what someone else has done, please tell a non-player character (NPC) or someone on the plot, as time permits, before going to the person in question. The best people to handle any question on cheating are the plot marshals.

At any point, someone is caught purposely cheating with all knowledge and intent, the first offense will warrant a warning, emphasizing why we stress cheating isn't worth it along with taking a death. On the second offense, the person will be asked to leave combat for a certain time while a marshal speaks with them again. The cheating player will be only allowed to rejoin the combat after they are prepared to play fair, along with taking a death. The third offense will warrant removal from the game for the event – without a refund – and a possible ban from Archon for an amount of time decided by the staff members. We don't take well to cheaters as they hurt the game for everyone, including themselves. If at any time the GM or staff members feels that they need to they may skip steps 1 and 2 and remove a player from an event for cheating.

If you are new, we realize you're not going to be able to keep perfect track of everything, and we don't expect anyone to be able to their first few events.

If you overthrow a spell or take too much damage, etc.... we will merely remind you of how much damage you have taken or how many spells you have thrown, and that will be the end of it, no deaths, no scolding. Again, we are all playing to have fun and mistakes happen, even the NPC's will make mistakes and it is certainly not unheard of for a GM or staff member to get something wrong.

The Saga Begins

One of the primary challenges facing most LARP games, MMO's and any kind of persistent world are the bloating of the many systems within the game, including PC power levels, monetary inflation, and hoarding an excess of resources. It makes new players feel ineffective or less useful within the overall story of the game. It also adds many headaches for the people running the game. The Archon LARP system has been no exception to this, and over the last 20 years, we have tried several different systems for relieving the problem.

We feel the best way to resolve this problem is with the Saga system. A Saga will be a predetermined plotline, intended to be completed within a set time, typically 3 to 5 years or around 30 to 50 weekend events. There will not be a set amount of time because we must see how the script writes itself as the players (you!) interact with the plot and help develop the story with your decisions and actions. While we have a general idea and plan for the story, we want to tell you that we know it will completely change once the PCs get their hands on it! However, after a critical plot milestone is achieved the game will experience a massive event which will change the game and allow for a fresh story and game to open the next chapter.

This is comparable to the Season type of system that many video games have adopted, allowing Archon to focus on players working hard for PC development, incentive to progress the plot, and ensure the game system stays friendly to newcomers and reward core players.

At the end of a Saga all characters will be brought to 50 character build and 25 lineage build but will keep all knowledge, items and other things they have gained during the previous saga. Additionally, characters who finished the previous saga will be rewarded with the ability to select special lineages, transformations and other benefits that will not be available in any other way. Also, existing characters will be allowed to skip any prerequisite skills for things they learned previously, for instance to learn high magic you must have 10 schools in all basic magic fields as well as lore and theory, however if you reached this milestone in the previous saga when beginning a new saga, you would be allowed to immediately purchase high magic without having gained any of the requirements.

This system gives benefits for older players and those who continue the journey with the same character or try a new one as well as bringing the system back to a level where new players can join the game at the same level of build and power as players that have been around for years making for an overall healthier game experience for everyone!

New Character Introduction

Your days are bland, wake up, go about your business, eat, drink, tell the same jokes, make almost identical conversation to the day previous and then go to sleep awakening the next day to a very similar day. Things change extremely slowly for you and the people around you. However you had always been considered an odd person by those around you because every once in a while you would do something slightly different or say something that you had never said before.

Midway through your day you are suddenly unable to move, think or even breathe. The world around you warps as if the sky itself is bleeding black and purple mist, which surrounds you engulfing you in its embrace. You blink. When your eyes open you stand somewhere so different than the world you left behind it is jarring. Your mind races, and for the first time in your life you are unencumbered as if some weight which had held you down, slowed your thoughts and oppressed your very being has been lifted. You look at your life in a new way and wonder how you could possibly have lived doing the same things day after day with little variation.

Just as this all is about to overwhelm you though a figure appears before you, shaded in black and purple mist it steps forth clearly a part of whatever dream you are in. "I am Lord Barrowin" it states, but not through sound, this message feeds directly into your mind.

"You are one of the marked spirits of this world, able to change, potentially a hero, villain, or anything in between. I come to you asking for aid in changing the world around you to be a better place, a place where all can be free and thrive. Should you choose to leave your life behind and become an agent of change I can transport you to a place called Vypool where people like you exist, learn and are starting to change the world. They will welcome you as a member of their town and help you to develop your abilities so that you may become a great person, able to alter this world. Or I can return you to your simple life and you will forget this experience and never be bothered again. The choice is yours."

With that the mist stands and awaits your answer, unwavering. No questions you ask are answered and nothing you do seems to affect the creature. It merely awaits your answer.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

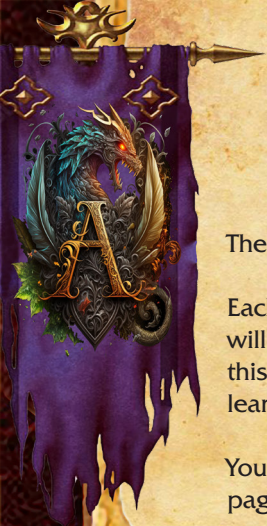
Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

The above introduction is a easy way for your character to come into game in Vypool, the main town of Archon. Any player may use this introduction as the way they enter the game and if they do they are immediately recognized by all members of Vypool as marked by Lord Barrowin and therefore considered not an enemy of Vypool.

However if you do not wish to enter the game in this manner you do not have to. You can choose any way you like and any reason your character has come to Vypool.



Where Do I Begin?

The world that your PC inhabits is called Tyr. Your origin and character goals are entirely up to you.

Each character begins with 50 character build to spend on fields and knowledges. Also your character will gain your choice of any 5 basic skills or spells found within those fields, listed in a section later in this book, such as fire dart, basic slay, and backstab for free as these are the skills or spells your character learned in their life before coming to Vypool.

Your character will also have 25 lineage build points to spend on their lineage abilities, found on the page of your chosen lineage.

Don't worry too much about how things turn out with the initial skills that you pick if you are unsure, if you are unhappy with your character in any way, you may change anything during your first two Archon events and as many times as you feel you need to until you are happy with the character you are playing and their abilities. We want you to play a character and style that you get the most enjoyment from!

It is suggested that you read this book in its entirety before you decide to write a character. It will help you to better understand the game and the mechanics of how things work. Most players did not strike gold in their first character creation attempt but having a better grasp of the game aided them in finding the mark sooner rather than later.

However, Chapter 1 will assume you have not read any of the rest of the book yet and will instead guide you through the character creation process without you having to read and understand all of the details about how everything works.

Once you have chosen a lineage, fields, and skills and spent all your build, the next step is to determine how your characters' dynamics. How they will act, how they dress, how they talk and most importantly, their background. Where did your character come from? Were they looking for adventure when they were brought or came to Vypool or was it just dumb luck?

A good background may get you free skills or build if you come up with a good story! It is very important that you play a character that you enjoy because that is why we are here. If at any time you are unsure of the direction to take or how well something might work, please feel free to ask a staff member or another player. We are here to help. Almost anyone who comes to a LARP will have a general idea of what they want to play, but in case you don't, here are some basic character design ideas.

- **Pure Melee Fighter:** highly skilled with weapons and usually wearing armor. This type of character would take fields like weapons mastery and armor smithing. They also align with skills like slay, prof, and parry.
- **Damage Caster:** very good with spells that damage enemies. This type of character would take magic like fire and air that are very offensive and allow them to send forth spells that inhibit or damage their enemies.
- **Healer:** a character that can heal everyone in the heat of combat. This type of character would take a few schools of all 6 magical fields and have the dart spell in each as it is the most effective healing spell for each magic. They may also take alchemy and medicine to gain additional healing.
- **Jack-of-All-Trades:** skilled with everything but a master of none. This character type would have a few schools in almost every field, which would allow them to dabble in everything and be highly versatile in all situations.
- **Merchant:** able to create items they can sell to everyone else, such as weapons or armor. This type of character would take armor smithing, weapons smithing, alchemy, potion creation and scroll creation, and then use the production of these skills to sell to other players and NPCs.

- **Warrior Tank:** a character that can soak and deal physical weapon damage. This type of character would take the fields of weapons mastery and roguery and skills like parry, dodge allowing them to defend against all kinds of attacks.
- **Assassin:** A shifty character who strikes from the shadows and easily dodges blows that would kill others while also taking skills that allow them to eliminate targets. This type of character would take a lot of roguery and skills of assassination and backstrike. Also, they may take alchemy to be able to make deadly poisons they could put in food or use as a gas for their victims.

These are only a few of the hundred ideas people bring to Archon. You should be thinking something along these lines while starting to create your character.

Beyond how to make your character, how you come into the game and a little information about the world found within this book there is very little that we tell you when you first start a character but don't let this discourage you. The best way to find out things and learn about the world you're in is by being present and interacting with others rather than getting it handed to you by us. If you ask a question about something and our answer is vague, it is probably because you must learn it in-game.

This is not to say that we won't tell you about the game mechanics or explain the necessary parts. However, some questions such as "can dragons fly?" will be answered with "I don't know, why don't you ask one?" This may sometimes seem rude, but the reasoning is that if we told you everything about the game beforehand, it would take away the fun from the journey of finding out in-game things on your own.

Key Terms

Throughout this book you will find terms used to help describe a field, skill, spell, ability or lineage that you are reading about and deciding on using. Below are the terms we will be the most important to know while you are creating your first Archon character and preparing to adventure for the first time. There is a full list of all Archon terms in the Glossary of Terms at the back of this book.

An Archon

While also the name of the game an Archon is a large pillar of elemental energy which has been created to seek out essence. In exchange for essence the Archon will "burn out" people however this can only be done through a conduit, typically a circle with the Archon outside the circle and the PC inside.

Archon Wave or Wave

A wave or Archon wave is when an Archon enters the game and exchanges essence for a renewal of all mana points. Archon's are only capable of doing this through a circle and so encourage people to create circles and then herd people into them. Once inside a circle an Archon will state "You feel you wish to burn essence" which you may choose to do, or not.

After a Archon does a burn out for all those willing the Archon will leave and announce something similar to "All temporary constructs are down, all magic and skill points return, except production." which means your point pools refresh to full and may be respent on a new battle board or the same one you used before.

Battle Board

A battle board is where you spend all your points from various fields locking them in to the skills and spells you will use while playing the game. A battle board may be changed at each wave if you choose or you may have multiple battle board pre-made and choose which one you are currently using at a wave.

Burn Out

A burn out is when you exchange essence to a creature or item and in return they gift you a piece of their spirit which grants you +1 build or +1 lineage build as long as your spirit is able to receive the reward.

Build and Lineage Build

Build is similar to experience in traditional TTRPG's and is used to purchase the different things your character will use in game.

Build and Lineage build are separate pools. Build is used to purchase everything except lineage abilities, which are purchased only with lineage build.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Body and Willpower

Body is the amount of damage your character can take before being knocked unconscious and possibly dieing.

Willpower is the amount of mental anguish or mind effects your character can endure before losing control or being knocked unconscious.

Both these stats can be found in the upper right corner of your character sheet.

Circle

A circle is created using points from a field that creates a circle of power which will not allow its opposite to enter. More on circles and what each opposes can be found on page XXX.

Creature Type

Your creature type is determined by your lineage and is what you are healed by. If you are not healed by something that strikes you then you are harmed by it and take damage or the effect from it.

Currency

There are three main types of currency in Archon. Coins which come in copper, silver and gold. Gems, which are either cut or uncut. And essence which are tagged popsicle sticks.

Essence

Essence are small items cherished by an individual creature of Tyr. When that creature perishes the Essence is dropped and can be used as currency, for components, to burn out or as production materials. All creatures, including you, have an essence, these are typically represented with a popsicle stick and a paper tag that has writing printed upon it stating what it is and its value. Your Essence will be given to you at character creation.

Field

A field is an area of study that your character has learned, and spent build on. Within each field you will purchase schools for build. Each school will give you points which can in turn be spent on skills and spells in that field. Each field has different things it can do and skills or spells that can be used in that field. Further information on fields can be found in Chapter XXX: Basic Pyramid Fields.

Game Master / Staff Member / Plot Member

The game master, staff member or plot member/marshal are all people who work on building the world, telling NPC's their stats and what to do and both build the world and adventures.

If you ever have questions or situations you are unsure of a staff member can always help resolve them for you.

Hard Wave

A hard wave happens at 6pm each day of game play. At this time all skills spells and abilities are refreshed to full, including lineage abilities and item abilities.

A hard wave is similar to a wave except there are no burn outs or essence exchanges with a Archon and a character gains and automatic 2 character build and 1 lineage build at a hard wave, though this is typically awarded at the end of an event for logistical purposes.

Hold

A hold is a call that pauses the game. It may be shouted by anyone to stop play in case of an emergency, a safety check or any reason deemed necessary to stop play. When someone shouts "Hold!" everyone who can hear them should repeat "Hold!" as loud as they can and either take a knee or stop moving. All play stops during a hold. To resume play the person who called it should ask "is everyone ready?" and if there are no objections states loudly "3, 2, 1 play on!"

In Game / Out Of Game

In game means that you, your character and any in game items are actively playing and therefore able to be interacted with by other in game PC's or NPC's.

Out of game means you and anything on you do not exist to anyone in game. To show you are out of game you should place a hand or weapon phys rep on your head or wear a white headband which informs anyone looking at you that you are out of game.

Killing Blow

At any time a creature with a weapon may attempt to deal a killing blow to another creature which is at -1 body, 0 body or 0 willpower or if the target is willing and states they accept the blow. To do this they place their weapon on the torso of the target and state "killing blow 1, killing blow 2, killing blow 3" if they are not interrupted or stopped then the target goes immediately to their 5 minute death count. If they were already in their 5 minute death count then there is no effect.

Duration: Instant once complete

Knowledge

Knowledges are things that a character can learn by spending build on them that are not a part of any field.

Lineage Ability

A lineage ability is purchased with lineage build and is based on your chosen lineage for your character. Each lineage has abilities that can be found on their lineage page.

Linked

If a skill or spell is linked or must be linked it means that it is paired with another skill or spell and must be noted on your battle board which thing it links to. Linked skills or spells may only be used with the thing they are linked to once locked in.

Locked In

Once a character has points in a field they “lock in” skills or spells in that field by spending the points. Locking in skills or spells is the term used when the points are spent and can no longer be altered until the next wave.

Non-Player Character (NPC)

NPC's are those people who play different roles throughout an event, taking on the role of the monster, the merchant, the king, or whatever else is needed. These people are not ever consistently the same character.

Player Character (PC)

PC's are player characters who have a single character which they play throughout an event and progress that character from one event to the next. They are always the same character and are the main players of the world.

Point or Mana Point

All skills or spells in Archon outside of Lineage abilities are locked in or activated using points and so have a point cost which can be found on the spell or skill page. To gain points in a field you purchase schools, with build, which award 5 points per school.

Roleplaying

Role playing is when a person takes on the characteristics and personality of a character. The person will often act differently, speak with a different accent or tone and take actions from the perspective of the character rather than themselves.

School

A school is a rank or level purchased in a field using character Build. Each school awards the character 5 points which may be used on skills or spells the character knows in that field.

Tag

A tag is typically a piece of paper which states what an in game item is. Tags are used for weapons, armor, potions, alchemies, scrolls, magic items, essence and other things found throughout Archon and will have printed at the top Archon Tag or Archon XXX where XXX is the type of tag.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Chapter 1: Character Creation

The first step in any RPG is also one of the most fun, creating a character. The purpose is to create a budding hero, defined by an in-game profile and a few descriptive elements that will pave the way for their evolution, as they explore the world and experience the stories designed by the leader.

Players approach this in different ways. Some have a very precise idea of what they want and enjoy getting into the details of their persona before the adventure has started. Others prefer to go with the story's flow and flesh out their character as they play. In any case, you can start with the following seminal question: What kind of role do I want to play? A fighter or a spellcaster? A smooth talker or a person of few words? An unassuming lurker or a towering bruiser? Maybe you already have a picture of your character in mind, or a starting point like their lineage (elf or dwarf, for example).

Will your hero be in tune with nature, or a city dweller through and through? All of these questions, and others that will spontaneously come up, will guide your choices throughout the creation of your character, in particular in regard to their species and class.

The first step is to choose a lineage, they can be found in chapter 2, and download a template for that lineage from ArchonLARP.com



CHARACTER CREATION STEPS

1. **Choose A Lineage (Chapter 2)**
2. **Spend Character Build On Fields And Knowledges (Chapter 3)**
3. **Choose Starting Skills**
4. **Create A Battle Board And Lock In Your Skills and Spells**
5. **Starting Equipment**
- 5B. **Optional - Create And Write A Background**
6. **Get To An Event And Play!**

Step 1. Choose Your Characters Lineage

Throughout this chapter, so as to illustrate the character creation steps, we will follow Adam, a player who is getting started with Archon, as he creates his character, Sles.

So far, only the character's name has been decided, but in the course of the following pages and asides, he will take on both shape and life.



1. Choose A Lineage (Chapter 2)

As you look through the available lineage lines in the next section of this book, keep in mind that these are our suggested lineages but not necessarily the only ones in the game. For a new player, we suggest choosing a lineage that sounds interesting to you from the available options. However, if you have your heart set on something not found in this section, please contact the staff, and they can help you develop the lineage you really want to be.

Keep in mind that we have developed these lineages with overall balance in mind. If one lineage seems stronger starting off, it may have unseen negatives or might be weaker later in the game. Those that seem weak at the start may have benefits found in-game or further along in character development. Choose a lineage based on what you enjoy and think will be fun to play rather than worrying about how powerful it may seem. Eventually, all characters will have both positives and negatives and will be good or bad, depending on the situation.

Keep in mind that you are choosing a character that maybe, with a little luck, will adventure for a long time. In each lineage description, there is some basic information about what type of region they came from and an explanation of what lineage abilities they possess when starting a new character as well as the cost in lineage build for those abilities.

At the bottom of the lineage description, you will see the starting body, willpower for that lineage, and the rate at which they gain additional body and willpower from character build. For example, a starting human begins with 5 body and 5 willpower, then with the starting character build of 50, they gain 1 body and 1 willpower every 10 build. This means a starting human would earn an additional 5 points of each, giving them a body and willpower of 10 to start before adding in bonuses for skills and fields.

Now that you have chosen a lineage make sure that you downloaded and have open the template for that lineage from ArchonLARP.com. This is very important because this character sheet (opened with excel or google sheets) has automatic calculators built into it that will do all the math for you making character creation much easier.

SLES THE LIZARDMAN

Adam has chosen the lineage Lizardman and decided he comes from a place called the Swamp of Dreams. Now that Adam has a lineage he can pull up the template from ArchonLARP.com for the lizardman race and look it over. On this sheet he notices the build cost, next cost and mana all automatically populate when you place a number in the #Schools column.

Adam wants Sles to be a fighter and caster who is capable of enhancing his body with spells and using his weapons to fight any enemy. The lizardman race is able to use claws as natural weapons to Adam knows he wont need a weapon skill but beyond that he is not sure what else to buy with his build and so will move on to part 2 of this chapter.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



2. Spending Build

The next step in character creation is to spend your build. You begin with 50 normal build and 25 lineage build. Normal build is spent on fields and knowledges. Lineage build is spent on your lineage abilities found in the lower right corner of your character sheet. Most of these abilities will auto calculate when you put a number in the amount column but if they do not check your lineage page for how to calculate the cost for the ability.

On the left side of the character sheet you will find every field you can take listed in a column as well as #Schools. Spending normal build you will fill in the column #Schools with a number which will automatically calculate the build spent, next cost and mana columns. The higher the number in the #Schools box for a field the more your character will be able to use the skills or spells found in that field. However you will notice that the cost of each school goes up exponentially. This is because school costs are calculated by a pyramid system, explained in depth in Chapter 7: Game Mechanics but right now it's only important to know you don't need to fill in the entire sheet and that the more of a single field you take the more it will cost reducing how many other fields or knowledges you can take.

On the right side of the sheet you will see Knowledges. These are things that your character can spend build on to learn how to use such as a weapon skill or how to read and write. You will have to fill in both the name, amount and build cost for this section as there are too many to have automatically calculate on the sheet. Knowledges do not have an increasing cost and most are just purchased once except Craftsman Misc knowledges.

At this point you will want to read over the fields found in Chapter 5: Basic Pyramid Fields and the Knowledges in Chapter 6: Knowledges. Since you already read your lineage sheet you may find some fields that your lineage is better at and decide to read those first.

SLES WEAPON MASTER AND WATER MAGE

Adam, having read over the Fields and Knowledges chapters of the book decides that Sles is going to need some water magic as it both heals him and grants him shields against spells which will be very nice as a compliment to his lizard armor.

Additionally since Sles is going to be a frontline fighter Adam decides that he is going to take some weapons mastery so that he can hit harder with his weapons using Profs. Finally Adam decides that Sles should be able to learn some things and will take a little Theory and Lore. Adam also wants to be able to solve puzzles and read notes while playing and so takes the knowledge Read and Write.

Now that Adam has chosen which fields that he wants he begins filling out his character sheet. Read and Write costs Adam 5 build and goes in the Knowledges on the right side of the sheet leaving Adam with 45 build left. Adam wanted to be able to research new skills and spells for his fields but doesn't want to dedicate too much to this year and so takes 1 Theory and 1 Lore, each only costing 1 build.

This leaves Adam with 43 to spend on Weapons Mastery (WM) and Water Magic. Wanting to focus more on fighting Adam takes 10 schools of WM, costing 30 build and uses 11 of the remaining build on 4 schools of water magic. This leaves 2 build left since Adam could not afford the 5th school of water as that cost 3 build so Adam decides to spend the final 2 build on a Craftsman Misc knowledge and chooses to make it survival swamps as it fits with his background for the character.



3. Choose Starting Skills and Spells

Now that you have chosen your fields and knowledges you will need to gain some spells and skills for your fields. First let's go over everything except magic fields. Each non-magic field starts with at least 1 free skill, found at the beginning of the field page. These free skills do not count against your choice of 5 skills or spells and are just things your character learned as they learned that field.

After those starting skills you will find a list of available skills in that field. Each of these skills are available to be learned at the start and state how many mana (points) in that field they cost.

For magic fields you begin with the ability to cast raw magic, explained in the Magic Fields section of Chapter 5. If you decide to use one of your starting 5 skills or spells on a spell for your magic then you will need to review Chapter 9: Well Known Spells of Tyr and go to the magic you have chosen. The spells section is a separate chapter because there are so many available spells.

You get 5 skills or spells of your choice, total, not in each field, to choose so please decide wisely which things you feel are most important for your character.

SLES THE SHIELDER AND SLAYER

Now that Adam knows which fields Sles will have he has to choose which skills and spells that Sles will be able to use with his mana points.

First Adam marks down that he knows Crit Attack and Crit Defense, as they are the free skills in Weapons Mastery. Then notes Sles can cost raw water magic for free as well.

Now on to Sles' 5 skills or spells.

First Adam chooses Master Prof in weapons mastery as that gives +1 damage with Sles' claw attack and Adam chooses Basic Slay so that Sles can make a really big attack when needed.

Next Adam moves to water where he decides to take the spells Resist Fire, Water Armor and Water Cloak.

With those choices made Sles has used up all 5 of his free skills or spells and so can move on to step 4.



Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



4. Create A Battle Board and Lock In Your Skills And Spell

Battle Boarding is a very important part of Archon; this is where you write down all your skills, spells and abilities in 1 quick sheet for your reference and for anyone who might ask or need to see it. This is different from your character sheet because while your character sheet has a ton of great information, it does not have which spells and skills you have locked in currently using the mana points from your fields. When you begin play, or immediately after an Archon wave, you spend all the points in your fields on skills and spells, which you then can use as you play.

The first step is to reference your character sheet and see how many mana points you have in each field. Once you know your mana totals you can then take those points and spend them on your spells and skills that you picked in step 3.

Using Sles the lizardman and his character as our example, we can make a quick battle board. First, we have 30 points of light magic and 45 points of weapons mastery. For light, Sles knows the spells light dart, which costs 2 points, light missile, which costs 5 points, and light circle, which costs 5 points. Sles chooses to have 3 missiles, 5 darts, and 1 circle battle boarded. Now each time he casts one of those spells, he can cross off the spell on this sheet to keep track of what spells he has left.

For weapons mastery, Sles has 45 points and knows basic slay, which costs 15 points, and master prof, which also costs 15 points. Sles decides to lock in 2 profs and 1 slay, giving him +2 damage with his claws (which is what a prof does) and a one-time strike for +25 damage with his slay.

Sles' battle board is pretty simple. However, the more your character develops and learns, the larger it is going to get. For the battle board, after each fight, every player will cross off any used spells or skills to make sure they know what they have left. At each wave, you can change your battle board, choosing a new set of spells and skills to help meet your current situation.

SLES BATTLE BOARD

Adam is now ready to Battle Board Sles for the first time. Looking at Sles' sheet he is able to note that Sles has 60 Weapons Mastery mana and 20 Water mana. Sles's skills cost:

15 for Master Prof
15 for basic Slay
1 for Water Cloak
4 for Water Armor
1 for Resist Fire
2 for Crit Attack
3 For Crit Defense
1 per point of raw Water

So using this Sles will write out a battle board like this.

Weapons Mastery 60

- Mastery Prof (+1 damage, right hand) -15 WM Points
- Mastery Prof (+1 damage, right hand) -15 WM Points
- Mastery Prof (+1 damage, right hand) -15 WM Points
- Basic Slay (30 damage + my swing) -15 WM Points

Water 20

3x Resist Fire -3 Water Points
2x Water Cloak -2 Water Points
3x Water Armor -12 Water Points
3 Raw Water -3 Water Points

This Battle board is now complete, it shows that Sles will swing +3 in his right hand with his claws (base 2 weapons so total of 5 Claw) and have 1 Basic slay which will be 30 + 5 for a total of 35 Claw Slay.

For water Sles can cast Resist fire three times, one water cloak which is a 5 shield, three water armors which do 20 shielding and three raw water which Sles can use to heal himself. Adam found all the costs for these skills and spells in their sections of the Fields Chapter.



5. Starting Equipment

Now that you have gotten through the build spending and battleboarding of your character creation, you will need to figure out what type of equipment you will need. This will help you determine what kind of weapons and physical representations (Phys reps) you will have to bring or borrow from us. When you create your character, you will be given tags for the weapons you will be bringing into the game with you. This is the actual number, so if you have 30 sword phys reps that your character shows up with, then we will give you 30 sword tags.

Armor works in the same way; if you arrive with a suit of armor or can borrow and wear one into game, then you will start with the tags for the armor that you wear. You will also be given 2 Pieces (2 Silver Coins) for your starting character. At this time you may buy extra armor or weapons with some of the money, which may be a good idea for these items will probably go faster than you think, especially armor.

If you will be using magic in the game, then you need spell packets so you can cast. A guide to making these is included after the weapon creation table however the Archon staff always has some available for new players to use. Finally you will be given an essence, a popsicle stick with a paper tag on it that has your characters name and your total build amount, if you die you drop this along with any other in game items.

SLES THE LIGHT

Now that Adam has finished Battle Boarding Sles he is ready to get starting equipment from the staff of Archon. He receives 2 silver coins and is told that he gains +5 lizardman armor because he brought some costuming that makes him look very lizardlike. He does not need any armor or weapon tags since he is using claws (natural weapons don't need tags and can always be used) and lizard armor which is part of his lineage and therefore always repairable.

Adam does decide it would be a good idea if Sles could get some extra way to heal and so asks if Sles can use the coins to purchase a few Water Dart Potions which he can use for healing. The staff then trade him 1 of his silver for 3 water dart potions and 7 copper bits and then Adam is ready to put on his gear and get into game!

5B. Writing A Character Background

A character background is not necessary but will help you to establish a base and set goals for the future. This will allow us, the plot team, to utilize the people who have helped you in the past as well as the people who have hindered you so that your character will be involved with our plot lines. Character backgrounds can range from a few paragraphs to many pages, even in books; the more involved and detailed you are, the better it will be for the plot team to use and the more build you will gain by writing it. On average, a 1-page background gets you about 5 build, either lineage or character, and a longer and more developed ones could yield even more!

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Character Background Example

Aden had trained with his uncle Estron for a number of years. During this time, he has learned the arts of roguery and the ability to use weapons of the trade. One night his uncle sent him to steal a sword of the purest silver to melt down for a considerable profit. Aden happily agreed to the task; it seemed an easy way to make money. A single-aged dwarven blacksmith guarded the sword. Aden acquired the sword easily enough by waylaying the dwarf in his workshop and taking the sword from its sheath. As he left the town, he heard a blood-curdling howl followed by screams of the villagers. Aden rushed back to view the villagers being slain by a horde of black wolf-like creatures. He ran back to the center of town, but it was too late the damage was done.

The wolf-like creatures approached Aden, but seeing the sword, their leader stepped forward, tossing a bag of coins, saying, "Give this to your uncle and thank him for removing the Sword of Innocence, which was stopping us from taking the villagers' essence. We will use their essence to aid against the solars that have been plaguing us". Aden felt a tingle and looked at the sword as it transformed from pure silver to dull steel. As he looked back up, the wolf-like creatures were gone. Fearing for his life, he never returned to his uncle but instead learned the skills that would be necessary to avenge the wrongs that he had done.

This is a small background for a character, but it gives us something to help involve you and your companions directly in what is going on with the plot of the game. We, as a plot team, appreciate the help and information. If the background deserves it, an extra build will be awarded to your character.

BUILDING A BACKGROUND

Step 1) Interview Your Character

The internet is an amazing place. You can find character questionnaires with a easy google search.

Step 2) Keep It Short

While we appreciate dedication, we also appreciate you keeping it short and sweet so we can get the point and use that information in game as needed and be able to reference it easily.

Step 3) Identify Your Character's Desires and Goals

Backstory goals are great material for your game or dungeon master, so be sure to mention them. Every backstory should include a purpose and developmental objectives. Your character's mission in life that drives him or her. The character's aim serves as the character's primary driving force, and everything your character says and does should revolve around this ultimate objective.

Step 4) Create a Solid Timeline for Your Character

Plotting out the key events in your character's past can help you better understand your character's personality and point of view.

Step 5) Add a Good Amount of Conflict

A good backstory is not complete without conflict. Conflict is either external or internal—or both.

Step 6) Define What is Special and Unique about Your Character

Making your character stand out from all the rest can be a bit of a challenge. Try to zero in and focus on their traits, strengths, weaknesses, vulnerabilities, and secrets.

6. Get To An Event And Play!

Congratulations! You have created your first Archon character. Well done. You are now ready to attend your first event. Events are typically a weekend long starting Friday evening and ending Sunday morning. Archon is held at a camp ground with running water, beds, cabins, heat and showers. You will want to bring bedding such as a sleeping bag and pillow but you don't need anything else. Archon will provide you with costuming, weapons and gear if you don't already own any.

The remainder of the book that you have not read yet if you skipped right to making your character goes into mechanics of the game, the other fields, knowledges and a significantly more in depth explanation of everything might need to know while playing. It is a great idea to at least skim over the entire book, however it is not required since you already have your character and can learn the rest while playing if you wish.

We can't wait to see you at a Archon event! Check out website ArchonLARP.com or our discord, a link can be found on the website, for upcoming dates and the location we are currently playing at!

6A. Weapons

Our example character, Sles, is a lizardman and so has natural claws as weapons. Most lineages do not have this advantage and so when spending build you well need to learn a weapon skill. This chart tells the build cost and how much damage that weapon starts with. Note bastard edge weapons have two numbers, one for when the weapon is used with 1 hand and the second for when its used with 2 hands. Shields can only be used with 1 handed weapons (not bastard weapons) and dual weapons requires weapons of long sword size or shorter when dual wielding. Melee master is the ability to use all physical weapons. For more information on these please see the Knowledge Skills section of this book.

Name	Build Cost	Base Damage
One Handed Edge	2 Character Build	2
One Handed Blunt	1 Character Build	2
Bastard Edge	3 Character Build	2/3
Bastard Blunt	2 Character Build	2/3
Two Handed Edge	4 Character Build	4
Two Handed Blunt	3 Character Build	4
Archery	3 Character Build	5
Small Weapon	Free	1
Thrown Weapons	2 Character Build	1
Shields	4 Character Build	N/A
Dual Weapons	5 Character Build	Weapon
Melee Master	20 Character Build	Weapon

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Chapter 2: Lineages Of Tyr

This section is all about the lineages of Archon. It gives the description, make-up, or mask requirements and all lineage abilities. Each lineage also has a body and willpower ratio based on the character build you earn and the lineage's magical type, which they are healed by. When choosing a lineage, think carefully about what kind of character you wish to play and review the pros and cons.

Creature Type

A key feature of Archon LARP that is different than most other role playing games is creature type and the variation on what each lineage is healed by. Where most games have a single healing magic Archon lineages and creatures of the world are healed by 1 of the base magics and harmed by the other 5. What magic heals a specific lineage is denoted on their lineage page under the title. A Light Creature is healed by light and harmed by dark, fire, water, earth and air for instance. Some lineages are also harmed or healed more by specific

Natural Lineage Armor

There are many lineages listed below that have lineage armor, a type of natural armor that protects them in multiple ways. These lineages pay lineage build to improve this lineage armor just like any other ability in the game. However, the cost of the lineage armor tends to vary based on how powerful the armor is. All lineage armors do not stack with any type of physical armor like chain mail from Smithing, but they stack with magical armors like water shields, earth armors, and other magical protectives. Lineage armors also block all types of attacks, not just physical, unlike physical armor like chainmail.

So, let's say you decide to play a folk and want 30 points of natural folk armor that protects against all magical attacks. Since the folk armor costs .5 for each of the first 10 points, then 1 for the next ten and 2 for the next ten, and so on, my total cost would be 5 (10 points * .5 cost) + 10 (10 points * 1 cost) + 20 (10 points * 2 cost) for a total cost of 35 lineage build. Each lineage with armor has its own cost and effect in its description. 5 (10 points * .5 cost) + 10 (10 points * 1 cost) + 20 (10 points * 2 cost) = 35 build. All lineage armor is refit by stating "repairing armor" then repairing the armor for 60 seconds, after the armor is repaired it returns to full value. This repair is interrupted and must begin from the start if you stop repairing, are struck for damage or move too quickly (depending on the armor).

Lineage Abilities

Many of Tyr's lineages have lineage abilities such as resists, dodges, phases, and breathe weapons which get expended when they are used. These abilities are hard wave reset abilities which means they do not refresh each Archon wave, but instead refresh at a Hard Wave which happens each day at 6pm.

This means when a merfolk with 40 points of spell shield uses a 40-point shield on the first spell cast against them, that ability will not refresh until 6pm the next day.

Lineage abilities that are expended when used:

- Phases
- Dodges
- Breathe Weapons
- Resists of any kind
- Pain Tolerance
- Pools of any kind
- Psionics
- Thick Hide
- Mass Producer and Jack of all trades bonus mana
- Rampage
- Endurance

Lineage Abilities that are not expended when used:

- **Strength**
- **Threshold**
- **Armors of any kind**
- **Auras**
- **Night Profs**
- **Raktasha bonus mana**
- **Gluttony**

QUICK LINEAGE COSTUMING AND MAKE-UP REQUIREMENTS

Lineage

Azure	Black and white plated skin with colored gem in forehead, armored body
Barbarian	Tribal, hides and furs, visible tribal mark on body
Chamil	Feathers and bird like features
Changling	Variable
Creature Kin	Variable
Dark Elf	Dark blue or purple skin, pointed ears
Drake	Skin color of element, scales, optional pointed ears
Dwarf	Beard for both male and female
Elf	Pointed ears
Fade / Folk	Dark purple or blue skin with stripe for fades, light colored skin with stripe for folk, pointed ears
Gahst	Dark sunken eyes, pale features, dark clothing
Gargoyle	Grey cracked skin, optional pointed ears or horns
Goblinoid	Red skin for kobold, green for orc and goblin, yellow for ogre, tusks, pointed ears, horns
Half-Giant	Stuffed clothing or muscle suit if needed
Human	Any era appropriate gear
Lizardman	Green skin with scales, optional tail
Merfolk	Blue skin with scales
Nekomata	Cat like features with pointed ears and magical markings on skin
Nydic	Purple tribal or magical markings on skin
Ogrillio	Orange and green skin with scars
Raktasha	Cat like features, nice quality clothing
Shadow-Kin	Grey with dark swirls skin
Skall	Half blue skin
Troll	Orange skin with green splotches
Wayward	Tribal marking visible on skin
Wolfen	Wolf like features increasing with each form
Yaun-Ti	Snake like features with yellow or green scaled skin

THIS CHART GIVES VERY BASIC INFORMATION ABOUT EACH LINEAGE FOR MORE DETAILS SEE THE LINEAGE PAGE

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



QUICK LINEAGE INFORMATION CHART

Lineage	Healed By	Body Ratio	Willpower Ratio
Azure	Variable	5 + 1 Every 10 C. Build	5 + 1 Every 10 C. Build
Barbarian	Light or Dark	6 + 2 Every 15 C. Build	4 + 1 Every 15 C. Build
Chamil	Air	4 + 1 Every 15 C. Build	6 + 2 Every 15 C. Build
Changling	Variable	Variable	Variable
Creature Kin	Variable	Variable	Variable
Dark Elf	Dark	5 + 1 Every 10 C. Build	5 + 1 Every 10 C. Build
Drake	Variable	6 + 2 Every 15 C. Build	4 + 1 Every 10 C. Build
Dwarf	Earth	6 + 1 Every 10 C. Build	5 + 1 Every 10 C. Build
Elf	Light	4 + 1 Every 15 C. Build	6 + 2 Every 15 C. Build
Fade / Folk	Dark / Light	3 + 1 Every 20 C. Build	7 + 1 Every 5 C. Build
Gahst	Dark	5 + 1 Every 10 C. Build	5 + 1 Every 10 C. Build
Gargoyle	Earth	5 + 1 Every 5 C. Build	5 + 1 Every 15 C. Build
Goblinoid	Light	4 + 1 Every 15 C. Build	4 + 1 Every 15 C. Build
Half-Giant	Light	5 + 2 Every 15 C. Build	5 + 1 Every 15 C. Build
Human	Light	5 + 1 Every 10 C. Build	5 + 1 Every 10 C. Build
Lizardman	Water	7 + 2 Every 15 C. Build	3 + 1 Every 15 C. Build
Merfolk	Water	5 + 2 Every 15 C. Build	5 + 1 Every 10 C. Build
Nekomata	Dark	6 + 2 Every 15 C. Build	4 + 1 Every 20 C. Build
Nydic	Light	4 + 1 Every 15 C. Build	6 + 2 Every 15 C. Build
Ogrillio	Dark	7 + 2 Every 15 C. Build	4 + 1 Every 15 C. Build
Raktasha	Light or Dark	5 + 1 Every 10 C. Build	7 + 2 Every 15 C. Build
Shadow-Kin	Dark	5 + 2 Every 25 C. Build	5 + 2 Every 25 C. Build
Skall	None	7 + 1 Every 5 C. Build	5 + 1 Every 10 C. Build
Troll	Light	9 + 2 Every 5 C. Build	1 + 1 Every 20 C. Build
Wayward	Light	5 + 1 Every 10 C. Build	5 + 1 Every 10 C. Build
Wolfen	Dark	7 + 1 Every 5 C. Build	3 + 1 Every 15 C. Build
Yaun-Ti	Dark	5 + 1 Every 10 C. Build	5 + 1 Every 10 C. Build

THIS CHART GIVES VERY BASIC INFORMATION ABOUT EACH LINEAGE FOR MORE DETAILS SEE THE LINEAGE PAGE

***C. Build = Character Build**
Spec = Specialised

Positive Traits

Negative Traits

Summon Elemental Blade, Natural Armor	Creature type changes daily, 1 production skill only
Endurance, Spec Weapons Mastery	Neg Spec Fire, Water, Earth, Air
Claws, Dodge Pool, Spec Air, Bonus Gems, Roguery spec	Healed By Air
Ability to change races and gain powers	Starts Weak Until Multiple Lineages
Variable	Variable
Night Blade, Spec Dark Magic	1/2 Body Dawn to Dusk unless underground
Breath Weapon, Claws, Spec Select Magic	Cannot use opposite magic
Poison Resist, Double Spec Smithings, 1/2 Cost Earth Spells	Healed by Earth
Willpower Resist, Archery Prof, Free Archery	Considered Charlatans and Tricksters
Spec all low magics, Folk Armor	Neg Spec Weapons Mastery, Normal Armor Can't Cast
Siphon Magic, Claw, Natural Armor, Strength	Must Siphon Mana for Abilities, Confused With Undead
Threshold, Natural Armor	Healed By Earth, Threshold Means Harder To Heal
None to start	Takes Time To Evolve
Strength, Pain Tolerance	Max 1 magic, cannot shaman or spec
Jack of All	Hunted
Natural Armor, Claws, Gluttony, 2x Healed	Healed By Water
Water Shield Pool, Spec Water, 2x Healed	Healed By Water
Spec Weapons Mastery, Spec Dark, Claws, Devour	Neg Spec Light, Other Planar Creature
Psionics, Spec Lore, Double Spec Theory	No Body Gain From WM, Rog, OFM, DFM
Claws, Scenting, Double Spec Tracking, Thick Hide	Neg Spec Thoery and Lore, 2x From Charm and Domination
Ak'Chazar Gain Bonus Mana, Naztharune	Ak'Chazar: -1 mana per WM or Rog School,
Gain Bonus Roguery, Zakyas Gain Weakness	Naztharune: Max schools 1/2 total Roguery,
Determination	Zakyas: Cannot take production fields
Immune To Poisons, Phase Pool	Neg Spec Light and WM, 1/2 Body Dawn to Dusk
Double Spec Weapons Mastery, Spec in Offensive and	Cannot Use Magic, Cannot Be Healed By Magic
Defensive Mastery, Resist magic, Zen Armor	
Strength, Regenerate	2x From Fire and Acid, Double Neg Spec all magic
Spec all production, Mass Producer, CM's with lineage	2x From Physical Special Attacks, 2x research non production
Rampage, Claws, Change Forms	2x From Silver, Magic Limitations In Forms
Claw, Poison Pool	Neg Spec 3 Random Magics

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

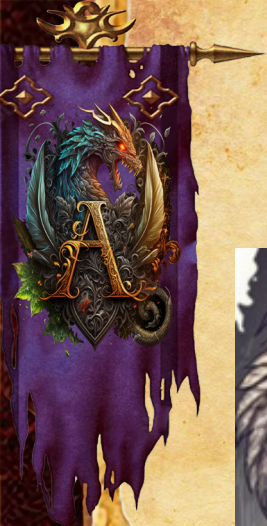
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Azure

Random Each Hard Wave – Fire, Water, Earth or Air Creature



Cryza let the wind blow across her face, closing her eyes and taking in the sensation of flight as she glided along a path she knew extremely well toward the City Of Gold, Narvia. She landed with ease, coming off the wind current and bringing her directly into the City's landing pad. Then, paying the toll due for her travels, she made her way to her master's home. He was waiting for her in his large leather chair made by a dwarven artisan, it was said, a rare thing here in the City of the sky. "I have it, master," she broke in, interrupting his concentration on another of his projects she knew would fail. She did not understand why he continued to play with gems, cutting them and shaping them even though he never did a good job. For that matter, you could easily pay for the gems at the local market for only a slightly higher cost.

The master looked at her with a smile and reached out his hand. Cryza laid a glass thing into it that the master immediately placed against his eye and began using to stare at the gem again. Silly, she thought, and with that, she left, seeing the master was in another of his horrible crafting moods. "Time for me to find someone to spar with!" She whispered and moved away toward the training grounds, summoning her blade of power "Mirror" from her mind.

Azure are the sky people, having built grand crystal cities that once could be found all over the world of Gurn. They now have only one city left, Risin, which all Azure truly call home. This place holds old magic and technology that even the grand ruler of Tyr has trouble defeating, and so he finds it easier to leave them be even though he hates them due to their prismatic nature.

This city can only be accessed from a few points on Tyr that are closely guarded secrets, known only to Azure and their closest allies. The city is made almost entirely of crystals of the four elemental magic, fire, water, earth, and air, with sections of the city being dedicated to each magic type. For example, the fire section is where you will find many brawling halls, taverns, and very aggressive events.

The water section is the opposite, a calming place with soothing baths, massage parlours, and a very relaxed atmosphere. The earth district is one of toughness and hardness, with shops dedicated to armor, smithing, and items that grant resilience. Finally, the air district is a place where you can find thrill-seeking events and air ducts used by Azure to float across to other city areas.

All Azure are people who have armor-plated skin that shifts and adjusts as they move. Each Azure is attuned to all four elemental base magic and shifts between each hard wave. When this happens, their crystal color will change to match their new magic affinity. The same magic affinity cannot occur twice in a row. The starting affinity will be rolled for each event that an Azure character attends, and then at each hard wave, the affinity is re-rolled. The new affinity is what they are healed by. When they are linked with water as their affinity, they are healed double by it.

Since their bodies are plated with natural armor, they are very tough. However, they can purchase more natural armor that protects them against physical weapons or spell attacks. They purchase the armor at a rate of 1 lineage build for each of the first 10 points, 2 build per point for the next 10, and so on. To repair this armor, you must actively concentrate on repairing it for 60 uninterrupted seconds and moving no faster than a slow walk.

Azure also have such an affinity that they can summon a blade made entirely from that magic type with their chosen magic. This blade is always a long or short sword and has a permanent +X aura on it where X is equal to the level of the Blade of Power lineage ability that the azure has purchased with the first level giving +0 aura, the second giving +1, and so on.

Azure struggle with the crafting of any kind. So, to be able to craft, they must dedicate themselves to one field of production skill such as medicine, essence harvesting, smithing, gem cutting, potion creation, alchemy, scroll creation, or artificing, and cannot purchase the other production fields.

Costuming Requirements

Azure costumes should have wings of some sort, along with face make-up or a mask that looks like plated armor. Having good-looking costuming related to their chosen magic affinity and good looks may give bonus natural armor points free.



Tier 1 Lineage Abilities:

Positives:

Blade of Power: 5 lineage build pyramid
Natural Armor: 1 to 10, 2 to 20, 3 to 30, etc. lineage build

Negatives:

Only 1 Crafting skill and negative specialized in that field
Random creature type changes each hard wave

Starting Body and Willpower

Body: 5 + 1 every 10 character Build
Willpower 5 + 1 every 10 character Build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Barbarian

Light Creature



Otuk hefted his javelin and threw at the oncoming creature with all his might. He was not sure what it was, so he would not take any chances. The Coyote shaman always said, "It was better to strike first and run if it was a mistake than to be wrong and get caught without a weapon out." The javelin bounced off the lizard's hide and into a bush on the side. He pulled out his sword and charged the beast, hoping to catch it off guard.

He was shocked as it turned and ran away from him but pulled up abruptly as a glint on the ground caught his attention. Looking down, Otuk saw a key, which he scooped up in his hand and felt it tingle. He looked at the key with a scowl "Magic," he spat. "I would have rather found deer than this. But I had better take this back to the elder shaman. He will know what to do."

Barbarians inhabit the wildlands of Tyr, such as forests, low mountainsides, and anywhere from major population centers, such as villages and cities. Barbarians typically live in tribes associated with an animal of nature. They will often get tattoos of that animal or tattoos that make them look like that animal, such as horns on their heads or fur tattooed on their arms. They may also wear body paint for events, such as war paint when the tribe is at war.

Barbarians are very spiritual and superstitious people. They believe that the world and the people of Tyr are all connected, so anything you do that negatively impacts the world also harms you and your people.

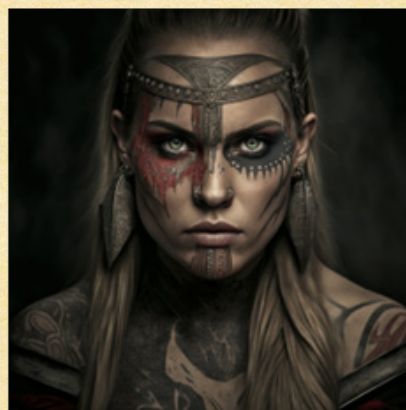
This superstition affects the way they treat the magic of the world, making them very suspicious and wary of those that use the elemental magic fire of water, earth, and air, believing that no person should wield the powers of the world. They commonly use the more spiritual magic of light and dark and believe those are the only magic that people were meant to be able to use. Barbarians may only specialize in Light or Dark Magic, and are negatively specialized in fire, water, earth and air magic.

The wildlands of the world have made barbarians hard and tough people, who can endure almost any kind of pain or physical torment in the same way that they endure the elements of nature. Therefore, they are able to purchase a lineage ability called endurance which is used when they are brought to -1 body point by stating "endurance" and immediately heals them to 1 body. An endurance does not heal any effects that you are ailed by, such as poison, snare, etc.

Barbarians are also taught the ways of weapons from a very young age as they must know how to hunt and survive in the wilds and be able to defend themselves during war times. So, all barbarians are single specialized in the weapons mastery field.

Costuming Requirements

Barbarians typically have some kind of marking associated with their tribe's animal. For instance, a bear tribe barbarian may have a small bear painted on their face or face paint making them look like they have fur and sharp fangs. Face make-up is not required, but without it, you must have a very good costume with hides and wilderness features such as antlers that show you are a barbarian, not a human.



Tier 1 Lineage Abilities:

Positives:

Endurance: 5 Pyramid
Single spec weapons mastery (-1 cost per school purchased)

Negatives:

Penalized in fire, water, earth and air magics (+1 cost per school purchased)

Starting Body and Willpower

Base Body 6 + 2 every 15 character build
Base Willpower 4 + 1 every 15 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

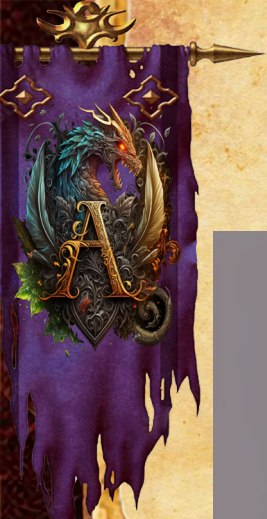
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Changeling

Creature Type Of Their Current Form



Cammillelia sat next to the small pool of fire in the center of the grove. The odd old man had given her a map that told her how to get here. Near the pool was a tear-shaped rock, and under that rock was a small string of pearls. She had not known why he had told her, but she did like pearls. Their round shape was appealing to her, and she was not one to turn down an adventure. She decided to go ahead without Hairy, as she needed some time alone to don the skin of something other than the wolven lineage. It would feel good to change forms, she thought. Hairy would join her soon, so she would have to enjoy the change while he was gone. He would be nervous if she appeared as anything but a wolven. After she had fully changed, she moved to the tear-shaped rock and began prodding it. On its surface was an intricately carved symbol and a groove at its edge. She put her fingers inside the groove and pulled hard. The rock gave way and a rush of fire. She

spewed forth, engulfing her body. Fortunately for her, in this form, her folk armor protected her. The necklace was lying in a small divot; she grabbed the pearls and started to walk away. She turned as three fire elementals sloshed their way towards her. She began running; hopefully, she could catch Hairy before they could overtake her.

Changelings are extremely unique creatures that infiltrate every society on Tyr. They are extremely rare, but when found, they can impersonate everything, from a lowly peasant to a high lord or even a king. They have been known to kill powerful people and take their forms. Because of legends and tales, changelings are mistrusted at best and feared or hated at worst by the people of Tyr. When it is revealed what they are, they will rarely if ever willingly, reveal themselves.

Changelings are one of the most versatile peoples on Tyr because they can take other forms. They will spend months or years studying a creature or lineage before they take that form, gathering all the knowledge they can to make a perfect impersonation. As changelings learn and study other lineages, they are able to purchase the ability to change into that lineage by using lineage build to purchase the lineage on a 2 pyramid. For instance, if a changeling wants to be able to become both a troll and a folk, they would purchase two levels of their lineage change lineage ability for 6 lineage build, the first lineage costing them 2 lineage build and the second costing them 4 lineage build. Changelings begin with one lineage for free, which is their base lineage, and any time they resurrect, they come back as this lineage.

After the changeling has chosen their base lineage, and purchased any additional lineages, the changeling must now purchase schools of lineage abilities. Each level of lineage abilities is purchased on a 1 pyramid and then used when you change forms on the current forms lineage abilities. IE: If you purchase 3 levels of lineage abilities (which costs 5 lineage build) and have Folk, Elf, and Troll as your purchased lineages when you are in Troll form you may spend your 3 levels of abilities on either Strength (which costs 2 levels each) or 5 body (which uses 1 school of lineage ability each) or 1 regeneration (which costs 2 levels each). So you may choose for instance 1 strength and 1 body, using all 3 schools of your Changeling abilities or 3 levels of body for +15 body. You may change your choice of locked in abilities each time you change but are limited per hard wave to 1 change per school of Lineage Change that you have purchased and the time to change is increased by a cumulative 2 minutes per change which has happened within 1 hour of the most recent change. Additionally lineage abilities which are used up, such as pools or mana points do **NOT** unlock when you change lineages and those levels can only be respent after a hard wave has passed. If the points for that level of ability were not used, they may be unlocked and used.

All lineage ability caps, such as those on strength, remain the same for changelings in different lineage forms. The changeling is healed by the current forms healed by magic as stated on their lineage page. All negatives from the lineage (extra damage, lack of ability to use X magic type, etc except any negative specializations are active when in that lineage, even if the chart does not state them.)

When changing lineages, you may do so by changing make-up or using a mask to alter your look. It takes a minimum of 2 minutes or as long as it takes to change your outfit and make-up to complete the process of form change. This change should be done in game as much as possible by doing the entire change in game, hiding in the woods or somewhere else whenever you can. Though you may need to go to a bathroom to complete a make-up change. Once changed, you gain the Benefits and Negatives from the chart, along with any purchased lineage abilities for that lineage that you lock in.

Costuming Requirements

Changeling costuming should reflect the lineage they are currently in.

Tier 1 Lineage Abilities:

Positives:

Lineage Change: First free then 2 pyramid

Lineage Levels Bonus: 1 pyramid

Negatives:

Tend to be weak at first while building lineages

Starting Body and Willpower

Base Body 5 + 1 every 10 character build

Base Willpower 5 + 1 every 10 character build

CHANGELING LINEAGE CHART

Lineage	Auto Positive	Auto Negative	Possible Benefits. (#) equals changing levels required for benefit
Azure	Aura Weapon	Can't use crafting fields	2 armor (1)
Barbarian	Gain 5 body in this form	Lose 3 Will	Endurance (3) or +2 body (1)
Chamil	2 base 2 Claws	Healed by Air	4 dodge pool (1) or 3 points roguery or 3 points air magic
Creature Kin	Variable	Variable	Variable
Dark Elf	1 Night Blade	1/2 Body dawn until dusk	1 Night Blade (2) or 3 Dark magic Points (1)
Drake	10 Breath Pool and 2 base 2 claws	2x damage from opposite magic	15 breath pool (1)
Dwarf	1 Resist Poison	Healed by Earth	1 Resist Poison (1) or 1 Earth Spell 1/2 Cost (1)
Elf	Gain 3 Will and 1 Resist Will	Lose 2 Body	Resist Will (1) or Bow Prof (2)
Fade / Folk	Gain 6 Will and 10 mana in a low magic field	Lose 7 body	3 folk armor (1) or 3 points in a magic field (1)
Gahst	1 base 2 claw	None	3 armor (1) or 1 Strength (2)
Gargoyle	3 Body and 3 armor	Healed by Earth	2 armor (1) or 1 Threshold (2)
Goblinoid	None	None	Feign Death (1)
Half-Giant	1 Strength	Lose 5 Willpower	3 Pain Tolerance (1) or 1 Strength (2)
Human	None	None	None
Lizardman	Gluttony, 2 base 2 claws	Healed by water and lose 3 will	2 armor (1)
Merfolk	5 Shield Pool	Healed by water	5 point water shield pool (1) or 3 points water magic (1)
Nekomata	2 base 2 claws	None	3 points devour (1)
Nydic	3 Will	Lose 3 body	3 points psionics (1)
Ogrillio	2 base 2 claws	2x from dominate and charm	Thick Hide (2) or 3 points survival or Scenting (1)
Raktasha	None	None	3 points magic/roguery (1) or weakness determination (1)
Shadow-Kin	Immune to Poison	2x damage from light	3 phase pool (1) or 3 points SM or 3 Points AM
Skall	3 Zen armor and 3 body	No magic	2 Zen Armor (1) or 1 resist low magic (1) or 4 points WM
Troll	10 body	2x damage from fire and lose 10 will	1 strength (2) or 5 body (1) or 1 Regenerate (2)
Wayward	None	2x from special attacks	3 production points (1)
Wolfen	3 Body and Change forms	Lose 3 will	1 Strength (2) or Rampage (2)
Yaun-Ti	Base 3 Bite Claw	None	3 poison pool (1)

Using Changeling Levels

The changeling chart above shows what you can gain from each lineage for your Changeling lineage levels. The Changeling lineage levels bonus is purchased on a 1 LB pyramid, meaning you pay 1 for the first level, then 2 for the 2nd, 2 for the 3rd and 3 for the 4th and so on. Each level then can be used for the lineage you currently are in to gain a bonus found in the Possible benefits column of the chart above.

The cost of each bonus is in the parenthesis (#), and the number located there is the number of levels it takes to gain that bonus a single time. You may gain the bonuses as many times as you have levels to lock it in. Each time you change lineages you may relock these levels into the new lineage.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Chamil

Air Creature



Windancer looked up at the sky with longing, thinking, "I wish we still could fly." She shrugged off the thought and smiled. Soon those elementals will pay. She summoned a suit of air plate around her as she pulled the thin longsword off her back while creeping towards the circle of earth elementals. She focused her mind and leaped out from the undergrowth as incantations of air flew from her hand like angry wasps. As the spells hit the elementals, their bodies shook from the bolts. Parts of the lumpy forms were sundered as the balls landed on them.

She quickly dispatched the four large earth elementals and turned to look at the huge mound of earth, intently studying a piece of parchment with strange writing upon it. She smiled and uttered "Utterbrachen" and touched the circle. Within moments the circle melted. A flash! and she felt herself being thrown back with her air plate and her earth armor ripped off her body from the explosion. She looked up in surprise as the huge earth elemental looked down upon her. "I see you are marked and obviously sent by that coward Timothy. Now feel my wrath." The mounds claw glowed with earth and descended upon her.

Chamil are bird-like humanoids that have been heavily prosecuted by many of the Tyr peoples due to something terrible that happened in the past. Therefore, they have had to seek refuge anywhere they could, with the majority finding protection in the mines and underground tunnels of the dwarves.

The relationship between the Chamil and the dwarves is a tenuous one. However, over time it has become symbiotic as the dwarves need nimble creatures that can easily fit into tight spaces and also because of their weak constitution. Chamil are very good at detecting leaking gases and poisons in mines for the dwarves. Chamil also work extremely well with the dwarves because they have very keen minds and are able to do complex design work, inventing new machines and advancing technology that helps the dwarves mine more effectively.

Those Chamil not found with the dwarves are very rare and tend to hide their identities if possible or live in the wilderness so they will not be found and turned in for a bounty. A few Chamil still try to live in their ancestral mountain homes, but this is extremely difficult for them since they have lost the ability to fly.

Chamil have fairly fragile bodies but keen minds and begin to gain body at a slower rate than most lineages. However, they are smarter and harder to trick, so begin with more willpower and gain it at a faster rate. Chamil are also much attuned to the air of the world, sensing changes in the air very easily. Therefore, they are able to manipulate air magic better than most lineages, giving them a single specialization in air.

They may also purchase claws for 5 lineage build which are short swords in length. Chamil are extremely nimble creatures and are able to dodge out of the way of many attacks. It allows them to purchase lineage dodges on a 1 lineage build pyramid. Each school of the Chamil dodge ability gives 5 points of dodge pool which can be used in any increment by calling "Innate X dodge". Their nimble bodies and quick minds also make them fit to be some of the better rogues on Tyr and so are specialized in the roguery field as well.

Costuming Requirements

Chamil are bird-like creatures, and their costuming should reflect feathers sewn into the costuming and possibly a beak or some other bird feature, depending on the type of bird they are. They do not require make-up of any kind, but you may use it if you wish to make feather-like features on your face and body.



Tier 1 Lineage Abilities:

Positives:

Base 2 Claws: 5 lineage build
Innate Dodge: 1 lineage build pyramid
Specialized in Air and Roguery Fields
Love of all things shiny: for every 2 CM's gain one additional copper or gem

Negatives:

Air creature
Low body

Starting Body and Willpower

Base Body 4 + 1 every 15 character build
Base Willpower 6 + 2 every 15 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

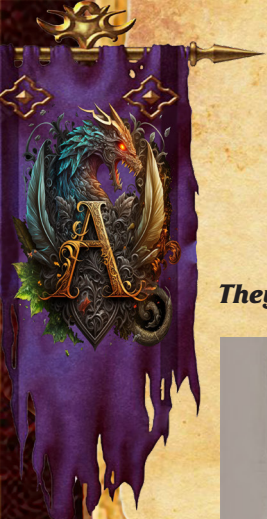
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Creature-Kin

Elemental Affinity Based On Chosen Creature Type

They called me broken and twisted, but I knew my heritage was more ancient than they could ever have guessed. Finally, through years of searching, I have found the answer. The key is here, Tomoko thought, and I shall have its power, then I will show those fools what an ancient lineage like the Tiger-Kin can do. With that, she reached her paw into the darkness and ripped free the chest buried within. The gunk covered her fur, which annoyed her and made her want to lick it clean, but a happy purring came from deep within her as she saw the symbol carved into the wood of the chest. Yes, this was it, and with this, all those who doubted her would pay for it.



Creature-kin are represented by any non-specific lineage or the one that looks like an animal or creatures you would like to attempt to play. They can be anything you want them to be,

from a rhino-kin to a mole-kin, but the costume must reflect some resemblance to the type of creature that you wish to play. They may or may not get claws. Their other natural abilities will depend completely on the lineage you choose to build your creature kin around.

Speak to a staff member, especially those that do logistics, after you have decided that you want to play a creature-kin. They will give you any special abilities, costs, negatives, or positives, along with a body and willpower ratio they feel appropriate for that lineage. When thinking about a Creature- Kin, please realize there are some lineages that exist in Archon as playable lineages but are not available to new starting characters. We hold them back as rewards or are things that must be achieved in game. For instance, no one can begin the game as a Solar and yet there are ways to become Solars of different types in the game if you choose to follow that path with your character.

Costuming Requirements

Creature-Kin costuming requirements depend on the associated creature lineage. The examples here are that of a Tiger-Kin, Rhino-kin and Cat-Kin.



Tier 1 Lineage Abilities:

Positives:

Special, depends on the type of creature you choose to be kin to. We will create a set of lineage abilities with you and help you develop the type of character you are looking for!

Negatives:

Special, depends on the type of creature you choose to be kin to. We will create a set of lineage abilities with you and help you develop the type of character you are looking for!

Starting Body and Willpower

Body Ratio Based On Creature Type
Willpower Ratio Based On Creature Type

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

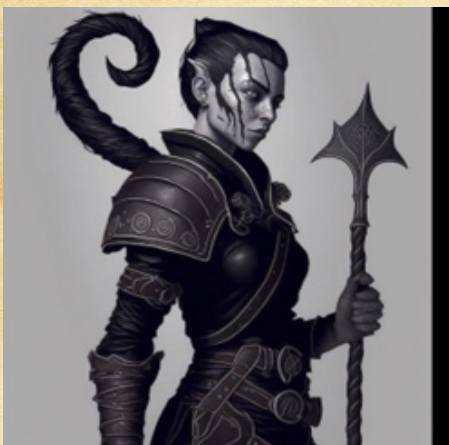
Well Known Spells

Glossary



Dark Elf

Dark Creature



Litmus looked up from his hiding spot among the bushes. He checked his sword and put the veil up to cover his face. Leaping out, he struck the Firedrake with two quick blows. The Firedrake turned and hissed as it struck out with its claw. Litmus blocked the claw easily enough and almost laughed at how the drake relied too heavily on her sense of sight. He circled and struck the Firedrake's side with his sword. The Firedrake spat fire at him just as he landed a quick jab that dropped the Firedrake to the ground. Litmus shook his head and brushed some small fire out of his clothing. He smiled, "Good thing I put up that Air Armor. Otherwise, that would have been a nasty burn." He looked up and saw the night sky and reveled in the way the cool night air smelled and how much better his skin felt after being assaulted by the sun all day. "Ah, the night is such a wonderful friend."

Dark Elves can be found almost entirely in The Decayed Steppes, an arid desert near the equator. This is not their natural habitat as long ago, they came from deep below the earth, and their bodies have not adapted well to the scorching sun and heat. The entire lineage was banished to this place by Tyrazon because they did not join in the war for Gurn. Since that time, the dark elves have managed to turn the desert into their home as they believe it is the place they have always been and come from. Even though to everyone else, it is obvious this is not a good place for them.

Any dark elf who tries to leave the Steppes, finds themselves longing for it and drawn back to it with what feels like an uncontrollable urge. The very few, who manage to break free from the charm upon their minds by getting more than one hundred miles from the desert, suddenly find their minds clear and have no wish to return to such a terrible place. However, there are very few with the mental fortitude to accomplish such a thing, so dark elves are found few and far between anywhere else on Tyr.

The dark elf society is dominated by the females of the lineage, with almost all the positions of power filled by females. Males are regulated to simple things like smithing, the military, patrols and anything the females feel are beneath their station. The society is built in the Steppes within, mostly large tent cities and towns to give shade from the unrelenting sun.

Dark elves have bodies that are still very used to being underground in constant dark and so during the day time in direct sunlight they have their maximum body reduced by half, rounded up, and find themselves to be sluggish and tired. However when night does fall dark elves truly come to life and everything becomes extremely easy for them. Because of this they have the Night Blade lineage ability which may be purchased on a 3 lineage build pyramid and gives the dark elf +1 weapon swing damage with all weapons at night.

Additionally, their bodies are so adapt with dark that they are able to channel its energy much easier, even during the day, and so are single specialized in dark magic. Dark elves have dark purple or dark blue skin with pointed ears and sometimes violet or red eyes.

Costuming Requirements

Dark elf costuming should generally be dark in color, unless the player is trying to be unique and different than most of their lineage. They should have dark purple or blue make-up that covers their skin and can have contacts that make their eyes red or violet in color if they wish.



Tier 1 Lineage Abilities:

Positives:

Night Blade: 3 lineage build pyramid
Single Specialized in Dark Magic

Negatives:

Half Body from dawn to dusk unless underground

Starting Body and Willpower

Base Body 5 + 1 every 10 character build
Base Willpower 7 + 2 every 15 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

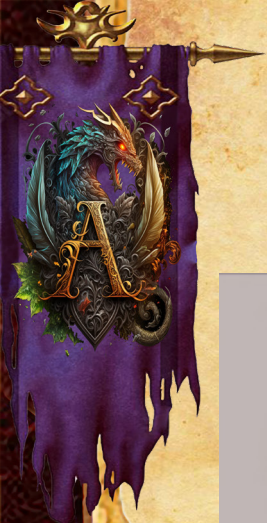
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

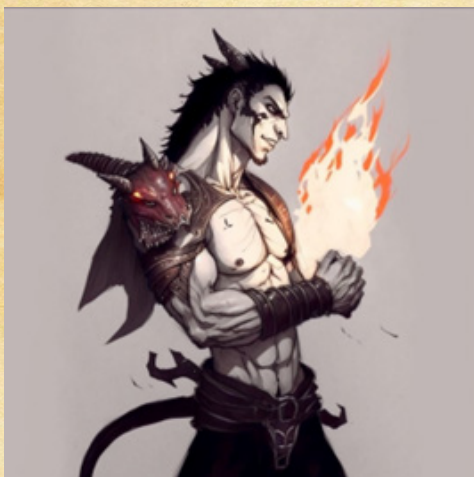
Well Known Spells

Glossary



Drake

Creature Type Based on Chosen Magic Type



Siscraw climbed the stairs to the tower's upper chamber. Soon he would learn the secrets of the split; he would know why the powers of his kind had faded. He stopped climbing the stairs and thought of the days when his kindred walked with as much awe and respect as the elder wyrms. He had vowed to all in his clutch that he would find a way to restore the glory of the Drakes of old. Years of research and study had revealed the location of this very ancient tower, which was said to house Argum, the Vizier. He shrugged his shoulders and began his ascent anew.

After two hours of climbing, he came to a door with runes glowing brightly; he lifted his claw and wove a spell of destruction. The doors' runes flashed then faded, and the door slowly swung inward. An ancient scratchy

voice boomed, "Your answer will lie within the city of Vypool!" He peered inside and saw a multicolored lizard sitting behind a plant, wiggling his fingers. The door swung shut as a yellow light engulfed him, and the runes reappeared. When his vision cleared, he was on a distant knoll looking at a small speck that was the tower.

Drakes are a lineage of humanoid dragon creatures with the scales and features of a dragon in human size. Drakes come in all six of the magic types and have the ability to grow stomachs that allow them to expel their magic type in bursts of breath, doing great amounts of magical damage or healing.

Drakes of Tyr are mostly enslaved creatures used by Tyrazon as a labor force and to do his bidding whenever he chooses. This is likely because they are so closely associated with dragon kind that Tyrazon wishes to continue punishing any he believes are against him. The enslaved Drakes are kept under close watch and are normally assigned to either a Wolfen minder or a troll, so they cannot escape.

Those few drakes who are free tend to be near areas with an affinity to their magic type, with light drakes living near the equator and temperate regions that see lots of sun round the year. Dark drakes can be found in caves, underground, or coming out at night to do business when they are found.

Air drakes are most often found in the Azure city of Miris as it has by far the easiest access to all things air. Earth Drakes are often found in dwarven communities, mines, and anywhere they can be close to and surrounded by earth.

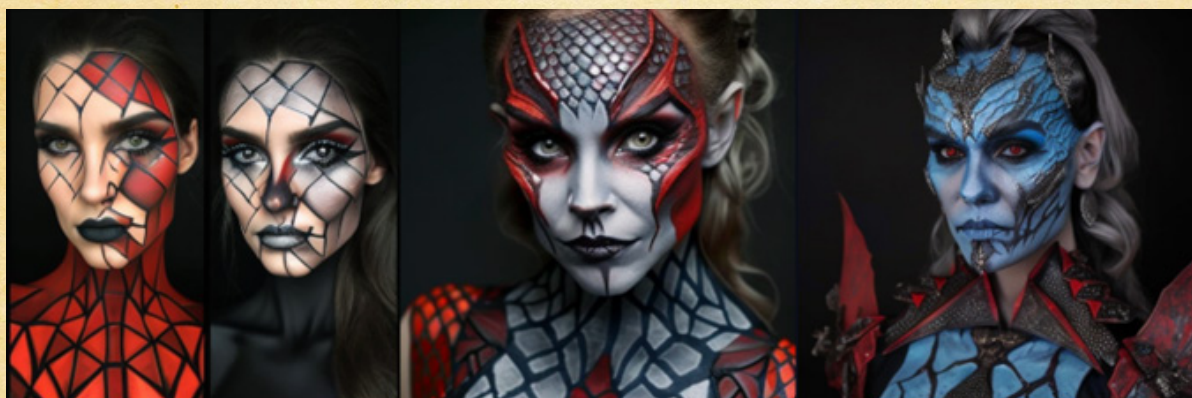
Fire drakes seem to go from place-to-place chasing after forest fires and in deserts where it is extremely hot. Water drakes are often found near lakes, rivers, and oceans, building life from the waters of the world. But these are not the only places these drakes are found. They still travel the world and sometimes appear just about anywhere, though they avoid anywhere closely associated with Tyrazon.

Drakes have the natural ability to form a stomach they can gather the magical energy of their magic type within. They purchase the breath weapon on a base 1 pyramid, with the first school free, and each school gives 25 points. When using the breath weapon, you state, "X breath, Y damage." For instance, using 25 fire breaths, you would state, "Fire Breath, 25 fire!" and then throw a spell packet. You may use as much or as little of your fire breath at one time as you like, but you may never use more fire than you possess in your pool.

Drakes inherently have a weakness for their opposition and are harmed by it more than normal (i.e., fire drakes take x2 damage from water). They are also not capable of channeling their magic and cannot learn the field of their opposition; this, unfortunately, makes them not able to specialize in a field. However, they naturally possess two base, 2 claws, and an affinity for their own magic making them specialized in it. Drakes appear in their respective color with scales, and some drakes have lips like their lizardmen cousins.

Costuming Requirements

Drakes should have costuming that associates with their magic affinity with lots of reds for fire drakes, blues for water, greys for air, browns for the Earth, whites for lights, and blacks for dark drakes. Drakes also have scaled skin, so they should have the make-up of their colors with scales painted on or diamond shapes.



Tier 1 Lineage Abilities:

Positives:

Breath Weapon: First school free then Base 1 Pyramid, 25 pool per school
Two Base 2 damage claws: 5 Build
Specialized in their magic type's field

Negatives:

Cannot use opposite magic
Cannot specialize

Starting Body and Willpower

Base Body 6 + 2 every 15 character build
Base Willpower 4 + 1 every 10 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

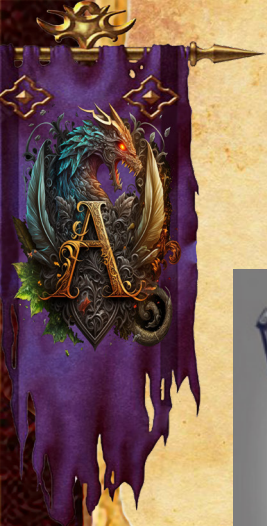
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Dwarf

Earth Creature



Durnin studied his work. He felt pride as he examined the sword edge. It was perfect. He jammed the sword into the bucket of oil and breathed the heady scent as the white-hot blade made the oil hiss and sputter. Ahh, nothing like a job well done! Now onto that suit of armor, the old man had wanted. That old man was a strange one, but he had paid him well. No one had ever given him three fine gems as well as a noble for a suit before.

But it had been 3 years since anyone had asked him for a suit that would take him longer than a week to make. What a challenge this would be! He had never had to make a suit of the reinforced plate before. He would have to break down those two suits of mail to do it. He sighed as he picked up his tongs, but it had to be done. So, he began

to break the suits down, only cheered by the thoughts of what the new armor would look like.

Dwarves are tough and hardy people that live all over Tyr, but the biggest groups of dwarves can be found in the caves, caverns, and mines of Tyr. They have developed the ability to use the minerals and resources of the planet to create amazing sets of weapons, armor, and other smithing items. While they can be fairly rough and a bit surly, they are some of the kindest and best people on all of Tyr, willing to give a helping hand to just about anyone.

The largest group of dwarves can be found in the mines in the northern lands and the fortress Namash Lushon, where they have developed such a defense that makes them capable of protecting and welcoming all the people of Tyr without fear of reprisal.

All dwarves have a passion for metal and use it to create things, especially hammers and armor, so they gain a double specialization (-2 cost per school to a minimum of 1) in both armor and weapon smithing fields.

While working deep beneath the earth, dwarves come into contact with all kinds of gases, poisons, and caustic fumes released when stone and dirt are moved and become resistant to them. They gain the ability to purchase innate poison shielding that is purchased on a 1 pyramid and gives 10 points of poison resistance per school. The poison resistance is used as a pool, so a dwarves' character with 4 schools would have 40 poison resistance points that can be used in any increment.

Additionally dwarves have become so in tune with the earth they have developed an affinity to it and pay half cost for all earth spells.

Because of their time spent in a forge, dwarves tend to be a little tougher than most humans and have similar willpower. One of the most defining things about dwarves is their beards, found on both male and females of the lineage. They are very protective and tied to their beards, having beard beauty competitions for the best groomed, longest, best braided, and best war beards monthly!

Costuming Requirements

The only required item for a dwarf is that you have a beard. It may be a real beard, fake beard or painted on with make-up but all dwarves have a beard. Dwarves also tend to have highly metallic costumes with lots of armor and metal bits all over their bodies.



Tier 1 Lineage Abilities:

Positives:

Double Spec in Weapon and Armor Smithing (-2 cost per school purchased)

Poison Resist: 1 lineage build pyramid

Earth Movers: Half Cost to all Earth spells when battle boarding

Negatives:

Earth creature

Starting Body and Willpower

Base Body 6 + 1 every 10 character build

Base Willpower 5 + 1 every 10 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

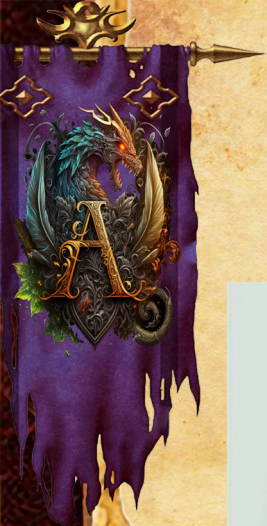
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Elf

Light Creature



Nimmist peered at the ground around the site where the artifact had been guarded. His eyebrow went up in puzzlement as he looked at the tracks. Besides the guardian's tracks, there was but one more set. The tracks showed the person to be of average height and weight. The tracks told a story themselves, as the creature who bore them had struck two down at close range and decimated another 15 feet from his nearest footprint. This made him a dangerous foe indeed. He was either a warrior with a ranged weapon or skilled in the way of spells. Nimmist incanted a water protective and took his bow off his back. He chuckled as he thought to himself about an old dwarvish proverb, "If you're going to say something about an elf, make sure he is within ax reach. Otherwise, you'll never get that close". Whoever did this was going to pay; he would not fail at his first mission for his Prince.

The elves of Tyr are very intelligent people with an ancient history and very long lives. They are primarily found in the swamps of Tyr, and any visitor to their swamp towns will be told of the long history of the elves and how they have always worked these fertile swamps for algae and built a wonderful society in the bug- infested places. It is obvious to these visitors that living there is not fantastic as the elves are dirty and clearly weak from malnutrition, but they seem completely convinced that this is the place for them.

Elves can be found outside the swamps of Tyr as well and are always vastly different from their swamp brethren, being very clean and healthy. Many believe they are better than anyone else. These elves refuse to speak of or even acknowledge the existence of the elves that live all over Tyr in the swamps as if those people do not exist. A few kingdoms of elves have managed to survive the shattering of the world, with several of them found as island nations or on one of the smaller continents of Tyr. If any elf ever comes near a swamp on the main continent of Tyr, even if they are not a swamp elf, they feel a vast weight of knowledge and history come crashing down upon their mind and feel like they should live in this place since it is their ancestral home and the best place for them to be. Elves can break free from this, but it is very difficult once they are in the swamp lands for any extended period of time.

All elves are taught the ancient tradition of archery. They begin training in all types of bows in their childhood. It gives them an affinity with the weapons unmatched by any other lineage and the ability to purchase Archery proficiencies on a 3 lineage build pyramid. Each school of these abilities increases attacks with all types of archery weapons by +1 damage. They also gain the archery skill at no build cost. Elves are also very magically attuned, and as children, they are trained and tested to become mages which means even if they choose a path other than a mage, they still know some basics of magic and can gain one school of any base magic for free.

While elven people are considered normal and generally goodly in their own communities the other people of Tyr consider them to be the dregs of society. They are looked down upon as the vagrants and thieves by almost all they interact with that are part of the Tyrazonian empire due to propaganda and lies spread about them. Trading with other lineages is extremely difficult for elves and sometimes impossible as people will not believe their goods or money are not fake or stolen.

Elves have very keen minds that are very hard to control and manipulate, giving them the ability to resist any effect that strikes their willpower. Each willpower resist completely resists 1 willpower effect and is purchased on a 1 lineage build pyramid.

Costuming Requirements

Elves look similar to humans but have pointed ears that should be easily identifiable when they are visible. Latex elf ears can be purchased, but if they are not available, you can use a head wrap to cover the tops of your ears. Clothing for elves will depend on where they are from.



Tier 1 Lineage Abilities:

Positives:

Archery skill at no build cost

Archery Prof: 3 lineage build pyramid - This increases damage with all archery weapons by 1
One school of a single magic of their choice free

Willpower Resist: 1 lineage build pyramid

Negatives:

Considered charlatans and trickers by most people of Tyr

Starting Body and Willpower

Base Body 4 + 1 every 15 character build

Base Willpower 6 + 2 every 15 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Fade

Dark Creature



Morrakin sat in the shadows, next to the smithy's shop, his dark skin hiding him well. He thought to himself how truly useless dwarves were. They waste too much time fiddling with armor and weapons. The fade thought he would have no problem taking the smithing focus that the dwarves possess. Why Talos wanted this bauble he did not know, but his was not to question. It was only to do what he was told. He crossed the area that was lit by the forge fire, embracing fire and air to summon an enhanced fireball. He thought that this would take down any protective spells that dwarf may have had. He then summoned forth a storm of magma to finish him off. Too bad he thought, as he looked at the devastated remains of the shop the dwarf and his stupid focus

were destroyed. Talos would have to do without.

Fades are a lineage of people that can be found doing anything from tending bar to attempting to be a lumberjack. Their minds are very fickle and easily distracted, but they are very intelligent and want to learn about everything. However their association with magic and the ease with which they are able to wield it means they try to solve almost every problem with magic of some kind.

Fades can be found all over Tyr and have a fairly high population as they are immortals that do not die natural deaths, instead randomly forget everything they have ever learned, including their name and who they are, and begin life over with no knowledge of their past. Many fades when reborn, begin lives and associations with the things around them when it happens. So a fade that was reborn in a village of lumberjacks would try to become a lumberjack in their new life.

Fades have very frail bodies because of the way that magic flows through them, but it also makes the fades very good at drawing forth magical mana so, they are innately specialized in all six base magic fields giving them -1 cost per school (to a minimum of 1) for every school of fire, water, earth, air, light or dark magic.

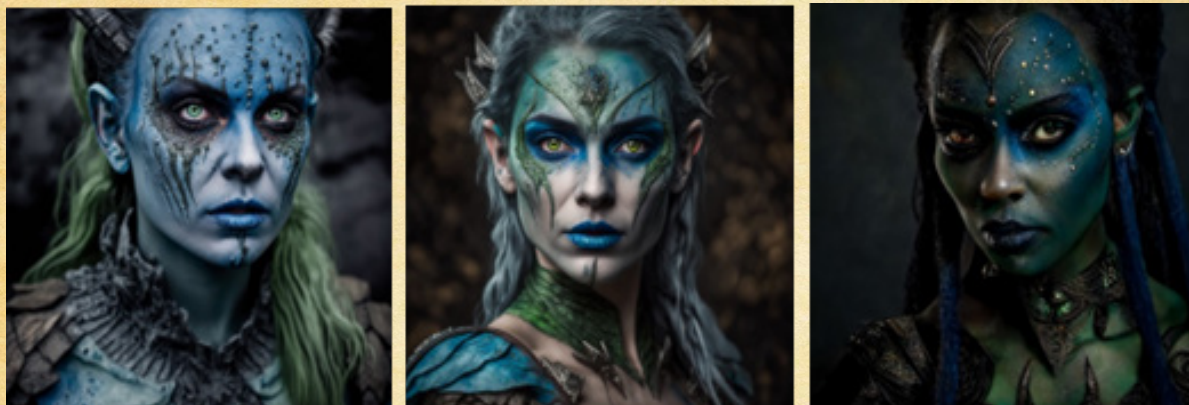
The same affinity toward magic has made their bodies resistant to magic of any kind, allowing them to purchase Fae armor at a cost of .5 lineage build per point for the first 10, 1 lineage build point for the next 10 armor, 2 lineage build points per point for the next 10 etc. This armor only works against all spell attacks and effects.

It is very difficult for fades to effectively use the weapons as they are not well-developed physically. It makes them negatively specialized in weapons mastery (+1 cost per school) and if they wear physical armor they lose the ability to cast magic.

All Fades have dark purple or dark blue skin with pointed ears. There are four sub types of fades. Each fade has a different color stripe across their eyes. Gremlins who are the most mischievous of all the fade creatures and love to do harmless pranks on everyone around them have a dark brown stripe. Fahari are fades who are deeply dedicated into learning more about magic. They tend to be quieter but love to learn and have a white stripe. Striges are the battler fades, wanting to go forth and defeat all enemies quickly, believing fades are the best battlers in the world. They have a yellow stripe. Finally, there are Nixies. These fades are all-rounders, having a bit of each trait of the other fade sub types. They have a green stripe. All fade sub types are part of the fae people and similar.

Costuming Requirements

All fades have dark purple or dark blue skin tones with a stripe of color across their eyes according to their chosen subtype. They also have pointed ears similar to an elf but the same color as their skin. Their clothing is typical of a medieval fantasy setting but being casters typically have things related to spells with little to no armor.



Tier 1 Lineage Abilities:

Positives:

Fae Armor: .5 lineage build to 10, 1 lineage build to 20, etc, only protects against magical attacks
Specialized in all magic fields (-1 build cost per school)

Negatives:

Penalized in weapons mastery (+1 build cost per school)
If wearing physical armor, cannot cast any spells
Weak body

Starting Body and Willpower

Base Body 3 + 1 every 20 character build
Base Willpower 7 + 1 every 5 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Folk

Light Creature



Vatwana called a halt to the band of folk. "Listen, my brothers and sisters. Lord Talos is the greatest threat that the folks have seen in a long time. We are here to take what the fades have stolen. The first time you hear me say the word key, you must all attack at once." Vatwana touched the ground with the stick from the Tree of Knowledge; a ripple shook the ground as a shimmering portal opened. They stepped through to stand in front of Talos. "Now that the fades have brought me my key, you will obey my commands as the fades do, or I will destroy the Sylvan Forest you call your home," Talos boomed. A small group of representatives from each of the folk that inhabited the forest stood in before him, eighteen in number. "Lord Talos," the folk elder Vatwana had started, but she was cut short. "I am no longer a lord. I am a prince, and you will address me as one, is that understood!"

Vatwana looked at him coldly and spoke in a calm tone, "you see, Lord Talos. You are not the only prince who seeks to possess the key you wear upon your neck." As she finished her statement, balls and storms of red fire descended upon Talos with a vengeance. His body shook as flames pounded him. Talos' body changed from solid into a gaseous form and ran from the battlefield, leaping into the nearest shadow and disappearing. Vatwana bent down and picked up the partially charred key. "That was the easy part. Now the hard part starts. We must now guard the key so Talos cannot have it. We were lucky today; I don't think we will be so fortunate the next time."

Folk are a lineage of people that can be found doing anything from tending bar to attempting to be a lumberjack. Their minds are very fickle and easily distracted but they are very intelligent and want to learn about everything. However, their association with magic and the ease with which they are able to wield it means they try to solve almost every problem with magic of some kind.

Folk can be found all over Tyr and have a fairly high population as they are immortals that do not die natural deaths but instead randomly forget everything they have ever learned, including their name and who they are. They begin life over with no knowledge of their past. Many folks when reborn, begin lives and associations with the things around them when it happens. So a folk that was reborn in a village of fishermen would then likely try to become a fisherman thinking it is the destiny for them.

Folks have very frail bodies because of the way that magic flows through them but this also makes them very good at drawing forth magical mana, so they are innately specialized in all six base magic fields giving them -1 cost per school (to a minimum of 1) for every school of fire, water, earth, air, light or dark magic.

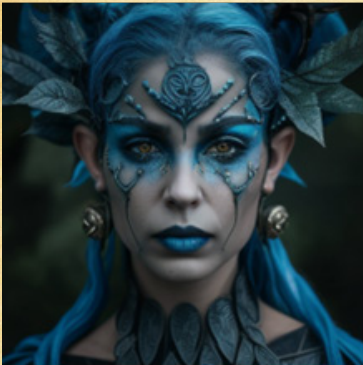
The same affinity toward magic has made their bodies resistant to magic of any kind allowing them to purchase Fae armor at a cost of .5 lineage build per point for the first 10, 1 lineage build point for the next 10 armor, 2 lineage build points per point for the next 10 etc. This armor only works against all spell attacks and effects.

It is very difficult for folks to effectively use the weapon as they do not develop well physically, so they are negatively specialized in weapons mastery (+1 cost per school) and if they wear physical armor they lose the ability to cast magic.

All folk appear to be light skin tones of any color with pointed ears but have different stripes across the eyes depending on their sub type. Brownies are extremely friendly folk who tend to be overly pushy about how friendly they are and have a dark brown stripe. Pixies are very flighty, even for folk, and struggle to pay attention to things for long periods of time and have a light red stripe. Spriggan are folk who enjoy relaxing and believe that everyone is just too caught up in the stress of life and should relax. They have a yellow stripe. Finally, Sprites are folk who are curious about the world and like to learn new things. They have a green stripe.

Costuming Requirements

All folk have light skin tones with a stripe of color of their chosen subtype across their eyes and pointed ears. They also have pointed ears like an elf but the same color as their skin. Their clothing is typically very colorful and has many flouishing features. They may also have wings if they choose.



Tier 1 Lineage Abilities:

Positives:

Folk Armor: .5 lineage build to 10, 1 lineage build to 20, etc, only protects against magical attacks
Specialized in all magic fields (-1 build cost per school)

Negatives:

Penalized in weapons mastery (+1 build cost per school)
If wearing physical armor, cannot cast any spells
Weak body

Starting Body and Willpower

Base Body 3 + 1 every 20 character build
Base Willpower 7 + 1 every 5 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Gahst

Dark Creature



Frax retracted his claw as he finished draining the magic from the were-gator, a thing he would never have believed existed when he lived outside Moor Plage. His search for the key his prince wanted had cost him so much. He had even given up his humanity. But he would soldier on. One day, he would find the way out of this cursed place, and maybe once he found the key, his Prince would restore him. However, these changes to his body were not all bad, he thought as strength surged through him and magical armor swirled around his body as the mana he had drained fueled his new abilities. Yes, not bad at all.

Gahsts are creatures that were once human but the dark and twisted land of Moor Plage warped them. This place twists them and warps their bodies which gain both fangs that are useless, sunken eyes like a man who has not slept in years and a single

claw they can use to drain magical energy from others.

Gahsts are rare as very few make it out of the Moor with their lives, and no one really knows exactly where the Moor is. It is said to be a place that moves around Tyr, searching for humans to convert them, but only bits and pieces of knowledge about it have been found.

A Gahst may check the total available mana points a creature has by placing their claw on their torso while they are either unconscious or if they are a willing target and asking, "I search this spirit for magical energy. How many points of mana do you have available?" Once they find the total mana available, they may drain it from the creature to fuel several abilities. It can only be done to a creature that is unconscious or willing to give them the mana. They are able to drain their own mana points if they wish to fuel their abilities as well.

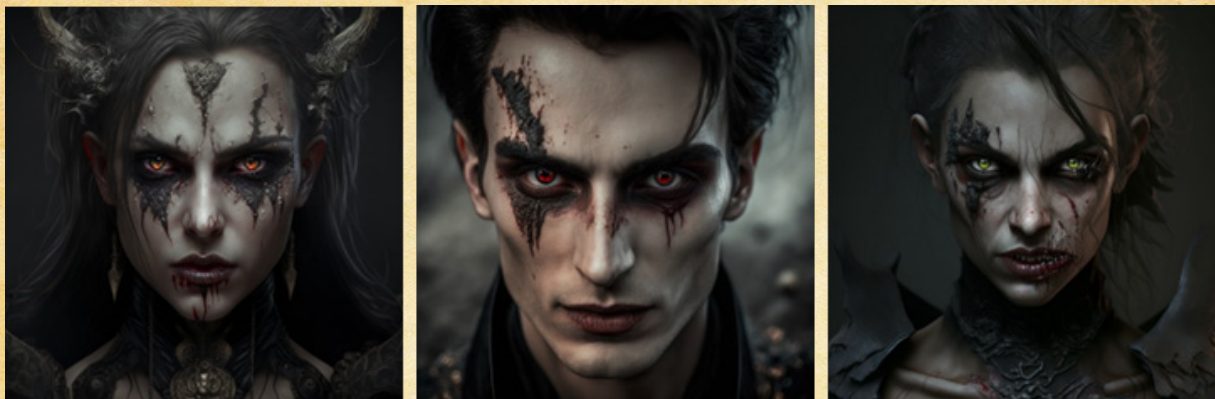
The first ability that a Gahst gets by using drained mana points is self-healing. To do this, they merely place their claw on the victim and state "I drain one point of magic to heal" which heals the Gahst 1 point of body immediately if the target has 1 point of mana that can be drained.

The next ability they develop is strength which takes 15 points of drained mana per point of strength they can gain. They purchase this ability on a 2 lineage build pyramid and have a maximum of 1 point plus 1 additional point they can purchase every 75 total build. So, a character with 150 total build would be able to purchase 3 strength total but would still have to drain mana to activate it in game. The in-game call for this is: "I drain 1 point of magic for strength", repeated 15 times and the 15th point drained would give +1 strength (as long as they are not at their characters maximum).

The final ability that a Gahst can get by draining mana points is armor, which lasts until the next Archon wave. The maximum armor that a Gahst can drain is based on how much they have purchased with lineage build at a cost of .5 lineage build to 10, 1 to 20, and so on. So, a Gahst who has spent 15 lineage build on armor would have 15 armor points (5 LB for the first 10, 10 LB for the next 10). This armor protects against all forms of attacks and may be repaired by concentrating on repairing it while not moving faster than a slow walk in 60 seconds. To first fuel this armor, the gahst places their claw upon the victim, or draws from themselves stating "I drain a point of mana for armor" needing 1 point of mana per point of armor, once the armor is charged it can be fully repaired until the next wave.

Costuming Requirements

Gahsts look almost like undead to people at a glance, even though they are not, with fangs and sunken eyes. Their costumes should have make-up that gives their eyes a dark shade and they should have fake fangs. Clothing is completely up to the player. However, it is usually dark clothing.



Tier 1 Lineage Abilities:

Positives:

Gahst Armor: .5 lineage build to 10, 1 to 20, etc
Strength: 2 lineage build pyramid, maximum 1 + 1 per 75 total character build
Body healing from Mana Drain: point to point at no build cost

Negatives:

Often mistaken for undead and mistrusted as unnatural creatures

Starting Body and Willpower

Base Body 5 + 1 every 10 character build
Base Willpower 5 + 1 every 10 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reqs,
Costuming And
Armor

Well Known Spells

Glossary



Gargoyle

Earth Creature



Dark Talon reached into the murky pool and felt around. Sure enough, he felt the solid form of a shield beneath the water. He crouched down, grasped it with both hands, and then gave a solid yank upward. It looked like an air elemental stretched and suffering. A sneer crossed his features; yes, this is something that Staunch would make. Looking down at the shield, he uttered the command word for the ring that Staunch had given him, "Gunja,"

The ring flashed with a blue arc, and the shield shuddered then crumbled, and all that remained was a pile of earth. Dark Talon scooped the earth up and placed it into a pouch. He moved into the circle of light and placed a small pinch of earth into his mouth. He then swallowed it and began melding into the earth. As he opened his eyes,

he stood in front of Staunch. "The shield is changed. Here are the remains, now will you change me back to an earth creature, the weakness of light beings appalls me," spat Dark Talon.

When the end of Gurn came to pass, the wizards and archmages of the world finally decided to take a stand. In doing so, they likely saved the lives of millions. However, they also drew the ire of Tyrazon and paid the price with their very bodies. These spell casters were turned from whatever form they had into gargoyles, stripped of their magical prowess and their minds torn apart, so they would never be able to channel the power again they once had.

However, they have found an interesting way around the binds that hold them. They are able to take a piece of their former knowledge through sheer force of will and pass it on to a new generation of Gargoyles. But, to create these, they must gather a rock special to them, care for it, speak with it, and eventually if the powers work, that rock will begin to form into a new gargoyle who will have learned some of the knowledge the wizard once held. It is how all new gargoyles are brought into the world now.

There are also some gargoyles that were around and lived through the destruction of the world, as they were guardians created by the same wizards and mages that stood up and were released from their bonds when those spell casters lost their magical powers to keep them bound and guarding.

Over time this gargoyle was able to free many of his sisters and brothers, creating a group and home for them all. Then the shattering happened, and the world became a very different place. Magic was drawn away and gargoyles found many of the most ancient ones of their lineage ceased to exist as they crumbled to dust. Those who remain know little of the history of gargoyle kind, but have found themselves mostly welcome across Tyr and employed as fantastic guards.

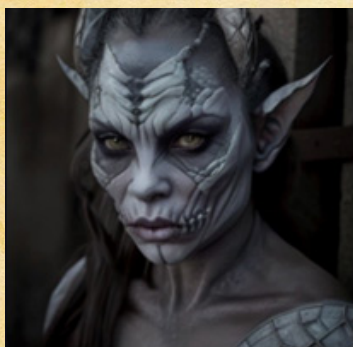
The bodies of gargoyles are extremely tough, in fact so tough that they resist both magic and physical attacks, good or bad, with the ability Threshold which makes the gargoyle immune to any effect with a value equal to or less than their threshold. For instance, a gargoyle with a 5 threshold that is struck with "4 claw" or "5 earth" would take no damage or healing and state "no effect".

The bulk of their bodies preclude them from wearing physical armor but fortunately their nature has given their skin the ability to harden into natural stone armor. This natural gargoyle armor is purchased at a rate of 1 lineage build for each point for the first 10, 2 lineage build for each point up to 20 and so on. So, a gargoyle with 15 lineage armor would have spent 20 lineage build (10 RB for the first 10 points, plus 10 RB for the next 5). Gargoyles get 5 additional armor points on top of what they purchase for free.

Unlike most armor that you can at least move slowly while repairing, with gargoyle armor you must turn to stone by standing perfectly still for 1 minute to fully repair your armor. Gargoyles are creatures that were designed by artists and sculpted by people in the past before they were turned into living creatures and so they come in all shapes, sizes and colors of stone, some with horns and fangs, and others with wings and protrusions on their bodies.

Costuming Requirements

All gargoyles should have skin that is some shade of grey as they are made from stone, with cracks drawn in using make-up. They can also have horns, wings, spikes and other things that a gargoyle statue might have as well, and the more gargoyle like you look the more bonus gargoyle armor you will get for free! Gargoyles do try to blend into normal society and so do wear some clothing as well, especially liking grey colors or rock and stone patterns.



Tier 1 Lineage Abilities:

Positives:

Threshold: 3 lineage build pyramid

Armor: 1 lineage build per point to 10, 2 lineage build per point to 20, etc...

Negatives:

Healed by Earth

High threshold makes you harder to heal

Starting Body and Willpower

Base Body 5 + 1 every 5 character build

Base Willpower 5 + 1 every 5 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

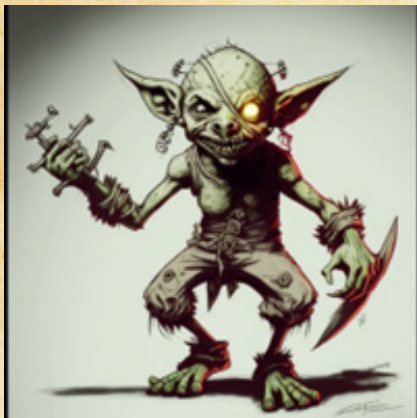
Well Known Spells

Glossary



Goblinoid

Light Creature



Gib hid behind the tree in the shadows, waiting and watching as the Wolfen slew the last of the orcs. The battle had raged for only a few minutes, but the orcs had fought very well, proving that they were strong and healthy when they died. Gib could hardly contain his excitement as the furry beasts roamed deeper into the woods. Gib approached the scene to see five orcs dead around a well. The well sparkled in the sun, but even the shininess of the well could not rip the goblins' attention away from the orc corpses.

What a feast! Gib bent down and began to consume the essence of the first orc, such a delectable meal, and with almost no personal effort, this was the goblin dream! As he consumed, Gib noticed his body changing. The color of his skin

became a darker green, and his muscles bulged. He was evolving, but just as this joyous occasion was overtaking him, he felt a strange presence and turned to see huge water elemental with a key at its center rising up out of the well. Gib might not have time to consume all these orcs after all. What a waste!

Goblinoids are found all across Tyr, having a huge population. They are one of the most common lineages of people in the world. The only reason that Goblinoids have not overrun the planet is the fact that they eat each other to grow in strength, which keeps the population in check, though still very high.

Goblinoids can be found in just about every region of the world, but they like to congregate together into bands and villages. Only once, there had been a city of Goblinoids, but it was very short-lived, as having that many of their kind together became a blood bath.

The Goblinoid lineage is a very special one in Archon because this is the only starting lineage that completely changes in appearance and abilities as the character progresses, and they don't change back. The special part of this lineage is that it evolves as you play it through evolution by consumption! That's right! You must consume your way up the food chain. By eating the essence of other Goblinoid creatures, you can advance in lineage abilities, power, body, and mind. The farther up the food chain the creature's essence you eat, the more you gain from eating them.

So kobold eating an ogre will gain an extreme evolutionary value from the consumption. It will help their bodies advance very quickly, while eating other kobolds will advance them slowly. When you evolve, you may be given the option of different lineage abilities to choose from, somewhat depending on what you consumed to get there. All Goblinoids are double specialized in essence harvesting. Also, kobolds begin with the feign death ability that allows them to fake dying very convincingly once per time purchased. After being struck by any kind of damage, the kobold may call a defense, such as a shield, dodge etc and then state "Cloak all, feign death" immediately after the defensive call and anyone watching or attacking them will believe they have taken the effect and died from it appearing to be either in their bleeding count and dieing or in their death count and dead. Any movement or overt action taken while in this state will break the illusion and the attacker will then be aware they are in fact still alive.

The first and most common lineage of Goblinoids is Kobold. These creatures are doglike humanoids with completely red skin. They are also not very smart and slightly weak in body, making them not very good in any profession or combat situation. Kobold's speech is usually littered with yips and barks. At times they are hard to understand. They are also very skittish as they are aware of their frailty, and if it seems like the odds are against them, they tend to run rather than stand and fight.

The second level of Goblinoid is the goblin. These creatures are different shades of green in skin tone but tend to be lighter greens, slightly smarter and tougher than their kobold ancestors. As a result, they are more effective in combat. Goblins also make good crafters and soldiers and fit into just about any profession, depending on what they choose to do. They may also gain some Goblinoid lineage abilities, such as claws, depending on how they evolved and what they ate to get there.

The third stage of Goblinoid evolution is the orc. Orcs usually have a dark green skin tone with tusks protruding from their mouths. The orcs are considerably tougher than goblins and are smarter than your average human. By this point in their evolution, the Goblinoid, as an orc, has defined lineage abilities and advantages.

The final stage of Goblinoid evolution is the ogre. Ogres are the rulers of the goblin society. They are extremely tough, strong, and usually have keen minds, even if they don't always act like it. Ogres are very rare and almost always look down upon everyone they feel is inferior to them. They think they have made it to the pinnacle of perfection. Ogres are yellow or tan-skinned, and have horns and large tusks.

Costuming Requirements

Goblinoids have costuming requirements based on what level of Goblinoid they are. Kobolds should have all red skin and doglike features with possibly a prosthetic nose or pointed ears like a German shepherd. They dress like people, though, and can wear any kind of clothing or armor. Goblins have light green skin tones with point ears. Orcs have dark green skin tones, pointed ears, and tusks. Ogres have yellow-green skin tones and large tusks.



Tier 1 Lineage Abilities:

Positives:

Double specialized in essence harvesting

Kobolds have the feign death ability purchased on a 2 lineage build pyramid

Negatives:

Takes a long time to "level up" your lineage

Starting Body and Willpower

Kobold: Body Ratio: 4 + 1 every 15 character build Willpower: 4 + 1 every 15 character build

Goblin: Body Ratio: 5 + 1 every 10 character build Willpower: 5 + 1 every 10 character build

Orc: Body Ratio: 7 + 2 every 15 character build Willpower: 6 + 2 every 15 character build

Ogre: Body Ratio: 10 + 1 every 5 character build Willpower: 1- + 1 every 5 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

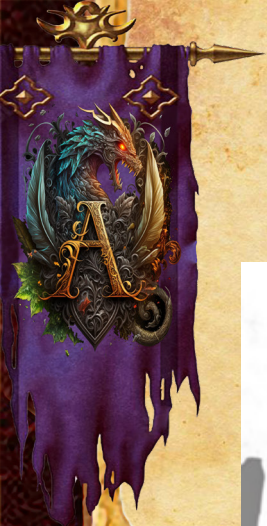
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

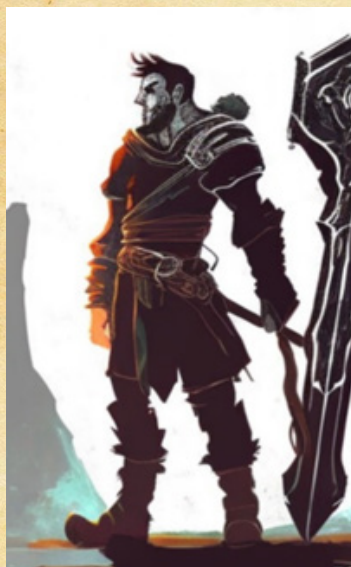
Well Known Spells

Glossary



Half-Giant

Light Creature



Crux bent his neck to the side, until he heard the pop of bones. Ah, much better, he thought. Now it was time to earn his fame and glory, to prove he was as strong as his giant ancestors. The little elf who had been following his tracks for days turned the corner of the trail and stood stunned to see the half giant before him. "Dumb", Crux thought as he whipped his right hand forward releasing the boulder, he had been holding putting all his strength behind the throw.

But the elf dodged nimbly out of the way and returned fire with an arrow that struck Crux in the shoulder. "You're done for now," the elf said as he sprinted forward. "The poison will render you completely paralyzed!" And as soon as the elf got close, thinking himself safe, Crux smashed his club into his face, knocking him unconscious. "Dumb" he mumbled, "need a lot more poison than that to stop a half giant".

Half Giants are the offspring of a human and giant mix. It makes them typically stronger than most humans and smarter than most giants. While most are larger than a human. Half-giants come in all shapes and sizes but all of them are very muscular.

Half giants are looked down upon by giants as not big or strong enough and are feared in human societies often because they are very large and muscular, so they find it hard to live in either place easily however it is much harder now that humans are so extremely rare and do not have large groups like villages and towns themselves. Half giants instead find themselves fitting in best in places that have a very mixed group of lineages where a large human is not very odd compared to an Azure or a fade. There are also some half giants that have grown in strength and skill enough to prove themselves as worthy to giant kind and live with them in the mountains of Tyr.

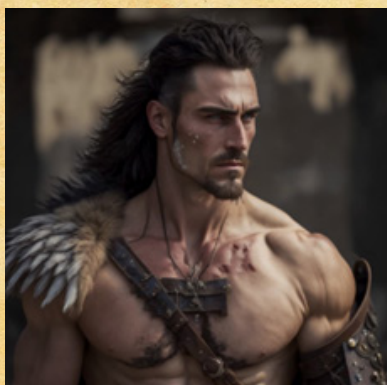
Half giants gain some of the raw strength from their giant half giving them the strength lineage ability at a 3 lineage build pyramid cost with a maximum that can be purchased of 2 plus 1 per 75 character build. So a half giant character with 150 character build can purchase up to 4 schools of strength with lineage build.

Half giants also have incredible resistance to pain of all types and so can purchase the Pain Tolerance lineage ability at a 1 lineage build pyramid cost. Each school of pain tolerance adds 5 points to your tolerance pool which you may use to ignore an effect and damage. For instance, with 4 schools in pain tolerance, you would have 20 total pain tolerance points, so if you were struck with "15 death," you could state "15 pain tolerance" and ignore both the death and damage from that effect.

Half giants do not spend much time with magic, and their culture does not encourage its use. This means half-giants can only ever learn 1 field of magic and cannot become a shaman or specialist in that field.

Costuming Requirements

Half giants are humans with exaggerated proportions, so a muscle body suit or clothing stuffed with fabric to make you look like you have giant muscles would be the best way to represent being a half-giant. Very good costuming can also get you bonus pain tolerance points!



Tier 1 Lineage Abilities:

Positives:

Strength: 3 lineage build pyramid – max 2 + 1 every 75 character build

Pain Tolerance: 1 lineage build pyramid

Negatives:

Max 1 field of magic and cannot be a shaman or specialist

Starting Body and Willpower

Body: 5 + 2/15 character build

Willpower: 5 + 1/15 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

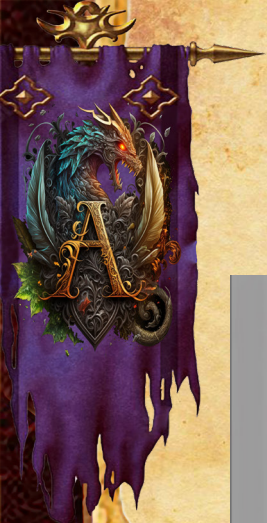
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Human

Light Creature



Shellior stood before the being known as Arcadia, and listened to the instructions. This would be the last time he would have to do this creature's bidding. He was known for his ability with the sword; it even rivaled a Null-Magician's skill. However, he had been working on his magic. Skills no one save his friend Aric knew about. Soon he would put his plans in motion to help topple this prince. It would not be the first time his ability to learn had been underestimated.

As he left to get the key his master wanted, he thought of his friends of other lineages that learned some things easier and had a hard time with others. Although his master had offered him to transform, he liked being human, as he summoned an earth protective around him. Soon Arcadia would be no more; the thought made him smile.

Humans are nearly extinct on Tyr, having been mostly destroyed by Tyrazon during the Shattering. Then any time a human began to unlock the secrets of their lineage, they were hunted down and either enslaved or killed by Tyrazon's enforcers. Those left have lived as simply as possible to avoid being persecuted or killed.

Humans are by far the most adaptable lineage in all of Tyr and have the ability to gain knowledge and power quicker and more effectively than any other lineage. Unfortunately, almost all humans are in hiding of some sort, even if they do not realize it.

Most of the people of Tyr do not consider them problematic in any way, but there is a heavy bounty to be gathered if you find a human that seems to be learning things they should not.

There are said to be groups of humans fighting against the government of Tyr as a collective of people who wish to still free the minds of all the people of the land. There are rumors that they use the free city of Risin as their base of operations and the city itself has the highest population of humans of anywhere on Tyr as the Soul Shield protects it.

Human's are a very adapt and diverse lineage of people and so learn many things well giving them the Jack of All lineage ability purchased on a 1 lineage build pyramid and giving them 5 points per school to be used on any field they have at least 1 school in per hard wave. These points may be spread between fields in any amount the player wishes and do not need to be spread in 5 point increments.

Costuming Requirements

Humans come in all shapes and sizes; they can wear any kind of costuming appropriate to the setting.



Tier 1 Lineage Abilities:

Positives:

Jack Of All: 1 lineage build pyramid – gain +5 mana points to a single field per school of this ability per hard wave. IE: 10 schools would give 50 points of mana which can be used to add points to any field which you have at least 1 school in already or multiple fields. Cannot be used on production fields.

Negatives:

Hunted: all humans are outlaws in the Tyrazonian empire and are hunted by both minions of Tyrazon as well as bounty hunters. Traveling the world you must beware.

Starting Body and Willpower

Base Body 5 + 1 every 10 character build
Base Willpower 5 + 1 every 10 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Lizardman

Water Creature



Sistak looked at the vial Aric had given him. He hoped it did what he said it would do for his claw. He gently poured it over his claw and hoped he had done it right. Just as he had finished, the human smell wafted to his nose. He stood still and waited. And just as the human crossed in front of him on the path, he leapt out from behind the tree and struck with his claw hard into the back of the human. Followed with a thunderous blow with the poisoned claw. He saw the human's body take a deep cut and stiffen as the poison took effect. He smiled a toothy grin and quickly took the necklace with the key off the human's neck. While saying, "Aric iss ssorry hee betrayedd you".

Sistak ran, knowing the poison would only last maybe three minutes more, and Aric had said this one was too dangerous to mess with. He did not understand the message; if Aric had betrayed him, why not kill, and maybe he wouldn't come back. It was too difficult to think about it, and it made his head hurt. It was easier to trust in Aric. He always healed him and showed him new tricks, and gave him food. Food was always better to think about. As he ran away, his stomach growled.

Lizardmen can mostly be found in the mountains of Tyr, eeking out a pathetic living trying to be farmers. This seems odd to most people who visit them; however, the lizard people will tell you it is what they have done for generations, and this is what makes them feel fulfilled in life. Looking around their villages, you can see it is not working well, and they seem to not even enjoy eating the potatoes they farm.

Those lizardmen that are found outside of the mountains are much more like you would expect, always hungry, eating just about any kind of meat or protein, and enjoying rocks in the sun. If asked about the mountain lizards, these lizards will try to explain that something is wrong in their head, but they can never give a true explanation as to why those lizards stay and continue to live in a place clearly not designed for them.

Lizardmen are welcomed in most places on Tyr; however, inn keepers and festival hosts often groan and complain when they seem them since they know they are about to lose a lot of money on food.

Being water creatures, lizardmen enjoy being near rivers, lakes, and oceans, but their favorite places are near the swamps, especially those of the elves, where they can mess with the poor elf people who also clearly aren't where they belong. Lizardmen are healed double by all water spells and effects.

Lizardmen have bodies that have adapted over time to be both extremely tough and resilient but also killing machines with claws and teeth that can crush and rip flesh from their victims. The hide of a lizardman can be hardened by them, giving them natural armor that costs 2 lineage build per point to 10, 3 lineage build per point to 20, and so on, and can be repaired while moving and running, only being interrupted if they are damaged. So a lizardman with 20 points of natural armor would cost 50 lineage build (20 for the first 10 and 30 more for the second 10 points).

Lizardmen can also purchase natural claws and bite for 5 builds. Hand claws are short swords in length, and base 2 damage, and a bite claws are long swords in length and base 4 damage but must be used with two hands.

Costuming Requirements

Lizardmen have green skin with scales, they can be any shade of green, and their scales can be drawn on with any color of make-up. Their clothing is typical of a humanoid creature but will often have scaled cloaks and lots of greens. Extra things like tails and great costuming will get you free lizardman armor!



Tier 1 Lineage Abilities:

Positives:

Claws, Base 2 damage: 5 lineage build
Natural Armor: 2 to 10, 3 to 20, 4 to 30, etc. lineage build
Gluttony: Eating a fist sized amount of food heals you 5 body points

Negatives:

Healed by water

Starting Body and Willpower

Base Body 7 + 2 every 15 character build
Base Willpower 3 + 1 every 15 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Merfolk

Water Creature



Suddenly a flash of red flames ended Miserol's sleep under the pool's protective depths. Someone had moved the dragon's tear. His age-old slumber was ended when the tear had been moved, and the pearls that lay within had been stolen. He wove a circle of high magic and sat within. The rituals were short yet costly, but to retrieve the tear, he would gladly burn out some of his magic ability. The rituals were done in a matter of minutes; he released the circle and ordered the three elementals that stood in front of him to regain the prison at any cost so he could then return it to its resting place. The elementals were fast to leave; they exited the water with loud splashing noises.

The trio followed the Fahari with Miserol close behind. After a day of running, she began to slow. Hopefully, this would be over soon, Miserol thought to himself, it would be nice to return to his sleep under the water. The Fahari tripped, and in an instant, he was upon her. As she climbed to her feet again, he struck her on the back of the head, and she crumpled to the ground. He grabbed the tear from the woman's pouch and turned to leave when he heard someone shout a name in a guttural tone. The figure charged and began attacking the elementals. He thought to himself, no matter what, they have served their purpose and began running back to the pool.

Merfolk inhabit Tyr's oceans, streams, and waterways, living anywhere there is water. They don't necessarily need it; they just like to know it is near. While many lineages were drastically affected by the world-shattering apart, merfolk were mostly ignored and were able to hide in the depths away from all the strife.

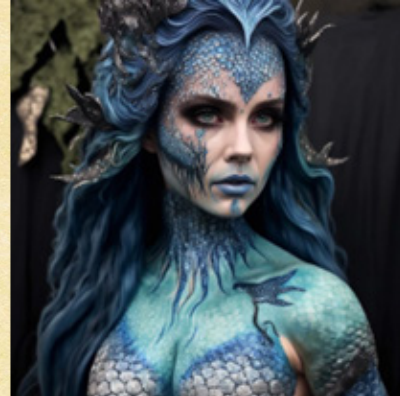
Merfolk are very good scholars and have created libraries that are protected in the depths using a type of paper that is unaffected by water. These libraries are some of the last on Tyr that have information leading back beyond the last 100 years, but they are very well protected and nearly impossible for any lineage that cannot breath underwater to get it.

Merfolk can also be found all over Tyr and tend to make their living doing some job that involves water such as fishermen, navigational officers on ships or even working in the sewers.

Merfolk are very attuned to water magic and so are single specialized in water magic, giving them -1 cost per school, are double healed by all water spells or effects, and are able to purchase innate water shields. These shields are purchased on a 1 lineage build pyramid and give 10 points of shielding that goes into a pool that can be used to resist magical attacks. For instance, if you purchased 6 schools of water shields, you would have 60 points of shielding to use in any increment, so if you were struck for 40 fire, you could state "innate 40 water shield" and take no damage from the fire.

Costuming Requirements

Merfolk are blue-skinned with scales, this can be done by painting your skin blue with make-up and making scales in a diamond or v formation on your skin using black or white make-up.



Tier 1 Lineage Abilities:

Positives:

Innate Water Shields: 1 lineage build pyramid, each school adds 10 points to the pool
Specialized in Water magic
Double healed by water

Negatives:

Healed by water

Starting Body and Willpower

Base Body 5 + 2 every 15 character build
Base Willpower 5 + 1 every 10 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Nekomata

Dark Creature



Akuto, ambushed suddenly by the goblinoid patrol felt panic begin to rise from deep within, four on one, not good odds. However the voice within did let that fear take over, “pathetic creatures these, not worth time, destroy” and with that Akuto’s eye burned with power and a slight smirk crept up upon their face.

The blade lashed out, one struck down, a second in their sight. A spell struck Akuto in the side withering away the nekomata’s right arm but this just increased the rage within, the fire burning ever brighter, lashing out again and again and letting the demon take over devouring these puny weaklings Akuto came out of the combat trance missing both legs and a arm, but still smiling as all the goblinoids had been eviscerated and lay dead all around.

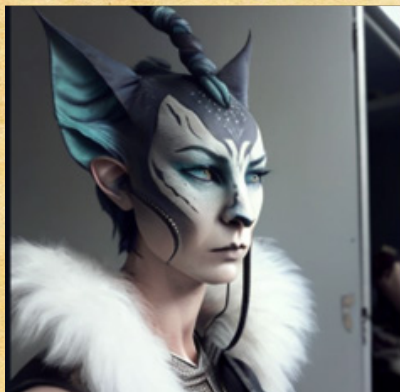
Nekomata are new creatures to Tyr having wandered across the planes of existence and being randomly dropped into Tyr they are out of sorts but are capable of working well within small groups that accept them. They are found randomly throughout Tyr but are fairly rare as the rift between the planes they came through has long since closed.

Nekomata come from a plane that is without light, and so cannot harness Light magic or cast spells from the field, even with scrolls. However have a heavy affinity with dark magic because of this making them single specialized in the Dark Magic field. The nekomata culture also prides itself on producing great warriors and so all nekomata are taught extensively with weapons mastery giving them a single specialization in that field as well. They are completely baffled by all things light though and so cannot harness light magic in any way. Nekomata have some sort of inner creature that comes out at times allowing them to devour their foes whole and PC nekomata may purchase a devour pool because of this and may purchase claws.



Costuming Requirements

Nekomata appear as feline humanoids with cat like features however they also have clear markings that are from some otherworldly place, these markings can come in any form but must be present as make up on the nekomata's body and face.



Tier 1 Lineage Abilities:

Positives:

Specialized in dark magic
Specialized in weapons mastery
Devour Ability: 2 Lineage Build Pyramid
Two Base 2 Claws: 5 lineage build

Negatives:

Cannot purchase or use light magic
Other planar creature

Starting Body and Willpower

Base Body 6 + 2 every 15 character build
Base Willpower 4 + 1 every 20 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

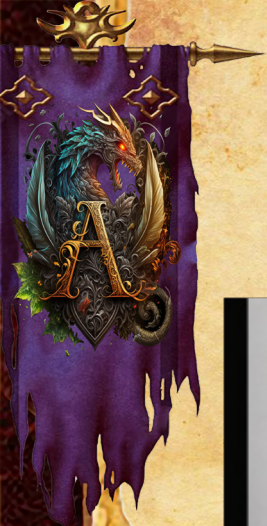
Knowledges

Game Mechanics

Phys Reprs,
Costuming And
Armor

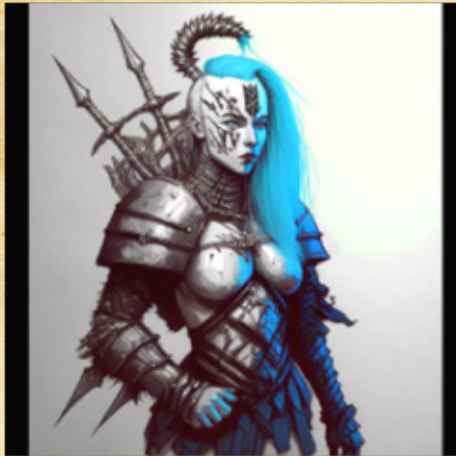
Well Known Spells

Glossary



Null-Magician / Skull

Special – Not a Creature of any Type of Magic



Skeeve spun around and struck with his sword at the undead creature, easily loping off its right arm. Two more swings and the creature crumbled. He felt the sword hit his shoulder as he twisted with the blade to let it slide off him easily. He turned to face the last undead; there had only been six of them. If this key was so important, why did they not guard it better? Almost getting hit, he focused his thoughts only on the combat, and he began the dance of death with this last one. He struck at it, and his sword bounced off its rib with no effect. Ah, this is why it was not guarded well, he thought to himself.

The undead sword glowed with darkness and struck Skeeve, and his left leg twisted and became useless. Skeeve shouted, “Archival,” and his sword pulsed with light. The undead glowing eyes flickered with fear as Skeeve struck a thunderous blow that cleft him in two. Skeeve hopped and slid his pack off. He searched the ashes and found what he had come for. His hand reached into his pack and pulled out a glowing vial. He quickly drank the contents, and his leg regrew. Skeeve chuckled, “Always be prepared.” He headed for Archival’s home and thought about the people whom he might sell this information to.

Skulls are rumored not to be from the land of Tyr at all, but instead, stories say they are from another world where magic does not exist. Though rare, they are now found throughout the land and are considered to be some of the most skilled martial warriors.

Skulls truly do not believe magic exists, and scholars have found that it’s possible they cannot see spells or the effects of spells even when they happen directly in front of them or even to them. There is a story about a skull who had his arm severed and when a friend cast a light restore spell, and the arm grew back, the skull exclaimed how this friend was such an amazing alchemist.

Skulls are fantastic warriors who are always trying to improve their skills, and any time they meet another skull will immediately challenge them to find out which skull is the superior fighter. After the battle, they will heal their downed opponent, and the skull who lost will always defer all decisions to the superior skull until they can challenge and defeat them.

From the moment a skull is born or brought into this world, they are found to be training and improving their fighting skills, allowing them to purchase the weapons mastery field at a specialized double rate (-2 build cost per package, to a minimum of 1). Skulls also get 1 weapon skill of their choice for free.

Unlike the other lineages of Tyr, skulls do not have an affinity to a type of magic, so they are harmed by all magic damaging spells and effects. Instead, many have become accomplished alchemists and medics. Most have also learned to focus inside themselves and use Zen to create an armor that both protects them and heals them. Zen armor is purchased at a rate of 1 lineage build per point to 10, 2 to 20, and so on. This armor works like dodging an effect at 1 armor for 1 point of effect avoided and can be repaired by stretching and limbering their body for 60 seconds.

Additionally, a skull may use Zen armor to heal by concentrating for 5 seconds, expending all their current Zen armor points, and healing for that amount of body or willpower. For instance, if during a fight you as a skull had 18 armor remaining and were down 15 body points, you can state “Begin Zen healing”, concentrate away from the fighting for 5 seconds then state “Zen healing, 15 body,” which immediately heals your body for 15 points but brings your Zen armor to 0.



All Zen armor is lost and cannot be repaired if the Skull's movement is inhibited in any way (encase, sever limb, slow etc.)

Because of their bodies complete lack of any connection to magic, skulls can purchase magic resists that work against any kind of magic. These are purchased on a 1 lineage build pyramid and each of them will completely negate 1 magical spell or strike. To use a magic resist, you state "resist magic" when the effect strikes you.

Note: while skulls are not healed by any magics damaging spells, things like cure, life, restore limb, etc, still work like normal, they are merely not healed by anything that would restore body points to a creature that had an affinity to a single magic.

Also, skulls are capable of using magic items if those items do not give an enhancement or need to be activated like a spell. IE: a magic sword that gives +1 magic could be used by a skull, but an item that activates to let you cast a firestorm would not be usable. If there is any question as to whether an item is usable please bring the item to a GM and ask.

Costuming Requirements

Skulls have a half-blue body, most often represented with blue face paint, in any pattern. Portions of the body covered by clothing do not need to have makeup. Skulls typically wear clothing that is very war-like with metal bits and many weapons strapped to them.



Tier 1 Lineage Abilities:

Positives:

- Resist Magic: 1 pyramid
- Zen Armor: 1 to 10, 2 to 20, etc.
- Double spec in Weapons Mastery (-2 cost per school)
- 1 Free weapon skill (excluding melee master)
- Single spec in offensive and defensive masteries (-1 cost per school)

Negatives:

Cannot learn any magic field or be healed by magical healing spells

Starting Body and Willpower

- Base Body 7 + 1 every 5 character build
- Base Willpower 5 + 1 every 10 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Nydic

Light Creature



Brea focused her mind, narrowing the expanse between her and the dwarf and linking with his mind. With just a slight mental push, she tapped into his mind, reading his thoughts. Pushing past all the information about weapons and armor, she found what she was seeking; the key was buried in a dwarven tomb nearby, this man had heard stories of it his whole life. With that, Brea let the connection dissipate; she would need the mental energy to take down the guardians if the dwarf's memories were accurate.

The Nydic lineage is one that has only recently appeared on Tyr, having likely hitched a ride from another plane of existence or realm to Tyr when the world was being rebuilt. It is believed they come from a place where all creatures are able to tap into their higher brain functions, speak telepathically and use powers such as telekinesis. Upon arriving on Tyr, the minds lost some kind of

connection to the world and the other creatures around them, and ever since, they have been struggling to find ways to regain that power.

Nydics still find most of the lineages of the world to be odd and find it extremely jarring that all peoples here use speech as the main way to communicate. Often they will seem rude because they forget to answer questions or have conversations by speaking and instead try to think at the people they are conversing with.

Nydics are highly intelligent beings who have tapped into a level of upper brain function that allows them to use psionic powers. While they are still very limited in their power at first, every Nydic is taught how to use this energy from young age and learns a few basic abilities. The Nydic population is not large, but they can be found everywhere in Tyr and are recognizable by the purple tattoos that cover their bodies in different designs that seem to move and alter over time.

Nydics are very good at concentrating on tasks and doing research, so they are double specialized in the theory field, and single specialized in the lore field. Using this research and learning about the world of Tyr Nydics have managed to tap back into some of their mental powers, and because of this, they are able to purchase the Psionics field at a 1 lineage build cost pyramid.

The travel from another realm has taken a toll on their bodies, though, making them physically weaker than they once were, and they struggle to do any kind of martial fighting; because of this, they are Single negative specialized in both weapons mastery and roguery and gain no body from these fields or from assassination, shadow mastery, offensive fighting mastery or defensive fighting mastery. However, they gain double the body from medicine as they can put that knowledge to better use than most people.

Costuming Requirements

Nydic's dress are sometimes odd, as if almost alien to this world, unless they are trying to fit in within the society they live. They otherwise look like humans with purple tattoos that move and shift around their bodies, never seeming to want to stay in the same pattern or same area. This can be made with stick-on tattoos or with purple make-up and outlined with black.



Tier 1 Lineage Abilities:

Positives:

Nydic Psionic field: 1 lineage build pyramid
Single specialized in lore fields; double specialized in theory field
Negative specialization in both weapons mastery and roguery
Double body per school from medicine field

Negatives:

No body gains from WM, Roguery, OFM or DFM fields

Starting Body and Willpower

Base Body 4 + 1 every 15 character build
Base Willpower 6 + 2 every 15 character build

Free Starting Psionic Spells

For Easy reference these are the 2 starting Psionic spells a Nydic character begins with. The incant is "I focus my will to..."

Psionic Charm – Cost: 2, Effect: 5 charm – Incant "I focus my will to command you, 5 charm."

Psionic Dart – Cost: 1, Effect: 5 will – Incant "I focus my will to strike you, 5 will."

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

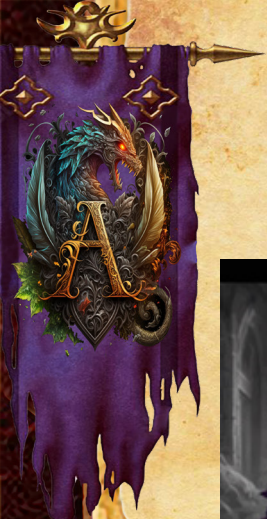
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Ogrillio

Dark Creature



Orbek moved the cloth screen that covered the doorway with his fighting claw, making sure anyone on the other side saw the shining bone that was razor sharp and still gleamed with bright red blood. He moved into the room and scanned the area giving it a quick smell. He recognized 5 different people at the door even though he could only see 2. "Come out or yer all dead." He said with a perfectly flat deep voice. As each emerged from their hiding place, a smile crept across Orbek's lips over his tusks, and he said, "good, now let's all play nice and go see Honwid about what he wants ta do wit ya." With that Orbek led the bandits out of the small hut and easily kept them in line with shakes of his claws and their knowledge that even if they ran, he would easily be able to track them down.

Ogrillio are creatures with green and orange skin with many scars from years of gladiatorial fighting and being slaves. Before Tyrazon, these creatures were enslaved as the beasts of burden by the world under dragon rule. The dragons long ago bred them from a mix of wolven and orcs with the intention that they would guard and work the land around a dragon horde while the dragon slumbered.

Born into bondage Ogrillio were beaten, starved and lived a life of suffering under the world ruled by dragon kind. Either forced to work long hours endlessly toiling at whatever task their masters set for them or used as play things in gladiatorial combat. When the world shattered they found themselves free but lacking direction. From that point forward, all Ogrillio have sworn to never be enslaved or bound again however their minds are still not used to being free and so they are unfortunately easy to dominate.

The Ogrillio have a saying "Die Fighting" which is the ultimate honor for any member of their clans, even while enslaved they would start uprisings and revolts often with thousands of their people dying. Many preferring to fight a futile resistance rather than be enslaved and over time the dragons came to realize the creatures made truly poor slaves eventually releasing them into the world by selling them off to the lesser lineages.

The few free clans of Ogrillio from before the shattering of the world still exist and have become some of the strongest packs in all of Tyr controlling substantial portions of land that no one dares enter without their permission.

Ogrillio have natural fighting claws that extend from their wrist that they use in battle, these weapons are trained from birth in all Ogrillio cultures, and as such, anytime that an Ogrillio is using their claws in a fight, they gain +1 master proficiency.

Ogrillio are natural hunters using their amazing ability to smell prey and are taught to be incredible trackers since, even as slaves, they were forced to hunt in order to survive. Skills and genetics passed down through generations have given them the ability to use the Scenting ability. If an Ogrillio with scenting has a piece of clothing or item used by the target, they can track them without needing anything else even through the most elusive terrain. Additionally they are amazing trackers who are double specialized in the Survival field.

Unfortunately, because of their brute nature and being seen as a slave people, Ogrillio have a tough time interacting with the civilized world and finds themselves extremely poor at bartering for anything as most lineages either look down upon them, or the Ogrillio treat the merchant poorly and blunder any deal, making all craftsman / miscellaneous skills unable to yield coin.

Because Ogrillio are still learning how to be free they are easily dominated making all willpower domination affects such as charm or fear doubly effective on them. However their years of slavery have made them extremely tough allowing them to purchase the Thick Skin ability each level of which reduces any physical strike upon them to minimal damage.

Costuming Requirements

Ogrillio are green and orange skinned with scars all over their body from hard-lived lives. An Ogrillio player should use a mask or make-up to show this. Their clothing should be rustic and that of someone living off the land and not used to cities or civilized life. They will often have something nicer they got from prey and they wear as a trophy.



Tier 1 Lineage Abilities:

Positives:

Scenting ability: 1 pyramid
Double specialized in Survival field
Two base 2 claws, +1 damage with claws - 5 build
Thick Hide: 2 Lineage Build pyramid, each school of this ability grants 1 minimal call

Negatives:

Negative spec lore and theory fields
No coin allowed from CM benefits
Easily Dominated: Double harmed by any charm / domination effect

Starting Body and Willpower

Base Body 7 + 2 every 15 character build
Base Willpower 4 + 1 every 15 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Raktasha

Light or Dark Creature



Saber moved through the bushes with the ease that his cat-like lineage gave him; he watched the wanderer girl as she ran through the woods away from the palace. Saber knew the place to be a great focus of magical energy and had hoped coming here would yield him a chance to capture something of power. Clearly, this girl was not one of the sources, but something about the way she fled made him believe she knew something he could use to his advantage, so with the silence of death, he took to a run, easily keeping pace with the girl and never letting her sense him as he began to cast magical energies around himself, this would be an easy ambush.

Raktasha are feline humanoids that have body fur and coloration that differentiate them. They can be found in almost any region of the world though they are rare. Raktasha tends to seek power, either through leading armies, wealth, artifacts, or any other thing they deem powerful, and so can be pushy about seeking out different kinds of power and being very dismissive of anything that does not push things toward their goals.

Raktasha can be found all over Tyr, usually in places of power such as mayors of towns or leaders of groups. Raktasha are sometimes viewed as bad or evil because they will do just about anything to get to a place of power, but many Raktasha have actually done amazing things for the world and the people they command, making some towns very wealthy or military groups some of the best in the world.

There are several types of Raktasha that a player may choose to be; Ak'chazar are shades of white fur Raktasha who are extremely powerful spell casters and have been known to rival even Fade's in pure magical strength as they gain +1 mana per school of any magic they purchase. However, they rely so heavily on their magical skills that they lack ability with weapons causing them to lose 1 point from any weapons mastery or roguery field schools.

Naztharune have pure black fur and skin. They also differ from their cousins, the Ak'chazar, because they have little magical talent and instead relying on extreme ability to move quietly and excel at the use of Roguery type skills which gives them +1 mana points per school in roguery as well as specialization in the roguery field. However, Naztharune Raktasha becomes so focused on their art that they lack the ability to become diverse, and so they can only have a number of schools in any field other than roguery equal to half their total roguery schools.

The final types of Raktasha are the Zakyas which are the tacticians of the Raktasha, making them possibly the most dangerous of all. They have colors like any tiger with fur and skin that is usually orange, black, and white. They excel in learning new things and are some of the most advanced tactical minds in the world. All research that this type of Raktasha does cost half of what it would for any other lineage, and they have the ability to easily determine an enemy's weaknesses.

They may use the ability weakness determination after engaging any enemy for more than 5 minutes; doing so will inform them if the target is weak to any type of magic, or skills or if they possess some other weakness to help defeat them. They may purchase this ability on a 2 pyramid. This zealous focus of the Raktasha means they never learn and cannot take any crafting skills of any kind. A Raktasha player chooses to be either a light or dark creature at character creation.

Raktasha's are a magical lineage but descend from feline creatures and myth has it that those creatures seemed to have nine lives whenever something should have killed them, though they still often came out wounded. Raktasha's have inherited this trait and can purchase "lives" with lineage build which gives them the ability to ignore the effect of an attack against them, though not the damage. IE: if struck for 50 death a Raktasha using this ability would state "nine lives! No effect to the death" but would still take the 50 damage. Because this is a defensive ability you cannot use any other defensive ability with it.

Costuming Requirements

A Raktasha should have cat like features and be in finer clothing than normal peasants. The culture glorifies those who are well dressed and groomed so the characters costuming should reflect this.



Tier 1 Lineage Abilities:

Positives / Negatives:

2 base 2 claws: 5 Lineage Build

Ak'chazar: +1 mana for all magic fields per school.

-1 mana per school of weapons mastery or roguery

Naztharune: +1 roguery mana per school, single specialized roguery.

Max in any field by Roguery of ½ their roguery field.

Zakyas: Half research cost, 2 lineage build pyramid weakness determination.

No trade skill fields.

All Raktasha: Nine Lives Ability, 3 lineage build pyramid, each school grants one use of the nine lives ability per hard wave.

Starting Body and Willpower

Base Body 5 + 1 every 10 character build

Base Willpower 7 + 2 every 15 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

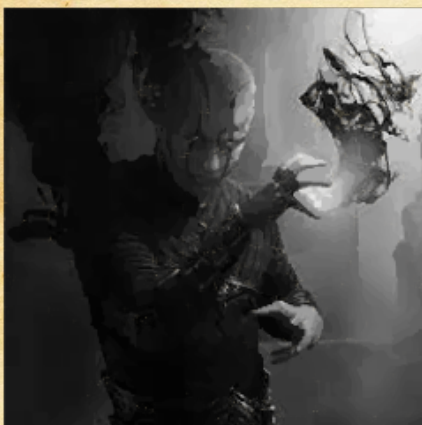
Well Known Spells

Glossary



Shadow-Kin

Dark Creature



Altair slid the covering over his face and slipped the dagger out from beneath his cloak. He put two glass globes in his hand and slightly uncorked them, ready to be thrown. Silently he started to follow the Skull. He waited until it went just beyond the town and let loose with the first vial, and quickly followed with the second. The first vial had little effect, but the second one hit the Skull squarely.

The Skull slumped to the ground with a thud. Altair chuckled as he breathed the gaseous residue; too bad you're affected by the poison, he thought. He searched the Skull and found what he was after, the key. Soon Lord Grendel's plan will take place, and all the princes will be gone.

Shadow-Kin come from some of the deepest and most dangerous places in the world. Far below the ground, below where even dwarves will mine, deep within the underdark, there are caverns that fill with caustic fumes, and the air is deadly to any who enter except those who have adapted and lived their entire lives there, the Shadow-kin.

These creatures of pure darkness can survive in such a place because they are not truly entirely on this plane of existence; instead,, they are partially in the material plane and partially in the Shadow plane, allowing them to survive uniquely and be immune to any kind of poison. This makes them able to gather fantastically powerful alchemical components and use them in all sorts of concoctions that normal alchemist needs extreme hazard gear to even be near. When struck with an effect that has poison in the call they simply state "no effect".

The fact they are in both the shadow plane and the material and have the ability to shift more of themselves to that realm also allows them to phase out and become incorporeal for fractions of a second which is very helpful when avoiding a spell or physical strike against them. They purchase this ability on a 1 lineage build pyramid, and it is called Shadow Phase. Each school of this ability gives 5 points of Phase that can be used in any increment to avoid an effect. For instance, if you have 8 schools of Shadow Phase, you then have 40 points of phasing to use, so if you are struck for 30 light, you may state "30 phases" to avoid all the damage from that spell.

Shadow-Kin have just recently been released into the surface world due to the cracking and shifting of Tyrs crust which has created pathways that were not that before, so light magic is a completely foreign concept to them and is negative specialized costing them +1 build per school. Additionally, the light is so overpowering for them it hurts their eyes and bodies much more than most dark creatures making them take double damage from all light spells and effects.

Because Shadow-Kin are naturally able to move through the shadows and phase their bodies out of existence, they are extremely stealthy, making all Assassination and Shadow Mastery schools cost one less, but they almost never want to get into a frontal fight with anyone, preferring to use subterfuge and trickery instead of combat, so they don't bother learning weapons mastery much making them negative specialized in it costing +1 build per school.

Costuming Requirements

Shadow-Kin have grey skin with black swirls of darkness that move around their bodies. To show this, you can use grey make-up for your skin, then use black to paint on swirls and splotches that can change each event. Typical shadow-kins will also have dark and shadowy clothing that blends well when they are hiding.



Tier 1 Lineage Abilities:

Positives:

Immunity to Poison effects

Phase: 1 lineage build pyramid, 5 points per school go into the phase pool

Specialized in Shadow Mastery and Assassination: -1 build cost per school

Negatives:

Penalized in light magic and weapons mastery: +1 build cost per school

Double harmed by light

Starting Body and Willpower

Base Body 5 + 2 every 25 character build

Base Willpower 5 + 2 every 25 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

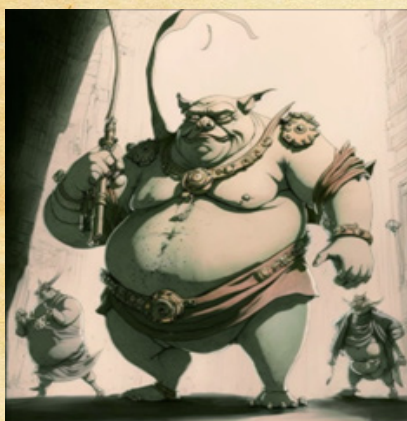
Well Known Spells

Glossary



Troll

Light Creature



Garkorg surveyed the goblins assembled before him. They were weak but had to do it. "You must help me go get stuff for Boss." He flexed his muscles, "And any who run gotta deal with me." He didn't like having to deal with them this way, but it had to be done. They were Boss's last hope of getting the key back. Boss said it was guarded by Earth Elementals. He looked at the two-handed sword as he hefted it and swung. He saw as the air curled around it and swirled. "Strange, I never been using Air before, feels weird." He looked at the goblins and sighed, "Let's go!" The thirty goblins went in front of him, and all Garkorg could think of was that he hoped he lived through this day. There would be four guardians; he didn't think he would.

Trolls have been assigned by the government of all lands controlled by Tyrazon to leadership positions such as mayor and council member, and there is even a Troll senate in the fortress city of Prismira, Tyrazons main stronghold.

This troll senate is likely a puppet government that argues about all different kinds of laws and rules for all of Tyr, but most realize Tyrazon is the one making all the decisions. Still, those Trolls that are placed in charge of other towns and villages try to take their jobs seriously; they are just usually very bad at it. Each troll is assigned a set of drake slaves that are there to help him govern, but in the end, the final decisions are up to the troll, and it has not done good things for the common people.

They also are very slow to the point of being dim-witted by human standards, causing them some problems when learning magic, and they struggle with all sorts of theory and research, finding it difficult to retain knowledge. Trolls are all double negative specialized in all fields of magic.

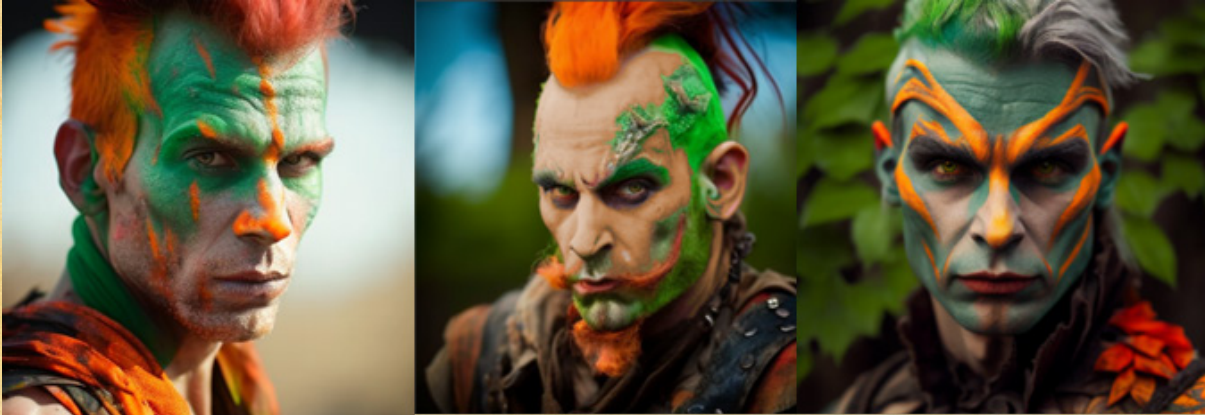
Offsetting their lack of magical prowess is the raw power and strength of a troll as well as the unbelievably tough body. Trolls are able to purchase lineage strength on a 2 lineage build pyramid with a maximum of 2 points to start and 1 more per 50 character build making them the strongest of all the lineages of Tyr. Their bodies are also very resilient to damage and can even heal; they have the highest body ratio of any lineage in the world and can purchase regeneration on a 3 lineage build pyramid that allows their bodies to regenerate 1 point every 60 seconds that they are concentrating.

These physical features and the show of power that they can command are why even though they are terrible leaders and commanders, most people of Tyr who have known nothing else do not stand up to these bullies and take control of their own towns, those that do find themselves on the list of The Hunt.

Trolls do have two weaknesses, first, to fire, which does double damage to them, and second, to acid, which, if it does, body damage cannot be regenerated (but can be healed with spells, bandages or other means) for 12 hours.

Costuming Requirements

Trolls are brutish creatures that wear all kinds of hides and skins of creatures they have slain, but if they are feeling very important because they have been given an assignment, they like then they will try to be very aristocratic in dress, wearing fancy suits and dresses which always seem to end up with holes and covered in mud. Trolls have orange skin with green splotches, which can be done with make-up or a mask.



Tier 1 Lineage Abilities:

Positives:

Strength: 2 Pyramid, maximum 2 + 1 per 50 character build

Regenerate: 3 Pyramid

Negatives:

Double Penalized in all magics: +2 build cost per school

Double damage from fire

Cannot be healed after acid damage for 12 hours (Only the body damage done by acid)

Starting Body and Willpower

Base Body 9 + 2 every 5 character build

Base Willpower 1 + 1 every 20 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

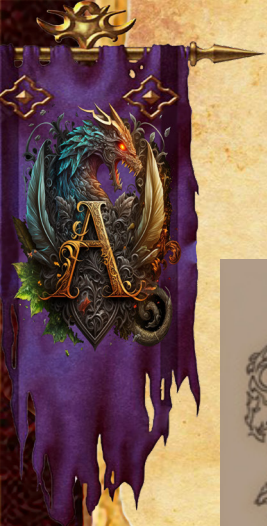
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Wayward

Light Creature



Emira ran her hand across the smooth surface of the rock she laid upon; she so loved when her travels brought her back to the coast. She looked out over the ocean and breathed in the salty air, taking in it all. From the bushes behind her, she heard a rustling, and she turned to see a merfolk just coming out of the bush. "Hello there!" she said with a smile, then pulled the string she had been lightly holding onto, and a vapor spewed forth all around the creature before her.

Wide-eyed, it started to run but only made it a few steps before it slammed to the ground, face first unconscious. "Oh, my," Emira said, slightly startled, "I will have to see if I can make that poison faster acting; that looks like it hurt." And with that, she gingerly stepped over to the fallen merfolk and plucked a tear-shaped gem from his hands. "Thanks much!" She said and skipped away.

The Wayward are a lineage of people who travel the world, seeing new sites, selling goods and services, and finding adventure wherever they go. The Wayward find it tough to stay in one place; there is so much to explore and see, as well as new customers to find, that they feel the need to constantly travel, and so this has made them into some of the best merchants and crafts people in the world of Tyr.

As young children, Waywards are taught the skills to survive by the travelling band they are born into; most of these bands focus on one trade or craft and become so good at it that they become masters and will easily find customers who wish to use their services wherever they go. Bands tend to have members come and go; however, they are always tied to the band which they grew up in and remember them with fondness. Every wayward wears proudly their bands mark or tattoo.

Once a Wayward reaches adulthood, they are encouraged to go forth into the world and make their own way, start their own band, or adventure and seek their fame and fortune, but the skills they learned growing up still serve them no matter where they go.

Wayward characters purchase all production fields as a specialist (-1 build cost per school) and can purchase the mass producer ability with lineage build which allows them to put extra production into their production fields each hard wave. Additionally the wayward may purchase craftsman miscellaneous skills with elder build.

The mass producer ability is purchased on a 1 lineage build pyramid, 1 2 2 3 3 3 etc, each school giving 5 points of production bonus to one production field for a hard wave. This bonus is not doubled like normal production and the wayward must have at least 1 school of the production field to choose for the bonus to go there.

While Wayward are amazing crafters they do struggle in other parts of life and so pay double for any research that isn't crafting related. Their bodies also have not adapted well to taking brute force physical strikes and so any special physical attack (slay, assassinate, waylay etc) has double the effect on a wayward (2x damage / effect).

Costuming Requirements

Wayward do not have a specific look or style of dress; however, they are almost always in bright colors and flamboyant clothing as they travel and enjoy life and have some kind of crafting tools on them at pretty much all times. All wayward must have a clan mark which is proudly displayed, this may be done with make up or a temporary tattoo, marker etc.



Tier 1 Lineage Abilities:

Positives:

Single specialized in all production fields

May purchase craftsman/misc. skills with lineage build

Mass producer: 1 lineage build pyramid, +5 production per school per hard wave which may be applied to any production field you have at least 1 school in

Negatives:

Double cost of researching non-production items

Receives double damage from all special physical attacks

Starting Body and Willpower

Base Body 5 + 1 every 10 character build

Base Willpower 5 + 1 every 10 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

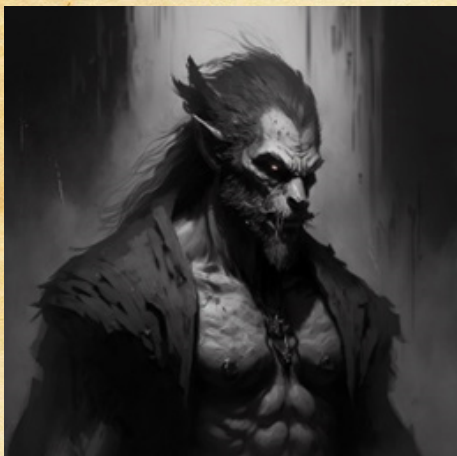
Well Known Spells

Glossary



Wolfen

Dark Creature



Hary sniffed the air trying to smell if anyone was near enough to harm him. He detected nothing, and he began the slow transformation from Wolf to his half-form. The change took several minutes, but finally, he stood on only two legs. His face still carried the characteristics of a wolf, but his eyes glinted with a keen intellect. He smiled and half-growled as he smelt his friend approach "Well-met Cammilelia" He turned to see his friend running at him, being chased by three fire elementals. He ran at them and tried to incant a Fire-Bolt, but it was too difficult in this form. Howling with rage as he saw Cammilelia struck with a massive blow from behind, dropping her, he began his assault upon the elementals as his howls of fury permeated the night air.

Wolfen are a lineage of people that are able to shift their forms from human to half wolf and even full wolf taking on features and abilities that enhance their bodies as they change. When Tyrazon fought, the dragons wolfen were his staunchest supporters pledging their packs and lives to his service and since have continued in his service as the enforcers of his laws and will. There is one group of these wolfen in particular that roam the lands of Tyr, finding transgressors and marking them with a black X which is a wizard mark and will bring down The Hunt, a band of the meanest enforcers of Tyrazon, upon the poor souls who are marked.

Any wolfen not a part of Tyrasons forces is considered an outcast. Those wolfen loyal to Tyrazon will do anything they can to kill these wolves who they consider traitors and then mark any who help them for the Hunt. The few free wolfen of Tyr are either in hiding, in one of the free cities that still stand against Tyrazon, or are at least neutral ground or are on one of the other continents of the world.

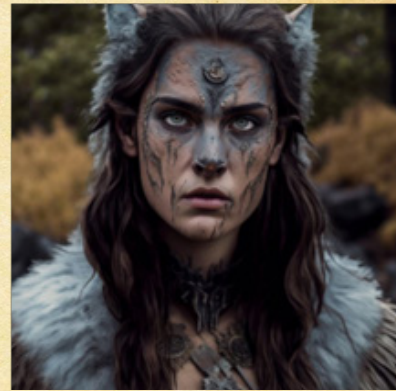
All wolfen are able to take three forms, human form which they look perfectly human in but will sometimes have odd ticks and habits that are similar to wolf, Half Wolf form, which gives them many wolf features such as fur, ears, and fangs as well as 2 bases 2 claws and +2 strength and finally full wolf form which they are a true human sized wolf with a base 4 bite claw and +4 strength. In human form, they can cast all magics and use all their abilities without any issue. In half-wolf form, they lose the ability to use fire, water, earth, and air magic and speak with a guttural snarling voice. In full wolf form, they cannot speak at all, making only barks, grunts, and snarls, and cannot cast any magic.

Wolfen tend to be very passionate people, quickly coming to the aid of friends, making rash decisions, and becoming enraged easily. That rage can be harnessed, though, and a wolfen can who is not berserk can use their Rampage ability which gives them +25 maximum body and +2 strength for 5 minutes or until they are knocked unconscious.



Costuming Requirements

Wolfen mostly looks human in their human form and dresses similarly to most people. In half-wolf form, they take on many wolf-like characteristics and should have fur, a dog nose, and pointed ears if possible. In full wolf form, they should have a painted face with fur features or a mask and fur clothing to show they are a wolf. The time it takes to change forms is however long it takes for you to change costuming and make-up or 60 seconds if you are using a mask and things you have on you.



Tier 1 Lineage Abilities:

Positives:

Rampage: 5 lineage build pyramid
2 base 2 claws and +2 strength in half wolf, free
1 base 4 bite claw and +4 strength in full wolf form, free

Negatives:

Receives double damage from silver attacks
Cast only Dark and Light in half wolf form
No spell casting in full wolf form

Starting Body and Willpower

Base Body 7 + 1 every 5 build
Base Willpower 3 + 1 every 15 build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Repts,
Costuming And
Armor

Well Known Spells

Glossary



Yaun-Ti

Dark Creature



Uzhius slithered along the corridor; his rotation on guard duty felt like it was dragging on forever. He thought of the nice cool cave he grew up in and missed being able to just relax the days away. Suddenly something shifted before him, a grey creature who only seemed half there, shifting in the torch light. Uzhius immediately struck out with his bite, poisoning the creature, but it had no effect! The creature continued to run down the hall, leaving the stunned Uzhius behind. "Damn," he thought, "I will have to use the blade on this one." And with that, he slithered after the creature.

Yuan-Ti are snake-like humanoids that have snake and human features mixed in different ways. Some have a snake tail and lower body, while others have human legs and a snake head, and still others have features that mix. However, all Yuan-Ti have fangs with an extremely potent poison system that allows them to both paralyze and poison their victims. They are highly intelligent and can live in society like most other intelligent lineages; however, they are feared not only for their form but also for their ease to anger which has caused more than a few people to suddenly be bit and die from a Yuan-Ti's poison before anyone knew what happened.

Yaun-Ti are often found as part of mercenary bands; rarely the leaders of these bands, they fit perfectly into the second in command and are very good at following orders and making sure others do as well. While this isn't always the line of work they choose, it is very common as they truly seem to love being a mercenary.

Yuan-Ti have a bite claw that can be used as a 2-handed weapon (long claw) that is base 4 damage and causes poison or paralysis damage through a poison pool which they purchase with a 1 pyramid using lineage build. Each school in the poison pool gives them 5 points of poison pool, much like a drake's breath weapon. This poison pool can be used as either paralysis or poison and adds 1 point of damage per poison pool used to any attack the Yuan-Ti uses with their claw. For instance, if the Yuan-Ti strikes with a slay that does 60 damage and adds 1 point of his poison pool to it, the strike would do "61 poison slay".

Yuan-Ti have minds and bodies similar to humans and have skin and or scales that range in color from very light to very dark greens with all sorts of black, yellow, and other color stripes. Yuan-Ti struggle with speech, however, and so find magical incantations and magic, in general, to be very difficult and thus must become negatively specialized in 3 magic fields chosen at random when the character is created.

Costuming Requirements

Yaun-Ti should have snake-like features and yellow to green skin with scales drawn on or a mask that is similar. You may gain a bonus poison pool if you choose to have full prosthetic snake features or a tail. Yaun-Ti dress is very militaristic.



Tier 1 Lineage Abilities:

Positives:

Bite Claw: 3 Build (Base 4)

Poison Pool: 1 pyramid, 5 points per school that goes into the poison pool

Negatives:

Negative specialized in 3 magic fields randomly chosen

Starting Body and Willpower

Body: 5 + 1/10 character build

Willpower: 5 + 1/10 character build

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Basic Fields

Fields are where an Archon players chooses to develop the specialty or direction of their character. There are 4 different types of fields: magic, martial, production, and other. Magic fields are anything that uses spells such as fire or light magic. Martial fields use weapons to strike at their foes with assassinations, slays and other skills. Production fields allow a character to produce goods or services which can be used to enhance themselves, friends or be sold for profit. Other fields encompass the remaining pyramid fields that do not fit into magic, martial or production. Every field begins with at least 1 skill, spell or recipe you can use in that field as soon as you learn it, which is listed in that fields section.

Starting Skills, Spells and Abilities

In addition to the free skill, spell or recipe in each field as a brand-new character you are allowed to choose 5 total skills, spells or recipes from any in this book for the fields that you choose. These are the things that your character has learned in their life before coming to Vypool.

Once you have used up your 5 starting items every other skill, spell or recipe must be researched using the theory field or taught to you by a teacher in game, so choose your starting items wisely!

Learning New Skills, Spells and Abilities.

Once you have chosen your 5 starting skills each time you start an Archon event if you have at least 1 school in the Theory field you will gain X research, where X is the amount found on your character sheet on the research tab top middle of the page. This is based on your willpower + theory field. The amount found on your character sheet is the total for an entire 2 day event. If the event is 1 day, halve this amount. For each day an event is increase the total by half of the starting amount.

Research is used to learn new spells, skills, recipes and abilities in Archon. A in depth explanation on how to use research, the costs and exactly how to calculate your total research can be found in the section about the Theory field on page 175.



Chapter 3: Tier 1 Magic Fields

“Magic? Yes, it is powerful. The ability to harness mana and weave it into any form you choose holds nearly limitless potential. But everything has a cost.”

--Alvere, High Mage of Baethea

Magic in Archon comes in many forms, but the most common are the elemental magics Fire, Air, Earth, Water, Light, and Dark. The following section gives basic descriptions of each of these magics and what they do best. Due to the mental prowess required to cast and use magic, these fields give +1 willpower for every 3 schools of magical fields. Spells for all magic fields may be found in Chapter 5: Well Known Spells Of Tyr.

Base Magics

Fire

The practitioners of fire magic are very adept at damaging both the body and mind of their opponents. Fire damaging spells have the least cost and so are most often used for pure damage; however, they also excel at draining your opponent's willpower and destroying their equipment. All fire spells begin with the incant "I wield heat and flame...." When a package of Fire is purchased, you gain the ability to channel raw Fire and learn Fire spells. The entire incantation for raw Fire is "I wield heat and flame to smite you X Fire," where X is the total effect cast. Raw magic costs 1 point of mana per point of effect.

Water

The practitioners of Water magic become very adept at shielding themselves and others from magical attacks and restoring the mind of those who have lost control. The base incantation for Water is "By Oceans Might I...." When a package of Water is purchased, you gain the ability to channel raw Water and learn water spells. The entire incantation for raw Water is "By Oceans Might I smite you X Water," where X is the total effect cast. Raw magic costs 1 point of mana per point of effect.

Earth

The practitioners of Earth magic become very adept at strengthening and protecting the body of whoever they cast a spell on. The base incantation for Earth is "With Mountains Strength I...." When a package of Earth is purchased, you gain the ability to channel raw Earth. The incantation for raw Earth is "With Mountains Strength, I strike you X Earth." where X is the total effect cast. The cost is one point of magic to one point of effect.

Air

The practitioners of Air magic become very adept at using the wind to dodge out of the way of attacks and to affect their opponent. The base incantation for Air is "I Focus Wind to...." When a package of Air is purchased, you get the ability to channel raw Air. The incantation for raw Air is "I Focus Wind to strike you X Air," where X is the total effect cast. The cost is one point of magic to one point of effect.

Light

The practitioners of Light magic become very adept at restoration, such as restoring a limb that has been cut off or removing a poison effect. The base incantation for Light is "By the light of the Sun I...." When a package of Light is purchased, you get the ability to channel raw Light. The incantation for raw Light is "By the Light of the Sun I touch you X Light" The cost is one point of magic to one point of effect.

Dark

The practitioners of Dark magic become very adept at damaging their target in ways other than body damage, such as removing a limb, cursing them, or diseasing them. The base incantation for Dark is "From the depths of shadows I...." When a package of Dark is purchased, you get the ability to channel raw Dark. The incantation for raw Dark is "From the depths of shadow I touch you X Dark" The cost is one point of magic to one point of effect.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Magic specialists and Shamans

Many of the lineages of Tyr gain an affinity to a magic, usually the one they are healed by. However, some people choose to specialize in a single field of magical study, becoming so proficient in it that they learn how to use it easier. However this dedication make's the opposite magic more difficult or closes off the ability for them to use it.

Magic Specialist

(Cost: 2 build)

A magic specialist chooses a field of magic that they are capable of using and becomes a specialist in that field. The specialist then paying 1 less per school when purchasing that field, to a minimum of 1 character build each.

The opposite magic field then costs +1 build per school to purchase. You **may** specialize in a field in which you have a negative specialization, from a lineage negative, to reduce the cost by 1, but you may not specialize in a field that you already have a -1 or more benefit from a lineage.

For instance, a troll, who gets all magic at +2 per school, may specialize in light magic, making light cost only +1 per school but then buys dark magic schools at +3 per school, but a fade who has -1 specialization to all basic magic fields may not specialize in one of those magics increasing their specialization to -2.

Shaman

(Cost: 5 build)

A shaman is someone who has dedicated their magical energies in such a focused way that they become extremely adept in a single magic, but completely lose the ability to use the opposite magic. A shaman chooses the magic they wish to focus on, pays the 5 build, then all schools purchased in the chosen field cost -2 build per school to a minimum of 1 build.

In return for this, you cannot purchase any schools of the opposite magic field and are double harmed by the opposite magic. You may not choose to become a shaman in a magic that is opposite of your creature type.

Becoming a shaman may only be done at character creation or through in game means, it may not be purchased without GM approval after character creation.

Specializing and Shamaning allow for a character to become more adept in a single field, making it cheaper to purchase schools with build, this allows for you customizing beyond just your lineages abilities, however the costs for the opposite go up with specialization or the field is lost to you as a shaman.

Shaman cannot use any scroll, item or granted ability of their opposite magic.

****Note that many higher tier abilities in Archon require multiple fields of magic to gain and are unattainable if you are unable to gain that field.**

Limitations

No lineage which already has a specialization of any kind (-1 or -2 to any magic field) may become a specialist or shaman since their lineage naturally already has these benefits.

A character may only become either a shaman or a specialist once, and may not be both.

You may become a shaman or specialist in a field in which you have a negative specialization, from a lineage negative, to reduce the cost by 1 or 2. For instance, a troll, who purchases all magic at +2 per school, may become a light shaman reducing the cost of light schools to +0 but loses the ability to purchase dark magic and is double harmed by dark damage.

If your lineage already takes increased damage from the opposite magic then you increase that damage amount by 1x. IE: A troll water shaman would be 3x damage from fire spells, 2x from troll and +1x from water shaman meaning they take 3 times the effect from any fire spell that strikes them.

Any lineage which already has a specialization of any kind (-1 or -2 to any magic field, reduced spell costs, +1, +2 mana etc) may not become a specialist or shaman as their lineage naturally already has magical benefits.

Lineages excluded from becoming Specialists or Shamans:

Changeling
Chamil
Certain Creature-Kin Variants
Dark Elves
Drakes
Dwarves
Fade
Folk
Half-Giant
Merfolk
Nekomata
Ak'chazar Raktasha

Other Magics

There are several other magic fields that will be described here, however none of these are able to be purchased by a starting character.

Elemental Forces

Those magic users who become masters of two fields of magic may learn how to weave them together creating an elemental force. Elemental forces are Ash, Radiance, Magma, Dust, Vacuum, Blood, Ooze, Smoke, Crystal, Lightning, Mineral and Ice. How these weavers achieve this is a well kept secret that only a few on Tyr still know.

High Magic

The practitioners magic all seek different things, however those which learn about each magic and become masters of all six base magics find that there are ways in which they can combine these magics into something special. Also called Old Magic, high magic is one of the most rare and difficult to achieve fields on all of Tyr.

Those seeking it should beware that becoming a high mage is an extremely difficulty and time consuming task.

Ritual Magic

Similar to high magic, ritual magic is an ancient magic which allows the spell caster to use scrolls of power to do rituals. These rituals can be anything from summoning creatures from others planes of existence to rebuilding a spirit. Also like high magic anyone wishing to become a ritual caster must understand that it will take years of dedication and time to achieve even the smallest amount of ritual magic casting.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Enhancements

While looking through the fields of Archon you will find skills and spells which are marked as Enhancements. Enhancements are anything that gives your character a benefit that has a duration of more than 1 second and must be cast or activated once you enter game. Skills or abilities like prof, backstrike and strength etc, which are always on once locked into a battle board do not count as enhancements. The duration of each enhancement is marked in the skill or spell typically in seconds, minutes, hours or wave. A wave means the enhancement lasts until the next Archon wave, either hard wave or Archon passing.

All enhancement spells, skills or abilities may only be restored a single time by any effect which grants you points back, per wave. Examples of this are Re-memorize in meditation, Gifting in theory, etc.

Each character while playing may have a *total* of 5 enhancements active on their character. Each field also has a maximum amount of enhancements from that field at a time.

- Light Magic may have a maximum of 1 enhancement
- Dark Magic may have a maximum of 1 enhancement
- Earth Magic may have a maximum of 1 enhancement
- Air Magic may have a maximum of 1 enhancement
- Fire Magic may have a maximum of 1 enhancement
- Water Magic may have up to 5 enhancements
- All martial fields may have up to 5 enhancements
- High Magic may have 5 enhancements
- Ritual Magic may have 5 enhancements
- Elemental Forces Magic may have 1 enhancement per elemental force
- Bardic may have 1 enhancement
- Alchemy may have up to 5 enhancements
- Psionics may have up to 5 enhancements

NOTE: Unless otherwise stated all enhancements are limited to a single active version of that enhancement at a time, the spells or skills which bypass this limit will state such, IE: Water shields and Poison shields for instance have no limit on stacking multiple of each.

IE: Cedric the Ogrillio bard is preparing to head out on an adventure, his allies are buffing up and give him 1 earth armor (Earth enhancement), 2 resist fires (Water Enhancements), and a light aura enhancement (Light enhancement), maxing out his earth and light enhancements and giving him 2/5 water but he is not 4/5 total enhancements and can only gain 1 more of any type of enhancement, which he gives himself with a bardic inspire.

Dumb or Smart Enhancements

A Dumb Enhancement is used as soon as possible regardless if the user would like to use it in the situation, where a smart enhancement is activated by the user for a specific situation. IE: The Earth minimal armor spell is a <Dumb Enhancement> that grants the target protection from the next 3 basic strikes against them, reducing the strikes to “minimal” or 1 damage. So after being cast upon the target the next 3 basic strikes against that person will have a defense automatically of “minimal”.

Alternatively a Air Scale is a Smart Enhancement spell which grants the target 40 dodge armor. The bearer of the enhancement may choose to take damage or effects from any source without using this armor and save it until a time they choose. When they do choose to use it they would then call “40 air dodge” and the enhancement would then be used up.

NOTE: All enhancements are considered SMART unless noted under the spell or skill name with <Dumb Enhancement> and in the description as a Dumb Enhancement.

Persistent VS Non-Persistent Enhancements

A persistent enhancement is any enhancement which remains after its first use. IE: Earth an earth armor has 20 points, if you were to take 5 damage to it there would be 15 points remaining, while a air armor which has 20 points if used against the 5 damage uses all 20 points and no longer has any points remaining after the first use. This goes for all pros, toughness, strength etc which remain active after their first use.

All persistent enhancements may *NOT* be amplified by any spell, skill or ability from any field which allows them to increase their output in any way. Examples are: Aura flux, Folk/Fade lineage Amplify magic, etc.

Combat Casting

All around Cax the elves gathered, bows pointed at him, thinking him caught and doomed. But little did they know, he had a trick up his sleeve. With a quick thought he used all his casting expertise on one spell, a fire storm, and forced that spell to rage forth in every direction, scorching all the elves and leaving them unconscious and smouldering on the ground.

When a mage becomes very adept at casting spells, they learn advanced ways to make them work. The combat casting (CC) field is the representation of this. The skills here pair with one of your spells, allowing them to do advanced things such as continuously cast over and over until you move, strike forth at everyone around you rather than just a single target, or amplify the spells effect. How each skill pairs with the spell and its effect are listed in the skill below, which can be researched once you have 1 school in the combat casting field. This field only works on T1 spells from the base magic fields Fire Water Earth Air Light and Dark unless the field is upgraded to be able to do higher tiers.

Each skill found in this field will give the information about it in this format:

Name
Description
Cost:
Duration:

All costs for skills in this field are in Combat Casting points.

Linking - This is when you have a skill or spell which is directly used with another skill or spell. These things must be noted on the battle board that they are linked and are used together when either skill or spell is used.

No combat casting skills may be used at the same time as each other or stacked to be used at the same time on the same spell. If two combat casting skills are active at the same time for any reason the user must choose one skill to be in effect, the other is dropped and lost.

Combat Casting Skills

Rememorize - Free Starting Skill

This skill allows you to re-memorize any spell that got resisted, missed or was otherwise ineffective for some reason. To use this ability, you must open your spell book to the page with the spell or must actively concentrate by closing your eyes and sitting still, and meditate for 1 minute. All combat casters gain this skill free with their first school of combat casting.

Cost: 5 CC points

Duration: Instant after meditation

Aura Flux

This combat casting skill allows you to enhance your magical aura empowering all of the casters **non-persistent** effect spells by doubling their effect value, turning you into a walking beacon of energy. (A persistent spell is typically any spell which lasts a wave after casting, when in doubt check the spell in the spell section.) However, this effect comes at a great cost to your spirit, when this effect ends you immediately take 20 killing damage that cannot be defended against in any way. This skill lasts 5 minutes once activated.

Cost: 30 CC points

Duration: 5 Minutes

Channel Magic

This skill allows the combat caster to channel incoming energy used against them. This skill has three levels, 10, 30 and 50 points which are the maximum amount able to be channelled. By focusing his aura of magical energy the combat caster may convert an incoming spell into innate power they can use later.

IE: A dark bolt strikes you for 20 Dark damage, you have a 30 channel skill battle boarded and so you state "20 channel" soaking up the dark magic, nullifying its effect on you, and in return grants you 20 dark to use innately. To use the dark mana you would state "Innate: 20 dark" then throw a spell packet. You can channel part of an incoming spell effect, however the remaining effect would still strike you and you could not call a further defense.

Cost: 10 / 30 / 50 CC points (When researching/ Teaching this has a base cost of 10)

Duration: Until used or 1 wave

Combat Casting Use Limit - When using combat casting skills you may not use any two skills at the same time. IE: If you have Aura Flux active you may not use a echo, fork or other CC skill during aura flux's duration.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Combat Casting Skills Continued

Echo - Non-Persistent Spells

This skill allows the caster to take a non-persistent spell and cast it repetitively as long as their feet stay planted in place, do not stop casting, make an error in the incantation, do not take any body damage or disabling effect. A non persistent spell is any spell used a single time in its entirety instantly.

While using an Echo the caster **may not** activate any defenses and cannot have defenses called for them or placed on them by others. Passive defenses, such as physical armor, work like normal and the caster **may** end the echo at any time and call an active defense.

To cast an Echo you use your spell normally and at the very end you state Echo! Then repeat the incant and throw another spell.

IE: "I Wield heat and flame to summon a fire bolt, 20 Fire! Echo! I wield heat and flame to summon a fire bolt, 20 Fire! Echo! Etc. A spell during an echo may not be touch cast (the packet must be thrown, even if that throw is extremely short).

Cost: 25 CC points. This skill must be linked to a single spell at a wave and battle boarded

Duration: Once activated, until Echo failure

Echo - Persistent Spells

This skill allows the caster to take a persistent spell and cast it repetitively as long as their feet stay planted in place, do not stop casting, make an error in the incantation, do not take any body damage or disabling effect. Persistent spells are those which last even after being used partially. For instance Earth armor which has 20 points and takes 5 damage still has 15 points. Where water Armor with 20 points and is used to defend against 5 damage uses the entire armor.

While using an Echo the caster **may not** activate any defenses and cannot have defenses called for them or placed on them by others. Passive defenses, such as physical armor, work like normal and the caster **may** end the echo at any time and call an active defense.

To cast an Echo you use your spell normally and at the very end you state Echo! Then repeat the incant and throw another spell.

IE: "With mountain strength I create an Earth scale, 40 Armor. Echo! With mountain strength I create an Earth scale, 40 Armor. Echo! Etc. A spell during an echo may not be touch cast (the packet must be thrown, even if that throw is extremely short). This skill must be linked to a single spell at a wave and battle boarded

Cost: 3x the spell cost in CC points. (When researching/teaching this has a base cost of 25)

Duration: Once activated, until Echo failure

Enhancement Extension

This combat casting skill allows you to retain your enhancement through a wave. Normally after a wave all enhancements are dissipated, however using this skill you can extend a single enhancement through the wave at a reduced cost in CC points. The enhancement must already be active to be extended.

At a wave the CC points are spent taking from the CC pool AFTER the wave has past and your points have been renewed.

Cost: 1/2 the enhancements normal point cost in CC points (When researching/teaching this has a base cost of 10)

Duration: Instant

Fork

This skill allows the caster to repeat a single spell instantly after finishing the incant of the linked spell. To use a fork you choose a spell to pair it with then cast the spell. Immediately after finishing the spell state "Fork X effect" and throw a second spell packet, where X effect was the a mount and effect of the spell cast before the fork. IE: I wield heat and flame to summon a fire storm "100 fire", fork, "100 Fire". This skill must be linked to a single spell at a wave and battle boarded

Cost: 10 CC points.

Duration: Instant

Persistent spells -

Persistent spells are any spell which lasts for more than a single instant use. IE: 20 Earth armor takes 5 damage it remains with 15 points still. 20 Air armor used to stop 15 damage uses the entire amount in a single use, thus the earth armor is a persistent spell while the air armor is not.

A non persistent spell is any spell used a single time in its entirety instantly. IE: Fire bolt, dark curse, light reform etc.

Gaze

This skill allows the combat caster to do all their spells by looking at their target for a single field of magic. After saying the incant to just before the final X effect the caster counts to 5 slowly then states "X effect by gaze", automatically hitting the target without having to throw a spell packet.

Cost: 25 CC points

Duration: Instant

Overcast

This skill allows the caster to immediately recast a missed or resisted spell. If you cast a spell, throw the packet and miss the target or they resist your spell (shields do not count only "resists") you may call "Overcast!" and immediately begin casting that spell again.

Cost: 10 CC points

Duration: Instant

Combat Casting Skills Continued

Rapid Cast

This skill allows you to shorten the incant of a single (1 locked in battled boarded) spell linked to this skill to "Innate: X effect" where X and effect are the spells amount and effect type, thus bypassing the rest of the incant.

Note: This skill does not effect all iterations of 1 spells, for instance if you have 10 fire storms and lock in 1 to Rapid Cast you would have 1 fire storm with rapid cast and 9 which would need to be cast normally. This skill must be linked to a single spell at a wave and battle boarded

Cost: 5 CC points

Duration: Instant.

Silver Tongue

This skill allows you to enhance any willpower spell you cast turning it into a 5 minute effect if the targets willpower is damaged by the spell. When casting with this ability add silver tongue 5 minutes to the end of the spell incant. For instance, pairing this with a sleep spell you would state "I focus wind to bring your mind to sleep, 5 willpower, silver tongue 5 minutes"

Cost: 15 CC points

Duration: 5 Minutes. This skill must be linked to a single spell at a wave and battle boarded

Spell Strike

This skill allows you to take any spell and turn it into a spell strike with a weapon. This follows all the normal spell rules and must be paired with a spell and battle boarded at a wave. When using the paired spell you state "spell strike X <effect>" where X is the spells damage amount and <effect> is what the spells does.

IE: Linking a fire bolt with a spell strike would allow you to swing your weapon and state "Spell Strike, 20 Fire!". If the strike hits any person or anything they are carrying they take the full effect of the spell just like it was delivered with a spell packet.

Cost: 15 CC Points

Duration: Instant. This skill must be linked to a single spell at a wave and battle boarded

Stream - Non-Persistent Spells

This skill allows the caster to take a non persistent spell and cast it repetitively as long as their feet keep moving at a slow walk, do not stop casting, make an error in the incantation, do not take any body damage or disabling effect.

While using a Stream the caster **may not** activate any defenses and cannot have defenses called for them or placed on them by others. Passive defenses, such as physical armor, work like normal and the caster **may** end the echo at any time and call an active defense.

A non persistent spell is any spell used a single time in its entirety instantly.

To cast an Stream you use your spell normally and at the very end you state Stream! Then repeat the incant and throw another spell.

IE: "I Wield heat and flame to summon a fire bolt, 20 Fire! Stream! I wield heat and flame to summon a fire bolt, 20 Fire! Stream!" Etc. A spell during an stream may not be touch cast (the packet must be thrown, even if that throw is extremely short). This skill must be linked to a single spell at a wave and battle boarded

Cost: 25 CC points.

Duration: Once activated, until Stream failure

Stream - Persistent Spells

This skill allows the caster to take a persistent spell and cast it repetitively as long as their feet keep moving at a walking pace, do not stop casting, make an error in the incantation, do not take any body damage or disabling effect. Persistent spells are those which last even after being used partially. For instance Earth armor which has 20 points and takes 5 damage still has 15 points. Where water Armor with 20 points and is used to defend against 5 damage uses the entire armor.

While using a Stream the caster **may not** activate any defenses and cannot have defenses called for them or placed on them by others. Passive defenses, such as physical armor, work like normal A non persistent spell is any spell used a single time in its entirety instantly.

To cast an Stream you use your spell normally and at the very end you state Stream! Then repeat the incant and throw another spell.

IE: "With mountain strength I create an Earth scale, 40 Armor. Stream! With mountain strength I create an Earth scale, 40 Armor. Stream!" Etc. A spell during a stream may not be touch cast (the packet must be thrown, even if that throw is extremely short). This skill must be linked to a single spell at a wave and battle boarded

Cost: 3x the spell cost in CC points. (When researching/teaching this has a base cost of 25)

Duration: Once activated, until Stream failure

Touch Radius

Touch radius links a spell and makes its effect go off in a radius around the caster within touch of the casters outstretched arm, not including weapons or claws. This skill affects an unlimited number of targets within that range. This skill must be linked to a single spell at a wave and battle boarded

Cost: Linked spell cost multiplied by 4 in combat casting points. (When researching/teaching this has a base cost of 10)

Duration: Instant

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Combat Casting Skills Continued

Voice Radius - Friend / Foe Only

This skill works the same as a voice radius spell however it only effects either friendly or enemy targets. The incant for this is "friendly voice radius X effect" or "foe voice radius X effect" after the normal incant for the spell. This ability must be linked to a spell and battle boarded at a wave.

Cost: Linked spell cost multiplied by 6 in combat casting points. (When researching/teaching this has a base cost of 10)

Duration: Instant

Voice Radius

Voice radius links a spell and makes it effect strike everything within the radius of your voice when the spell is cast. When finishing the spell instead of stating the normal X effect, you state "X Effect Voice Radius" as loud as you wish. Anyone who hears a Voice Radius X effect, takes that effect as if they were struck with a spell packet. IE: "I wield heat and flame to summon a fire storm, 100 Fire Voice Radius!". This skill must be linked to a single spell at a wave and battle boarded.

Cost: Linked spell cost multiplied by 5 in combat casting points. (When researching/teaching this has a base cost of 10)

Duration: Instant

QUICK COMBAT CASTING SKILL LIST

Name	Cost	Duration Once Activated
Rememorize	5 CC points	Instant
Aura Flux	30 CC points	5 Mins
Channel Magic	10-30-50 5 CC points	1 Wave
Echo Non-Persistent	25 CC points	Sustained
Echo Persistent	3x CC points	Sustained
Extend Enhancement	1/2 Spell CC points	1 Wave
Fork	10 CC points	Instant
Gaze	25 CC points	1 Wave
Overcast	10 CC points	Instant
Rapid Cast	5 CC points	Instant
Silver Tongue	15 CC points	Instant
Spell Strike	15 CC points	Sustained
Stream Non-Persistent	25 CC points	Sustained
Stream Persistent	3x CC points	Instant
Touch Radius	4x CC points	Instant
Voice Radius	5x CC points	Instant
V.R. Friend/Foe Only	6x CC points	Instant



Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

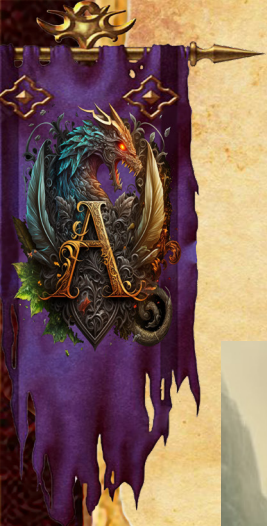
Knowledges

Game Mechanics

**Phys Reps,
Costuming And
Armor**

Well Known Spells

Glossary



Chapter 4: Tier 1 Martial Fields

"I will teach my children weapons and warfare, so they might teach their children science and law, so they might teach their children art and literature."

- Unknown

Martial fields in Archon are all those which the focus is on physical weapon use such as swords and shields but also natural weapons like claws and bites. The fields in this section detail ways in which your character can use their weapons to do amazing things in combat with other creatures.

There are six basic martial fields in Archon that a character may begin the game with.

- **Roguery** - The art of avoidance and dramatically increased damage from behind a target
- **Assassination** - Well planned strikes to do quick damage or disabling effects to the target
- **Shadow Mastery (SM)** - Using shadows and mind games to alter a battle or enhance your ability to take down a target
- **Weapons Mastery (WM)** - Frontal brute force attacks, increasing weapon damage, slaying for large amounts but also knowing how to defend with parries, blocks and disarms
- **Offensive Fighting Mastery (OFM)** - This discipline makes a front line fighter better at burst damage and enhances attacks
- **Defensive Fighting Mastery (DFM)** - The skills in this field make you into a tower of defense able to ward off attacks on yourself as well as others around you.

Each martial field will begin with a brief overview of what that field is best at doing, though it may not be all the field can do. Additionally the first skill shown will be the **free skill(s)**, this is automatically gained when you purchase 1 school of that field and does **not** count against your 5 starting skills.

If this is your first time making a character remember you buy schools on your character sheet, then use the mana points found there to lock in the skills found here, so make sure you have enough schools in the field to give you the mana points equal or more than the cost of the skill you want to use from these fields.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Roguary

Credo of the Rogue
*With speed I sate my greed
With stealth I strike
The victim, no time to think
Goes down in a wink.
I take his wealth, not minding his health
I merely assassinate
Those who procrastinate
While those who yell, I do quell
Some like me, you may never see
But there we will always be
-Aden OGREGET*

You walk in the shadows, using your honed skills and looking for opportunities to present themselves. Unlike Weapons Masters who use brute force and frontal engagement rogues find ways to slip behind their foes, lay traps and wait for an opponent to make a mistake before diving into combat and plunging their weapon deep into the enemy.

People who become proficient in roguary find they have access to two paths within the field. The first is avoidance, using skills like dodge and dexterity armor to allow the rogue to avoid incoming attacks and effects. The second is offensive attacks using assassines, waylays, back attacks and back strikes to increase their damage and

Due to the rigours that are involved in learning roguary for every two schools purchased you gain +1 body.

All offensive roguary skills and attacks must be performed from the rear 180 degrees of the target.

If the target were to hold their arms out straight to the sides your entire body must be behind their arms.

QUICK ROGUERY SKILL LIST

Name	Cost	Duration Once Activated
Back Attack	2 Roguary Points	1 Combat/5 Mins
Back Strike	10 Roguary Points	Wave
Dexterity Armor	2 to 10, 3 to 20 etc	Wave
10pt Dodge	5 Roguary Points	Instant
Roguary Circle	5 Roguary Points	Wave
Special - Basic	15 Roguary Points	Instant
Special - Advanced	20 Roguary Points	Instant
Special - Skilled	25 Roguary Points	Instant
Special - Expert	30 Roguary Points	Instant
Special - Master	35 Roguary Points	Instant
Special - Grand Master	40 Roguary Points	Instant
Special - Superior Master	45 Roguary Points	Instant
Special - Ultra Master	50 Roguary Points	Instant
Special Profs	10 Roguary Points	Wave

Each skill found in this field will give the information about it in this format:

Name

Description - This gives an overview of what the skill does and its in-game effects

Cost - Tells in roguery points how much the skill costs

Duration - Gives the length of time the skill lasts after being used

All costs for skills in this field are in Roguery points.

Roguery Skills

Back Attack (Other) - Free Skill

The back attack skill is a single use skill that is only active for 1 fight or 5 minutes, whichever is shorter. This skill increases all your physical weapon attacks by 2 for the duration against a single target. To activate a back attack you point at your target and state "back attack". You may stack more than 1 back attack if you wish for more damage by purchasing multiple and stating "back attack" for each you choose to use.

Cost: 2 Roguery Points

Duration: 1 fight or 5 minutes

Back Strike (Basic)

The back strike skill grants +2 damage with all physical weapons while you are in the rear 180 degrees of your target for 1 wave.

Cost: 10 Roguery Points

Duration: 1 wave

Dexterity Armor (Other)

This is the rogue's development of a natural skill to avoid weapon blows and strikes. By stretching their muscles and teaching their bodies to absorb blows and move with the strikes they are able to avoid physical harm to themselves from weapons and damaging spells. Dexterity armor works just like earth and physical armor and does not stop special spell attacks such as drain, death and charm unless those attacks are carrier attacks. You can only spend half, rounded up, of your total roguery points on dex armor at any wave.

Cost: 2 per armor to 10, 3 to 20 etc Roguery Points (When researching/teaching the base cost is 10)

Duration: 1 wave

Assassinate Proficiency (Basic)

Assassinate proficiency (prof's) increase the damage of all of your assassinate special attacks by 10 points. For instance, if you have 2 assassinate profs (+20 damage) and use a basic assassinate special skill which has a base 40 damage you would swing your assassinate for 40 + 20 + your normal swing amount.

Cost: 10 Roguery Points

Duration: 1 Wave

Dodge Proficiency (Basic)

Dodge proficiency (prof's) increase the avoidance of all of your special dodges by 10 points. For instance, if you have 2 dodge profs (+20 avoidance) and use a basic dodge special skill which has a base 30 dodge you would dodge for "50 dodge", 30 base + 20 from profs.

Cost: 10 Roguery Points

Duration: 1 Wave

Waylay Proficiency (Basic)

Waylay proficiency (prof's) increase the damage of all of your waylay special attacks by 5 points. For instance, if you have 2 waylay profs (+10 damage) and use a basic waylay special skill which has a base 15 damage you would swing your waylay for 15 + 10.

Cost: 10 Roguery Points

Duration: 1 Wave

Maximum Number of Basic Skills

Basic roguery skills in this field have a maximum limit equal to 1/3 of your total roguery schools rounded up. All skills are marked as basic, special or other next to their name in parentheses.

IE: If you have 10 roguery schools, you may only have up to a maximum of 4 of each type of basic skill locked in on your battle board.

All special and other skills have no limit.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

10 Point Dodge (Other)

All dodge skills allow you to avoid damage from an attack equal to or less than the amount of the dodge. When using the 10 point dodge basic skill after you are struck by an attack you state "10 point dodge" and reduce the damage of that attack against you by 10.

Cost: 5 Roguery Points

Duration: 1 Wave

Assassinate (Special)

The assassinate special skill is an extremely efficient attack that does a large amount of damage to the target. The cost and base damage for each assassinate is located in the chart below. When using an assassinate add the damage + your normal swing amount for the total assassinate damage and state "X assassinate" when striking with the attack.

Assassinate	Damage	Cost
Basic	40	15
Advanced	55	20
Skilled	70	25
Expert	85	30
Master	100	35
Grand Master	115	40
Superior Master	130	45
Ultra Master	145	50

IE: If you normally swing for "6 steel" with your attacks from behind your target and you use an advanced assassinate you would add 55 + 6 for a total of a "61 steel assassinate!" strike.

Cost: See Assassinate Chart (Each is a separate skill)

Duration: Instant

Roguery Circle

Using this skill the rogue can create a circle of roguery. To create the circle place a phys rep, such as a rope, down and a weapon upon it as the tag then state "With stealth and shadow I create a circle of roguery." This circle will then last for 1 wave.

Cost: 5 Roguery Points

Duration: 1 Wave

Waylay (Special)

This is the ability to deliver a powerful willpower strike to an opponent in an attempt to knock them unconscious or at least damage their willpower. The cost of each a waylay is in the chart to the right and when used strikes for X willpower rather than the weapons normal damage type.

Waylay strikes

bypass all armor and defenses, including willpower resists, with the exception of avoidance such as dodge or phase. If not defended the target will take X willpower damage where X is equal to the amount the waylay strike directly to their willpower total.

IE: When striking with an expert Waylay you would get behind your target and swing for "45 willpower strike waylay!"

Cost: See Waylay Chart (Each is a separate skill)

Duration: Instant

Waylay	Damage	Cost
Basic	15	15
Advanced	25	20
Skilled	35	25
Expert	45	30
Master	55	35
Grand Master	65	40
Superior Master	75	45
Ultra Master	85	50

Dodge (Special)

The dodge skill is the ability to move out of the way of some or all of a point based attack or effect. The only time a dodge does not work to avoid an attack is when the attack is a voice radius or entire area where there would be no way to normally dodge the attack had you been able to.

Dodge	Avoidance	Cost
Basic	30	15
Advanced	45	20
Skilled	60	25
Expert	75	30
Master	90	35
Grand Master	105	40
Superior Master	120	45
Ultra Master	135	50

The amount of damage that can be avoided is equal to the level of the avoidance on the chart for the skill level of the dodge used. The call for the dodge is "X dodge".

IE: If you were hit with "40 steel slay" and you wanted to use your superior master dodge to avoid this attack you would state "120 point dodge" and take no damage from the attack.

Cost: See Dodge Chart (Each is a separate skill)

Duration: Instant

Assassination Mastery

“Everything that happens in your life—every single thing—leaves a scar. A permanent scar. You’re not supposed to get over it. To get over something—to erase the mark it left on you—erases part of who you are.”

-Blade of Tyshalle

Whether for coin, vengeance or something else the assassin is someone who has become a tool of death. The abilities of an assassin are honed through years of practice and allow him to strike at the most opportune moments without being noticed and leaving no trace of his passing

Those who become assassin’s find they are able to learn skills that boost their inner strength and physical performance as well as their ability to cause havoc and damage on a target.

Assassins spend a life time making sure their bodies are at peak condition and so for every three schools of assassination mastery (AM) purchased you gain +1 body.

All offensive assassination mastery skills and attacks must be performed from the rear 180 degrees of the target.

If the target were to hold their arms out straight to the sides your entire body must be behind their arms.

Each skill found in this field will give the information about it in this format:

Name
Description
Cost:
Duration:

All costs for skills in this field are in Assassination Mastery points.

QUICK ASSASSINATION MASTERY SKILL LIST

Name	Cost	Duration Once Activated
Desperation Strike	3 AM Points	Instant
Blades Of Death	10 AM Points	Until used
Deathly Strike	50 AM Points	Instant
Instant Killing Blow	15 AM Points	Instant
Invigorate	2 AM Points	Instant
Mortal Wound	10 AM Points	60 Seconds
Nerve Strike	5 AM Points	X Seconds
Paralysing Strike	10 AM Points	X Seconds
Shadow Strike	25 AM Points	Instant
True Assassin	10 AM Points	30 Seconds

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Assassination Mastery Skills

Desperation Strike - Free Skill

This skill allows the assassin to sacrifice their body to cause harm to their target at a rate of 2 damage for each point of body sacrificed. To use this ability you state "Desperation strike, X Y" where X is the total damage and Y is the weapon damage type such as steel, wood or magic etc.

X = 2 times body sacrificed by the character. You cannot sacrifice more body than you currently have but may bring yourself to 0 body and unconsciousness.

Cost: 3 Assassination Mastery Points

Duration: Instant

Blades of Death

This skill grants the next 5 strikes from the assassin increased damage in increments, the first strike giving +2, the second +4, then +6, +8, +10 until all 5 strikes have been used. To activate this skill, you state "blades of death!" then can make your next 5 attacked with the increased damage.

There is no time limit in which the assassin must use the attacks for this skill.

Cost: 10 Assassination Mastery Points

Duration: 5 weapon strikes

Deathly Strike

This skill allows the assassin to strike a perfect deadly blow to their target. When striking with this skill the target must not be aware of the assassins presence and the target must not be engaged in combat already. This strike has damage equal to the linked assassinate but instead of normal damage type the strike hits for "death."

IE: Rob the assassin waits patiently in the woods for his target to walk by and then springs striking his target without being seen for a "100 death assassinate" using both his Deathly Strike and Master Assassinate.

Cost: 50 Assassination Mastery Points. This skill must be linked to an assassinate at a wave and battle boarded

Duration: Instant

Instant Killing Blow

This skill allows the assassin to instantly killing blow someone that is unconscious, sleeping, encased, paralysed or dieing. The call for this is "instant killing blow" and takes the target immediately into their 5 minute death count as long as they are not immune to the weapon type used in the killing blow. The killing blow must be done like all other killing blows on the torso of the target.

Cost: 15 Assassination Mastery Points

Duration: Instant

Invigorating Strike

This skill restores 5 body to the assassin if after activating it your target dies within 30 seconds and double that healing if you are the one to do the final strike that knocks the target unconscious.

To activate the skill state "Activate: invigorating strike." You **may** use multiple invigorating strikes at once.

Cost: 2 Assassination Mastery Points

Duration: Instant and Permanent

Mortal Wound Poison

This skill causes the target unable to receive external healing effects for 60 seconds if they take at least 1 point of body damage from this strike. To use this strike make an attack of any kind adding "mortal wound" to the end of the attack call.

IE: 40 Claw Assassinate, mortal wound! This attack would do 40 claw damage and if the target took at least 1 body damage they would be mortally wounded and unable to be healed for 60 seconds.

Cost: 10 Assassination Mastery Points

Duration: 60 Seconds

Nerve Strike

This skill allows the assassin to cut the tendon of their target causing them to only be able to walk for X seconds. The call for this effect is "Nerve strike, X slow" where X is the amount of damage struck. May be used with any kind of physical weapon attack and lasts 1 second for each points of damage done to the targets body.

Cost: 5 Assassinate Mastery Points

Duration: X Seconds

Paralysing Strike

This skill allows the assassin to strike at a particular muscle group or a spot that renders the target completely unable to move. The strike is linked with an assassinate from the roguery field and uses that assassinate when this skill is used. The paralysing strike lasts 1 second for each point of body damage done to the target.

IE: With a basic assassinate (40) the rogue would strike the target for “40 paralyse”, if 20 of that damage was done to armor and the other 20 to body then the target would be paralysed for 20 seconds.

Cost: 10 Assassination Mastery Points

Duration: X Seconds

Shadow Strike

This skill allows the assassin to jump forth from hiding and do a huge amount of damage to the target. When striking with this skill the target must not be aware of the assassins presence and the target must not be engaged in combat already. This ability triples the damage of the assassinate linked to it, without any additive damage from your normal weapon damage. IE: Only the base assassinate damage is tripled not what you strike that level of assassinate for.

IE: With a basic assassinate (40 damage, while linked you do not add your base damage) linked to this skill you would strike for “Shadow Strike, 120 steel assassinate” as long as you attacked without being noticed and the target wasn’t already in combat.

Cost: 25 AM points. This skill must be linked to an assassinate at a wave and battle boarded

Duration: Instant

True Assassin

This skill allows the assassin to remove the requirement to be behind a target from any roguery, assassination mastery or shadow mastery skills and instead be able to attack from any direction for the duration.

Cost: 10 AM points

Duration: Lasts 30 seconds



Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

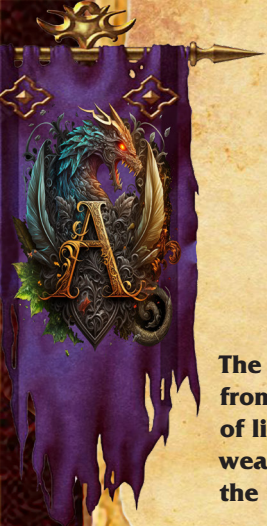
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Shadow Mastery

**“Let fools fight for the spotlight, my success comes in the dark”
-Filrin, Shadow Stalker**

The shadow master, controlling the strings of destiny from just out of sight. The darkness both through lack of light and lack of insight from others is your best weapon. Altering peoples perception of what is real and the world around them.

Shadow masters use stealth but more importantly they are able to alter the very reality of what people remember, see and hear to get them to do as they wish. They are the true people who bring down the mighty. A Shadow Master can manipulate social situations, cause intimidation and fear and even take on the guise of their targets to impersonate them.

Shadow masters must be capable of altering their bodies to fit the situations needs and so for every three schools of Shadow Mastery (SM) purchased you gain +1 body.

Many Shadow Mastery skills are willpower mind altering effects. These skills cannot be defended by armor, magic or physical, unless specifically stated in the description. Only willpower resists and similar abilities will defend against these skills.

Each skill found in this field will give the information about it in this format:

Name

Description - A detailed overview of the skill

Cost: - The cost in appropriate points

Duration: - The amount of time the skill lasts

All costs for skills in this field are in Shadow Mastery points.

QUICK SHADOW MASTERY SKILL LIST

Name	Cost	Duration Once Activated
Shadow Escape	5 SM Points	Instant
Charmed, I'm Sure	X SM Points	1 Hour
Deft Dance	20 SM Points	Dance, 30 Seconds
Fade Away	X SM Points	Instant
Shadow Ruse	5 SM Points	Instant
Shadow Step	10 SM Points	Instant
Shadows Of Horror	10 SM Points	X Seconds
Shadow Disguise	X SM Points	1 Hard Wave
Shadow Walk	25 SM Points	Instant
Shadow Smuggler	X SM Points	1 Shipment
Shadow Sway	5 SM Points	Permanent
Shadow Transformation	40 SM Points	5 Minutes

Shadow Mastery Skills

Shadow Escape - Free Skill

This skill allows the shadow master to reduce all damage and effects taken by half after this ability is activated for as long as they are running away. During this skill you **may** also use other active defenses.

To activate this ability you state "Shadow escape" then each time you take damage you state "reduced" and halve that damage. When using another active defense halve the amount first then use the defense to determine the amount defended.

Cost: 5 Shadow Mastery Points

Duration: Sustained until no longer running away

Charmed, I'm Sure

This skill allows the shadow master to charm their target with their words into believing they are a friend and should be given a good deal, preferential treatment or some other advantage through conversation and mind manipulation. While dealing with an NPC the shadow master activates this skill by stating "Y willpower charm" where Y is three times the Shadow Mastery points spent on this skill (X). If the target has Y willpower or less they will become charmed by the shadow master doing anything the SM commands them to do as long as it isn't something that will harm them or something that is drastically outside character for them.

This skill lasts for one interaction or 1 hour whichever is shorter. The target if charmed will not realize they had been charmed after the effect fades. May not be used by a PC on a PC.

Cost: X SM Points (When researching/teaching this has a base cost of 10)

Duration: 1 Hour

Deft Dance

This ability allows the shadow master to dodge for as long as they are moving and dancing away from all attacks. This ability ends if they are not attacked for more than 30 seconds or if they stop moving in a dodging manner.

This skill links with a dodge from roguery and all dodges while deft dancing are for "X dodge" where X is equal to the amount of dodge paired to this skill.

Cost: 20 Shadow Mastery Points. This skill must be linked to a dodge from the roguery field at a wave and battle boarded

Duration: Instant

Fade Away

Fade Away

This skill affects the mind of everyone that has seen the rogue in the 30 minutes. The knowledge of anything the rogue did or who did those actions is completely lost to all those who saw it. Any information about the rogue such as description, name or markings becomes fuzzy and can't be remembered by those affected unless they have more than X willpower where X is double the amount of SM points spent.

To use this skill state "fade away X willpower" then let a staff member, preferably the one you used it on, know you have used the skill and the amount of willpower used so they can adjust the information the NPC knows. This skill cannot be used on another PC as a PC player.

Cost: X Shadow Mastery Points (When researching/teaching this has a base cost of 10)

Duration: Instant

Shadow Ruse

This skill allows the rogue to "ruse" an attack against them. This ability links with a dodge of any level and this ability will "dodge" the effect you are struck with but it will appear as if you were affected. For instance if you are struck with a "50 death" spell and you "60 Ruse" you take no damage or effect but would still fall to the ground and act dead. Anyone watching or using medicine on you would see you as dead until you break the ruse by stating "ruse down".

Depending on the effect rused the ruse would automatically end if you do an action counter to it. IE: If you rused a slow then ran quickly or attacked quickly the ruse would end automatically.

Cost: 5 Shadow Mastery Points

Duration: Sustained

Shadow Step

This skill is the ability for a rogue to blend so completely with a shadow that they are able to travel from one shadow another shadow within sight. The shadow master must enter the shadow on a three count, "I enter the shadows one, I enter the shadows two, I enter the shadows three" then go out of game, move directly to the shadow they have chosen and exit the same way "I exit the shadow 1...etc." from another shadow within line of sight. If the SM is attacked and struck for damage while fading into a shadow the fade is interrupted. The shadow entered must be at least as large as the rogue.

Cost: 10 Shadow Mastery Points

Duration: Instant

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Shadows Of Horror

This skill allows the Shadow master to wrap themselves in shadows that appear to be a monster of some kind that is absolutely terrifying. This skill can only be used at night or in a setting with little to no light. To activate this skill the shadow master throws a packet at the target with the call of "Shadow of Horror, 20 willpower fear". This skill works just like a spell and can only be defended against with defenses that work against magical attacks.

Cost: 10 Shadow Mastery Points

Duration: X seconds

Shadow Disguise

This skill alters the target's voice, scent and other physical characteristics. The target assumes a physical appearance (of the same basic size and shape), chosen by the Shadow Master. Observers with X or less willpower are completely convinced by the illusion, those with over X can only determine the illusion if investigating or interacting with the person for more than X seconds, where X is the amount of shadow mastery used on this skill.

Using this skill the SM is able to fool anyone into believing them to be someone completely different for 1 hardwave. This ability cannot be used by a PC to impersonate other PC's.

When using this skill the willpower affect on others is 2 times the SM points spent by the shadow master. IE: If 10 SM points are spent the willpower effect of this skill is 20 willpower.

Cost: X Shadow Mastery Points (When researching/teaching this has a base cost of 10)

Duration: 1 Wave

Shadow Walk

This skill allows the rogue to enter a shadow in the same way as shadow step, on a 3 count, however the SM may jump from shadow to shadow up to 3 times rather than a single jump. After the first shadow step each time the SM walks the new shadow must be in line of sight of the shadow they just came from.

Cost: 25 Shadow Mastery Points

Duration: Until used or 1 wave

Shadow Smuggler

This skill allows the character to smuggle goods so well that anyone inspecting the items will see them as perfectly normal legal goods even if they physically inspect them as their minds have been altered to believe. This ability only works against NPC's with a willpower less than three times X where X is the amount do SM points spent on this skill.

Cost: X Shadow Mastery Points (When researching/teaching this has a base cost of 10)

Duration: 1 Shipment

Shadow Sway

This skill allows the shadow master to sway people into their way of thinking. It works on small groups or individuals. To use this skill during a conversation with a NPC make your case for your argument then state "shadow sway, 50 willpower". This will let the NPC know you have swayed them with a skill and if they have 50 or less willpower they will alter their further interactions with you and others.

In addition to the willpower effect of this skill the shadow master will gain a bonus to the sway if they make a good well thought out argument and mean it.

This effect is permanent on a NPC however it will only slightly alter their views to align closer to the shadow masters. If the view of the shadow master is to drastically different the skill will have little to no effect.

Cost: 5 Shadow Mastery Points

Duration: Permanent

Shadow Transformation

This skill turns the shadow master into a incarnation of shadow gaining +25 body, gaining two base 2 claws that give +2 dark aura on both as well as three 10 point dodges.

This transformation lasts 5 minutes or until the shadow master is knocked unconscious. To activate this ability state loudly "Shadow transformation active!"

Cost: 40 Shadow Mastery Points

Duration: 5 Minutes





Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

*Phys Reps,
Costuming And
Armor*

Well Known Spells

Glossary



Weapons Mastery

Trevel Grimblade flipped the blade to his left hand, and then slid it out into a quick parry; the axe from the orc came crashing down, but Trevel easily redirected the hit away from his body, all the while sliding his feet to the right and switching his weight to his right leg. Trevel then flicked his wrist, bringing the blade back into his control while bringing his shoulder low. Redirecting his weight again, he let his legs come out from under him, using the momentum to bring his bastard sword to bear on the orc's legs. The poor creature didn't stand a chance as Trevel's blade slid through its meager armor, splitting skin and bone and dropping the orc into a heap on the ground. Wiping the sweat from his forehead Trevel began looting the orcs body and rethinking the battle, he looked for any flaws in his style or anything he could have done better, preparing for the next battle he knew was surely to come.

Have you ever seen anyone who has truly mastered a weapon? Using it with ease and grace, their actions flow smoothly with an internal force. They easily stop or redirect thunderous blows and easily strike back like a serpent felling foes with ease.

The weapons mastery (WM) field is the art of improving one's use of weapons and become a skilled warrior as well as learning how to use those skills to effectively attack and defend. Due to the rigours of training weapons mastery, the body becomes stronger and better able to withstand damage, so each school gives you + 1 body.

Weapons Mastery skills found in this section must be battle boarded at each wave. You may have pre-made battle boards with different skills which can be changed out at a wave.

QUICK WEAPONS MASTERY SKILL LIST

Name	Cost	Duration Once Activated
Crit Attack	2 WM Points	1 Combat
Crit Defense	3 WM Points	Instant
Weapons Proficiency	10 WM Points	Wave
Master Proficiency	15 WM Points	Wave
Special Proficiency	10 WM Points	Wave
Disarm/Grip	2 WM Points	Instant
Toughness	10 WM Points	Wave
Parry	See Chart	Instant
Crush Limb	See Chart	Instant
Slay	See Chart	Instant
Stun	See Chart	Instant
Weapons Mastery Circle	5 WM Points	Wave

Each skill found in this field will give the information about it in this format:

Name

Description - A overview of what the skill does and any effects it has

Cost: - The amount of points the skill costs to lock in on your battle board

Duration: - The length of time the effect lasts

All costs for skills in this field are in Weapons Mastery points.

Weapons Mastery Skills

Crit Attack (Other) - Free Skill

Crit attack allows you to deal one additional point of damage with a weapon of your choosing, to a single target, for a single combat. This skill cannot be used more than once on a single target. A combat is considered ended if you do not engage the enemy for more than 10 seconds or either party is knocked unconscious. To activate this ability you say "crit attack" while pointing at the target.

Cost: 2 Weapons Mastery Points

Duration: 1 Combat

Crit Defense (Other) - Free Skill

Crit defense allows you to stop or redirect 5 points of weapon damage from any physical strike. The call for this is "five point crit defense". This defense **does** work on all special physical attacks.

Cost: 3 Weapons Mastery Points

Duration: Instant

Weapon Proficiency (Basic Skill)

Weapon proficiencies, or profs, increase the damage you deal with a specific type of weapon by 1. When locking in a weapon prof you must denote which weapon type the prof is in, such as one handed edge, two handed edge etc (see weapon Knowledge skills page 183 for the different types of weapons) as well as a hand in which the weapon prof is placed, right or left. When using weapons which can be used with one or two hands the prof applies to the weapon as long as the hand with the prof in it is on the weapon when striking.

This skill cannot be used for natural weapons such as claws.

Cost: 10 Weapons Mastery Points

Duration: 1 Wave

Master Proficiency (Basic Skill)

A master proficiency, or master prof, increases the damage of all weapons of all types used by the hand which the master prof is in by 1. When locking in a master prof you must denote which hand the master prof is in. When using weapons which can be used with one or two hands the prof applies to the weapon as long as the hand with the prof in it is on the weapon when striking.

Cost: 15 Weapons Mastery Points

Duration: 1 Wave

Maximum Number of Basic Skills

Basic weapons mastery skills in this field have a maximum limit equal to 1/3 of your total weapons mastery schools rounded up. All skills are marked as basic, special or other next to their name in parentheses.

IE: If you have 10 weapons mastery schools, you may only have up to a maximum of 4 of each type of basic skill locked in on your battle board.

Prof's which increase base damage (Weapon Prof and Master Prof) are limited to a combined total of your Max for that basic skill. IE: if your Max is 5 profs you may have 3 weapon profs and 2 master profs or any combination of the two equalling 5 total.

All special and other skills have no limit.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Crush Limb Proficiency (Basic)

Crush profs increase all your crushes by 5 for every prof. So with a basic crush (25 crush) and 5 crush profs, you would strike for "50 crush limb" with each basic crush limb you have locked in.

Cost: 5 Weapons Mastery Points

Duration: 1 Wave

Disarm/Grip (Other)

Disarm/Grip is the ability to remove the weapon from your opponent's grasp or retain your own weapon when disarmed. When using the disarm portion of this skill, you must strike a weapon being held instead of the person. When disarmed, whoever is holding that weapon must immediately drop it directly onto the ground and not pick it up again for X seconds where X is equal to the disarm amount. For the grip portion of this skill when someone strikes you with a disarm you may state X Grip, which stops X disarm amount. If the grip is higher or equal to the disarm amount you do not need to drop your weapon, if it is less then you drop the weapon for 1 seconds for each point not defended. When taking this skill it counts as either or making both available until the skill is used.

This skill may be increased in increments of 5 points by increasing the cost by the same increment up to 100 points of effect.

Cost: 2 Weapons Mastery Points

Duration: Instant

Parry Proficiency (Basic)

A Parry prof increases the amount of damage parried by each parry you lock in by +10 per prof. For instance, with 4 Basic Parry profs, you gain +40 to all your parries, so with a basic parry of 40, you would parry 80 points of damage with each of your basic parries.

Cost: 10 Weapons Mastery Points

Duration: 1 Wave

Slay Proficiency (Basic)

A slay prof is a basic skill that increases the damage of each of your slays by 5 damage. IE: if you have a basic slay, which has a base damage of 30, you are using a "5 steel," and you have 2 slay profs which give +10 slay damage (5 for each one) to all your basic slays would strike for "45 steel slay". This is because you add your normal swing, 5, plus the slay damage, 30, plus the slay profs, 10, altogether.

Cost: 10 Weapons Mastery Points

Duration: 1 Wave

Stun Proficiency (Basic)

Stun profs increase all your stuns by 1 for every prof. So with a basic stun (6 crush) and 3 stun profs, you would strike for "9 stun" with each basic crush limb you have locked in.

Cost: 5 Weapons Mastery Points

Duration: 1 Wave

Toughness (Basic)

This skill grants you 1 toughness until the next wave which reduces all forms of effects (both positive and negative) by 1 point per toughness to a minimum of 1 except specifically regeneration, second wind and rapid recovery and other internal healing skills and abilities distinctly similar to those 3. (Skall armor, potions, alchemies, bandages etc do NOT bypass toughness as these are all exterior healing effects.)

This skill scales in both amount and cost up to a maximum of 10 toughness. This skill does not stack with other forms of toughness (spell, lineage or other) unless specifically stated in that skill, spell or abilities description.

Toughness cannot be used, locked in or activated from a item if the character has a active form of threshold of any kind and can only reduce damage to a minimum of 1.

Cost: 10 Weapons Mastery Points

Duration: Wave

Weapons Mastery Circle (Other)

This skill allows the weapons master to create a circle of weapons mastery by using their weapons mastery skill and the incant "With steels strength and weapons might I create a circle of weapons mastery." For this circle, you will need a circle phys rep, such as a piece of rope, and a weapon of any kind that is placed on the circle as the tag.

Cost: 5 Weapons Mastery Points

Duration: Instant

Crush Limb (Special)

The crush limb skill strikes a nerve in a limb of the target making that limb completely useless for X seconds, where X is equal to the effect of the attack.

Unlike slay, this special skill does not get any additional damage from your weapon, so when you use a basic crush you would always say "25 crush limb" unless you have crush profs.

Crush	Damage	Cost
Basic	25	15
Advanced	35	20
Skilled	45	25
Expert	55	30
Master	65	35
Grand Master	75	40
Superior Master	85	45
Ultra Master	95	50

Crush limb bypasses armor of all kinds and any defense that does not totally avoid the hit however it must strike the target in a limb or it has no effect.

Cost: See Crush Chart (each is a separate skill)

Duration: Instant

Slay (Special)

Slays are the ability to strike a fierce blow upon your opponent with a single hit. They are only good for one strike (even if you miss) and follow the striking guideline found in the combat section. The slay chart to the left gives you the cost of each slay skill in weapons mastery points and the damage that it adds to your normal weapon swing. To use a slay, you strike while calling "X Y slay," where x is the amount of damage and y is the weapons type, such as steel, wood, claw, etc.

Slay	Damage	Cost
Basic	30	15
Advanced	45	20
Skilled	60	25
Expert	75	30
Master	90	35
Grand Master	105	40
Superior Master	120	45
Ultra Master	135	50

For instance, if you normally swing for "6 steel" with your weapon and you decide to use an advanced slay (45), you add 6 + 45 for a slay damage of 51 and

call "51 steel slay!" as you strike your target.

Cost: See Slay Chart (each is a separate skill)

Duration: Instant

Stun (Special)

The stun skill strikes an opponent forcing them stay in one spot confused and unable to defend themselves for X seconds, where X is equal to the effect of the attack.

Unlike slay, this special skill does not get any additional damage from your weapon, so when you use a basic stun you would always say "6 stun" unless you have

stun profs.

Stun bypasses armor of all kinds and any defense that does not totally avoid the hit.

Cost: See Stun Chart (each is a separate skill)

Duration: Instant

Stun	Damage	Cost
Basic	6	15
Advanced	8	20
Skilled	10	25
Expert	12	30
Master	14	35
Grand Master	16	40
Superior Master	18	45
Ultra Master	20	50

Parry (Special)

Parry is the ability to use your weapon to stop an attacker's weapon from hitting you and redirecting the attack harmlessly away from you or your friend. To use this skill, you must have a weapon you are proficient in, and you must be within weapons reach of the attacker you are parrying. The call for this ability is "X parry" and will stop damage equal to the parry amount from any weapon strike.

Parry	Damage	Cost
Basic	40	15
Advanced	55	20
Skilled	70	25
Expert	85	30
Master	100	35
Grand Master	115	40
Superior Master	130	45
Ultra Master	145	50

Cost: See Parry Chart (each is a separate skill)

Duration: Instant

So if you are struck with a 60 steel slay, you could use a superior master parry and state "130 point parry", negating all the damage.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Offensive Fighting Mastery

"My aim is accurate because I trained it. My mind is sharp because I pushed it. I have earned my skill with sweat and blood. I am not a fighter, I am a weapon."

-Alexander

The barbarian warrior standing defiantly upon a hill, smashing all who challenge him with a swing of his mighty two handed hammer. The Skull giving a smile as they walk slowly into a mass of enemies only to whip their blade around striking them all down at once. Offensive weapons masters know death intimately as they send spirit after spirit to see him.

Offensive fighting mastery (OFM) uses skills learned after years of practice to become a very damaging and offensive fighter. OFM is an advanced form of weapons mastery, and most of the skills used in this field pair with one from the weapons mastery field. When locking in these skills on a battle board, please note which skill they are paired with. Due to the physical nature of this field, you gain +1 body for every 3 schools.

Linking - This is when you have a skill or spell which is directly used with another skill or spell. These things must be noted on the battle board that they are linked and are used together when either skill or spell is used.

Many Offensive Fighting Mastery (OFM) skills link with weapons mastery skills, these links must be locked in on your battle board.

Total base damage = weapon damage value + profs and back strikes (if behind the target) + strength + weapon improvements (Such as sharpened blade or magic item +1, crit attack, back attack and any other improvements that lasts 1 minute or more.)

QUICK OFFENSIVE FIGHTING MASTERY SKILL LIST

Name	Cost	Duration Once Activated
Encourage	5 OFM Points	1 Minute
Battle Cry	20 OFM Points	1 Minute
Blade Fury	25 + 15 OFM Points	X Swings
Burst of Power	10 OFM Points	Next 10 Normal Swings
Dazing Shot	10 OFM Points	X Seconds
Double Attack	2 OFM Points	Next Normal Swing
Dual Weapons	10 OFM Points	2 Minutes
Radius Slay	25 OFM Points	Instant
Two-Handed Mastery	20 OFM Points	5 Minutes
Weapon Mimic	25 OFM Points	Instant

Each skill found in this field will give the information about it in this format:

Name

Description - A detailed overview of the skill

Cost: - The cost in appropriate points

Duration: - The amount of time the skill lasts

All costs for skills in this field are in Offensive Fighting Mastery points.

Offensive Fighting Mastery Skills

Encourage - Free Skill

This skill allows the OFM to encourage themselves or an ally, hyping them up to do better in combat. This gives the person encouraged +1 damage with weapons, +5 damage to weapons mastery special skills, and +5 temporary body. This skill may be scaled up at a cost of 2 additional OFM points for 1 additional minute, but this scaling does not increase any other parts of the skill.

When activating this ability state "Encourage, +1 damage with weapons, +5 damage to specials, and +5 body for X minutes" where X is equal to the total time.

Cost: 5 Offensive Fighting Mastery Points

Duration: 1 minute

Battle Cry

This skill allows the offensive weapon master to embolden their allies with a bold cry of battle that increases the damage and body of all allies that can hear them. Battle cry when activated grants all allies within voice radius +1 master prof with all weapon strikes, +5 damage to all specials, and +5 body for the duration. This skill lasts for 1 minute but may be scaled up in cost and duration in increments of 10 OFM points per 1 additional minute. To active the skill, the OFM must make a battle cry, then shout "+1 master prof, +5 to specials, and +5 body to all allies for X minutes voice radius!" where X is the rank of the skill purchased.

Cost: 20 Offensive Fighting Mastery Points

Duration: 1 minute base

Burst Of Power

This skill lets the OFM surge with power for a short time, making their next 10 base normal attacks gain +5 damage. Any bonus attack not used in the 15 second duration is lost.

This skill only increases your total base damage for the number of swings or duration, it does not increase any special or other attacks.

IE: If your total base damage is "5 steel" your attacks once this skill is activated would be for "10 steel".

Cost: 10 Offensive Fighting Mastery Points

Duration: 15 Seconds

Blade Fury

This skill links with a slay, crush or stun from weapons mastery and allows the OFM to strike multiple times in a row with the same special skill. A blade fury begins with 3 strikes of the skill you link with it, with additional strikes costing 15 OFM points each.

To use this skill state "Blade Fury, X <effect type> special, X <effect type> special, X <effect type> special" where X is the linked special amount amount.

IE: Using this skill with a Basic slay (30 damage) and a steel sword, you state "Blade fury, 30 Steel Slay, 30 Steel Slay, 30 Steel Slay."

Cost: 25 Offensive Fighting Mastery Points +15 per additional special (When researching/teaching this has a base cost of 25)

Duration: Instant

Dazing Shot

This skill allows an OFM using archery to confuse, blind, or dazzle their target, making them confused and unable to effectively fight back for X seconds. This skill must be done with a bow after shooting an arrow with a call of "Daze shot, X stun."

This skill scales up in both cost and effect in increments of 10 cost for every 5 stun.

Cost: 10 Offensive Fighting Mastery Points

Duration: 5 seconds

Stun attacks ignore armor making them very good at locking down an opponent unless they use avoidance skills or spells to defend against the stun.

Total base damage =
weapon damage value +
props and back strikes +
strength + weapon
improvements

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Offensive Fighting Mastery Skills Continued

Double Attack

This ability allows the OFM to double their total base weapon damage for one normal attack. For instance, if you swing for 5 steel, you can double attack for 10 steel once.

To activate this skill state "Double Attack" then swing for double your **total base damage** on your next swing.

This skill may not be active at the same time as any other OFM or DFM skill.

Cost: 2 Offensive Fighting Mastery Points

Duration: Once activated lasts until used

Dual Weapons Mastery

This skill enhances the OFM's ability to use two weapons at the same time, turning them into a blur of death, and allowing them to strike so fast that it is nearly impossible to defend against for 2 minutes.

Once activated, this skill removes the need to call the weapon type from your strikes, instead allowing you to just call the damage number without the weapon type, after the first attack.

For instance, if you swing for "5 claw" and you activated this skill, you would state "Dual weapons mastery, claw" then swing your weapon damage with only the number "5" for the next 2 minutes. This skill ends if you are knocked unconscious.

This skill requires both your weapons to be the same type such as steel, claw, magic, wood etc. Note that you must still follow all rules for using a weapon when attacking and may not ignore the 45 degree rule or "machine gun" your attacks.

This skill may not be active at the same time as any other OFM or DFM skill.

Cost: 10 Offensive Fighting Mastery Points

Duration: 2 minutes

Radius Slay

This skill links with a locked-in (battle-boarded) slay from weapons mastery. This skill when used strikes everyone in a 360-degree radius around the user that is in reach of their weapon. When using this skill state "X radius slay" and spin your weapon safely around your head, where X is the slay damage. Each NPC or PC within range must determine if they were within reach of your weapon when the skill is used.

Cost: 25 Offensive Fighting Mastery Points

Duration: Instant

Two-Handed Mastery

This skill enhances the OFM's ability to use a two-handed weapon by increasing the **total base damage** they strike with that weapon by 50%, rounded down, for 5 minutes for all normal weapons strikes.

To activate this skill state "Two-Handed Mastery" then increase your total base damage for the duration of this skill. This skill ends if you are knocked unconscious.

This skill may not be active at the same time as any other OFM or DFM skill.

Cost: 20 Offensive Fighting Mastery Points

Duration: 5 Minutes

Weapon Mimic

This skill allows the OFM to mimic a special weapon skill used by someone else around them (within line of sight and hearing) and immediately use that skill.

For instance, if the OFM see's and hears someone use an ultra-master slay for "135 steel slay!" damage, they may activate this skill and call "weapon mimic, 135 <weapon type> slay!" where <weapon type> is the damage type of their weapon such as claw, wood, steel, magic etc.

This can only be used on special weapon skills from the weapons mastery or roguery fields and **cannot** mimic linked skills such as radius slay, blade fury, defensive stance etc.

Cost: 25 Offensive Fighting Mastery Points

Duration: Instant





Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

*Phys Reps,
Costuming And
Armor*

Well Known Spells

Glossary

Defensive Fighting Mastery

“Champions always have to stay on the cutting edge. You can’t fight the war of yesterday as they say; you have to fight the war of tomorrow. You always have to improve”

A good defensive fighter will not only minimize their damage but look to fight circles around their opponent in an attempt to frustrate them into making silly mistakes.

Defensive Fighting Masters (DFM) are those that become so hard to take down and so resilient that they can single handed hold a line against a horde of enemies, take a hundred blows and still be standing and even protect those around them.

Due to the physical nature of this field, you gain +1 body for every 3 schools.

Linking - This is when you have a skill or spell which is directly used with another skill or spell. These things must be noted on the battle board that they are linked and are used together when either skill or spell is used.

Many Defensive Fighting Mastery (DFM) skills link with weapons mastery skills, these links must be locked in on your battle board.

Total base damage = weapon damage value + procs and back strikes (if behind the target) + strength + weapon improvements (Such as sharpened blade or magic item +1, crit attack, back attack any other improvements that lasts 1 minute or more.)

QUICK DEFENSIVE FIGHTING MASTERY SKILL LIST

Name	Cost	Duration Once Activated
Taunt	2 DFM Points	5 Seconds
Counter Strike	10 DFM Points	Instant
Defensive Stance	30 DFM Points	Sustained Until Movement
Indomitable	15 DFM Points	5 Defended Normal Strikes
Radius Parry	15 DFM Points	Instant
Resilience	10 DFM Points	Instant
Riposte	10 DFM Points	Instant
Second Wind	1 DFM Points	Instant
Shield Block	3 DFM Points	Instant
Shield Person	10 DFM Points	2 Minutes

Each skill found in this field will give the information about it in this format:

Name

Description - A detailed overview of the skill

Cost: - The cost in appropriate points

Duration: - The amount of time the skill lasts

All costs for skills in this field are in Defensive Fighting Mastery points.

Defensive Fighting Mastery Skills

Taunt - Free Skill

This skill allows the defensive fighting master to gain the attention of the person or creature that they taunt by doing something that enrages the target turning all their focus on the DFM over all others for 5 seconds. This can be an insult, a physical strike or some other role play which gets their attention. The call for this is "5 willpower taunt" which does no damage but bypasses all defenses except avoidance (Dodge, Phase etc) or willpower armor, willpower resist etc. If the taunt is not defended against it forces the target to use any offensive spells, skill, abilities or attacks the Defensive Fighting Master for 5 seconds.

If this skill's effect amount exceeds the current willpower of the target they are forced to chase after the target and only attack them. If the target's willpower is above the effect amount then the target may choose not to attack or chase but any offensive action they take must be against the DFM who taunted them during the duration of this skill.

This skill lasts X seconds where X is the amount of the effect which is not defended against. This skill scales in both cost and effect up to 100 effect in equal increments. NOTE: If you use this skill from a distance by shouting an insult for instance, and the target does not hear you the taunt has no effect, so make sure you shout it loudly and clearly.

Cost: 2 DFM Points

Duration: X Seconds

Counter Strike

This skill allows the DFM to accept the damage from any **single** blow to their body or armor and, in return, immediately strike back at the attacker with a blow of equal power, even if that attack knocks you unconscious.

IE: If you are struck for "50 steel slay," you may immediately respond with "50 claw slay" if you are using a claw and strike any target with it. The incoming damage to you may not be reduced by any spell or skill but may be taken to armor before body.

Cost: 10 Defensive Fighting Mastery Points

Duration: Instant

Defensive Stance

This ability allows the DFM to take up a stand against all physical attacks by parrying every strike against them. This links with a Weapons Mastery parry of any size, and once active the DFM may parry an unlimited amount of times as long as their feet do not move. To activate this ability state "Defensive Stance" then call X parry to each attack you parry,.

Note: if you are struck faster than you can state "X parry" by multiple opponents then those strikes will go through.

IE: A defensive stance linked to a basic parry, which is 40 points, allows the DFM to State "40 point parry" against any physical attack striking them or an ally within weapons reach.

Cost: 30 Defensive Fighting Mastery Points

Duration: Until the DFM moves their feet, is knocked unconscious or is unable to move their weapon (binding, sever limb etc)

Indomitable

This skill allows the defensive fighting master to "block", which reduces any normal attack to 0, the next 5 basic physical weapon strikes (non specials) against them or allies within weapons reach.

To activate this skill, the DFM states, "Indomitable!" and then calls "block" for the next 5 basic strikes that hit their person or that of an ally in reach.

This skill will not work against any special attack such as slay, assassinate, waylay, taunt etc.

Cost: 15 Defensive Fighting Mastery Points

Duration: 5 Strikes

Radius Parry

This skill allows the defensive fighting master to parry a single blow from every direction for each person they choose within the length of their weapon reach. This skill is linked with a parry from weapons mastery and uses the parry when this skill is used.

IE: If linked with a basic parry, which is "40 parry," you would state "40 radius parry" when using this skill which would stop 40 points of physical damage to you and all allies in reach from any physical attack.

Cost: 15 Defensive Fighting Mastery Points

Duration: Instant

Resilience

This skill pairs with the toughness skill in weapons mastery, making the DFM even more resistant to physical damage by allowing them to completely minimize 1 basic strike down to 1 point of damage.

This skill does not function against special attacks such as slay, assassinate, crush or waylay etc.

Cost: 5 Defensive Fighting Mastery Points

Duration: Instant

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Defensive Fighting Mastery Skills

Riposte

This skill links with a parry of any level and allows the DFM to parry a blow and then strike the attacker in return.

To use this skill when the DFM is struck with a physical attack they state "Riposte, Y Parry, X Slay! Where Y is the parry amount from the linked parry skill and X is the amount the DFM strikes back with up to the amount struck against you but not exceeding the parried amount. X may never be greater than Y.

Cost: 10 Defensive Fighting Mastery Points

Duration: Instant

Second Wind

This skill allows the DFM to rest and restore their body by surging it full of mana over a short time.

To activate this skill, the DFM states, "Second wind, 5 body healing," which heals them 5 body instantly.

This skill can only be used once every 60 seconds and does NOT scale.

Cost: 1 Defensive Fighting Mastery Points

Duration: Instant

Shield Block

This skill allows the defensive master using a shield to block a single normal weapon strike against them or someone within arms reach, reducing the damage for that attack to 0.

To use this skill, the player states "shield block" after an attack has hit themselves or the person they are protecting, but the strike being blocked must be in reachable range of the shield.

This skill may not be used against any special strikes such as assassinate, slay, waylay etc.

Cost: 3 Defensive Fighting Mastery Points

Duration: Instant

Shield Person

This skill allows the DFM to shield a single person for 2 minutes. When the DFM activates this skill, they must choose a target to shield immediately and must stay within arm's reach of the person being defended, or the skill ends.

Once the DFM has chosen a target, they will redirect all damage or effects done to the protected target to themselves instead.

This skill ends if the time runs out, the protected target moves out of arms reach, the DFM is effected by anything that makes them incapable of moving freely or is knocked unconscious.

This skill may be scaled in both time and cost at an increase of 10 cost for every additional 2 minutes.

Cost: 10 Defensive Fighting Mastery Points

Duration: 2 Minutes



Chapter 5: Tier 1 Production Fields

A man who works with his hands is a labourer; a man who works with his hands and his brain is a craftsman; but a man who works with his hands and his brain and his heart is an artist.

The production fields in Archon are how weapons, armor, potions, scrolls, trinkets, artifacts, magic items and more are made. Each production field has specific items that can be produced as well as skills which can be used in that field.

Production fields give points per school just like all other fields but do not refresh at each Archon wave like other fields. Instead, these fields refresh at hard waves, which are at 6 pm each day.

However, because of this, they are doubled for each day, meaning that if you have 4 schools of a production field which would give 20 points, you instead get 40 points per day! Additionally, you will be given all of your production points for an event at the start of the event, so if you attended a 2-day event, you would get 80 total production to use throughout the event immediately at check-in. This allows a crafter to create larger items than they would if they had to use pools separately per day and also makes recording what has been produced and how much production remains much easier.

Unlike martial and magic fields production fields do not need to be battle boarded, you may spend them as you produce items throughout the event.

To craft anything with a production field you need to role-play creating the item, such as using a hammer and some metal to role-play smithing something or ripping up fabric and boiling it for creating bandages etc.

The time it takes for you to create any item is however long your role play takes, plus the time it takes to create an item tag for that item. You may ask for and receive different tags that can be filled out for your crafting skills either from a staff member or from a crafting marshal, a player who is experienced and is given tags to give out to players as needed by staff.

Monetary Cost

For all production fields every 10 points spend to create something costs 1 copper bit. This is a representation of the material, time or effort it has taken to make that item or use that skill. This cost may be paid with essence production value if you possess the Evaluate Item skill (found in the Non-Pyramid Knowledge section of this book).

Laboratories

Laboratories, or labs, are in game representations of a characters materials, tools or other needed items which they may use while doing their craft. Labs are a great immersion building and role play thing that make the game feel more alive and real but also because your character has a lab you gain a bonus to your production skills. Anyone who brings a lab of any kind automatically gains a 10% bonus to their total production points for that field for the event at no cost.

More advanced labs, which give more bonuses, exist however these cost either in game currency or time and effort to produce and how they are made is something your character will have to learn in game while playing!

Crafting Item Duration

All production items created by a player last 1 year from the date of creation unless the skill used to produce them states differently such as temporary items, artificing items or unstable items. The reason these items expire is because over time weapons rust, armor falls apart, potions become less potent and even band-aids dry out. However items may be upkeep by investing materials into them before expiration. By spending 1/2 the original cost, including any sockets, enhancements etc, of the item you may upkeep and extend the expiration date of a item by 1 year, however this can only be done within 2 months of the expiration date at this cost. If done outside this time frame the cost to extend increases to 75% of the original cost including all add-ons. In order to extend any item you must possess the skill to create it.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Alchemy

“A pick o’ dis, a slice o’ dat, and a little dwarves itch to give it some kick, ‘ere we go me special death-o-matic gas poison!”

--Kaboom, Goblin Alchemist

An alchemist is someone who can produce different salves, poisons and concoctions that can be used in many different ways. Alchemy is considered to be a scholarly skill that involves the usage of complex recipes and the mixing of bases, catalysts, powders, and reactants to form complex mixtures with wide and varied effects. Alchemy can produce things from a gas that causes sleep all the way to contact poisons that can kill with a touch.

There are three types of Alchemy poisons, contact, gas and ingested. The cost for each of these is based on the contact cost of the recipe with the contact being the normal cost, a gas version costing 2x the contact cost, rounded down and a ingested version costing 1/2 the contact cost rounded down.

So poison cure alchemy which costs 5 alchemical production as a contact would cost 10 as a gas and only 2 as a ingested alchemy (always round fractions down).

Alchemy is a production field which gives 5 points of production per school, which may be used on alchemical recipes found in this section and costs 1 bit per 10 productions used. Like all production field points only refresh at hard waves, but each hard wave doubles your points for that field.

Alchemy is a production field which gives 5 points of production per school, which may be used on alchemical recipes found in this section and costs 1 bit per 10 productions used.

Like all production field points they only refresh at hard waves, but each hard wave doubles your points for that field. The entire production for an event will be given to you at the start of the event.

QUICK ALCHEMY RECIPE LIST

Name	Contact Cost	Duration Once Activated
Acid Harm	2 Alchemy Production	Instant
Skall Healing	2 Alchemy Production	Instant
Alchemical Circle	5 Alchemy Production	1 Wave
Alchemical Light	5 Alchemy Production	1 Wave
Elixir of Lesser Giant Strength	20 Alchemy Production	1 Wave
Elixir of Perfect Health	30 Alchemy Production	Instant
Freedom Elixir	10 Alchemy Production	1 Wave
Granite Skin Elixir	80 Alchemy Production	1 Wave
Minor Harden Body	5 Alchemy Production	1 Wave
Paralysis Poison	10 Alchemy Production	X Seconds
Poison Cure	5 Alchemy Production	Instant
Remove Wound Salve	20 Alchemy Production	Instant
Sleep Poison	10 Alchemy Production	X Seconds

When paying for Alchemy you may use evaluate item like discussed at the start of the production fields section however Alchemy also has Alchemical evaluate which may be used to cover the cost of production at 1 alchemical value per bit cost. Additionally there are certain advanced recipes which require specific components which can only be determined by someone with Alchemical evaluate.

Alchemical Recipe Book

Each Alchemist must have a recipe book with all the recipes the alchemist knows. The recipe book may just note the cost, effect and name of the recipe or it may be more in depth with drawings and other additional information. If the recipe book does have additional things please make sure a staff members sees it as a bonus to your alchemy production may be given.

All alchemical recipes you know will be contained in an alchemy book that is an in-game item and can be stolen or copied, so keep yours safe. An alchemy book costs 1 bit per 5 pages when they are first created, and these books can be expanded at the cost of 1 bit for 5 additional pages.

You may also use purchased recipe books or pages that can be added to your own book as long as you can read the language the recipe is written in. You may copy a page at the cost of 1 bit in coin or 1 gem, either uncut or cut, per copy, which covers the ink costs and time learning how to perform that recipe. You may also be taught the recipe per the normal teaching rules which has no additional monetary cost.

Any recipe not found within this book may also be copied, however it has an additional research cost of 3x the contact recipe cost in research (Theory) points as it takes time for the alchemist to become proficient in the creation of the more complicated recipe. **NOTE:** When creating alchemies you must have this book on your person or open near you (for your character to reference) in order to make any recipe from it.

Alchemy Types and Cost

The three varieties of poisons are gaseous, ingested, and contact. A poison gas is a thrown vial that explodes on impact, releasing the gas inside; this is represented by orange spell packet, and when thrown, the user states "X Y gas," where X is the amount and Y is the effect. IE: "30 nausea gas poison" would do 30 nausea to the target. The exception to this is pure damage alchemies, such as fire and acid, but these will state they do not use this formula and what to say instead when using them.

A contact poison must touch the skin and affects the first person to touch the phys rep, so be careful when using it on others; either wear gloves or make sure you do not touch the phys rep itself as you apply it. The phys rep for this should be something like a vial with a dipper which when pulled out has a small amount of liquid on it, touching the stick would have no effect but touching someone with the liquid end would. When applying this alchemy, you rub the phys rep on the targets bare skin and state "X Y contact poison," where X is the amount and Y is the effect. Please make sure the target is ok with you rubbing something on them, if they are not you may just act out placing the contact solution upon them instead of actually touching skin.

Finally, the ingested poison comes in some sort of container and is a drinkable liquid; you can either have an actual drinkable item, such as a vial filled with water, or you can do a 3 count of "I drink this potion 1, I think this potion 2 I drink this potion 3." Then, after drinking, you state the effect it had, "X Y ingested poison."

All alchemies must have a tag which should either be on the item itself or on the person who has the item, similar to weapons and armor tags. In cases where a poison is slipped into a drink, food, or other role play type event, please inform a plot marshal of what you have done discreetly so that they can make sure the effect goes off without anyone gaining knowledge of who did the act if you don't want them to know.

All alchemical recipes are written with the contact poison cost, and learning the contact recipe allows you to make both the gas and ingested versions as well. However a few recipes can only be a single type or are limited, in these cases the recipe will specifically state the type and the cost for that type of alchemy.

Alchemy Use

To use any alchemy **gas poison** you must have 3 schools of the alchemy field. To use an alchemical **contact poison** you must have at least 1 school of alchemy.

Ingested alchemy poisons do not require any schools of alchemy to be able to use, however you cannot identify the alchemy until after you drink it (don't look at the tag until after it's drunk) if you do not have any schools of alchemy.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

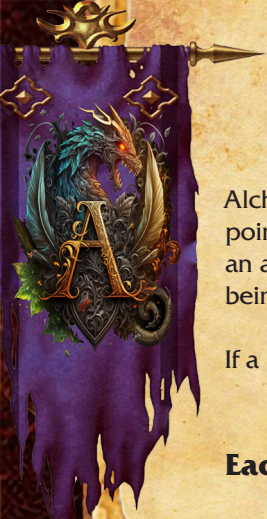
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Recipe Scaling

Alchemical recipes which have point values are scalable at the same effect and cost ratio up to 100 points of effect. For instance a poison cure ingested poison has a cost of 2 and an effect of 10, therefore an alchemist could make a 50 point poison cure at a cost of 10 points (initial cost of 2, times 5 for it being 5 times more effective.)

If a recipe is not scalable it will state that in its description on the Cost: line.

Each recipe found in this field will give the information about it in this format:

Name

Effect: - A detailed overview of the alchemy

Cost: - The cost in appropriate points

Duration: - The amount of time the alchemy lasts

Available Types: Gas Contact Ingested

All costs for skills in this field are in Alchemy Production points.

Well Known Alchemical Recipes

Acid Harm Poison - Free Skill

Effect: This recipe creates a damaging poison that deals 5 points of acid poison damage to the target.

This is a physical attack which may be blocked similarly to arrows or other physical attacks. To use this alchemy state "X acid Y" where X is the amount and Y is gas, contact or ingested.

All alchemists learn this recipe free with their first school of Alchemy.

Cost: 2 Alchemy Production Points

Duration: Instant

Available Types: Gas Contact Ingested

Skall Alchemical Healing - Free Skill

Effect: This recipe creates a healing salve which restores 5 points of body to a Skall. This effect can only be used on people of the Skall lineage.

All alchemists learn this recipe free with their first school of Alchemy.

Cost: 2 Alchemy Production Points

Duration: Instant

Available Types: Gas Contact Ingested

Alchemical Light

Effect: This alchemy creates a small dim light source. This should be represented by a glow stick, dimmed or clothed covered flashlight or small candle (preferably battery powered).

Cost: 5 Alchemy Production Points (Not scalable)

Duration: 1 Wave

Available Types: Contact

Alchemical Circle

Effect: This recipe creates a circle of alchemical power. A phys rep, such as a rope, must be placed in a circle and a orange tag placed upon it then state "With a mix of ingredients I create a circle of alchemy." After this is done the circle will be up and lasts 1 wave.

Cost: 5 Alchemy Production Points (Not scalable)

Duration: Instant

Available Types: Contact

Elixir of Perfect Health

Effect: This recipe creates an elixir that cures the user or target of 25 points worth of the negative effects: ensnare, poison, curse, drain and restoring limbs up to a total value equaling the amount of the elixir or may remove 5 points of killing damage per elixir. Once this elixir has been imbibed state "25 cure poison" and the imbibor then removes 25 points of negative effects from the list above or state "5 remove killing damage" and remove 5 points of killing damage from the target.

Cost: 30 Alchemy Production Points

Duration: Instant

Available Types: Contact Ingested

Note: Alchemy Enhancements are limited to 5 total enhancements at a time. Additionally only 1 of recipe type may be active at a time except Shields, which have no limit.

Freedom Elixir

Effect: This recipe creates an elixir that allows the user or target to move with perfect freedom, making the next effect that would restrict their movement to have no effect.

Once this elixir has been imbibed when the next movement impairing effect strikes the user they state "No effect". When used state "Freedom Elixir Poison" after either ingesting or contacting it. Examples of impairing effects are bind limb, encase body, push, knockback etc.

Cost: 10 Alchemy Production Points (Not scalable)

Duration: 1 Wave or Until Used

Available Types: Contact Ingested

Elixir of Lesser Giant Strength

Effect: This recipe creates an elixir which grants the user or target a single massive feat of strength, such as knocking down a wall, throwing aside a massive boulder or ripping a tree from the ground as if they have +5 strength (this strength does not increase weapon damage). Once the feat is complete the strength fades. When used state "Lesser Giant Strength Elixir Poison" after either ingesting or contacting it.

Cost: 20 Alchemy Production Points (Not scalable)

Duration: 1 Wave or Until Used

Available Types: Contact Ingested

Granite Skin Elixir

Effect: This recipe allows an alchemist to create an elixir that grants the user the skin of a granite golem giving the user or target 4 threshold, 20 repairable stone armor, +10 body and 1 strength for 15 minutes. The strength and threshold from this elixir do not stack with any other thresholds or strength. When used state "Granite Skin Elixir Poison" after either ingesting or contacting it.

Cost: 80 Alchemy Production Points (Not scalable)

Duration: 1 Wave or Until Used

Available Types: Contact Ingested

Minor Harden Body

Effect: This recipe makes the body of the user or target harden slightly granting them 5 points of additional temporary body. When used state "X Minor Harden Body Poison" after either ingesting or contacting it.

Cost: 5 Alchemy Production Points (Not scalable)

Duration: 1 Wave

Available Types: Gas Contact Ingested

Paralysis Poison

Effect: This recipe creates a poison that causes the target to become paralysed for 5 seconds. This effect bypasses armor and magical protective's except Earth Poison Armor or avoidance defensives of any kind.

Cost: 10 Alchemy Production Points

Duration: Instant

Available Types: Gas Contact Ingested

Poison Cure

Effect: This recipe creates a cure poison that will remove 10 points of paralysis, , drain, sleep or other poison called effect from the target so long as it was a poison which created the effect. When used, state "10 cure poison".

Cost: 5 Alchemy Production Points

Duration: Instant

Available Types: Gas Contact Ingested

Remove Wound Salve

Effect: This recipe creates a healing restoration that heals the last wound received to the target's body points. For instance, if the last attack to strike you did 18 body damage using this poison will heal 18 body. When used, state, "Remove Wound Poison Salve, remove last wound."

Cost: 20 Alchemy Production Points (Not scalable)

Duration: Instant

Available Types: Gas Contact Ingested

Sleep Poison

Effect: This recipe creates a poison that causes the target to fall asleep for 5 seconds. This effect bypasses armor and magical protective's except Earth Poison Armor or avoidance defensives of any kind.

Cost: 10 Alchemy Production Points

Duration: Instant

Available Types: Gas Contact Ingested

Special Essence Alchemy Kit

This kit allows the Alchemist to gain the product of a special essence (From the Essence Harvesting Skill) related to Alchemy, which are typically items used for difficult Alchemical recipes.

The available pieces are determines by a staff member, however common things associated with a creature can be assumed such as Eyes from a beholder, ink from a octopus and a heart from a bear.

Always confirm with a staff member if there is any question about whether an item would come from a specific type of creature or if the component is one that is marked Rare on the recipe sheet.

Requirements: None

Cost: 10 Alchemy production points (Not Scalable)

Duration: Instant

Available Types: N/A

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Armor Smithing

"The true sign of a good warrior lies in the quality of his armor. The better the armor, the more powerful the warrior,"

-Brax Darkforge

Armor smiths are those people who create suits of all types of armor, from leather jerkins to full plate. They spend endless hours in front of a forge hammering away on metal, working with leathers, and sewing together padding. Armor Smithing is a production field that gives 5 points of production per school, which may be used to create armor or armor smithing skills found in this section and costs 1 bit per 10 productions used. Like all production, field points only refresh at hard waves, but each hard wave doubles your points for that field.

Armor Smithing Kits

Armor Smithing kits are made by a armor smith but may be used by others who are not capable of making the kits based on the requirements, though some kits may still require the person to have at least some armor smithing schools to use.

Each description of a kit states how many schools are required to use the kit once made, the **Requirements** above cost is what is required to be able to produce the kit. if a description does not state a requirement then the kit may be used by anyone.

Armor repair takes 60 seconds for anyone to repair. A armor smith can do this in less time based on the number of schools they have, see the chart on the next page for repair time based on schools.

Additionally someone may assist in repairing armor reducing the repair time by half but there is always a minimum of 30 seconds to repair.

Armor Smiths gain bonus skills for free as they gain more schools in Armor Smithing. These bonus skills, found on the chart on the next page, are hard wave skills and only refresh at a hard wave (each day at 6pm) instead of at every wave.

QUICK ARMOR SMITHING SKILL LIST

Name	Armor Smithing Cost	Duration Once Activated
3 Second Refit	15 Armor Production	Permanent
Armor Breach Repair Kit	3 Armor production	Permanent
Body Armor Enhancement	X Armor Production	Same as armor enhanced
Concentration Armor	6 Armor Production	Same as armor enhanced
Create Armor	1 Armor Production Per Armor Point	1 Year
Improve Armor Kit	X Armor Production	5 Minutes
Minimal Armor Enhancement Kit	15 Armor Production	3 Strikes
Reinforce Armor Enhancement	10 Armor Production	Same as armor enhanced
Resistance Enhancement	5 Armor Production	Same as armor enhanced
Resist Shatter	20 Armor Production	Same as armor placed upon

When a smith creates a kit they use Archon armor tags to denote the kit type and any special properties. Multiple kits may be placed upon a single tag as long as it is noted how many of that kit there are and it is easy to mark off used kits. All smithing skills can only be used on smithing suits of armor, natural armors may not gain any type of enhancement or kit.

Bonus Skills

The chart below shows the time it takes the armor smith to repair as suit of armor as well as bonus skills acquired with more levels. All these bonus skills acquired are free, using no production, do not need to be battle boarded and have no production cost. These are the skills that the smith is innately capable of doing. These bonus skills are hard wave abilities and only refresh each day at 6pm during the hard wave.

Creating Armor

When a character purchases their first school of Armor Smithing they gain the skill to create armor as their free skill. All armor costs 1 production for 1 point of armor at creation and 2 production per breach.

IE: Sles has decided to take armor smithing purchasing 3 schools of the field. This gives him 60 production for a weekend event (15 from the schools, 2x per hard wave). He decides to make a 30 point suit of armor with 10 breaches, which costs 30 Armor Smithing Production for the armor and 20 for the breaches using up a total of 50 production for sles for the event and costing him 5 bits.

Armor Breaching

All armor made by a smith must be repaired when it reaches 0 armor points, this is a representation of the armor being damaged enough to make it unusable until repaired. However materials when repaired eventually break down to much to be repaired again and much be scrapped, this is what breaches represent. Each time an armor is brought to 0 armor points a breach occurs and 1 breach marker is removed from the armor tag. If the armor has no breach markers remaining and is breached again the armor is destroyed and the Armor tag should be discarded or turned into a staff member.

Armor Enhancements / Sockets

Armor smiths who become a master smith (10 schools) are capable of adding enhancements to suits of armor. Each suit of armor may only have a single enhancement placed upon it at a time however the enhancements may be changed by a master smith. Enhancements take 120 seconds to add to a suit of armor. Armor enhancements last 1 hard wave.

A suit of armor may have a socket added to it so long as it has at least 1 breach. See socketing for more information on how to socket a item. Each item may only have a single socket or enhancement, total combined unless it is master crafted in which case it may have up to 2 total combined of these things.

ARMOR SMITHING PROGRESSION CHART

# of Schools	Time Required To Repair Armor in seconds	Bonus Skill Aquired
1	60	None
2	60	None
3	60	3 Count Repair to Full
4	50	None
5	50	Double Max Armor Value for 5 Minutes
6	50	3 Count Repair to Full
7	40	None
8	40	None
9	40	3 Count Repair to Full
10	30	Double Max Armor Value for 5 Minutes
11	30	None
12	30	3 Count Repair to Full
13	30	None
14	30	None
15	30	Double Max Armor Value for 5 Minutes

*Bonus skills gained from this chart only refresh at hard waves.

**The minimum repair time, without using a special skill, is 30 seconds

*** These bonuses continue as more schools are gained in the same order, every 3 schools a repair to full, every 5 a double armor.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

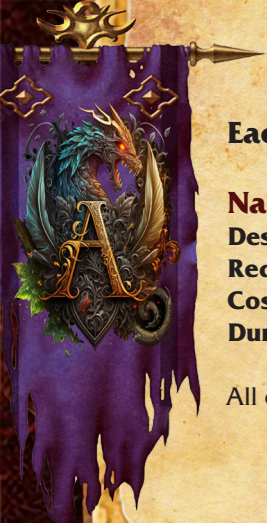
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Each skill found in this field will give the information about it in this format:

Name

Description - A detailed overview of the skill

Requirements - How many schools of armor smithing are required to create this kit

Cost - The cost in appropriate points

Duration - The amount of time the kit or skill lasts

All costs for skills and kits in this field are in Armor Smithing Production points.

Armor Smithing Skills and Kits

Create Armor - Free Skill

This is the basic skill a smith gains with their first school of smithing which allows them to create armor and breaches on that armor.

Armor creation costs 1 production per point of armor and 2 production per breach added to the armor at creation.

Requirements: None

Cost: 1 Armor Smithing Production Per Armor Point

2 Armor Smithing Production Per Breach

Duration: 1 Year

3 Second Repair Kit

Using this skill a smith can take armor which has been breached and using their high level of skill repair it on a three count. When repairing the armor the smith states "repairing armor one, repairing armor two, repairing armor three, armor is refit" and when finished will bring the armor to full point value.

Requirements: 3 armor smithing schools

Cost: 15 Armor Smithing Production

Duration: Instant

Armor Breach Repair Kit

This kit adds 1 breach to any suit of armor. To add the breach to the armor attach the two tags in some way or note on the armor tag that a breach has been added via a breach repair kit. It takes 60 seconds for the kit to be attached to a suit of armor and gives the suit one additional breach.

Requirements: None

Cost: 3 Armor Smithing Production

Duration: Permanent

Body Armor Enhancement

This enhancement is added to a suit of armor and grants X body to the wearer of this armor as long as this armor has at least 1 breach remaining.

The maximum amount of body an armor can give with this enhancement is equal to 1/4 the total armor value, rounded down.

This skill takes 2 minutes to apply to a suit of armor.

Requirements: 10 schools of Armor Smithing, uses 1 advanced smithing component

Cost: X Armor Smithing Production (When researching/teaching this has a base cost of 10)

Duration: 1 Hard Wave

Concentration Armor Enhancement

This enhancement is added to a suit of armor and grants 3 resistances to spell interruption, from being struck, per wave.

This skill takes 2 minutes to apply to a suit of armor.

Requirements: 10 schools of Armor Smithing, uses 1 advanced smithing component

Cost: 6 Armor Smithing Production

Duration: 1 Hard Wave

Improve Armor Kit

This kit allows the smith to improve a suit of armor by increasing its total armor maximum value temporarily. The amount increased is equal to X where X is the production spent to improve the armor by the smith.

This improvement may not increase an armor more than 25% rounded down than its current maximum and there may only be 1 improvement active on an armor at any time.

This kit takes 2 minutes to apply to a suit of armor.

Requirements: 3 Schools of Armor Smithing

Cost: X Armor Smithing Production (When researching/teaching this has a base cost of 10)

Duration: 5 Minutes

Master Crafted

A master crafted armor is capable of taking a single additional socket or enhancement, bringing the maximum enhancements or sockets to 2.

Requirements: 10 schools of armor smithing

Cost: 50 Armor Smithing Production

Duration: Permanent

Minimal Armor Enhancement Kit

<Dumb Enhancement>

This armor enhancement is placed on an existing suit of armor and gives that armor the ability to reduce the **next** 3 strikes upon that armor to 1 damage regardless of how much damage the strike was for, but must be used on the next 3 physical attacks on the person wearing the armor that hit and are not defended.

IE: with this enhancement on your armor you are struck for a "35 steel slay", you would state "minimal" and then take 1 point of damage to your armor.

After the third strike against you the enhancement ends and your armor returns to normal with its current armor points.

This kit takes 1 minute to apply to a suit of armor and requires 3 schools of armor smithing to use.

Requirements: 3 Schools of Armor Smithing

Cost: 15 Armor Smithing Production

Duration: Next 3 Damaging Attacks

Reinforce Armor Enhancement

By adding more padding and reinforcing sections of the armor the smith may add this enhancement to a suit of armor and it will grant the bearer 1 reduced to half damage skill per wave. To use this enhancement the bearer states "reduced half" to any physical attack against them

This skill takes 2 minutes to apply to a suit of armor.

Requirements: 10 schools of Armor Smithing

Cost: 10 Armor Smithing Production and 1 advanced smithing component

Duration: Permanent, destroyed if armor is destroyed, may NOT be placed upon a unshatterable or permanent armor.

Resistance Enhancement

This enhancement makes a suit of armor resistant to a specific type of magical energy granting the bearer 1 resist X where X is the chosen basic magic type (fire, water, earth, air, light, dark).

This enhancement may be placed on an armor up to 3 times as long as this is the only type of enhancement on the armor. The cost increases based on the number of uses placed on the armor.

This skill takes 2 minutes to apply to a suit of armor.

Requirements: 10 schools of Armor Smithing

Cost: 10/30/50 Armor Smithing Production and 1/2/3 advanced smithing components (When researching/teaching this has a base cost of 20)

Duration: Until used or armor is destroyed

Resist Shatter

A smith may may an armor resist any shatter effect by improving it with this skill. The suit of armor will gain 1 resist shatter for each time this skill is used on it up to a maximum of 5 resist shatters.

Requirements: 1 Schools of Armor Smithing

Cost: 20 Armor Smithing Production

Duration: Permanent - Lost if armor is destroyed

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Artificing

“The ideal artificer is a composite ... He is not a scientist, he is not a mathematician, he is not a sociologist or a writer; but he may use the knowledge and techniques of any or all of these disciplines in solving artificing problems.”

Artificing is a production skill in Archon that allows a character to create magical or mechanical items that hold power such as trinkets and baubles that, once completed, will have abilities that they grant the user and the ability to enhance other peoples items or abilities.

There are two ways an artificer may use their production points, the first is on a schematic, such as basic focus basic skill store and basic magic invention, which allows them to create an item. An artificer may use a schematic they possess or one that is loaned to them but they may also create their own. The cost to produce a schematic is 100 research times the schematic level (which is determined by staff).

If the schematic is designed and made by a staff member you must pay the full research cost to develop it, however if you design and write your own schematic then the research cost is reduced by 50%. If you choose to write your own schematic please complete it then turn it in to a staff member between events so they can either approve it or help you fix it so it can be improved.

The second use for a artificers production is on artificing skills such as Deconstruct, Flash of Inspiration, Item Enhancement, Item Use Restore, Skill Enhancement and Spell Enhancement which are all described further in the artificing skills section on the following pages.

Artificing is a production field which gives 5 points of production per school, which may be used on Artificing schematics or skills found in this section and costs 1 bit per 10 productions used.

Like all production field points they only refresh at hard waves, but each hard wave doubles your points for that field. The entire production for an event will be given to you at the start of the event.

QUICK ARTIFICING SKILL/SCHEMATIC LIST

Name	Artificing Cost	Duration Once Activated
Basic Focus	20 Artificing Production	1 Year
Basic Magic Invention	X Artificing Production	1 Year
Basic Skill Store	10 Artificing Production	1 Year
Deconstruct	5 Artificing Production	Instant
Flash of Inspiration	10 Artificing Production	Instant
Item Enhancement	10 Artificing Production	1 Wave
Item Use Restore	15 Artificing Production	Instant
Skill Empowering	Variable Artificing Production	1 Wave/Instant
Spell Empowering	Variable Artificing Production	1 Wave / Instant

Creating A Schematic

As an example, if you wanted to create a schematic that allowed you to create an item that would cast a fire bolt once per day that would be a level 1 schematic (if you are unsure what the level of a schematic would be based on your idea you may ask a plot marshal for the appropriate level.)

Copying A Schematic

You may also copy an artificing schematic at a cost of 25 research and 1 copper coin or 1 gem either cut or uncut per level of the schematic, which represents the mental energy required to copy such a complex design as well as the paper and ink cost (Schematic levels are found on the schematic). Once copied please turn it in to plot and have it signed.

Using a Schematic

When first learning Artificing every artificer is given by their master to create a basic focus and a simple magical item called a skill store. The schematics for these are given to the artificer when they graduate and are shown below so they may be copied. A focus is an item that is used to focus mana/skill points of a certain field and amplify them allowing the user to gain more mana points in the focuses field. A basic focus increases your skill points in a field you have at least 1 school in by 5 and has no build cost to bind it.

Using the schematic for a basic focus (found on the next page) as a template every new schematic that you create will require all these items to be filled in.

Name: this should reflect the name of the item being created

Level: the level of a schematic, if you are unsure what the level of a schematic that you create should be please ask a plot member to help you.

Production Cost: this is the amount of artificing points that this schematic takes to create the item.

Monetary Cost: This is the additional money cost when the item is created and must be paid for in coin or gems.

Build cost: If the item costs build points to create the amount will be placed here. When the item is created the build points are taken from the person who creates the item.

Creation Time: This is the time it takes to create the item.

Component Cost: This states the component cost in essence. Some schematics will require specific essence of X value, for instance a Fire 5 Archon value essence but most will just require a total point value for those essence like the above schematics of Basic Focus which requires a total of 4 points of each of the 6 basic magics. IE: To get your 4F you could use 2 fire 2's or 1 fire 1 and 1 fire 3 or even a Fire 7, though the 3 extra points from that would be lost. To be able to tell what a essence's value is you will need to purchase the Archon Evaluate skill from the Knowledge skills chapter.

Description: In this field the description of the item that is created as well as any effects and requirements the final item has should go.

Duration: This is how long the item lasts until it either loses its magic and expires or requires a recharge or extension.

Power Potential: This is the power potential of the final item once bound to someone. Every character begins with 100 power potential points and each item they bind to them reduces those points, if they no longer have enough PP points remaining, they cannot bind the magic item to them and use it.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Name: Basic Focus (Free Starting Schematic)

Level: 1

Production Cost: 20 Artificing Points

Monetary Cost: Focus must be a gem with the correct capacity. See Trinket Crafting gems chart for which gems work with this focus.

Build Cost: 0 BP

Creation Time: 5 Minutes

Component Cost: 5F/5W/5L/5D/5E/5A These are total points needed from each magic field in any combination of essence values.

Description: This item will grant the user 5 mana points in a single field of their choosing once it is bound to both the user and the field they have chosen. To bind this item you must sit in a circle and be actively concentrating on binding for 5 minutes. After 5 minute this item is bound to you and will not work for anyone else. An item may be unbound by concentrating in a circle for 10 minutes. All production fields may not use foci (they may use labs).

Duration: 1 Year

Power Potential Cost: 10

Name: Basic Skill Store Item (Free Starting Schematic)

Level: 1

Production Cost: 10 Artificing Points

Monetary Cost: None

Build Cost: 0 BP

Creation Time: 10 minutes

Component Cost: 4F/4W/4L/4D/4E/4A/4H – These are total points needed from each magic field in any combination of essence values.

The physical item made into a skill store must have a 1 bit value.

Description: This item will hold 1 skill or spell through waves. To store a skill or spell you use or cast it into the item after it is created and state “item channel” as the item absorbs the effect. To use the stored skill you state “Activate item: X Skill or spell” then use the spell or skill like normal. This item is destroyed after the skill or spell stored is used. Can only be a skill or spell with a cost of 20 or less points. Production fields may not use skill stores.

Duration: 1 Year

Power Potential Cost: 25

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Name: Basic Magic Invention

Level: 1

Production Cost: X Artificing Points

Monetary Cost: None

Build Cost: 0 BP

Creation Time: 30 minutes

Component Cost: 1-5F/1-5W/1-5L/1-5D/1-5E/1-5A – These are total points needed from each magic field in any combination of essence values.

The physical item enhanced by this schematic must have a 2 bit value.

Uses 0 to 4 Advanced Essence units depending on the item.

Description: This schematic allows you to create a magical item with any number of skills or spells found within this book, at a cost of 2x the cost of that skill or spell in Artificing Production points.

All skills or spells added to this item may be used once per hard wave per time produced for this item.

Once you determine which spells, skills or abilities will be added to this item please find a staff member to fill in any variable costs or requirements after which you will be allowed to then create the item.

Duration: 3 months, may not be extended.

Power Potential Cost: Variable

Each skill found in this field will give the information about it in this format:

Name

Description - A detailed overview of the skill

Requirements - How many schools of artificing are required to be able to use this skill

Cost: - The cost in appropriate points

Duration: - The amount of time the kit or skill lasts

All costs for skills and kits in this field are in Artificing Production points.

Artificing Skills

Deconstruct

This skill allows an artificer to deconstruct a item down to its basic components returning half the essence or monetary investment that it took to create that item.

Requirements: at least 1 artificing school

Cost: 5 Artificing Production

Duration: Instant

Flash of Inspiration

By using this skill the artificer will gain knowledge or information about the item they are studying. This information may be how to use the item or how to bypass it. The results of using this skill are determined by a staff member present, if no staff member is present you may use the skill but must find a staff member before you will gain any information.

This skill takes 60 seconds to use.

Requirements: at least 1 artificing school

Cost: 10 Artificing Production

Duration: Instant

Item Enhancement

Using this skill an artificer may enhance an weapon smithing or armor smithing item making it capable of taking on a single additional enhancement for a single hard wave.

Requirements: at least 1 artificing school

Cost: 10 Artificing Production

Duration: Instant

Item Use Restore

This skill allows the artificer to restore a single use to a magical item that has been expended. The restore returns a single use and it may then be used again from that item like normal.

NOTE: There are some items this skill may not be used on, the item itself will state this on it's magic item tag so please check when using this skill. Each item may only have this skill used on it once per hard wave.

Requirements: at least 10 artificing schools

Cost: 15 Artificing Production

Duration: Instant

Magical Item Renewal

This skill allows an artificer to renew a item making the duration extend for a certain period of time. This must be done within 3 months of an item expiring, any item outside the 3 months is destroyed permanently and the tag should be thrown away or turned in to staff.

When renewing a item the artificer takes the item and checks the PP cost then multiplies the cost

based on how long they intend to extend the item.

An item being extended for 3 months has a artificing point cost of PP x 5.

6 months has a cost of PP x 8.

12 months has a cost of PP x 12

Permanent has a cost of PP x 25

Extending an item should be done in game and role played appropriately.

Requirements: None

Cost: PP x 5, PP x8, PP x12, PP x25

Duration: Instant

Skill/Spell Empowering

By using this skill an artificer can create an empowered item which will increase a single battle boarded skill or spell 1 level for the artificer or a target of their choice. The skill or spell must have levels to be empowered such as damage/healing spells in magics, slays in weapons mastery or similar.

IE: If an artificer were to give an basic empowered item to someone with a fire bolt spell, they would use it to increase that fire bolt to a fire ball (the next spell in the levels of fire spells) and then when they cast their spell they would cast a fire ball instead of a fire bolt.

The cost for this item varies based on the cost of the skill or spell it is empowering, the basic empowering item can only boost a skill/spell with a cost increase of 1-5, advanced can do any skill/spell with a increase of 1-10 and finally a skilled empowering item can do any skill/spell that increases by 1-15 cost. This skill cannot be used on a skill or spell which is linked to another ability, such as one from combat casting or dfm etc.

Basic Empowering Item: 1-5 increase

Costs 5 Artificing Points

Advanced Empowering Item: 1-10 increase

Costs 10 Artificing Points

Skilled Empowering Item: 1-15 increase

Costs 15 Artificing Points

A skill or spell may not be enhanced if the next step up is greater than 15 cost difference. Using the same example of a Fire Bolt (cost 4) and a Fire Ball (cost 8) the increase in the cost from bolt to ball is 4, therefore an empowered item which would increase the fire bolt would cost the Artificer 5 Artificing Production.

Another example of a Basic Slay being increased would be empowered into an Advanced Slay. Basic costs 15 and Advanced 20 therefore the artificer would again need a 5 Artificing Production cost empowered stone

Cost: See Above (When researching/teaching this has a base cost of 10)

Requirements: at least 10 artificing school

Duration: Instant

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Engineering

Friz steadied his hand and his breathing while bringing the last string across the door. He connected it with deft ease of a practiced hand and moved to the window across the room. Sliding it open he slid over the ledge to the ground below and there he sat waiting for the show to start. He didn't have to wait long, an hour later the doorknob slowly began to turn and the figure of a woman entered the room. After taking just two steps she tripped the wire and an explosion shook the tower. Dust flowed over Friz as the ground shook all around him, confident the trap had done the job he slipped away into the night before anyone or anything could come investigate.

Engineering is the ability to create and place traps, explosives and devices that do many different things but are all mechanical in design.

Traps (Free Skill)

Engineers are very good at all sorts of trap making, these traps can be stationary wire traps, tossed explosive traps or any other kind of trap the engineer can think of. A physical representation of the trap should be made to represent the trap going off which clearly shows the area of the trap or the trap should be marked with a tag which states the area effect of the trap.

Example traps are NERF claymores, LED light traps (where a button or switch is flipped and a light turns on), mouse traps, cloth traps or even just a box that when opened has a trap tag inside stating the effect and area. All traps should be completely safe and made of foam or some other material that will not harm anyone or endanger anyone's physical safety.

Engineering is a production field which gives 5 points of production per school, which may be used on engineering skills found in this section and costs 1 bit per 10 productions used.

Like all production field points they only refresh at hard waves, but each hard wave doubles your points for that field. The entire production for an event will be given to you at the start of the event.

Each skill found in this field will give the information about it in this format:

Name

Description - A detailed overview of the skill

Requirements - How many schools of engineering are required to be able to use this skill or make the kit - this is NOT the requirement to use a kit once made.

Cost: - The cost in appropriate points

Duration: - The amount of time the kit or skill lasts once used. All devices expire 1 year after creation if not used. All costs for skills and kits in this field are in Engineering Production points.

Automatic Lock Pick

This skill creates a device which will automatically attempt to pick any lock a single time. If the lock is resistant to picking or magically sealed the automatic lock pick is still destroyed after one use or resist.

Requirements: None

Cost: 10 Engineering Production

Duration: Instant

Breather Mask

This engineering skill creates a device that is a mask, which, when worn and activated, grants the player wearing it immunity to all effects in the air around them or that they move through. This device lasts for 1 wave or until shattered once activated.

Additionally it grants 3 resist poison skills so long as they are in gas form (thrown), but shatters after the third resist.

Requirements: None

Cost: 15 engineering production

Duration: 1 Wave

DEVICE CREATION CHART

Device Type	Engineering cost	Requirements / Effects
Massive Trap	2	Requires Boulder sized phys rep. Causes X massive damage to everyone struck by object.
Weapon Trap	1/2	Requires a weapon of some type. Causes X weapon type damage to all struck
Explosive Trap	1	Requires a phys rep that moves. Causes X damage to all in range
Magical Trap	1	Requires a spell packet and trap that moves. Causes X magical damage, type is determined at trap creation (fire, water, earth, air, light, dark)
Gas Trap	1	Requires an alchemical gas poison added to the trap. Causes X poison in area, type is based on the gas poison added to the trap
Healing Ward	2	Requires a box or pedestal to placed down with X objects in/on it. Each object represents 5 healing
Knockback Trap	3	Causes everyone in area to be knocked back X feet
Knockout Trap	1	Causes everyone in area to be struck with X willpower sleep
Blackout Trap	2	Causes everyone in area to be stuck with X willpower blind
Snare/Slow Trap	1	Causes everyone in the area to be stuck with X slow/snare
Sticky Trap	2	Causes everyone in the area to be struck with X bind legs
Destructive Trap	1	Causes everyone in the area to be struck with X shatter item (1 item per point of shatter not avoided)
Shock Paddles	50	After 1 minute charging deals 1 life to target.
Continual Light	10	Creates a light source that lasts 1 hard wave
Create Lock	5	Creates a lock that can only be opened with a key
Disarm Trap Kit	5	Creates a kit that allows you to set or disarm an active trap

Engineering Skills and Creations

Create Healing Ward

This device is created by an engineer to allow allies, or anyone who gets to the device, to heal themselves. Each device must have a physical representation that can have objects placed upon or inside it. Each object represents 5 healing when removed from the device. The number of objects, and thus healing, the device has is determined by the engineer when it is created.

To use the device players should take the object(s) then consume them by stating "I consume healing node 1, I consume healing node 2, I consume healing node 3, 5 healing." Players may consume more than 1 node at a time, if they do state a higher healing value based on how many are eaten.

Requirements: None

Cost: 2 Engineering Production per 5 healing object

Duration: 15 minutes

Create Lock

This engineering skill creates a lock that can only be opened with a key. This is an in-game item and the key should have a tag on it as well as the box stating it is locked by engineering. The lock may be made to resist shatter at an additional cost of 10 per resist shatter.

The lock may be made to resist tampering at a cost of 10 per tampering resist. The lock lasts 1 year from the time of creation.

Requirements: None

Cost: 5 engineering production

Duration: Instant

Continual Light

This engineering device creates a light that is slightly brighter than a create light spell and lasts through normal waves until the next hard wave.

The timer for the device to expire does not begin until after it is activated, so it may go through a hard wave and still be used until it is activated for the first time.

Requirements: None

Cost: 10 engineering production

Duration: 1 Hard Wave

Create Trap - Free Skill

Engineers can create traps of many different sorts, each trap can have a different effect based on the type that the engineer chooses at creation.

All traps must have a physical representation.

Requirements, if any, can be found on the device creation chart. This can be something as simple as a box that goes off when it is opened or as complex as a trip wire connected to a bucket full of plastic toy balls that dumps when sprung. All traps should have a trap tag with information about the radius, effect and amount on them in case they go off when the creator is not around.

The phys rep must be at least 1 foot by 1 foot for every 100 points of effect. So a 50 damage weapon trap must have a physical object, such as a foam dagger that falls on the target, connected to it that is at least 6 inches by 6 inches.

All traps that are area of effect start with a 5-foot effect radius for free. The radius of a trap may be increased by 5 additional feet by adding 10 to the cost for every 5 additional feet of effect. So an explosive trap that deals 10 damage to a 5 foot area costs 10 engineering points and has a radius of 5 feet, which may be increased to 10 feet by adding 10 to the cost making it 20 total cost.

Requirements: None

Cost: See Device Chart - cost there is equal to 1 point of effect.

Duration: 1 hard wave once set

Disarm Trap Kit

This kit allows you to disarm a trap. If you do not have this kit and come across an active trap you may not try to disarm it or set up a new trap. This kit is destroyed when used.

Requirements: Requires 1 Engineering to use

Cost: 5 engineering production

Duration: 1 Hard Wave

Shock Paddles

This engineering skill creates a set of shock paddles that after charging for 60 seconds may be used to hit the target with 1 life. To use this device state "Activating Paddles!" Then count to 60, when the count is complete touch or hover your hands over the target and state "1 life." The paddles are destroyed after use.

This device requires 5 or more schools of engineering to use this device.

Requirements: 10 schools of engineering

Cost: 50 engineering production

Duration: Instant

Strength Gloves

This engineering skill creates a set of mechanical gloves that grant the user strength. Once activated the wearer is given +2 strength which functions exactly like the spells Enhance Strength in Earth (see the spell for reference) and lasts 1 wave. This strength cannot be combined with any other form of strength, including another set of the gloves, when two strengths exist from different sources the higher source is all that functions.

If the gloves are removed the device is destroyed. If a wave passes the gloves lose their energy and become mundane gloves again.

Requirements: 5 schools of engineering

Cost: 25 engineering production

Duration: 1 Wave

Tracking Device

This engineering device creates a tracker and homing device. Once activated the homing device will show the direction of the tracker as well as an approximate distance. Once activated this device lasts 1 wave before losing power.

Requirements: Requires 1 Engineering to use

Cost: 10 engineering production

Duration: 1 Wave

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Essence Harvesting

“Everyone, everything has a story, my job as a harvester is to learn and tell that story once the thing is gone.”

-Yin, Grand Master Harvester

The essence harvesting (EH) field allows you to become extremely efficient at harvesting the essence of creatures when they perish or harvesting of plants and other objects found throughout the world. While it may seem slightly barbaric, this is a normal thing in the world of Tyr and essence harvesting is a normal profession for many people who travel the world in search of exotic things to harvest.

All essence harvesting kits last 1 year from the date they are created. Any special essence harvested is permanent.

When using EH to grant you an lineage ability please check with a staff member to confirm the gained reward.

Essence Harvesting Kits

Essence harvesting kits are made by a essence harvester but may be used by others who are not capable of making the kits based on the requirements, though some kits may still require the person to have at least some essence harvesting schools.

Each description of a kit states how many schools are required to use the kit once made, the Requirements above cost is what is required to be able to produce the kit.

Essence Harvesting is a production field which gives 5 points of production per school, which may be used on EH skills found in this section and costs 1 bit per 10 productions used.

Like all production field points they only refresh at hard waves, but each hard wave doubles your points for that field. The entire production for an event will be given to you at the start of the event.

QUICK ESSENCE HARVESTING SKILL LIST

Name	Essence Harvesting Cost	Duration Once Activated
Additional Harvest Kit	5 Essence Harvesting Production	Instant
Advanced Essence Creation	25 Essence Harvesting Production	Permanent
Essence Bundling Kit	50 Essence Harvesting Production	Permanent
Essence Lore Kit	5 Essence Harvesting Production	Permanent
Essence Theory Kit	10 Essence Harvesting Production	Permanent
Essence Type Change Kit	5 Essence Harvesting Production	Permanent
Harvest Body Kit	1 Essence Harvesting Production per 5 healing	Instant
Special Essence Harvest Kit	10 Essence Harvesting Production	Permanent
Upgrade/Downgrade Essence Value Kit	5 Essence Harvesting Production	Permanent
Expert Additional Harvest	15 essence harvesting points	Permanent

Each skill found in this field will give the information about it in this format:

Name

Description - A detailed overview of the skill

Requirements - How many schools of essence harvesting are required to be able to use this skill or make the kit - this is NOT the requirement to use a kit once made.

Cost: - The cost in appropriate points

Duration: - The amount of time the kit or skill lasts

All costs for skills and kits in this field are in Essence Harvesting Production points.

Essence Harvesting Skills and Kits

Additional Harvest Kit - Free Skill

This allows the essence harvester to harvest an additional essence with this kit and gain an additional 2 essence per kit. When a creature (NPC) dissipates state to the NPC "Harvest additional essence kit" and the NPC will give you 2 additional essence when it drops essence. If the essence have already been dropped and the NPC has walked away the kit cannot be used. Anyone with at least 1 school of essence harvesting may use this kit once it is produced.

A character who purchases at least 1 essence harvesting school gains the skill to make this kit without needing any research.

When group loot (this is when all loot is given at the end and distributed evenly to each PC who was on that encounter) is used on any mod or encounter a person using these kits may use kits equal to their total schools per event/mod. IE: With 5 schools of Essence Harvesting a character may use up to 5 kits per mod / event where group loot is given.

Requirements: None

Cost: 5 Essence Harvesting Production

Duration: Instant

Expert Additional Harvest Kit

This allows the essence harvester to harvest an additional essence with this kit and gain an additional 5 essence per kit. When a creature (NPC) dissipates state to the NPC "Harvest additional essence kit" and the NPC will give you 5 additional essence when it drops essence. If the essence have already been dropped and the NPC has walked away the kit cannot be used. This kit requires 10 schools of essence harvesting to use.

When group loot (this is when all loot is given at the end and distributed evenly to each PC who was on that encounter) is used on any mod or encounter a person using these kits may use kits equal to their total schools per event/mod. IE: With 5 schools of Essence Harvesting a character may use up to 5 kits per mod / event where group loot is given.

Requirements: 10 Essence Harvesting Schools

Cost: 15 Essence Harvesting Production

Duration: Instant

Advanced Essence Creation

This skill allows the essence harvester to create an advanced essence from a special essence. The harvester must first possess the special essence they wish to convert then use this skill.

Special essence have a chance to yield an advanced essence at a rate of 10% per Archon value of the Special essence. IE: A special 7 would have a 70% chance of producing a special essence when this kit is used.

Each special essence has chances of producing a Advanced essence of 1 per 3 Archon value rounded down. So the same Archon 7 special essence would have 2 chances, at 70% each, of producing an Advanced essence. If a essence has a value in hundreds please divide it by 100 to get the Archon Value. To determine the outcome you may roll a dice, pull sticks or straws or use a randomizer to determine if the creation was successful. If it is not you gain 1 random normal essence per 2 Archon value rounded down of the special essence instead.

If successful to determine the special essence gained roll on this chart below (or use a randomizer, stick draw etc.)

- 1) Alchemy
- 2) Artificing
- 3) Engineering
- 4) Medicine / Essence Harvesting
- 5) Potion Creation
- 6) Scroll Creation
- 7) Smithing
- 8) Trinket Crafting

An additional 25 EH production may be spent to force the Advanced result to a specific type, if successful.

Once complete please bring the special essence and results to NPC camp and to a staff members to gain the items from the creation.

Requirements: 8 Essence Harvesting Schools

Cost: 25 Essence Harvesting Production

Duration: Permanent

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Essence Harvesting Skills and Kits Continued

Advanced Essence Conversion

This skill allows the essence harvester to convert an Advanced Archon Essence from one type to another. The eight possible Advanced essence are:

- 1) Alchemy
- 2) Artificing
- 3) Engineering
- 4) Medicine / Essence Harvesting
- 5) Potion Creation
- 6) Scroll Creation
- 7) Smithing
- 8) Trinket Crafting

When converting one Advanced Essence type to another it costs 20 essence harvesting points and 1 Advanced Essence Harvesting component per 2 kits, as well as the advanced essences being converted. When the conversion is complete please bring both essence to a staff member to have them exchanged.

Because this skill requires 1 advanced EH essence per 2 kits this kit must be created in pairs or the advanced EH essence must be marked that it has been used once already for this skill and that advanced EH essence may NOT be used for another other purpose than a second use of this skill after that point.

Requirements: 10 Essence Harvesting Schools

Cost: 20 Essence Harvesting Production + 1 adv EH component

Duration: Permanent

Research cost: This skill requires 150 research regardless of the cost of the skill.

Essence Bundling Kit

This skill allows the essence harvester to create an essence bundle which, once complete, creates a very powerful single essence. For this kit, eight essences of a single magic type with Archon values one through eight must be collected. Once all 8 are collected you may use this kit and turn in both the kit tag and the 8 essence to a staff member.

You will receive an Archon value of 9 essence in return, which is the most powerful form of essence.

Requirements: 5 Essence harvesting schools

Cost: 50 Essence Harvesting Production and 1 Advanced EH essence

Duration: Instant

Essence Lore Kit

This ability allows you to combine the essence of a creature with this kit after harvesting it to learn information about the creature, its lineage, where it came from or any other questions relevant to the subject harvested. If you are uncertain what information might be relevant and usable please ask a staff member.

This gives 25 points of lore toward learning about that subject but destroys the essence that it was harvested from.

May be used on inanimate objects as well even if they have no essence (does not destroy the object) once per object with this type of kit.

Requirements: None

Cost: 5 Essence Harvesting Production

Duration: Instant

Essence Theory Kit

This ability allows you to take the essence of items, things or creatures and gain knowledge from it. This gives 15 points of research which can be used toward things related to the item, creature or object.

If you are not sure if an item can be used for this skill please ask a staff member.

Anyone with at least 1 school of essence harvesting may use this kit once it is produced.

Requirements: 1 Essence Harvesting

Cost: 10 Essence Harvesting Production

Duration: Instant

Essence Type Change Kit

This kit allows the essence harvester to change a basic elemental essence from one type of magic, light, dark, fire, water, earth, or air, to another elemental type. Nothing else about the essence changes. Anyone with at least 1 school of essence harvesting may use this kit once it is produced.

This kit takes 1 minute to use.

Requirements: None

Cost: 5 Essence Harvesting Production

Duration: Instant

Harvest Body Kit

This kit lets the essence harvester use body of a fallen living creature and refine that essence into a healing substance that can be used to absorb into a person and heal them.

The kit user takes 20 seconds harvesting on an unconscious or dead creature to consume the body of their target, after which they are healed the amount of the Harvest Body Kit.

May only be used on creatures with a metabolism.

Requirements: None

Cost: 1 Essence Harvesting Production per 5 healing (When researching/teaching this has a base cost of 5)

Duration: Instant

Special Essence Harvest Kit

This kit gives the Essence Harvester or the person using this kit the ability to harvest a creature for a special essence. This special essence will state both the name of the creature, magic type and Archon value 1-9.

These special essences can be used for special recipes in alchemy, artificing, medicine, and ritual casting as well as advanced essence creation and more.

To use this kit you must have purchased at least 1 school of essence harvesting.

Requirements: None

Cost: 10 Essence Harvesting

Duration: Instant

Upgrade / Downgrade Essence Value Kit

This kit allows the essence harvester to upgrade or downgrade an essence 1 Archon value point up to a maximum of 8 and a minimum of 1 Archon value.

Archon values for essence are used in rituals, advanced skills, and several other important fields.

Requirements: None

Cost: 10 Essence Harvesting Production

Duration: Instant

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Medicine

CRUNCH. Garek's chest practically caved in as the troll's massive swing slammed into him. He was thrown to the ground several feet away with a sickening slurp sound like a wet rag against a wall. Harv turned on the troll and took him down with an expert slay, then rushed to Garek's side. He noticed immediately Garek was going to need help fast. Placing his hands on the wound and bandaging the bleeding coming from the hole in Garek's chest, Harv spent a full minute stopping the blood and salving the wound before it was finally healed enough that Harv knew Garek was going to be ok.

Medicine is the practice of administering first aid and identifying what conditions have afflicted people. Usually, the people that have this skill are better at keeping themselves in good health, so each school of medicine you purchase gives you 1 body.

All medicine kits, salves and bandages last 1 year from the date they are created. Once created all medicine items are able to be used by anyone with at least 1 school of medicine with the exception of bandages which may be used by anyone even if they have 0 schools of medicine.

Medicine Count

As a medicine user gains more schools in the field they get quicker at first aiding and using all medicine kits, salves and bandages. The chart below shows the time it takes to use these medicine skills based on how many schools the character has.

Medics gain bonus skills for free as they gain more schools in medicine. These bonus skills, found on the medicine chart below, are hard wave skills and only refresh at a hard wave (each day at 6pm) instead of at every wave.

All medicine skills and kits require you to be touching, or hovering a hand, over the targets torso.

MEDICINE PROGRESSION CHART

# of Schools	Medicine Count	Bonus Skill Aquired
1	60	First Aid (No Questions)
2	60	None
3	60	First Aid (Yes / No Questions)
4	50	Restore to Full Body
5	50	3 Count Stabilize to 0 body
6	50	3 Count Up At 1 Body
7	40	None
8	40	Restore to Full Body
9	40	3 Count Stabilize to 0 body
10	30	60 Second, 1 Life
11	30	None
12	30	Restore to Full Body
13	30	3 Count Stabilize to 0 body
14	30	3 Count Up At 1 Body
15	30	None

**The minimum first aid time, without using a special skill, is 30 seconds

* These bonuses continue as more schools are gained in the same order. **Bonus skills gained from this chart only refresh at hard waves.

QUICK MEDICINE SKILL LIST

Name	Medicine Cost	Duration Once Activated
Cure Ailment Salve	10 Medicine Production	Instant
First Aid	0 Medicine Production	Instant
Healing Bandage	1 Medicine Production per 5 healing	Instant
Heal to Full Kit	10 Medicine Production	Instant
Heal to Half Body Kit	5 Medicine Production	Instant
Medicine Circle	5 Medicine Production	1 Wave
Medicine Life Kit	50 Medicine Production	Instant
Quick Bandage	2 Medicine Production per 5 healing	Instant
Remove Wound Bandage	15 Medicine Production	Instant
Stable at 0 Body Kit	2 Medicine Production	Instant
Up at 1 Body Kit	5 Medicine Production	Instant

Each skill found in this field will give the information about it in this format:

Name

Description - A detailed overview of the skill

Requirements - How many schools of medicine are required to be able to use this skill or make the kit - this is NOT the requirement to use a kit once made.

Cost: - The cost in appropriate points

Duration: - The amount of time the kit or skill lasts

All costs for skills and kits in this field are in Medicine Production points.

Medicine Skills and Kits

Cure Ailment Salve

These bandages can remove the last ill effect from the target, but do not heal the target's body in any way. This salve will remove, paralysis, drain, snare, nausea, wither and weakness from the target.

Remember, though, that if the target was knocked to -1 body from a ensnare strike, this skill removes the snare from them but they will still be dying.

This salve takes time equal to your medicine count.

Requirements: None

Cost: 10 Medicine Production

Duration: Instant

Healing Bandage - Free Skill

These bandages heal by cleaning and covering the wound stopping any bleeding and further damage to the body and heal the targets body points.

These bandages do 5 body healing for every 1 medicine production spent to create the bandage to a maximum of 100 healing.

This bandage takes time equal to your medicine count.

If during the medicine count the person apply the bandage or the target are struck for any damage the bandaging is interrupted and the bandage is wasted.

Requirements: None

Cost: 1 Medicine Production per 5 healing (When researching/teaching this has a base cost of 1)

Duration: Instant

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

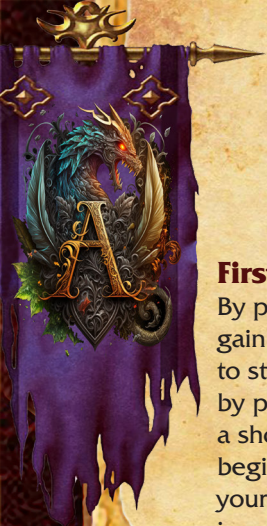
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Medicine Skills and Kits Continued

First Aid - Free Skill

By purchasing your first school of medicine, you gain the skill First Aid. The first aid skill allows you to stabilize a person that is at -1 body to 0 body by placing a hand on or near their torso (preferably a shoulder) and saying "medicine, first aid," then beginning a 60-second count. If nothing interrupts your first aid, the person is stabilized at 0 body and is now unconscious but will return to 1 body in 5 minutes.

This can only be done while they are in the 1-minute bleed out stage before they have died and begun their 5 minute death count.

First aid will also pause the dying count. If someone begins first aiding you, stop your dying count and remember where you were at in your 60-second count in case they get interrupted. If they do not finish first aiding by finishing their count and stating "first aid complete" then you continue the count from the previous number.

Once you purchase 3 schools, you gain the ability to tell what is wrong with the person. You can ask yes or no questions such as are you poisoned, are you dying, are you dead, and other relevant yes or no questions. If the person is conscious, then you must have their permission to use this skill on them.

This skill may be used a unlimited number of times for free and does not need to be locked in.

Requirements: None
Cost: 0 Medicine Production
Duration: Instant

Heal to Full Kit

This kit brings the target to full body after a full medicine count but can only be used while within a medicine circle.

This kit takes time equal to your medicine count.

Requirements: None
Cost: 10 Medicine Production
Duration: Instant

Heal Half Body Kit

This kit heals half the body of the target, rounded down after a full medicine count but can only be used while within a medicine circle.

This kit takes time equal to your medicine count.

Requirements: None
Cost: 5 Medicine Production
Duration: Instant

Medicine Circle

This skill allows the medicine user to create a circle of medicine. This circle requires a circle phys rep, typically a rope or similar, as well as a medicine tag which is a white cloth with a red cross.

To create the circle the medicine user places the phys rep and then states "With blood and bone I mend and heal to create a circle of medicine."

After doing this the circle is up and lasts 1 wave. Any kind of creature may freely enter or exit this circle at will.

Requirements: 1 School of Medicine
Cost: 5 Medicine Production
Duration: Instant

Medicine Life Kit

This kit allows the practitioner of medicine to bring someone back from death by doing CPR or using other medical means, bringing the target back to life from the death count.

This kit takes time equal to your medicine count.

Requirements: 10 schools of medicine
Cost: 50 Medicine Production
Duration: Instant

Quick Bandage

These bandages heal by cleaning and covering the wound stopping any bleeding and further damage to the body and heal the targets body points but use salves and other expensive materials to make the process much quicker than a normal bandage.

These bandages do 5 body healing for every 2 medicine production spent to create the bandage to a maximum of 100 healing but cannot be used on a dying or unconscious target.

This bandage takes a full 3 count of "Medicine, applying bandage 1, apply bandage 2, apply bandage 3, X healing" where X is the amount the bandage heals. If during this count the person apply the bandage or the target are struck for any damage the bandaging is interrupted and the bandage is wasted.

Requirements: Conscious Target

Cost: 2 Medicine Production per 5 healing (When researching/teaching this has a base cost of 5)

Duration: Instant

Remove Wound Bandage

These bandages will remove the last wound to the target's body, no matter how large or small that wound may have been.

However, it will not remove any effect from that wound, such as sleep, poison or death, etc.

This bandage takes time equal to your medicine count.

Requirements: None

Cost: 15 Medicine Production

Duration: Instant

Stable at 0 Body Kit

This kit is used on someone who is dying (-1 body in dying count) and will stabilize them to 0 body after a 3 count of "Medicine 1, medicine 2, medicine 3, you are now stable at zero body."

Requirements: Unconscious Target

Cost: 2 Medicine Production

Duration: Instant

Up at 1 Body Kit

This kit can be used on someone who is unconscious (-1 body in dying count, or at 0 body) and will bring that person up to 1 body. This skill takes a 3 count of "Medicine 1, medicine 2, medicine 3, up at 1 body".

Requirements: Unconscious Target

Cost: 5 Medicine Production

Duration: Instant

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Potion Creation

“Spell books? Who needs them! Why memorize something that’s already written down for you? Or better yet why cast something you can just drink!” -Anonymous

Potion creation is the ability to bottle up a spell into a liquid form that can be preserved through hard waves and can be used when it is needed. To create a potion you must know the spell that you are investing in the potion when it is made. You do not need to know the magic field, or be capable of casting the spell with magic, to use potion creation.

For instance if you are creating a Light Life potion you do not need to know light magic as a field, just potion creation, the spell (via research) and have enough potion creation to meet the cost. Potions must be consumed with an uninterrupted three count stating “I drink the potion one, I drink the potion two, and I drink the potion three.” Then announcing the effect out loud.

All potions last 1 year from the date of creation.

The cost of potions is 1 potion creation production per point of spell cost.

For instance if you are trying to create a restore limb potion from light magic it would cost you 5 points of potion creation (the same as it cost to cast the spell).

Potion Creation is a production field which gives 5 points of production per school, which may be used on creating potions or the skills found in this section and costs 1 bit per 10 productions used.

Like all production field points they only refresh at hard waves, but each hard wave doubles your points for that field. The entire production for an event will be given to you at the start of the event.

QUICK POTION CREATION SKILL LIST

Name	Potion Creation Cost	Duration Once Activated
Create Potion	1 Potion Creation Production Per Spell Cost	Instant
Additional Use Potion	First normal, each additional is 1/2 the original cost	Instant
Amplifying Potion	25 Potion Creation Production	Instant
Batch Production	5 Potion Creation Production	Instant
Once Per Day Potion	10 Potion Creation + 10 of the same potion	Instant

When a potion creator gets to 10 schools in the potion creation field they unlock the ability to research the following skills and use them.

Each skill found in this field will give the information about it in this format:

Name

Description - A detailed overview of the skill

Requirements - How many schools of potion creation are required to be able to use this skill - this is NOT the requirement to use a potion once made.

Cost: - The cost in appropriate points

Duration: - The amount of time the kit or skill lasts

Research Cost: How much research the skill takes to learn before it can be used.

All costs for skills in this field are in Potion Creation Production points.

Potion Creation Skills

Create Potion - Free Skill

This skill allows the potion creator to turn any spell they know into a potion at a cost of 1 potion production per point of spell cost in that fields mana.

The potion creator does not need the field the spell is in to create these potions.

Requirements: None

Cost: 1 Potion Creation production per spell cost of the spell being turned into a potion.

Duration: As spell

Additional Use Potion

This advanced skill adds additional uses to the potion being created. Each additional charge on the potion costs half of the original production cost to a maximum of 10 charges on a single item. These charges can only be added to a potion when it is first created.

This potion last 1 year or until used and cannot be renewed or extended.

Requirements: 5 Schools of Potion Creation

Cost: First cost is normal, each additional is 1/2 the original cost. (When researching/teaching this has a base cost of 20)

Duration: As spell

Amplifying Potion

This advanced skill allows the potion creator to double the effectiveness of a single potion. This cannot be used on any once per day potions or additional use potions.

To amplify a potion add the item tag for this skill to the potions tag showing it has been amplified.

When a potion is amplified it immediately becomes unstable and will only last until the next hard wave expiring as soon as the hard wave occurs if it has not been used before then.

Requirements: None

Cost: 25 Potion Creation Production

Duration: As spell

Batch Production

This advanced potion skill allows the potion creator to create items in larger batches reducing the bit cost to produce the items due to bulk purchasing of materials.

Reducing the bit cost to produce 10+ of the same potion by 50%, rounded up.

Requirements: Must create 10+ of the same potion at a single event

Cost: 5 Potion Creation Production

Duration: N/A

Once a Day Potion

This advanced potion is created by taking 10 of the same potion and combining them together into something far more powerful, a potion which can be used once per day (resetting at each hard wave) for the duration of the potion.

This potion last 1 year or until used and cannot be renewed or extended.

Requirements: None

Cost: 10 Potion Creation Production plus 10 of the same potion

Duration: As spell



Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

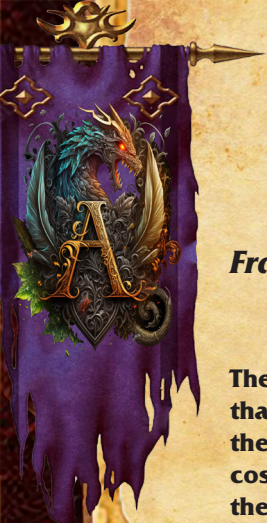
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Scroll Creation

Frantic writing...

The scroll creation field allows you to create scrolls that last through hard waves for any spell. To create these scrolls you must have read and write and each costs two times the normal spell cost. When creating the scroll you write the entire incant that you would normally use for that spell on a piece of paper and cast the spell into it (this casting does not cost mana from that field). After doing this you sign the scroll as the creator and place the expiration date on the scroll.

For instance if you are creating a Dark Death scroll you do not need to know dark magic as a field, just scroll creation, the spell (via research) and have enough scroll creation to meet the cost. Scrolls are used by placing a spell packet upon the scroll and stating the incant. You must be able to actually read the scroll to be able to use it (so it being very dark may make it impossible to read) even if you know exactly what the scroll says.

All scrolls last 1 year from the date of creation.

The cost of scrolls is 2 production per cost of the spell being made into a scroll.

For instance if you are trying to create a restore limb scroll from light magic it would cost you 10 points of scroll creation (double the cost to cast the spell).

Scroll Creation is a production field which gives 5 points of production per school, which may be used on creating scrolls or the skills found in this section and costs 1 bit per 10 productions used.

Like all production field points they only refresh at hard waves, but each hard wave doubles your points for that field. The entire production for an event will be given to you at the start of the event.

QUICK SCROLL CREATION SKILL LIST

Name	Scroll Creation Cost	Duration Once Activated
Create Scroll	2 Scroll Creation Production Per Spell Cost	Instant
Additional Use Scroll	First normal, additional 1/2 the original cost.	Instant
Extension Scroll	10 Scroll Creation Production	Instant
Batch Production	5 Scroll Creation Production	Instant
Once Per Day Scroll	10 Scroll Creation + 10 of the same Scroll	Instant

When a scroll creator gets to 10 schools in the scroll creation field they unlock the ability to research the following skills and use them.

Each skill found in this field will give the information about it in this format:

Name

Description - A detailed overview of the skill

Requirements - How many schools of scroll creation are required to be able to use this skill - this is NOT the requirement to use the scroll once made

Cost: - The cost in appropriate points

Duration: - The amount of time the kit or skill lasts

Research Cost: How much research the skill takes to learn before it can be used where applicable

All costs for skills in this field are in Scroll Creation Production points.

Scroll Creation Skills

Create Scroll - Free Skill

This skill allows the scroll creator to turn any spell they know into a scroll at a cost of 2 scroll production per point of spell cost in that fields mana.

The scroll creator does not need the field the spell is in to create these scrolls.

Requirements: None

Cost: 2 Scroll Creation production per spell cost of the spell being turned into a scroll.

Duration: As spell

Additional Use Scroll

This advanced skill adds additional uses to the scroll being created. Each additional charge on the scroll costs half of the original production cost to a maximum of 10 charges on a single item. These charges can only be added to a scroll when it is first created.

This scroll last 1 year or until used and cannot be renewed or extended.

Requirements: None

Cost: First cost is normal, each additional is 1/2 the original cost. (When researching/teaching this has a base cost of 20)

Duration: As spell

Extension Scroll

This scroll does not hold a spell in it, instead it will extend the duration of one magical enhancement to last through the next wave. This scroll has an incant of "With magics power I extend X enhancement, 1 wave" where X is the name of the enhancement being extended.

This scroll only works on enhancements from magic fields. This scroll last 1 year or until used and cannot be renewed or extended.

Requirements: None

Cost: 10 Scroll Creation Production

Duration: 1 additional wave

Batch Production

This advanced scroll skill allows the scroll creator to create items in larger batches reducing the bit cost to produce the items due to bulk purchasing of materials.

Reducing the bit cost to produce 10+ of the same scroll by 50%, rounded up.

Requirements: Must create 10+ of the same scroll at a single event

Cost: 5 Scroll Creation Production

Duration: N/A

Once a Day Scroll

This advanced scroll is created by taking 10 of the same scroll and combining them together into something far more powerful, a scroll which can be used once per day (resetting at each hard wave) for the duration of the scroll.

This scroll last 1 year or until used and cannot be renewed or extended.

Requirements: None

Cost: 10 Scroll Creation Production plus 10 of the same scroll

Duration: As spell

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Trinket Crafting

The cut was perfect. Light gleamed through the gem, a master cut, unbelievable, for the first time ever Dirx would make his master proud and have a focus that would double his fire magic!

Trinket Crafting (TC) is the art of making trinkets from gems, rare metals and other materials that can then be used as foci, hecastones, socketed, worn for benefits, or sold. Sets of these pieces can also give small enhancements to people wearing them for social interactions.

All trinkets last 1 year from the date of creation. Sets may be changed out as long as all worn pieces are removed from 1 set and replaced by another set.

Trinket crafters can do three different types of things. First they can create trinket sets which give bonuses to many interactions with others as well as some other bonuses.

Second they can cut gems which can be used as focuses, trinkets or to set into items.

Finally they can socket items with gems that they have cut. each gem gives a different effect and bonus to the person based on the type of gem and the item slot it is placed in, weapon, armor or accessory.

Trinket Crafting is a production field which gives 5 points of production per school, which may be used on creating trinkets or the skills found in this section and costs 1 bit per 10 productions used.

Like all production field points they only refresh at hard waves, but each hard wave doubles your points for that field. The entire production for an event will be given to you at the start of the event.

QUICK TRINKET CRAFTING SKILL LIST

Name	Trinket Crafting Cost	Duration Once Activated
Air of Authority	30 Trinket Crafting Points	1 Year
Craftsman Misc Boost	20 Trinket Crafting Points	1 Year
Increase/Decrease Prices	30 Trinket Crafting Points	1 Year
Increase Charm	40 Trinket Crafting Points	1 Year
Increase Activated	50 Trinket Crafting Points	1 Year
Intimidating Gear	20 Trinket Crafting Points	1 Year
Gem Cutting	Variable - See Chart	Permanent
Socketing	Variable - See Description	Until Dull

Creating Accessories

The first thing a trinket crafter can do is create accessories like earrings, rings, necklaces, and other items. These accessories may be socketed via the normal socketing rules and give different benefits based on the item type and quality. Note that these items do not need to be made of metal or shiny, they may be headdresses made of flowers, horns of bone, masks of steel, embossments on armor or any number of other materials and designs to fit your character. Each trinket in a set must have a value of at least 2 copper bits.

When creating accessories they are created as a set and only a single set of trinket benefits may be active at any time. Once a set is created the character who creates it must fill out a trinket tag which states the items involved as well as any benefits given from the set. Each set bonus has a Trinket Crafting production cost and a number of items that must be a part of the set. The player or crafter determines which items are a part of the set and they are written on the trinket tag. These items can be anything but must be worn in some way to gain the bonus, they cannot be kept in a bag or just on the person.

Each skill found in this field will give the information about it in this format:

Name

Description - A detailed overview of the skill

Number of accessories required: This is the number of items the accessory set requires.

Cost: - The cost in appropriate points

Duration: - The amount of time the kit or skill lasts

All costs for skills in this field are in Trinket Crafting Production points.

Trinket Crafting Accessory Sets

Air of Authority

When a set with this bonus is worn all CM skills involving command, disguise (as long as the disguise is that of someone in an authority role) and other skills deemed appropriate by a plot marshal are increased by 1 rank when used for RP purposes in game (this does NOT give additional CM bonuses for money, research etc).

Number of accessories required: 3 pieces

Cost: 30 Trinket Crafting Production

Duration: While worn

Craftsman Misc Boost

When a set with this bonus is worn you may increase the effect of a single CM by 2 ranks when used for RP or in game purposes (this does NOT give additional CM bonuses for money, research etc).

Number of accessories required: 2 pieces

Cost: 20 Trinket Crafting Production

Duration: While worn

Increase Sell/Decrease Buy Prices

When a set with the increase sell bonus is worn it increases all items a character sells to NPC's by 10% of their value. When a set with the decrease buy bonus is worn it decreases all items a character purchases from NPC's by 10% of their value.

Number of accessories required: 2 pieces

Cost: 30 Trinket Crafting Production

Duration: While worn

Increase Charm Effects

When a set with this bonus is worn you may increase the effect of all Charm type effects upon people by 5 seconds (add 5 to the willpower called when using the ability).

Number of accessories required: 2 pieces

Cost: 40 Trinket Crafting Production

Duration: While worn

Increase Duration of Activated Skills/Abilities

When a set with this bonus is worn you may increase the duration of all beneficial activated spells, skill and abilities, such as pyrotechnics and blade auras, by 10 seconds.

Number of accessories required: 5 pieces

Cost: 50 Trinket Crafting Production

Duration: While worn

Intimidating Gear

When a set with this bonus is worn all CM skills involving intimidation, leadership or fear are increased by 1 rank when used for RP purposes in game (this does NOT give additional CM bonuses for money, research etc).

Number of accessories required: 3 pieces

Cost: 20 Trinket Crafting Production

Duration: While worn

Master Crafted

A master crafted accessory is capable of taking a single additional socket or enhancement, bringing the maximum enhancements or sockets to 2.

Requirements: 10 schools of trinket crafting

Cost: 50 Trinket Crafting Production

Duration: Permanent

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Cutting Gems

Gems do not need to be cut all at once, a trinket crafter may work on a gem over the course of several waves or several gatherings completing the gem once the total production cost is met but each time production is spent on the gem it should be marked on a trinket item sheet and it takes 5 minutes.

Once a trinket crafter character has completed cutting a gem bring the uncut version to a logistics marshal and exchange it for a cut gem. Uncut gems are smooth ovals almost like marbles and typically made of glass or plastic but look rough. A cut gem will look like it was cut with a very symmetrical appearance and cut lines.

All gems in Archon do not have tags, instead gems which look rough and raw or smoothed are considered uncut gems. All gems which look like cut gems done by a professional jeweller are considered cut.

The chart below is used to determine all gems results and costs when cutting gems.

Gem type is determined by the color of the gem.

Production Cost to cut is the amount of trinket crafting production it takes in total to cut that color of gem. (When researching/teaching this has a base cost of 10)

Maximum Focus Effect is the maximum that a cut version of that gem can be used as a focus for. A basic focus for instance is 5 points and is made by an artificer which all cut gems can become as they all have a maximum of 5 or more.

Maximum Skill Point Storage is the maximum point value the gem can take if used as a hecastone or similar device. (A hecastone is a magic item made by an artificer which can hold points of field energy through a wave to be used later).

GEM CUTTING CHART

Gem Type	Color	Production Cost to Cut	Maximum Focus Effect	Maximum Skill Point Storage
Alexandrite	Brown	15	10	5
Amethyst	Purple	75	30	15
Hematite	Grey	50	10	10
Citrine	Yellow	25	5	8
Diamond	Clear Crystal	200	100	50
Emerald	Dark Green	100	50	40
Garnet	Orange	40	15	5
Morganite	Pink	60	30	5
Obsidian	Black	45	30	15
Opal	White	30	10	5
Peridot	Light Green	40	20	10
Ruby	Red	100	25	25
Sapphire	Light Blue	100	50	15
Tanzanite	Dark Blue	20	10	5
Topaz	Light Yellow	20	5	5
Zircon	Prismatic	60	35	22

Socketing

Weapons, armor and accessories in Archon can be socketed using several production skills together. First a piece of armor, weapon or accessory may have a socket added by an armor or weapon smithing using smithing production. This item must have at least 1 resist shatter placed upon it or be unshatterable, if it is a weapon or armor, to withstand being socketed. Magic items must be socketed at creation and cannot have a socket added later like other items as the magic hardens them and creating a socket would release the magic trapped within.

Next a trinket crafter must modify the gem itself to hold the correct power by using advanced trinket crafting essence (a variable cost which can be found in the socketing chart), on an already cut gem. Each gem has different effects and bonuses they add depending on if the item is a weapon, piece of armor or accessory as well as different costs depending on the type of gem. Finally an artificer must set and activate the gem within the piece to have the effect begin as well as renewing a gem that has gone dull.

All weapons, armor and trinket sets created normally may have a maximum of 1 socket placed in them. To increase the number of sockets see Master Crafted skills in Trinket Crafting, Armor Smithing and Weapon Smithing. The total numbers of sockets and item enhancements combined may not exceed this maximum.

Step 1 - Weapon / Armor Smithing Portion

To begin the piece of armor or weapon must have at least 1 resist shatter, accessories do not require this, then the smith may use 25 points of smithing production (armor smithing for an armor piece, and weapon smithing for weapons and either smithing for accessories) as well as 2 advanced smithing components to create a single socket within the item. This socket may take any gem that has been modified for socketing by a trinket crafter.

Step 2 - Trinket Crafter Portion

Once the socket has been made in the appropriate piece the trinket crafter must modify the gem to fit that piece by using advanced trinket crafting essence. The amount of essence required can be found in the socketing chart. Once this cost has been paid the gem is ready to be infused with artificing and placed into the socket, beginning in step 3.

Step 3 - Artificers Portion

The artificer is likely the most important portion when it comes to socketing an item. The artificer takes the gem which has been cut to fit the socket as well as the item being socketed and places it within the piece, then infuses that piece with artificing energy to activate it which costs 25 artificing production points. When the gem is placed within the piece there is a chance that the gem may crack so the artificer must immediately check for failure. Each gem type has a different fail rate based on the socketing chart.

However the failure rate is reduced if the artificer is very skilled (master artificing) and is assisted or is a trinket crafter or smith! If the artificer is a master artificer they gain +1 to the fail rate roll. Additionally if the artificer, or an assistant, is a master smith the fail rate roll is increased by 1 and if they have a master trinket crafter it is increased again by 1. Finally if the artificer and assistants do a quality job role playing creating the item, acting it out, working with tools, tinkering with the item as well as the gem or more then they gain +1 to the fail rate roll as well!

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Completed Socket

Once a socketing has been completed successfully a socketed item may then be turned on at any time, which takes up one of the items socket charges. Once turned on the socketed gem loses 1 charge, reducing it from 3 charges to 2. When the charges are reduced to 0 the gem must be recharged in order to be turned on again. Once turned on the socketed gem gives an ability, which is marked on the tag of the item when the socket is successfully completed, and will refresh at the next hard wave before it will need to be turned on again. IE: Jimir has a socketed armor piece with a Ruby in it. he is at an event and decides to use one of his charges on Friday, he turns on the armor. The armor has an ability which grants him Negate Death, which makes it so that he cannot die for the next 15 minutes, he can use this ability at any time until the next hard wave. The ability makes it so he can be knocked unconscious or begin bleeding out but cannot go to the death count during this time. Later that night Jimir finds himself in a dire situation and knows things look grim, so he activates the ability of his armor and cant die for 15 minutes. At the next hard wave, even if that is not until the next event, the armor grants the ability again, which can be used any time during that hard wave. After that it requires being turned on again.

During a recharge a socketed gem has a chance to dull which is explained below in **A Gem Going Dull**. The chart below gives a brief description of what to expect as a reward for a specific socket, however it intentionally lacks full details, these are powerful things that most people do not completely understand as the art of socketing has just been found again on Tyr. You may spend Lore points to gain more information about what the socket does before socketing if you choose and further details will be given based on the amount of lore spent.

Once a item is socketed please take both the item tag and gem used in the socket to a Staff members to get a new magical item tag for this item. If at any time this item is destroyed the socket and gem within

SOCKET EFFECT CHART

Gem Type	Armor/Clothing Socket	Weapon/Book Socket	Accessory Socket
Alexandrite	Ritual Redraw	Ritual Champion	Ritual Components
Amethyst	Calm	Merciful Strike	Sanctuary
Hematite	Leash	G-Force Sink	Gravity Trap
Citrine	Fear Armor	Horror Gaze	Scared Charm
Diamond	Resist	Dispel	Self Rift
Emerald	Willpower Armor	Willpower Attacks	Truth Seeker
Garnet	Ultimate Contract	Replication	Dimensional Pocket
Morganite	Mirage Armor	Weakness Determination	Detect Secret
Obsidian	Banish Undead	Control Undead	Create Homunculus
Opal	Dream Armor	Astral Weaponry	Astral Walk
Peridot	Physical Restoration	Blink Out	Item Stasis
Ruby	Negate Death	Hostility	Seeing Red
Sapphire	Learn By Watching	Singular Focus	Alternate Skills
Tanzanite	Refresh	Believe In Us!	Hopes Light
Topaz	Gaseous Form	The Fake	Complete Disguise
Zircon	Creature Type	Elemental Forces Conversion	Break The Mold

it are destroyed as well. Specifically for armor if the item is reduced to 0 breaches the item is considered destroyed. Each socketed item will be given a power potential (for when it is activated) as well as a magical item ID number so staff can track these items. Each socketed gem makes the item have 15 additional Power potential cost (see power potential section for more information on PP).

Standard socketing may not be completed on an existing magical item, this requires a specific set of skills a starting character cannot begin with.

A Gem Going Dull

A socketed gem only has a limited amount of artificing energy within it before it goes dull and loses its powers. Each socketed item may be turned on for use a total of 3 times with each use granting its ability for the current hard wave and the next available hard wave, even if that is at a different event. After a gem has gone dull there is a 1 in 10 chance that the gem may crack becoming useless and needing to be replaced. When a gem has gone dull if it has not cracked it may be re-infused by an artificer using 10, 30 or 50 artificing points giving the gem an additional 1, 2 or 3 uses.

Quick Step By Step Reference

- Step 1 - Socket the Armor, Weapon or Accessory - costs 2 advanced smithing components and 25 smithing
- Step 2 - Spend the appropriate advanced trinket crafting essence to shape and modify a cut gem (See chart below for amount needed)
- Step 3 - Spend 25 Artificing points infusing gem and place into socket, roll for failure (see chart for base success rate, add +1 for master smith, +1 for master trinket crafter and +1 for master artificer involved)
- Step 4 - Get a tag for the new item (if it was successful)
- Step 5 - When all 3 charges are used up, check for Dulling (1 in 10 chance) if not dull may be recharged by a Artificer, see above)

3 Set Bonus	Base Success Rate	Advanced Trinket Crafting Components Required	Association
???	9	1 Adv Trinket Comp	Ritual
???	6	3 Adv Trinket Comps	Mercy
???	7	3 Adv Trinket Comps	Gravity
???	8	2 Adv Trinket Comps	Fear
???	4	5 Adv Trinket Comps	High Magic
???	5	4 Adv Trinket Comps	Mind
???	8	2 Adv Trinket Comps	Greed
???	7	2 Adv Trinket Comps	Perception
???	7	3 Adv Trinket Comps	Undeath
???	8	2 Adv Trinket Comps	Dream
???	8	2 Adv Trinket Comps	Time
???	5	4 Adv Trinket Comps	Rage
???	5	4 Adv Trinket Comps	Focus
???	8	2 Adv Trinket Comps	Hope
???	9	1 Adv Trinket Comps	Deception
???	7	3 Adv Trinket Comps	Elemental

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Weapon Smithing

“There’s nothing better than a weapon that strikes true and hard, one that gives you the reassurance that it will always cleave through whatever you can strike.”
--Brax Darkforge.

Weapon smiths are hard-working individuals you see in the town squares, pounding on red-hot pieces of iron, creating the weapons you use in everyday battles. They are people that have spent time mastering the art of balancing a weapon perfectly and repairing the wear and tear that all weapons eventually take in their day-to-day use.

Weapon Smithing Kits

Weapon Smithing kits are made by a weapon smith but may be used by others who are not capable of making the kits based on the requirements, though some kits may still require the person to have at least some weapon smithing schools to use. All other weapons smithing skills can only be used by weapon smiths.

Each description of a kit states how many schools are required to use the kit once made, the **Requirements** above cost is what is required to be able to produce the kit. if a description does not state a requirement then the kit may be used by anyone. Each weapon may only have 1 socket or 1 enhancement, not both and nor more than 1 of either.

Weapon smithing items and kits all expire 1 year after creation but may be renewed or extended when close to reaching their expiration date.

Weapon Smithing is a production field which gives 5 points of production per school, which may be used on creating weapons or the skills found in this section and costs 1 bit per 10 productions used.

Like all production field points they only refresh at hard waves, but each hard wave doubles your points for that field. The entire production for an event will be given to you at the start of the event.

QUICK WEAPON SMITHING SKILL LIST

Name	Weapon Smithing Cost	Duration Once Activated
Create Weapon	See Chart	1 year
Instant Weapon Repair Kit	10 WS Production	Instant
Master Crafted	50 WS Production	Permanent
Parrying Weapon Enhancement	Variable	1 Use
Perfectly Weighted Enhancement	15 WS Production	1 Use
Poison Injector Kit	10 WS Production Per Use	X Uses
Reflective Shield Kit	1 WS per point	1 Use
Sharpen Blade Enhancement	15 WS Production	1 Wave
Sharpening Stone Kit	5 WS Production	15 Minutes
Weapon Breaker Kit	50 WS Production	Instant
Weapon Chain Kit	10 WS Production	1 Use

When a smith creates a kit they use Archon armor tags to denote the kit type and any special properties. Multiple kits may be placed upon a single tag as long as it is noted how many of that kit there are and it is easy to mark off used kits. All smithing skills can only be used on smithing weapons, natural weapons may not gain any type of enhancement or kit. Each weapon may only have 1 socket or enhancement combined total, unless master crafted which allows for a second socket or enhancement.

Creating Weapons - Free Skill

Weapon smithing can be used on creating weapons, enhancing them, or on the weapon smithing skills listed below. Weapons cost both production and additional bit cost (for metal materials as metal is very rare in the world) to create. This means that if you are producing a crossbow you use 20 production, which costs 2 bits like all production fields, plus an additional 4 bits to create that weapon for a total of 6 bits. This may all be paid in essence value as long as you have the evaluate item skill. Every smith with at least 1 school of weapons smithing knows how to make all of the weapons in the chart below.

WEAPON CREATION CHART

Weapon Type	To Create		To Make Resist		To Coat With Silver	
	Bit Cost	WS Cost	Bit Cost	WS Cost	Bit Cost	WS Cost
Bow/Crossbow	4	20	7	30	N/A	N/A
One Handed Blunt	1	5	2	10	4	5
One Handed Edge	2	10	4	20	8	10
Bastard Blunt	2	10	4	20	8	5
Bastard Edge	3	15	6	30	12	10
Two Handed Blunt	3	15	6	30	12	10
Two Handed Edge	4	20	8	40	16	15
Shield	2	10	4	20	8	10
Staff	1	7	2	15	4	5
Arrow/Bolt*	0	0	NA	NA	1	2
Small Weapon	1	2	2	5	4	5
Thrown Weapon	1	3	2	5	4	5

*NORMAL ARROWS AND BOLTS WITH THE DAMAGE TYPES OF WOOD, STEEL OR BONE ARE FREE AND HAVE UNLIMITED USES AND ARE DELIVERED VIA SPELL PACKET OR NERF ARROW.

** MORE THAN 1 RESIST SHATTER MAY BE PLACED ON A WEAPON

Each skill found in this field will give the information about it in this format:

Name

Description - A detailed overview of the skill

Requirements - How many schools of Weapon Smithing are required to be able to use this skill or make the kit - this is NOT the requirement to use a kit once made.

Cost - The cost in appropriate points

Duration - The amount of time the kit or skill lasts once used

All costs for skills and kits in this field are in Weapon Smithing Production points.

Weapon Smithing Skills and Kits

Instant Weapon Repair

This skill allows the weapon smith to instantly repair a weapon which has been shattered in the last 5 minutes. The weapon retains all its original statistics and abilities.

Requirements: 10 Schools of weapons smithing

Cost: 10 Weapon Smithing Production

Duration: Instant

Master Crafted

A master crafted weapon is capable of taking a single additional socket or enhancement, bringing the maximum enhancements or sockets to 2.

Requirements: 10 schools of weapon smithing

Cost: 50 Weapon Smithing Production

Duration: Permanent

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Weapon Smithing Skills and Kits Continued

Parrying Weapon Enhancement

This weapon is designed specifically to parry blows and so gains a once per hard wave enhancement with a built in parry. To use this the weapon user states "Activate X parry" where X is the amount of the parry. The cost of the parry is equal to the cost of the parry in weapons mastery +5.

This enhancement may only be used once and only lasts 1 hard wave.

Requirements: 5 Schools of weapons smithing

Cost: X Weapon Smithing Production (When researching/teaching this has a base cost of 20)

Duration: Instant

Perfectly Weighted Enhancement

This weapon enhancement allows the weapon user to immediately strike again with any missed special attack attempted with this weapon. The additional attempt may only be done once and to activate this state "Activate: restrike - X Y" where X is the amount of the attack and Y is the type.

This enhancement may only be used once and only lasts 1 hard wave.

Requirements: 5 Schools of weapons smithing

Cost: 15 Weapon Smithing Production

Duration: Instant

Poison Injector Kit

This kit allows someone to modify their weapon to hold cartridges of alchemical poisons, contact version, within it. The user of this weapon may state "Activate: poison injector" and then the next strike changes type to that poison type, though the damage of the attack remains the same.

The injector number of uses is determined at creation and uses 1 five point contact poison of whatever type is being placed in the injector per use. Anyone may use this kit.

Requirements: 5 Schools of weapons smithing

Cost: 10 Weapon Smithing Production Per Use

Duration: Instant

Reflective Shield Kit

This kit allows the user to polish their shield to an extreme level and make it reflect magical attacks once. Once the kit is placed upon a shield to use the reflect magic you state "X Reflect" where X is the amount of the reflect shield placed upon the shield. The cost of the reflect is 1 weapons smithing production per point of reflect. Anyone may use this kit.

Requirements: None

Cost: X Weapon Smithing Production (When researching/teaching this has a base cost of 10)

Duration: 1 Use

Sharpen Blade/Add Spikes Enhancement

This enhancement allows the weapon smith to sharpen a bladed weapon or add spikes to a blunt weapon granting +1 damage to anyone who uses this weapon for 1 wave. This effect cannot be placed on a weapon that has already been sharpened or spiked

Requirements: None

Cost: 15 Weapon Smithing Production

Duration: 1 Wave

Sharpening Stone/Strap Spikes Kit

This skill works the same as the sharpen blade/add spikes skill however the effect only lasts 15 minutes rather than until the next wave.

Applying this sharpening is done with role play acting as though you are using a stone to sharpen your weapon and completes in 60 seconds. This effect cannot be placed on a weapon that has already been sharpened or spiked. Anyone may use this kit.

Requirements: None

Cost: 5 Weapon Smithing Production

Duration: 15 Minutes

Weapon Breaker Kit

This skill makes the next strike with this weapon double the damage however after that strike the weapon immediately shatters and cannot be repaired. This skill cannot be used on a weapon with resist shatter, is unshatterable or temporary.

This kit may not be used with any skill, spell or ability which also multiplies the damage output of an attack.

Requirements: None

Cost: 50 Weapon Smithing Production

Duration: 1 Use

Weapon Chain Kit

This skill gives a weapon the ability to use a 10 point grip skill once. This grip is used the first time the weapon is struck with a disarm, when this happens state "10 point grip". Placing a weapon chain on a weapon takes 10 seconds. Anyone can use this kit.

Requirements: None

Cost: 10 Weapon Smithing Production

Duration: 1 Use



Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

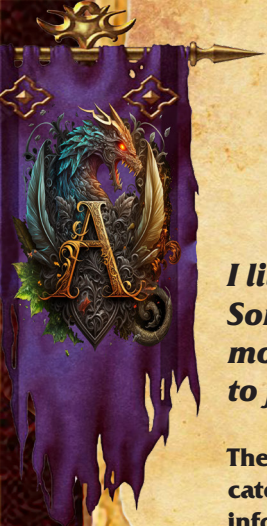
Knowledges

Game Mechanics

**Phys Reps,
Costuming And
Armor**

Well Known Spells

Glossary



Chapter 6: Other Fields

I lived all over for a while, and I shucked oysters, I moved boxes, I stood guard. Some packing. You know, just whatever odd job you can find whenever you're moving around. I never really cared much for the typical kind of work, so I'd try to find things that I considered to be a little more honourable.

The other fields of Archon are those that do not fit into any of the martial, production or magic categories. These fields each are unique in their own way and their section will give all relevant information as to how they work within the Archon system.



Battle Boarding Other Fields Skills

The fields found in this chapter have some fields which work like most other fields and must be battle boarded, however a few have “on the fly” points, which means the points are not spent until a skill is chosen and used, then the cost is taken from the total point pool. Below is a list of all the fields which are “on the fly” and those which require battle boarded ahead of time.

On The Fly Fields

**Bardic
Lore
Theory
Survival**

Battle Board Fields

**Divination
Masseuse
Meditation**

Example: If Steve the pirate has Meditation and Bardic he would battle board and lock in all his meditation skills. If he had 20 meditation points for instance he might take Remem 4 times which would be done on his battle board sheet.

If Steve had 30 points of bardic though those points would not be battle boarded allowing him to sing the song he felt was most needed at the time and deduct the cost at that point from the total of 30. This allows Steve to use Song of travel at the start of a wave for his group for 15 points and still have both song of healing or song of escape ready to go if needed depending on the situation his group finds themselves in.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Bardic

"No, no," said Taran slowly, "It would be folly to think of attacking them." He smiled quickly at Fflewddur. "The bards would sing of us," he admitted, "but we'd be in no position to appreciate it."

Bards are the poets, singers, lyricists and entertainers of the world. However they also inspire others, invigorate people and drive people to action with their words and music.

Each school of bardic grants you 5 points of bardic mana. These points can be spent on any bardic skills found in this section.

All songs in bardic require the bard to either sing or play some kind of instrument. The other bardic skills are used through talking or debate with the target.

Bardic skills may have multiple levels with scaling costs. The levels are individual, small group and voice radius. When using a bardic skill you determine the level and the cost, making sure you have enough bardic points available. Once you determine the level and the skill is used make sure you make it clear who is affected by it.

Bardic skills do not need to be battle boarded, instead a bard may spend points on whichever song or skill they feel is appropriate at the time but need to make sure they track their bardic points very accurately because of this.

All bardic songs or skills that grant an enhancement take a single enhancement slot. You may have up to 5 bardic enhancements but not more than 1 of the same enhancement at a time.

Most bardic skills effect an area or group of people when used, the abbreviations in the skills are explained here.

Individual (I) = 1 Person or Creature
Small Group (SG) = 3-5 People or Creatures

Voice Radius (VR) = Everyone who can clearly hear the voice or song

Friendly Voice Radius (FVR) = All friendly targets who can clearly hear the song or voice.

Enemy Voice Radius (EVR) = All enemy targets who can clearly hear the song or voice.

Sustained = Bard must keep singing, talking, playing to keep effect active.

Instant = Effect happens instantly and lasts the duration

Encounter = Functions for the next encounter (Combat or role play)

This fields points refresh at each wave.

QUICK BARDIC SKILL LIST

Name	Bardic Cost	Duration Once Activated	Number Of Targets affected
Antagonize	5 / 15 Bardic Points	Instant	I / SG
Bolster Defences	10 / 30 Bardic Points	Encounter	I / SG
Inspire	5/15/40/50 Bardic Points	Encounter	I / SG / VR / FVR
Motivation	5/15/40/50 Bardic Points	Encounter	I / SG / VR / FVR
Song of Escape	30 Bardic Points	Sustained	I / SG / FVR
Song of Healing	10 Bardic Points	30 Seconds	VR
Song of Preservation	15 Bardic Points	Instant	Bard Only
Song of Restoration	20 Bardic Points	Sustained	I / SG / VR / FVR
Song of Travel	5 / 15 Bardic Points	Sustained	I / SG
Song of Tranquillity	5 / 15 / 40 Bardic Points	Instant	I / SG / VR
Song of Avoidance	5 / 15 / 30 Bardic Points	1 Wave	I / SG / VR

Each skill found in this field will give the information about it in this format:

Name

Description - A detailed overview of the skill

Requirements: The requirements, if any for the skill.

Cost: - The cost in appropriate points

Duration: - The amount of time the kit or skill lasts

All costs for skills in this field are in Bardic points.

Bardic Skills

Song of Healing - Free Skill

This skill restores health to each person who can hear it at a rate of 1 body every 6 seconds. The skill lasts as long as the bard is playing their music or singing.

This skill can only be used when there is no combat happening within line of sight of the bard and they are not in a dangerous situation where combat might begin at any moment.

To activate this skill the bard plays their music or sings a song and states loudly "Song of healing, 1 body every 6 seconds" Then continues to play or sing.

This song takes 6 seconds of performing before taking effect.

Requirements: None

Cost: 10 Bardic Points

Duration: 1 Wave / Sustained - May stop playing and then start again later without paying the cost again until after a wave.

Number of Targets Affected: VR

Antagonize

Using words and taunts the bard is able to enrage an individual or small group into aggressive action. This ability effects the willpower of the target(s) making them more prone to aggressive action, however it does not force them into action, just brings them closer to it.

So if a target started off calm and collected using this skill would bring them to annoyed and irritated. Where if they begin Irritated they might become angry and so on.

The state of the NPC is determined by that NPC and may not be the exact change the bard wanted, emotions are powerful and odd things at times.

This bardic skill takes 10 seconds of performing or orating before taking effect. Once used the bard states "Antagonize, 10 willpower"

Requirements: None

Cost: 5 / 15 Bardic Points (When researching/teaching this has a base cost of 5)

Duration: Instant

Number of Targets Affected: I / SG

Bolster Defences

This skill allows the bard to give a rousing speech that hardens a individual or small group of allies making them better at working together and defending against incoming attacks.

Once this skill is used as long as the target(s) have either material armor (from armor smithing) or natural armor (from their lineage) they gain +10 armor while this song is active. This bonus armor is repairable and works exactly like the armor it is boosting.

To activate this skill the bard states "Bolster defenses, +10 bonus armor" to those affected after orating or singing for the appropriate amount of time.

This bardic skill takes 60 seconds of performing or orating before taking effect and requires the bard to continue the song or make active statements to the groups defence for the bonus to continue. If at any time the song, or commands, end for more than 10 seconds then the bolster ends.

Requirements: None

Cost: 10 / 30 / 50 Bardic Points (When researching/teaching this has a base cost of 10)

Duration: Sustained

Number of Targets Affected: I / SG / FVR

Inspire

Using their words a bard may make a speech that inspires all the targets. This inspiration can happen during an encounter or before and grants all the targets +1 to physical weapon damage and 5 body.

To activate this skill the bard gives a speech to the targets then states "Inspire, +1 weapon attacks and +5 temporary body, next encounter"

The benefit from this skill only lasts for the next encounter.

This bardic skill takes 60 seconds of performing or orating before taking effect

Requirements: None

Cost: 5 / 15 / 40 / 50 Bardic Points (When researching/teaching this has a base cost of 10)

Duration: 1 encounter

Number of Targets Affected: I / SG / VR / FVR

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Bardic Skills Continued

Motivation

A bard knows just the right words to get people motivated and that motivation can turn into some great rewards.

Using this skill the bard can grant a single person a reduction of 10% off the time it takes to create an item from any crafting skill that has a crafting time or reducing the bit cost by 3 due to the fact that the music relaxed them and ensures they make less mistakes.

Additionally the bard can use this still to help make gathering more enjoyable and therefore grant a better yield giving a small bonus to the amount of resources gathered when harvesting a mod card node with a color of blue, green or orange. The bonus increases for higher levels of this skill from a very small amount as a single person to almost double for the friendly voice radius.

To use this skill perform the required amount then state "Motivation, reduce cost, or double gathering."

This bardic skill takes 60 seconds of performing or orating before taking effect

Requirements: None

Cost: 5 / 15 / 25 / 35 Bardic Points (When researching/teaching this has a base cost of 10)

Duration: Instant

Number of Targets Affected: I / SG / VR / FVR

Song of Avoidance

This song gets peoples muscles tense and prepared for quick movement by being extremely upbeat.

This song grants all targets a single 10 point dodge which is usable on the next encounter or mod.

The song takes 60 seconds of performing before taking effect, anyone who already has a 10 point dodge from this effect cannot gain another one until the first is used.

Requirements: None

Cost: 5 / 15 / 30 Bardic Points (When researching/teaching this has a base cost of 10)

Duration: Next encounter

Number of Targets Affected: I / SG / VR

Song of Escape

This song gives a warning to all allies that there is danger they are not capable of fighting and that they should flee immediately.

While this song is playing all targets gain five 10 point dodges and one 30 point dodge as long as they are fleeing or retreating from an encounter.

To use this skill perform the required amount then state "Song of escape! Grant five 10 point dodges, one 30 points dodge, friendly voice radius!"

This song takes 10 seconds of performing before taking effect.

Requirements: None

Cost: 30 Bardic Points

Duration: Sustained

Number of Targets Affected: FVR

Song of Preservation

This song allows the bard to shield themselves from all outside effects and damage. By creating a aura of sound around them they become immune to all damage and effects for 30 seconds or until they make an offensive action.

To activate this skill the bard states "Activate Self Preservation" then states No Effect to any damage or negative attacks made against them for the next 30 seconds.

This song takes 15 seconds of performing before taking effect.

Requirements: None

Cost: 15 Bardic Points

Duration: 30 Seconds or until offensive action

Number of Targets Affected: Bard Only

Song of Restoration

This song is a melody of bliss and relaxation, it grants a soothing feeling to everyone affected by it and restoring their bodies in ways others than just wounds.

This song, when used, removes all negative effects from those targeted and restores any missing limbs. Effects that can be removed are, paralyse, drain, charm, curse, weakness, bleed, snare, fear, nausea and sleep.

To use this skill perform for the required amount then state "20 Cure, friendly voice radius".

This skill can only be used when there is no combat happening within line of sight of the bard.

This song takes 60 seconds of performing before taking effect.

Requirements: None

Cost: 20 Bardic Points

Duration: Instant

Number of Targets Affected: FVR

Song of Travel

This song gets the heart beating and makes the targets want to move. It greatly increases the ability for people to move at speed without becoming exhausted.

To use this skill perform the required amount then state "Song of Travel, reduce travel time by half" to all those affected. This skill effects only a single travel event and once the destination is reached (time requirement complete) the skill ends.

This skill can only be used when there is no combat happening within line of sight of the bard.

This song takes 60 seconds of performing before taking effect.

Requirements: None

Cost: 5 / 15 Bardic Points (When researching/teaching this has a base cost of 5)

Duration: Instant / 1 travel event

Number of Targets Affected: I / SG

Song of Tranquillity

This song calms all aggressive people targeted, making them less likely to attack or take offensive actions.

This song, when used, does a calming affect to those targeted. To use this skill perform for the required amount then state "20 Calm, X targets" where X is the targets (being Individual, small group or voice radius of any kind.)

This song takes 60 seconds of performing before taking effect.

Requirements: None

Cost: 5 / 15 / 40 Bardic Points (When researching/teaching this has a base cost of 10)

Duration: Instant

Number of Targets Affected: I / SG / EVR

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

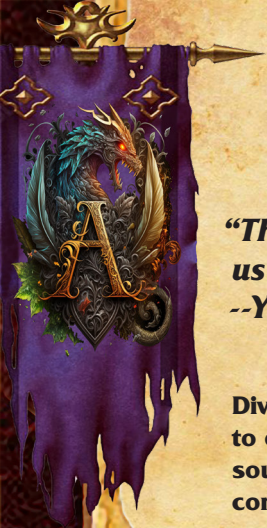
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Divination

"The web of infinite universes weaves behind the scenes of all we know, tugging us one way or another, but we also weave that web ourselves."

--Yizaelimir, Folk of the Great Wood

Divination is a field of study that allows the character to divine information from otherworldly sources. These sources could be astrology, reading the stars and the constellations as well as how they align, tarot card reading, palm reading or even communing with the spirits of the dead.

Each school of divination will give you one question which will be answered by a plot marshal at an Archon event. The question can be anything from extremely broad to very specific, however the question that you ask and how much thought and detail you put into it will determine the response and information you gain. Be careful what you ask and what you hear, make sure you really know what you're asking and when you have that answer do not always take it as face value for divining information from otherworldly sources does not always come without a cost and some of those sources may even have motivation to lie to you.

When using divination please find an available staff member and tell them you are using the skill, then role play the skill in whatever manner you choose such as reading the palm of someone, using tarot cards, communing with your ancestors or reviewing the stars. Then ask your question to the staff member and they will give you an answer.

Divinators gain a bonus divine information skill for free with the purchase of each school of divination. These bonus skills do not use any of their divining points and do not need to be battle boarded.

These bonus skills, only refresh at a hard wave (each day at 6pm).

QUICK DIVINATION SKILL LIST

Name	Divination Cost	Duration Once Activated
Divine Information	1 Per School Per Hard Wave	Instant
Minor Boon	10 Divination Points	Variable
Moderate Boon	25 Divination Points	Variable
Greater Boon	50 Divination Points	Variable
Identify	5 Divination Points	Instant

In addition to the ability to ask questions Divinators may also grant boons to themselves or their allies after they ask a question as long as the boon is related to the thing they asked about. For instance if you used divination to ask about how to defeat a werewolf and the divination yielded information about needing magic or silver weapons you may use a boon with your divination points to grant one of your allies the ability to swing for magic for 5 minutes. What the boon does is determined by the staff member handling the divination, if they feel no boon is appropriate then they will tell you the boon is ineffective and that you may reuse that boon again on future divinations.

Divination Skills

Divine Information - Free Skill

The skill for a diviner to gain information is the core of this field. A diviner can learn information in any way they choose, reading stars, tarot cards, palm reading, communing, etc and gains 1 question per school of divination they have per hard wave.

The diviner may gain more information, without asking a second question, by spending 20 divination points after they divine something.

Requirements: None

Cost: 1 per school with Optional 20 Divination Points

Duration: Instant

Identify

This skill allows a diviner to determine information about an item, thing, or person giving them knowledge of any magical properties or other normally hidden information. Before starting a identify please ask a staff member to make sure there is hidden information on the subject as you can tell that as a diviner.

This skill must be completed in a circle, though the type of circle does not matter. It takes 5 minutes to use this skill and during that time the diviner should study the subject intently.

Once the identification is complete please contact a staff member who will give you the information gained. Typically each identification will give 1 piece of information about the subject You may identify more than once per subject.

Requirements: None

Cost: 5 Divination Points

Duration: Instant

Minor Boon

When a diviner completes a divination they may use that information to bolster themselves or others in preparation for the encounter to come.

A minor boon can only be used on 1 person and will grant them something very small like a few extra armor points, +1 damage or a resist magic of a specific type. This boon can only be used while engaging with the specific encounter that information was divined about and when that encounter ends the boon dissipates.

The boon given is subject to approve by a staff member, though staff is happy to take suggestions from the player and come up with something they both parties feel is appropriate and fair.

Requirements: None

Cost: 10 Divination Points

Duration: Instant

Moderate Boon

When a diviner completes a divination they may use that information to bolster themselves or others in preparation for the encounter to come.

A moderate boon may effect a small group of 2 to 3 people and will grant them something very small like a few extra armor points, +1 damage or a resist magic of a specific type. This boon can only be used while engaging with the specific encounter that information was divined about and when that encounter ends the boon dissipates.

The boon given is subject to approve by a staff member, though staff is happy to take suggestions from the player and come up with something they both parties feel is appropriate and fair.

Requirements: None

Cost: 25 Divination Points

Duration: Instant

Major Boon

When a diviner completes a divination they may use that information to bolster themselves or others in preparation for the encounter to come.

A major boon can effect a large group of people, 5+, and grants a significant reward that is directly related to the encounter. This boon can only be used while engaging with the specific encounter that information was divined about and when that encounter ends the boon dissipates.

The boon given is subject to approve by a staff member, though staff is happy to take suggestions from the player and come up with something they both parties feel is appropriate and fair.

Requirements: None

Cost: 50 Divination Points

Duration: Instant

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Lore

"No research without action, no action without research"
- Kurt Lewin

The Lore field allows you to gain knowledge about all kinds of subjects from all over Tyr. This is your chance to find out about all the things that you have ever wondered about by using the time your character lives while you're not playing. Yeah, your character is still alive even when you're not playing Archon! By researching, finagling, and lots of footwork, you can learn how things work, where they are, and even what people are doing in the world. Lore can also be used to help fuel your theory skill by giving you bonuses that reduce the cost of something you are researching or giving you research points for free to use.

Your Lore skill can be used for just about anything. You choose what you're searching for with it and what you intend to try and learn from your search, the more specific that you are about the subject, what you already know, and what you are trying to learn, the faster you will learn it and a more detailed explanation will be given. However, remember that these leads are not necessarily guaranteed, and while your lore is doing its best to help you, sometimes the road it leads you down may be dangerous.

Due to the immense amount of time and effort that lore takes and the mental sturdiness gained from researching about the world, you gain 1 point of willpower for every 2 schools of the lore field that you purchase. Also, the more lore schools you have, the more accurate the information you will receive will be.

Lore points do not need to be battle boarded and may be used whenever the player wishes on any skill they know.

Lore Points are used twice per event, first you gain lore points to spend learning about the world in between games. These points can be spent to learn anything in the world of Tyr or beyond that you wish to gain information about. These lore points only happen once per event.

Second you gain lore points to spend while at an event. These points work similarly to all other fields and can be used on the Lore Skills found in this section.

This fields points refresh at each wave.

QUICK LORE SKILL LIST

Name	Lore Cost	Duration Once Activated
I Know A Guy	20 Lore Points	Instant
Information Gathering	5-50 Lore Points	Instant
Rumor Hunting	10 Lore Points	Instant
That's Around Here Somewhere	20 Lore Points	Instant
What IS That?!	20 Lore Points	Instant

Using In Between Game Lore Points

The lore field is all about learning about different things, and you don't have to just lore skills, spells, and abilities like Theory. While lore can help with those things, it can also help you learn about the land around you, what the kingdom you are in is like, what trade routes are best, what weaknesses that evil necromancer that's been terrorizing the town has, and even how you can become a stronger hero. Those extremely adept in lore skills have even been known to be able to research puzzles, and past events and gain knowledge about what may happen in the future.

For instance, Varen is researching new recipes for Alchemy, he places 50 lore into "new basic alchemy recipes" and in return learns that there is a recipe called Troll Regeneration Alchemy and that question is marked "Complete but more information still available" this means that he can begin researching the troll regeneration alchemy if he wishes but also could continue to use lore into that question to learn more recipes or more information on the Troll Regeneration. The choice is his. Any time something is uncovered it will have a total Lore cost to complete, an estimate of those costs are found below. When the lore for something hidden is complete it means either there is no more information available on that subject or that the hidden thing you were looking into has enough uncovered that you may now research it as normal if it is a spell skill or ability and you will be given a Cost for the thing so you can determine the total research cost from theory.

When using lore points you will choose a specific thing you are trying to learn more about, the more detailed and focused you are about what you are trying to learn about the more effective your lore points will be. For instance if you were trying to learn "Who is Tyrason's closest ally?" This is a very difficult to learn and generalized question so it's going to take a lot of lore points to learn. While a question like "Where is the tree of knowledge?" is a very specific thing that is well known and not hard to find out, so it costs you much less lore points. The levels below give an idea of how many points a question that is not too broad but also not too focused needs to get certain levels of answers.

Lore Difficulty Levels:

- Easy (25-75 lore): Basic concepts that are simple to understand or perform without much effort or prior experience.
- Beginner (50-100 lore): Entry-level information that requires some time and effort to learn information from but is still quickly attainable
- Moderate (100-200 lore): Information that requires some time and effort to learn information
- Challenging (200-500 lore): Information which demands a higher level of time, effort and critical thinking investment, often requiring more dedication to accomplish.
- Difficult (500-1000 lore): Advanced information or complex concepts that necessitate a high degree of effort, deep understanding, or specialized knowledge to uncover the information.
- Expert (1000-1500 lore): Highly advanced or specialized information that is extremely challenging to learn and usually requires a profound level of effort and time to uncover.
- Extremely Difficult (1500+ lore): The most challenging information or concepts that are exceptionally intricate, demanding, or rarefied, typically requiring an unparalleled level of time, effort and dedication to uncover the secrets of.
- A character's between game lore points are given at the start of an event when they check in, however they do not need to be used until the next event allowing you to learn things during the weekend that you can then lore about between games.

Your total lore pool is (Number of Lore points + Willpower) times Number of Days in an Event. So with 5 Lore Schools (25), and a willpower of 20, for a 2 day event, you would have 90 lore points (45 x 2) to spend between games.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Event Lore Points

Event lore points are given once per hard wave and are used on the lore skills found in this section. These points only refresh at a hard wave, unlike some other fields, because you get two pools of points, the between game and the Event points, making it so you end up with 4 times the points, similar to production skills.

The lore skills found below are meant to help guide you while learning in the game, they are not meant to be a replacement for actually interacting with NPC's, learning by talking to and discussing things and if a staff member feels you are attempting to circumvent the natural flow of the game using these skills they may not give you any information when you use one of the skills. This is not meant to discourage you from using these skills, merely to point out that staff is aware that these skills have the potential to be used in a poor way and prefer that they are used as intended.

Sharing Lore Information

There are times in Archon where someone has information which they have Lored that others would like to know as well. The person who has finished a Lore question and has it marked "Lore complete" may begin sharing that information with others granting them 25 lore points per Hard Wave of an event (typically 2 hard waves), plus 5 lore points if the one giving the information is a master of the lore field and an additional 5 lore points if the receiver is a master of the lore field, toward the completion of that Lore question for themselves.

IE: Jarl has completed the lore portion of the Alchemy Recipe that Varen, from the previous example, is looking into. Jarl may share that information with Varen telling them about the recipe and discussing how it could be used by role playing in game which then grants Varen 50 points of lore toward the recipe at a 2 day event. You may only gain Shared information once per skill, spell or ability per event.

Lore Skills

Information Gathering - Free Skill

This skill allows the Lore user to gather basic information about a subject using contacts, books and basic knowledge they have about the world.

The cost of this skill is variable, going anywhere from 5 to 50 points. The more points spent when using this skill the more information and the higher level of detail that you will get.

This skill may be paired with a contact of any level to gain specific information or enhance the amount of information, quality of information or other information that contact may have or be able to achieve for you. The higher the contacts loyalty and connections the better the result will be.

You may NPC during the time which you are out of game or you may wait with a white headband on.

Requirements: None

Cost: 5 - 50 Lore Points

Time Required Out of Game: None

I Know a Guy

Using this lore skill you will recall a NPC who might be able to help with a specific question, quest or problem you have. This skill is a representation of your character travelling the world and meeting people of different backgrounds. These meetings revealed information that at the time didn't seem relevant however in your current situation you realize they could help.

This skill is not a guarantee the NPC can help, just that you recall they knew some information about the subject and mentioned it in passing.

When you use this skill find a staff member and they will decide which NPC you recalled meeting and where they are located, from there it is up to you to find them and meet with them or send a message.

This skill may be used before an event begins.

Requirements: None

Cost: 20 Lore Points

Time Required Out of Game: None

Lore Skills Continued

Rumour Hunting

This lore skill allows you to search for rumours at local markets, taverns, inns, contests and anywhere else your character may go.

By going to these areas and interacting with other people you learn rumours, these rumours are not about a specific subject and you have no influence over what rumours you hear except what location you choose to search for rumours in, which will have specific rumours for that area.

Rumors typically are available in boxes near the job board in game and may be accessed without a staff member by spending your lore points and pulling a single rumor from the box.

Requirements: None

Cost: 10 Lore Points

Time Required Out of Game: None

That's Around Here Somewhere!

Using this skill the character can recall seeing a map, or being told where something is as long as they know what they are looking for. The more information you can give about the thing you are looking for the better details you will get about the location.

To use this skill find a staff member, state you are using the skill and then give them as much information as you can about the location you are trying to find. The staff member will determine how much information you get about where the place you describe is.

This skill may be used before an event begins.

Requirements: An idea of What You're Looking For

Cost: 20 Lore Points

Time Required Out of Game: None

What IS that?!

This lore skill helps you to determine the details about something that you already have basic information about. For instance if you encounter a slime creature, and realize it is a gelatinous goo, but you want to know specifically what abilities such a creature might have you could use this skill to learn more about the creature.

To use this skill when you encounter a person, place, thing or creature state to a NPC "Using What Is That lore skill, that's a gelatinous cube, what abilities does it have?!"

If you have correctly identified the subject then the NPC will give you a quick brief summary of its abilities.

If you incorrectly identify the subject then the staff member will tell you and will give you no further information.

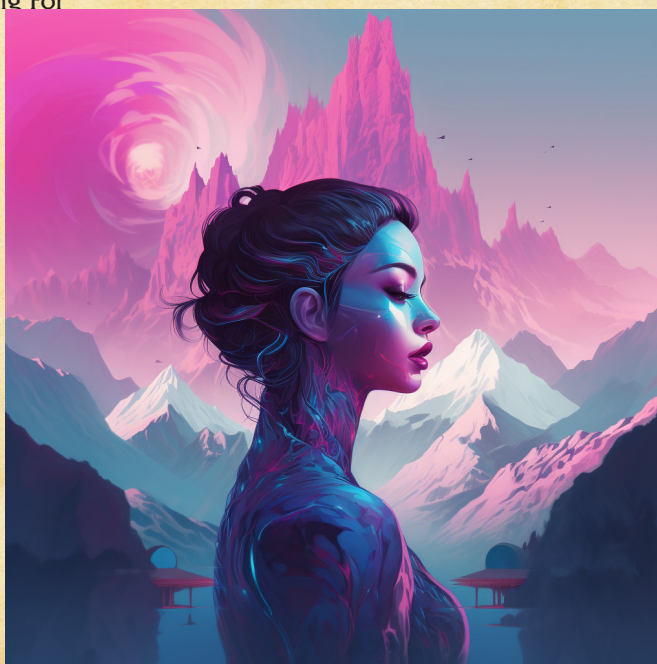
This skill may only be used once per subject, by anyone, if you incorrectly guess no one may use the skill to guess again.

Additionally this skill may be ignored by the NPC if they feel that a combat is about to start or they are about to begin an attack and should in no way be used to slow an encounter down to gain an advantage. If the skill is ignored by the NPC they will state so and the PC will gain the skill back to be used again later.

Requirements: An idea of what the subject is

Cost: 20 Lore Points

Time Required Out of Game: None



Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Masseuse

Jez saw her beloved fall to the ground unconscious and bleeding; before she could rush to his aid, the vampire bent down and shoved its claw strait through his heart. With a blood-churning scream, Jez charged at the creature, but as she got close, it turned insubstantial and quickly fled the scene. Tears rippling from her eyes, she immediately began massaging the wound bringing it to a close after a minute, and the blood began to flow again through her loves body. With him still unconscious in her hands, but alive, she swore as she waited for him to awake to destroy that vampire and his kin to the last.

Masseuse's practices the art of massage, which relaxes the body and mind of the person being massaged. By learning ways to help you relax in tense moments or helping you rest after an intense combat, they are able to restore the willpower of their target as well as doing other things.

Masseuses have provided a valuable asset to many a wary group, while making a great profit for their skill. The skill acquired column grants a bonus skill use for all skills listed in the chart based on the number of schools you have in masseuse. For instance, with 5 schools, you would get a free limb to restore, and two 5-point willpower restores in addition to the skills you use your masseuse points on. All free skills gained from the chart are once every hard wave. Normal masseuse points refresh at each wave.

Those who learn to massage are able to restore willpower, limbs, and even killing blows by using their skill on someone. To use massage, you place a hand on, or hovering near the torso of the person you are massaging and state, "begin massage" then, after your massage time, found in the chart, you state the effect gained, such as 5-point willpower restore, which would restore the willpower of the target. Because masseuses understand the stress and the mind so well, they gain +1 willpower for each school of masseuse they purchase.

Note that certain skills, like restore limb and restore killing blow, only work on specific situations.

For instance restore killing blow won't bring someone back from a death spell, even though they are dead they were not killed by a killing blow and therefore do not qualify for the restore killing blow skill.

This fields points refresh at each wave but its bonus skills only refresh at hard waves.

MASSEUSE PROGRESSION CHART

# of Schools	Masseuse Count	Bonus Skill Acquired
1	60	5 point willpower restore
2	60	None
3	60	Restore Limb
4	50	5 Point willpower restore
5	50	None
6	50	Restore Limb
7	40	5 point willpower restore
8	40	None
9	40	Restore Limb
10	30	Restore Killing Blow and 5 point willpower restore
11	30	None
12	30	Restore limb
13	30	5 Point willpower restore
14	30	None
15	30	Restore limb

****The minimum time, without using a special skill, is 30 seconds**

*** These bonuses continue as more schools are gained in the same order. **Bonus skills gained from this chart only refresh at hard waves.**

QUICK MASSEUSE SKILL LIST

Name	Cost	Duration Once Activated
Willpower Boost	1 Masseur Point	Instant/1 Wave
Iron Will	2 Masseur Points	Instant
Restore Killing Blow	25 Masseur Points	Instant
Restore Limb	10 Masseur Points	Instant
Restore Others Mana	5 Masseur Points	Instant

Each skill found in this field will give the information about it in this format:

Name

Description - A detailed overview of the skill

Requirements: The requirements, if any for the skill.

Cost: - The cost in appropriate points

Duration: - The amount of time the kit or skill lasts

All costs for skills in this field are in Masseur points.

Masseur Skills

Willpower Boost (Free Skill)

Anyone trained in the art of massage is able to boost the willpower of others by relaxing both their body and mind. This skill either restores 5 willpower to the target or gives them a +5 willpower boost until the next wave. You cannot use the boost to increase someone's willpower more than +5. All masseuses gain this skill for free with their first school of masseuse.

Requirements: None

Cost: 1 Masseur Point

Duration: Instant or 1 Wave

Iron Will

This skill gives the target an iron will for 1 wave which will allow them to resist the next negative willpower effect to strike them. For instance if you had iron will and were struck for "20 willpower charm" you would state "iron will, willpower resist" which would negate all 20 charm. This effect must be used against the first negative willpower effect to strike you.

Requirements: None

Cost: 2 Masseur Points

Duration: 1 Wave

Restore Limb

This skill will restore a limb (arm or leg) of someone who has lost that limb from a crushing blow, sever, wither limb, rot limb or having the limb torn off with strength.

Requirements: 3 Schools of masseuse

Cost: 10 Masseur Points

Duration: Instant

Restore Killing Blow

This skill allows the masseuse to bring a person back to life who has recently received a killing blow from a weapon of any type. This includes someone who has bleed out after receiving a weapon strike. This skill cannot restore life to someone who has died because of a magical spell or any reason besides a weapon strike. Once completed the restore killing blow brings the target back to life with 1 body.

Requirements: 5 schools of masseuse

Cost: 25 Masseur Points

Duration: Instant

Restore Others Mana

This skill allows the masseuse to restore 5 points of mana to the person they are massaging, by relaxing their mind and letting their body allow the flow of mana into them they can restore 5 mana to any field that the target has. This skill can not be used by the masseuse on themselves.

The mana restored from this must come from a field that has lost mana and may be battle boarded immediately upon gaining it.

This skill cannot be used to restore any production field points.

Requirements: None

Cost: 5 Masseur Points

Duration: Instant

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

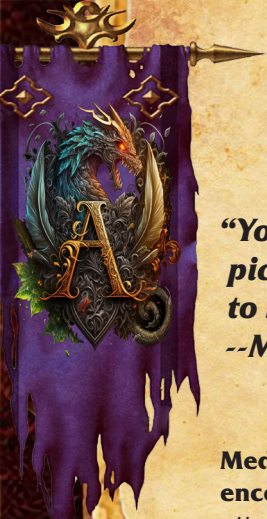
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Meditation

"You can't do anything that you can't picture yourself doing. Once you make the picturing process conscious and deliberate, you begin to create the self you want to be."

--Master Nanda

Meditation is a set of techniques that are intended to encourage a heightened state of awareness and focused attention. Most often, that attention can be focused on breathing practices, but there are many techniques that can help, and no single technique works for everybody.

In Archon, this skill focuses on allowing a player to visualize the desired weapon kata, series of spells, or peel away layers of complexity for their latest artifact design. In terms of game mechanics, a player is able to meditate for a given period of time and re-spend a certain amount of points within desired skill fields and regain points that can be spent, similar to how a wave works. This can be extremely useful for someone looking to re-battle board during an event without an Archon wave or hardwave.

To use meditation, a character in Archon must be in a circle and state "begin meditation," then meditate for a certain amount of time. The time will depend on which meditation skill the player is trying to use. When using any kind of circle other than a meditation circle, you cannot return or effect points from its opposite field. For instance, if you meditate in a fire circle, you cannot gain water points or change any water spells and skills.

Each skill restored by using meditation may only be restored once.

For instance if you use a fire storm and miss, then use a ineffective re-memorization to restore that fire storm then proceed to use it and miss again you may not use another ineffective re-memorization on that spell.

This fields points refresh at each wave.

QUICK MEDITATION SKILL LIST

Name	Meditation Cost	Duration Once Activated
Circle	5 Meditation Points	1 Wave
Effective Re-memorization	15 Meditation Points	Instant
Ineffective Re-Memorization	5 Meditation Points	Instant
Meditation	1 Meditation Point Per	Instant
Re-Battle Board	15 Meditation Points	Instant

Each skill found in this field will give the information about it in this format:

Name

Description - A detailed overview of the skill

Requirements: The requirements, if any for the skill

Cost: - The cost in appropriate points

Duration: - The amount of time the kit or skill lasts

All costs for skills in this field are in Meditation points.

Meditation Skills

Meditation Circle

This skill will allow you to create a temporary Meditation circle, provided you have the proper components. To create a meditation circle, place the circle components, rope or other circle and purple cloth, on the ground, then meditate inside for five seconds. Once the meditation is complete, state "circle up."

Requirements: None

Cost: 5 Meditation points

Duration: 1 Wave

Effective Re-Memorization

This skill allows you to take any skill or spell that was effective and memorize it again at no additional skill point cost. After using the meditation skill, you may add this skill back onto your battle board, refreshed like a wave had passed and normally refreshed the skill. This skill may not be used on any persistent skill or spell (these are marked in the spell or skill that they are persistent, but are generally anything passive or is not fully used when part of it is such as Earth armor or Strength etc.)

To use this skill on a linked spell, skill or ability you must refresh both the skill spell or ability as well as the linked skill. IE: If you have a fire storm linked to a fork you would have to use this skill twice, once for the fork once for the Fire storm, though you may refresh just the fire storm and use that as normal.

To use this skill, enter a circle and meditate for 1 minute. This skill may not be used on any production field points or skill.

Requirements: None

Cost: 15 Meditation points

Duration: 1

Ineffective Re-Memorization

This skill allows you to take any skill or spell that was rendered ineffective either by your target's defensive abilities or a missed attack and memorize it, refreshing the skill or spell to be used again. This skill can only be used on something that was completely avoided. If the spell or skill was partially effective, it counts as effective, and use this to be re-memorized. To use this skill, enter a circle and meditate for 1 minute.

Requirements: None

Cost: 5 Meditation points

Meditation - Free Skill

This skill allows you to restore 1 point of mana in a single field for each point of meditation spent. When you begin meditating you choose how many meditation points you wish to spend and which fields points you wish to restore points in then meditate for 5 minutes. Once your meditation is complete the points are restored and may be immediately locked into spells or skills in those fields. All those with at least 1 schools of meditation gain this skill free.

This skill may not be used on any production field points.

Requirements: None

Cost: 1 Meditation point per point restored

Duration: 1 Wave

Re-Battle Board

This skill allows you to take all unspent points in any fields you wish and re-spend them, even if those points are currently locked into spells. For instance, if you have 10 fire bolts and you have cast 3 so far already, then you could use this skill to change the 7 fire bolts points into other spells. To use this skill, enter a circle and meditate for 5 minutes; you may write your new battle board as part of this meditation.

This skill does not function on refreshed points from things like Effective Re-Memorization, Theory Gifting, etc, it only works on the original battle boarded points for that field **before** they were spent the first time from a wave.

Requirements: None

Cost: 15 Meditation points

Duration: 1 Wave

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

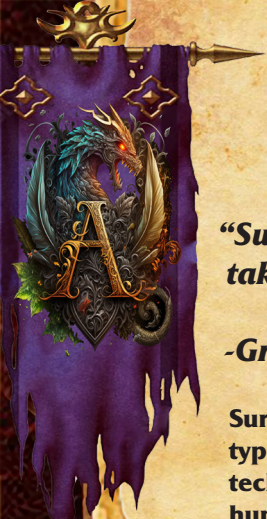
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Survival

“Survival requires us to leave our prejudices at home. It’s about doing whatever it takes - and ultimately those with the biggest heart will win.”

-Grylls Bear

Survival skills are techniques used to sustain life in any type of natural environment or built environment. These techniques are meant to provide basic necessities for human life, including water, food, and shelter. Survival skills also support proper knowledge and interactions with animals and plants to promote the sustaining of life over time.

Survival skills are basic ideas and abilities that ancient people invented and passed down for thousands of years.

Outdoor activities such as hiking, backpacking, horseback riding, fishing, and hunting all require basic wilderness survival skills, especially to handle emergencies. Individuals who practice survival skills may describe themselves as survivalists.

Survival doesn’t just mean tromping through the woods surviving off the land though it is also creating food and drink. Reinforcing shelter. Creating camouflage gear and hunting to make healthier meal to make you stronger and able to live longer and better as an adventurer.

The skills found in this field are those that will help both you and your allies track down enemies, cover your tracks, add bonuses to your meals and drinks which will boost your body, willpower and grant other bonuses.

The survival field does not need to be battle boarded, instead points are spent as you use skills within this field.

This fields points refresh at each wave.

QUICK SURVIVAL SKILL LIST

Name	Survival Skill Cost	Duration Once Activated
Brewing	10 Survival Points	1 Wave
Campfire	5 Survival Points	1 Wave
Counter Tracking	Variable Survival Points	1 Wave
False Trail	Variable Survival Points	1 Wave
Hearth and Home	30 Survival Points	1 Hard Wave
Hunting and Gathering	10 Survival Points	1 Wave
Improved Resource Gathering	15 Survival Points	Instant
Pathing	10 Survival Points	Instant
Tracking	Variable Survival Points	Instant
Tracking Information	Variable Survival Points	Instant
Special Essence Conversion	10 Survival Points	Permanent
Recipe - Bear Meat	15 Survival Points	1 Feat of strength / 1 wave
Recipe - Deer Meat	5 Survival Points	1 Wave
Recipe - Nothic Pie	6 Survival Points	1 Wave

Each skill found in this field will give the information about it in this format:

Name

Description - A detailed overview of the skill

Requirements: The requirements for the skill, if any

Cost: - The cost in appropriate points

Duration: - The amount of time the kit or skill lasts

All costs for skills in this field are in Survival points.

Survival Skills

Brewing

This skill allows you to brew and cleanse all kinds of drinks. It goes from full purifying drinking water to creating drinks of all kinds that can be served to people. This skill will grant all people who consume the drink you used this skill on a bonus chosen from those below.

+5 temp willpower (maximum 10 will)

5 points to 1 field of their choice (including production) (maximum 20 restored points per meal from combined brewing and hunting) Each field may only be chosen once for a total of 5 points max. There are other bonuses from specific Brewing recipes which use the special essence items.

This skill may only be used during a meal and lasts until the next wave or meal. There is 1 meal Friday and 3 Saturday at a typical Archon event.

Requirements: None

Cost: 10 Survival points

Duration: 1 wave

Campfire

Using this skill the survivalist creates a campfire that is both warm and welcoming but also calming allowing people to relax and regenerate both 1 body and 1 willpower per minute spent relaxing by the fire.

Requirements: None

Cost: 5 Survival points

Duration: 1 wave

Counter Tracking

This skill allows the tracker cover their own tracks, making it much harder for them to be followed and found by another tracker. Any number of points may be used on this skill. The more points used, the higher difficulty a tracker following will have of recognizing your parties tracks. When using this skill, tell an NPC you are laying a false trail and how many tracking points you are using. Then if any PC or NPC tracks you, that NPC will use those points as a reference as to whether the tracking is successful.

Requirements: None

Cost: X Survival points (When researching/teaching this has a base cost of 5)

Duration: 1 wave

False Trail

With this skill a tracker can create a false set of tracks that will lead someone to a location or in a specific direction. It may also give false information like what type of creature made the tracks, how many were in the party etc.

When using this skill you may spend as little or as much of your survival points as you wish, the more points spent the better the false trail is.

Once you spend your points please inform a staff member with information about what information you want to give to anyone following the trail.

Requirements: None

Cost: X Survival points (When researching/teaching this has a base cost of 10)

Duration: 1 wave

Hearth and Home

This skill allows the survivalist to improve their place of residence. By using this skill on a dwelling they grant 1 benefit from the list below each time they use the skill.

- After sleeping for 4+ hours anyone in this building has all skills and spells restored as if a wave had passed, except production or hardwave reset spells, skills and abilities.

- Reinforce the structure making all walls and doors require +2 strength per reinforce to breach (doors may be opened normally still)

- Safe Place, which creates a good place to be that makes all within feel safe and grants 1 skill or spell with a cost of less than 20 to be restored per complete hour spent there.

Each dwelling may only have 1 of each effect and a total maximum effects equal to the Tier of the building (See town management system for tier levels).

Requirements: None

Cost: 30 Survival points (Multiple people may invest together to complete this skill.)

Duration: 1 hard wave

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Survival Skills Continued

Hunting and Gathering

Using this skill the survivalist is able to hunt and gather food that is nutritious and beneficial to everyone in their group. This skill will grant all people who consume the food you used this skill on a bonus chosen from those below.

+5 temp body (maximum 10 body)
5 points to 1 field of their choice (including production) (maximum 20 restored points per meal from combined brewing and hunting) Each field may only be chosen once for a total of 5 points max.

There are other bonuses from specific Hunting recipes which use the special essence items.

This skill may only be used during a meal and lasts until the next wave or meal. There is 1 meal Friday and 3 Saturday at a typical Archon event.

Requirements: None

Cost: 10 Survival points

Duration: 1 wave

Improved Resource Gathering

Using this skill the survivalist is able to gather more resources to be used in the town management system beyond the normal limit of 1 resource per IBGA by 1. This skill may only be used once per IBGA and uses survival points from your next wave in game.

This skill may be used during an event to gain the resource immediately or at check-in to gain the resource then.

Requirements: None

Cost: 15 Survival points

Duration: 1 wave

Pathing

This skill allows the survivalist to travel quicker between destinations reducing their party's travel to a single location, including times when you would be forced to go out of game for X minutes, by 50% rounded up.

For instance if you travelled to find rumours at a local town using the skill Rumour Hunting from the lore field you would normally have to stay out of game for 30 minutes, using this skill it would only take 15 minutes.

Requirements: None

Cost: 10 Survival points

Duration: 1 Travel

Recipe - Bear Meat Steak

This skill allows the survivalist to eat or give an ally a snack of prepared bear meat which bolsters them granting them the Strength of Stone skill, which functions exactly like the spells Strength of Stone, allowing the consumer to accomplish one feat of strength as if they have 20 strength.

These things are typically role play effects such as opening a door blocked by rocks, knocking down a wall (if it's actually physically possible) or throwing something with 20 strength.

The survivalist may reduce the cost of this recipe by 5 by spending 2 copper bits (you may use evaluate item bits) to purchase the meat or if they have bear meat from a Special Essence Harvest.

Requirements: None

Cost: 15 Survival points

Duration: 1 feat of strength or 1 wave

Recipe - Deer Meat

This skill allows the survivalist to create a snack from deer meat which halves the chances that any pit trap, slippery floor or similar effect works on them for a wave. Once consumed if a staff member asks you to pick a number X through X for a trap or similar effect inform them you consumed this meat and they will halve the variable numbers.

The survivalist may reduce the cost of this recipe by 2 by spending 1 copper bit (you may use evaluate item bits) to purchase the meat or if they have Deer meat from a Special Essence Harvest.

Requirements: None

Cost: 5 Survival points

Duration: 1 wave

Recipe - Nothic Pie

This skill allows the survivalist to create a small meal from a nothic's eye which is mashed and tastes like jelly flavouring in a pie.

This snack, when consumed increases the chances of perceiving something which you otherwise might miss. When a staff member asks you to pick a number X through X for something involving perception (if you are unsure just ask the staff member) inform them you have eaten this pie and the numbers will be reduced by half.

The survivalist may reduce the cost of this recipe by 3 by spending 2 copper bits (you may use evaluate item bits) to purchase the meat or if they have a nothic eye from a Special Essence Harvest.

Requirements: None

Cost: 6 Survival points

Duration: 1 wave

Tracking - Free Skill

Tracking allows the character to follow marks left behind by someone or something and follow them to their destination.

You choose at the time you use them how many points you are putting toward a single skill; the more points spent, the more effective the tracking skill will be.

Tracking someone who isn't a tracker is fairly easy, just follow the trail, but tracking someone who knows your craft or knows how to thwart a tracker is far more difficult. When you find yourself tracking someone skilled in covering their tracks, a staff member will tell you that the tracks seem to be difficult to read, and you will be required to spend tracking points to find out if you can follow them.

The amount of tracking points you spend doing a tracking skill will determine how well you do vs. your opponent's false tracks skill. For instance, if someone is using false tracks against you and uses 50 tracking points into their false track, then you use 40 tracking points tracking them, you will not be able to track them successfully and likely will lose the trail.

Requirements: None

Cost: X Survival points

Duration: 1 wave

Tracking Information

This tracking skill allows you to gain more information about your target, whether there are multiple people, if they are armored, large, small, or carrying something. The more tracking skill points you spend on this, the more information and the clearer the information will be.

You may also request specific information as well from the NPC, such as how many people are in the party, and based on how many points you spend. The NPC will answer your question with more details.

Requirements: None

Cost: X Survival points (When researching/teaching this has a base cost of 10)

Duration: 1 wave

Scouting

This skill allows the survivalist to scout an area without detection. This skill may be used in several different ways with different costs associated with each.

First the scout may use this skill to remain hidden and uses X survival points where X is equal to the willpower a target must have above in order to see the hidden person. If the target has equal to or less willpower than X they are unable to see the hidden survivalist. To use this skill state "actively hiding, X willpower." Then state the same if seen by a NPC while actively hiding. The player must role play hiding during this time, if they move to a easily seen location or do not attempt to make a decent effort to be hiding the skill fails and ends.

Second a scout may search out an area for dangers. When searching an area you spend 20 Survival and are given general directions of any hostile things within that area (this does not work for mod cards).

Third you may use scouting to avoid red cards. This is done in two ways, first you may completely ignore a mod card you see for a cost of 10 survival points for just the scout or avoid a red card for a group of 2 or more at a cost for 30 survival for the entire group, however if this skill is used no one who avoids the red card with this skill may harvest any mod card node for 3 hours unless they clear that red card, as you are still within hearing, sight or smell radius of a hostile event or creature and so making noise by mining, harvesting etc would alert the red card event.

Finally the fourth way a scout may use this skill is to investigate a red card without triggering it. This skill may only be used by an individual and may approach and read the red card paying X survival after to avoid it, where X is the amount listed on the red card (typically between 5-20 survival points based on how dangerous the event is).

Requirements: None

Cost: 10 / 20 / 30 / X / X (When researching/teaching this has a base cost of 10)

Duration: Instant

Survival Special Essence Conversion

This kit allows the survivalist to gain the product of a special essence (From the Essence Harvesting Skill) related to Survival, which is typically items used for food or drink recipes.

The available pieces are determined by a staff member, however common things associated with a creature can be assumed such as Wolf pelts from wolves. A horn from a rhino. Poison sac from a spider etc.

Always confirm with a staff member if there is any question about whether an item would come from a specific type of creature or if the component is one that is marked Rare on the recipe sheet.

Requirements: None

Cost: 10 Survival points

Duration: Instant

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Theory

“Research is seeing what everybody else has seen and thinking what nobody else has thought.”

- Albert Szent-Györgyi

Theory is a sister skill to the lore field and is used to gain knowledge of how to use skills and abilities that you have learned about through lore. With theory, you can learn spells, skills, or new abilities that your character has seen or heard about in any field your character knows or even learn a new field. If you're lucky and patient, you might find something that has been lost to the world for ages!

By applying yourself, you will soon have a large repertoire of skills, spells, and abilities, many of which can be found in this book, but you can also learn about things hidden away and forgotten. Due to the immense time and thought involved in theory, you will also harden your willpower and, as such, will gain 1 point of willpower for every school of theory.

Researching - In Between Games

The first thing that theory does is research which is the learning of new spells, skills and abilities between events. Each event you attend gives you your research pool to use for this purpose. Your research pool is equal to your ((schools in theory x 5) + your willpower) x number of days in the event.

Typically an event has 2 days, starting Friday night and ending Sunday morning so a normal theory pool for someone with 5 schools of theory and a willpower of 30 would be $25 (5 \times 5 \text{ schools}) + 30 = 55 \times 2$ (number of days) for a total research pool for the event of 110 points. These points may be used any time from check-in until the next event you attend but most people spend them right away to learn new spells, skills or abilities.

Your character sheet will state the amount of research you gain each event on the Research tab at the bottom (so you don't need to math it out, just check there). Research may be done over the course of multiple events.

Research Bonus's: Any time you gain a % bonus to research please note that the highest % is activated first, the second highest gains 1/2 that bonus and any further bonuses have no effect. So with two 10% bonuses you would gain 15% bonus research (10% for one and 5% for the other since it was halved). Reducers (such as spellbook) do not count toward the limit but work the same with other reducers, first full, second half etc.

Theory Points are used twice per event, first you gain theory points to spend learning new skills, spells and abilities. Theory research points are directly spent only on researching these things so you can use them in your fields. You can find the point total and research chart on your character sheet research tab.

Second you gain theory points at the start of an event which may be used in two ways, teaching others skills, spells or abilities you know or gifting knowledge to people restoring their skills, spells or abilities by helping explain how they could use that subject better and more effectively.

Theory points refresh at hard waves only.

QUICK THEORY SKILL LIST

Name	Theory Cost	Duration Once Activated
Gifting Knowledge	1 Theory Point per cost	Instant
Teaching	1 Theory Point per cost	Instant

To figure out how much a skill, spell, ability, or field costs to research, you need to know the cost of that thing and multiply that by 5 (or less if you have multiplier reducers, seen on the next page). For instance, the cost of a Skilled dodge skill is 25 roguery points; therefore, when we are researching that skill, we take the 25 costs and multiply it by 5 to get our total research cost. This would make basic dodge cost 125 research to learn, which our example is 15 points short of. However, you can research things over the course of multiple events, so it would be noted that you have 15 points left to research basic dodge on your character sheet so, at your next event, you can finish it easily! When researching a Tier 1 field or lineage ability, the starting cost is always 20 (times your multiplier).

There are also ways to make the research cost cheaper. The chart on the next page gives you all the available reducers for research, each giving you a -1 to the multiplier, to a minimum of 2 for T1. So with 3 reducers that same Skilled dodge would only cost 50 research (5 starting multiplier -3 reducers makes the multiplier 2. 2 times the cost of 25 is 50). If a skill spell or ability has an X for the cost meaning it is a variable cost, then it is considered to have a cost of 10 for multiplying purposes when determining total research or teaching cost.

NOTE: If at any time you gain a multiplier reducer you may apply it to your research immediately, even if that research is currently partially complete, reducing the total research cost. Any percent reducers for the total research cost would also lose some value though as the total would go down. IE: If you are researching a skill with a cost of 25 and your multiplier is 5 the total cost is 125, if you have a spell book giving you a 10% reduction you would take 13 cost off ($125/10 = 12.5$ round up) so the total cost would be 112. However if you then saw the skill in game giving you a multiplier reduction (making the multiplier 4 instead of 5) then you would need to recalculate the total cost, $4 \times 25 = 100$, and the reduction would then only be 10 ($100/10$). **ALSO NOTE:** This is all done for you on the research tab of the character sheets and is automatically calculated but this information is here for clarity.

Variable Cost skills, spells or abilities and Fields

There are some skills, spells or abilities with a variable cost, these things will have a base value stated in the Cost: line which is used when figuring out the research or teaching cost. T1 Fields, those found in the main parts of this book, have a base research / teaching value of 20. Tiers above one have their base cost value on page 178.

Gifting and Teaching

The second set of skills for the Theory field is gifting, using your theory points to restore another persons skills or spells that they have spent at an event, and teaching where you teach someone a skill spell or ability that you know. Your theory pool for these skills is the same as it is for the between game research (see the previous page) and theory points do not need to be battle boarded, instead they are used up as you spend them. A theory point pool only refreshes at a hard wave.

All teaching may be done over the course of multiple events or different times. For instance if you are teaching a skill that costs 100 teaching but you only have 25 you may teach that skill over the course of several events to get to the 100 total. When teaching make sure you write on the players character sheet what you have taught them or how much teaching has gone toward a specific subject.

Using Teaching Points to Help Someone's Research

As a teacher there are times when you are there to assist the student in what they are learning rather than directly teaching them. In this case you may spend your teaching points directly on someone else to give them that many research points toward a topic you are capable of teaching.

For instance if Flick the Kobold has 50 teaching points and knows that Relthar the Bat-Kin is trying to learn the very difficult to learn spell Dark Storm, which Flick happens to already know, then Flick could spend all 50 of their teaching points for the hard wave (or any amount up to that 50 points they wish) to grant Relthar an additional 50 points of research toward Dark Storm making it much easier and quicker for Relthar to learn that spell.

You may still only invest teaching points toward research on something you already know (just like when teaching). This is still an in game action and requires all the normal teaching requirements, however because the student already has a multiplier (from their research cost) you do not need to worry about calculating a teaching modifier for this use and the researcher gains no additional reducers from your help, just the research points.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

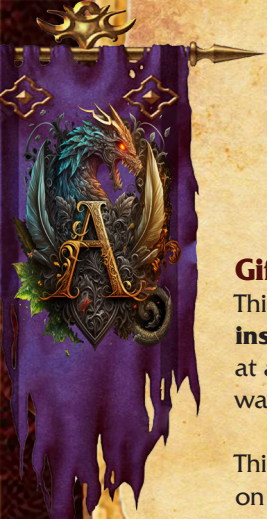
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Theory Skills

Gifting Knowledge - Free Skill

This skill allows you to restore someone's **single instance of a skill** or spell that they have used already at an event before is it refreshed by a wave or hard wave per use.

This skill **may only be used** to restore spells or skills on a battle board that have been locked in for the wave and cannot restore raw points or floating points to a field. It may however restore points that were locked in to a variable skill. IE: if your friend locked in Bardic Song of Escape on their battle board then it may be restored with Gifting. However if they did not lock it in and instead chose to use "on the fly" mana points then you cannot gift back this skill.

Additionally skills and spells which are persistent such as profs, backstabs, strength etc may not be restored as those points are still being used.

To use this skill speak with the individual that you are restoring something for and determine the point cost of the thing you are restoring. Once you know the point cost you explain to them how the subject should work, good ways to use it, and ways they might not have thought of on how to improve it next time. This role play should take a minimum of 1 minute.

Once the explanation is complete that single skill, or spell is restored and you deduct a number of point equal to the cost of that subject from your total Theory pool for the hard wave.

This skill **may** be used on things your character does **NOT** know, however the character must be capable of learning the subject.

For instance a Skall which is completely incapable of learning any form of magic may not gift a fireball spell as the Skall could not possibly know how that spell works and even using book learning and theory crafting it is beyond them

This skill may not be used to restore anything in a production field.

Requirements: None

Cost: 1 Theory point per subject cost

Duration: Instant

Teaching

Teaching is a skill that requires patience and time and requires practice to teach so that each student can retain knowledge. As a teacher you learn that all students are equal and the only limits that they have are the ones that you have.

The teaching skill in Archon allows you to teach any single spell, skill, ability or field. To teach a skill or

then the multiplier starts at 5 for a T1 skill spell or ability. A T1.5 starts at 10, a T2 at 25. Finally teaching a T3 field skill or spell has a multiplier of 50.

This multiplier can be reduced before calculating the total cost of the teaching based on the reducers found on the chart on the next page.

To teach a field or lineage ability use the base cost of 20 for all tier 1 fields (times your multiplier), base 150 for all tier 1.5 and 300 for all tier 2 fields and 1000 for T3 fields.

As a teacher you may also group teach a skill or spell for a flat increase of 2 multiplier and increasing the minimum multiplier after reductions by 1, which teaches as many people as you wish the selected skill, spell, field or ability in a single teaching.

For instance if Sven the skall is teaching Timira a basic slay (point cost of 15) and Sven is a master in Theory the multiplier would be 4.

Sven is also a good role player and takes his time describing how the slay works, how to do it well and the best times to use the skill. This explanation takes 5 minutes and so reduces the multiplier by an additional 1. Finally the student Timira has seen a basic slay used in game by someone else, so the teaching multiplier is reduced by an additional 1 making the total reduce -3. Now the based slay which costs 15 is multiplied by 2 for a total teaching cost of 30 teaching points.

The minimum amount of time it takes to teach someone is equal to the length of time that it takes you to fully explain the spell, skill, or ability, as well as any costs or requirements it might have. After you have completed the teaching please write down the skill, spell, ability or field learned on the character sheet of the person who learned it and initial or sign the sheet so that staff can verify who it was learned from.

When teaching you may teach over the course of multiple hard waves or events, the teaching does not need to be finished in 1 sitting but please make sure to mark on the character sheet of the one being taught the total amount of teaching toward the skill, spell or ability or field so that the staff can keep track in case another teacher steps in to help finish.

Requirements: None

Cost: X teaching points (When researching/teaching this has a base cost of 10)

Duration: Instant

RESEARCH/TEACHING COSTS AND MULTIPLIERS		
Name	Multiplier	Field / Lineage Base Cost
T 1	5 (min 2)	20
T 1.5	10 (min 5)	150
T 2	25 (min 15)	300
T 3	50 (min 25)	1000

Research / Teaching Multiplier Reducers

When researching or teaching a skill, spell, or ability you begin with the cost of the subject. If the subject is a field or lineage ability then you use the base cost from the chart above for that Tier of ability/field.

Next you check the multiplier for the tier of the subject, if it is T1 for instance the multiplier begins at 5. Next you check reducers, if for instance you are a master in the field it reduces the multiplier by 1. Each reducer stacks giving a total reducer value which is subtracted from the multiplier (up to the minimum for that tier) before the multiplier is applied to the subject being taught or researched.

Teaching/Research Multiplier Reducers:

- **Master Theory** - Each mastery of theory the student/researcher/teacher (not combined schools, just total masteries) reduces the multiplier by 1
- **Master Field** - Anyone involved is a master of the field, reduce the multiplier by 1 (only occurs once even if more than 1 person is a master)
- **Seen/Show** (Researcher or student has seen the subject used in game by another PC or NPC or Teacher may show the subject by using it from their own battle board. - Reduce the multiplier by 1
- **Master Lore** - Each mastery of lore the student/researcher/teacher (not combined schools, just total masteries) reduces the multiplier by 1
- **5 Minutes RP (Teaching only)** - The teaching taking 5+ minutes of RP in game to complete reduces the multiplier by 1
- **Used (Research only)** - Researcher has used the subject previously
- ****Additional Masteries of Theory or Lore will add 1 additional reduction to all Tiers**

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Chapter 7: Knowledge Skills

For a scholar the only true good is knowledge, and the only absolute evil is ignorance

Knowledge skills are all the skills in the game not associated with a Field of study from chapter XX such as magic or weapons mastery. These skills don't use points but instead cost a flat build amount and are then permanently known. Most of these skills are purchased just once but a few allow for you to purchase multiple levels of them at the same build cost each time.

Knowledge Skills

Read and Write

This skill allows your character to read and write most common languages and requires that you have 10 willpower. Once you attain the read and write skill your character is then capable of reading and writing as well as you can.

Archon is a fantasy game which makes use of many different writing styles and languages, you will find that your personal knowledge may go a long way to helping your characters ability to read or write. Also Archon uses some fantasy languages which you may be able to actually learn to read and write while playing.

Cost: 5 Character Build (When researching/teaching this has a base cost of 5)

Requirements: 10 Willpower

Read and Write Magic

This skill will allow your character to read magical writing including the spells books of others but requires the character to have at least 50 willpower to purchase. When you purchase this skill you will be given a key to Old Gurnish, the language of high magic, but you may also try to use this skill on other languages you think are magical.

To do this when you see lettering from what you think might be a magical language tell a NPC or staff member you wish to use read and write magic to try to decipher the writing. If it works the NPC or staff member will let you know and give you clues or even the words you see.

This skill may only be learned in-game and is placed here as a reference for those that have it or are working on gaining it. Read and write magic will allow you to read any spell book and memorize from it.

Cost: 5 Character Build (When researching/teaching this has a base cost of 100)

Requirements: 50 Willpower

Evaluate Item

This skill allows you to evaluate items for their material worth. When this skill is purchased you will be given an evaluation sheet that will tell you all of the values of in game items with an Archon tag.

Cost: 5 Character Build (When researching/teaching this has a base cost of 5)

Requirements: None

To identify this essence you would have to look at the B keys so let's do that and then look at how to identify all the parts of the component.

These are the B keys:

Archon Value

F M O W H P L S

3 7 6 2 5 1 0 4

Poison Value

R C M A B

2 0 1 7 5

Evaluate Item Value

N P B

1 7 4



Archon Values are represented by a letter which associate with a field.

F(lame)= Fire, M(ountain)= Earth, O(cean)= Water, W(ind)= Air, H= High, P= Prismatic, L(ight)= Light, S(hadow)= Dark

Poison Values are represented by: R= Reactor, C= Catalyst, M= Mixer, A= Acid, B= Base

The Evaluate Item represent: N= 100*X materials value P= 10*X materials value, B= 1*X materials value, where X is the number found on the essence.

Each bit worth of materials value covers 10 points of any production skill such as 10 points of used weapons smithing or 10 points of medicine production. This is representative of your character spending essence through trading and using the essence for raw materials to create production items.

The use of Copper Bit, Silver Piece and Gold Noble are meant to give a good relation between the value in materials to money, however most people in the world do not take materials in leu of coin and so will not typically trade a essences exact value for hard currency. While you may find some people willing to trade essence for coin it is rarely a equal value of coin to the value on the essence since coin is a universal currency everyone will take while a essence material value is only good for crafters.

Now that you know what the different letters represent in each key you are ready to identify this component. To get the Archon Type you would look at the 1st number, which is 6 so it is a water component.

To tell how large of a water component it is you have to look at the 2nd number, which is a 1, so the essence is a water 1 component. To get the poison value you would look at the 3rd number, which is a 7 so it is an Acid component. Then to tell how much of a poison component it is you would look at the 4th number, which is a three, so the essence is an Acid 3.

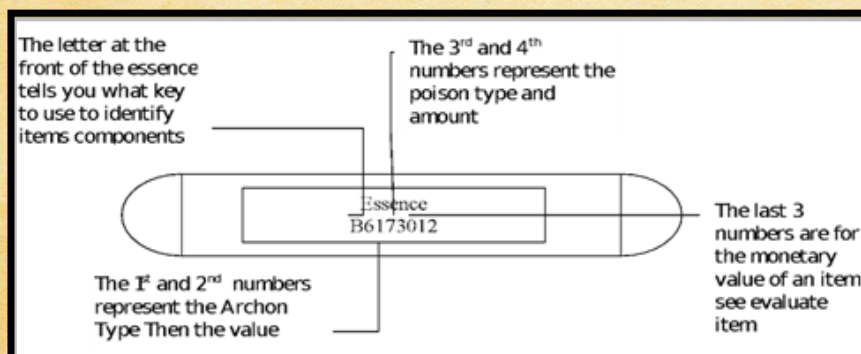
Finally, to tell what the component is worth in production value you would look at the letter and find it on the chart then the last three numbers and you need to go through them until you get a match.

The first match will tell you the type of value, N being worth 100 materials value per essence number, P worth 10 materials value points per essence number and B worth 1 materials value point per essence number.

Any numbers that follow a matching number to the N P or B will be the amount of that value type. Start with the 5th then go to the 6th if you get to the 7th the essence will probably not have any value because there are no numbers left to give you the value.

That it is worth the essence is worth 2 N, or 200 production value points. You're rich, or can at least produce a lot of production items with the cost all covered by this one essence!

Example Of An Essence And What To Look For To Identifying It's Different Parts



Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

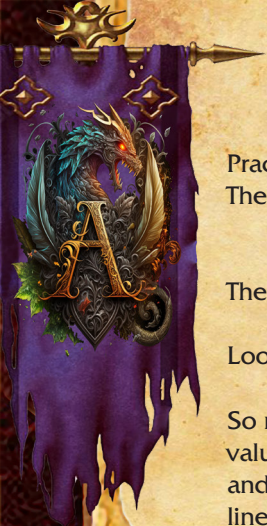
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Practice for bit Value#1
The item tag is: Q3187816

N P B
The Q key is: 7 2 1

Looking at this essences materials value

So now let's look at our example essence. To tell the value of an item you need to look at the first letter and the last three digits. The letter will tell you what line on the evaluation sheet to use. In the example above the letter on the item is Q and so you would go to line Q on the key.

Next you need to look at the last three numbers on the item tag and go from left to right so you would look for an 8 on the Q key, which has no match, then the second number which is a 2, again no match and finally the third number, a one, which there is a match for! This means the item has a value in copper bits so now you look for any numbers after the number that matched, in this case there is a 6 after the matching 1 and so this item is worth 6 copper bits!

Practice for Bit Value #2
The item tag is: H2384722
N P B

The H key is: 5 7 3
So you compare H 722 with the key. Item value = 22 Pieces, you're rich!

All items in Archon that have a value of any kind will be tagged with a code like these with the exception of gems which have a flat value.

It is intentionally difficult to understand without the skill and evaluation sheet so that someone without the appropriate skills, like evaluate item, will not be able to figure it out on their own.

If you are having issues understanding how this works please feel free to contact a staff member and they will be more than happy to sit down with you and go over how it works until you completely understand and can easily use the skill.

Alchemical Evaluate

Alchemical evaluation allows you to tell the alchemical value of an item. When you purchase this skill you will be given an alchemical evaluation sheet which you use to check values.

To identify the alchemical value you must first look at the letter at the left of the tag code to determine which line of the key to use. Once you know the line you can then look at the 3rd and 4th numbers which are the alchemical value numbers. The 3rd number tells you the type of poison, while the 4th tells you the value. This system is similar to evaluate item so if you have problems please review those practice problems.

R= Reactor C= Catalyst M= Mixing Powder A= Acid B= Base

Sample #1
Number from item tag = Y3151561 So
you would look at: Y 51

R C M A B
The Y Key = 8 6 0 5 4
In the key the 5 matches the A, acid, and the number after the 5 is 1 making this an acid level 1 component.

Sample #2
Number from Item = B5103823
R C M A B
The B Key = 2 0 1 7 5
So you would look at: B 03. The item would be a catalyst, matching the 0 to the C and is level 3.

Cost: 5 Character Build (When researching/teaching this has a base cost of 5)
Requirements: None

Archon Evaluate

This skill allows you to evaluate an item for both the elemental type (fire, water, earth, air, light or dark) as well as the level of the essence. This skill uses the first two numbers on an essence. IE: Using the same essence as before we look at B61. B is the line on the evaluation sheet, 6 links with Fire and 1 is the level.

So this essence is a Fire 1. This skill is very good for artificers. When you purchase this skill a Archon Evaluation sheet will be provided to you.

Cost: 5 Character Build (When researching/teaching this has a base cost of 5)

Requirements: None

Craftsman / Miscellaneous Knowledge

Craftsman / Miscellaneous (CM's) knowledges are those things which a character picks up in their lifetime and use to accomplish goals, make money and learn more about the world that do not fit in any of Archon's fields.

CM's can be jobs, knowledge searching, information gathering and things that characters are doing between game sessions which gain something for the character. CM's are needed for many of the advanced abilities and skills in the game, thus making them very important at higher build levels but also each give an bonus at each hard wave of an event.

These bonuses can be money, essence, production, uncut gems, research or lore which shows the effort the character places between events selling wares, gaining information or doing things which grant them these bonuses.

Each CM is unique and can be anything you want or, they can be tied to your fields if you choose. These CM's are meant to fill in the gaps for things that the game doesn't have already. When researching advanced skills and fields you may also find they require CM's that fall into a general theme or fill a requirement.

For each CM you purchase you choose 1 reward for each hard wave for that event (a weekend event has 2 hard waves so if you have 5 CM's you would choose 10 rewards) at the beginning of an event.

Cost: 2 Character Build (There is no research or teaching cost for this Knowledge)

Requirements: None

CM Rewards

Rewards Per Hard Wave

- 1 C/M = 2 Essence (Max 10 essence)
- 1 C/M = 1 Copper Bit (Max 5 bits)
- 1 C/M = 2 Research Points (Max 30 Research)
- 1 C/M = 3 Lore Points (No Maximum)
- 1 C/M = 2 Production Points (Max 10 Production)
- 1 C/M = 1 Uncut gem (Max 2 gems)

Example CM knowledges and how they might be used for role play:

Mining– This CM will allow you to mine precious ores that sell for a profit or can be converted into smith components. This CM might be used by a character in a dungeon mod who wants to know what the walls and cavern material are made from or what minerals they might hold.

Cooking – This CM will allow you to prepare large meals that are extremely complicated like the chef at a restaurant. A character with this CM might use it to find the ingredients in a food or drink they find on a mod.

Information Gathering – This CM would be fantastic for a sheriff type character that could be used in a role-playing situation to possibly learn more about an enemy NPC or hear rumours about where the kidnapped princess is being held!

Magical Knowledge – Great for characters who would be interested in learning more about magic or have a magical past they can use to discern different kinds of magic when finding them out in the world.

The more well thought out your craftsman miscellaneous knowledge's are the better chance they are going to have some role-playing use in the game while you play along with their normal rewards! Note: CM's will never give you a combat bonus such as bonus damage or any other increased effectiveness that other characters wouldn't get, these are primarily role-playing bonuses and should be treated as such.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

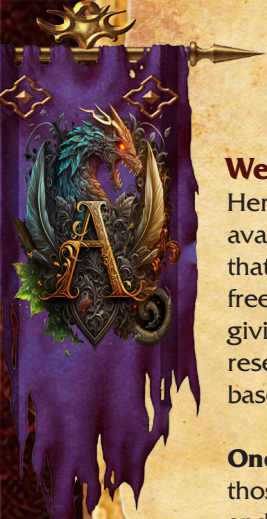
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Weapon Knowledge's

Here are all the weapon knowledge's that are available to a new character. If there is a weapon type that you want to use and think is missing please feel free to let us know and we will be happy to look into giving you that knowledge and a cost for it. (When researching/teaching any of these skills they have a base cost equal to the build cost for that skill)

One Handed Edge: This weapon type consists of all those with an edge that typically are used for slashing and thrusting attacks. Long swords, short swords and axes are examples of one handed edge weapons. These weapons have a base 2 steel damage.

One Handed Blunt: This weapon type consists of all weapons that are one handed and are used to bash, crush or pulverize their targets. Clubs, warhammers and maces are examples of these types of weapons. These can be either steel or wood and are base 2 damage.

Bastard: This weapons type allows some flexibility in their attacks since they can attack with these weapons with 1 hand for a base 2 damage or with two hands for a base 3 damage and can switch between them at any time. These weapons can either be blunt or edged weapons and are typically wood or steel depending on the weapon type. Bastard swords, quarter staves and bastard clubs are examples of these types of weapons. These weapons cannot be used with a shield or second weapon with dual weapon fighting.

Two-Handed Weapons: This weapon type consists of all weapons that are very long and two handed only. Great swords, halberds and long spears are examples of weapons of this type. These weapons can be either wood or steel and are base 4 damage and always require 2 hands on them to do damage.

Archery: This weapon knowledge covers all missile weapons that are not thrown by hand, such as a bow and arrow or crossbow. The damage type for missile weapons is steel, wood or bone and the base damage is 5. Normal arrows are free and cost no production or monetary cost, when firing the archer must choose the damage type of that arrow. Any arrow with special properties must be tagged like all other weapons. Arrows are typically packets which come from a quiver (bag or poach) or nerf style arrows from a children's toy. When firing packet arrows the packet must come from a quiver or touch the quiver before firing.M

Thrown Weapons: These weapons are those that are designed to be thrown at a target such as throwing knives and boulders. Manmade weapons are usually all steel damage types and natural weapons are stone. These weapons are base 1 damage except for boulders which are base 4 and require +2 strength to use.

Shield: Shields are used as defensive instruments that can stop a weapon strike from hitting you. A shield should never be used to strike anyone and do no damage. Shields can be made from foam, wood or other materials however if they are tough materials like wood they should have a foam outer covering so that if they do accidently hit someone they do not hurt them. Shields may only be used with 1 handed weapons.

Dual Weapon Fighting: This weapon style allows the player to use two 1 handed weapons together, one in each hand. Bastard swords cannot be used with this ability since they are both one and two handed weapons.

Melee Master: Melee masters have trained in the usage of all weapon types and all weapon styles and so can use any weapon and style listed here.

Name	Build Cost	Base Damage
One Handed Edge	2 Character Build	2
One Handed Blunt	1 Character Build	2
Bastard Edge	3 Character Build	2/3
Bastard Blunt	2 Character Build	2/3
Two Handed Edge	4 Character Build	4
Two Handed Blunt	3 Character Build	4
Archery	3 Character Build	5
Small Weapon	Free	1
Thrown Weapons	2 Character Build	1
Shields	4 Character Build	N/A
Dual Weapons	5 Character Build	Weapon
Melee Master	20 Character Build	Weapon

Set / Disarm Traps

This skill allows your character to set or disarm a trap. You can use this skill as many times as you wish for both disarming and setting, however for disarm trap you must have a disarm trap kit from engineering.

When settings a trap you must set the trap up with both a trigger and a effect along with a tag that states what happens when the trap goes off. For disarming a trap please read the engineering section.

Cost: 2 Character Build (When researching/teaching this has a base cost of 2)

Requirements: None



Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Chapter 8: Game Mechanics

This section gives details about the basic mechanics of Archon, from how much each field costs to what is mastering a field and what it does. Archon's system is built around these mechanics, keeping balance and effects in mind during development. It is extremely important to understand how the pyramid build system works and what each school in that pyramid gives you.

First, the chapter gives a few terms that are important, then how each build pyramid works, how to gain more build after your first event, death, dying, what in game and out of game are and more. This chapter is important as it gives a deeper look into how Archon works and the mechanics of many of the more intricate things however this chapter is NOT required to play the game. Many of the things here can be learned well after starting to play Archon or even learned while playing.

In the Creating Your First Archon Character section of this book (Chapter 1), you learned all about making your first character, so this section won't be going over how to make characters. Instead it will get into the details of how the mechanics behind the scenes work as well as the functions of gaining more build, both character and lineage, what mastering a field is and the mechanics of what in game and out of game are and how they work more in depth than the introduction went over these things.

We also have character sheets we are happy to send you that have built-in formulas which will automatically calculate build costs, mana pools and production amounts.

To receive this sheet, please email ArchonLARPStaff@gmail.com or join our discord. Also, please consider joining our Facebook page, Archon LARP, and most importantly, our discord, where you can ask questions and interact with staff and other players as well as find the newest version of the Rulebook and Character Sheet Templates.

Character Build

Build is like experience points in DnD or like an ability point in most games. You will earn more build as you adventure and play. Each character begins with 50 character and 25 lineage build points. The character build is spent on fields such as Fire Magic and Weapons Mastery or skills like Evaluate Item and Read and Write.

Some examples of fields are Fire Magic, Weapons Mastery, or Astrology. Which fields you choose is up to you and depends on what kind of character you want to play. Don't stress about making the perfect character on the first try.

For the first 2 events, we allow everyone to change their characters completely, from lineage to all skills.

This way, you can get a feel for the game before finalizing your character and the skills it will need. Depending on your chosen lineage, you may be more or less adept in certain fields compared to other lineages. So before spending build, make sure you have chosen a lineage that you think will benefit you the most or be fun to play.

In the Magic, Martial and Other chapters of this book, you can find the many fields available to your character. Each is unique in what it does and what kind of things it will allow your character to do in the game. It may be affected by the lineage you choose as some lineages give bonuses to certain kinds of fields. So, the first step in character creation is reading over the skills and then choosing a lineage you want to play that fit with the style of character you wish to create.

Once you have decided on a lineage please refer to Chapter 1 where you will find a step by step character creation process you can follow.

When spending your build, you have 2 pools, your Character Build, which is spent on fields or skills mentioned above and your Lineage Build, spent entirely on lineage abilities such as lineage armor, strength, natural weapons, or any other ability given by lineage.

The character sheets are set up to automatically calculate all costs for you, please only change Green cells in the sheet to make sure it works properly.

Gaining Build

As you adventure in the land of Tyr, you will gain build points to help show the experience your character has acquired. This build, just like your starting build, can be spent on fields and lineage abilities. You gain 2 character build and 1 lineage build per full day of an event, so a Friday night to Sunday morning event would give 4 character and 2 lineage build points. You may also use brownie points on brownies blankets (explained further below) on build per weekend to gain 1 build per blanket in either character or lineage build.

You may also earn up to 2 character build and 1 lineage build for NPCing during an event. Each hour NPCing gives you +1 build (either character or lineage) up to the maximum. If you NPC for more than 3 hours you gain 10 Brownie points per hour in addition to the build.

The final way to earn build is by "burning out" in the game. It is something you will learn more about while playing Archon. A basic summary of it is that as you adventure and trade, kill, or treasure hunt, you will find essences of creatures and begins from the world. These essences can be turned into an Archon during a wave and will give you +1 build of your choice for the first time you burn out. Further burnouts or special burnouts also

Brownie Blankets

Brownie blankets (BB's), sometimes referred to as brownies, are a bonus that you receive for helping the game. You can gain these points by donating spell packets, makeup, clothing, gear, weapons, armor, or anything else you think the game needs and by helping set up for an event or clean up after an event.

They may also be awarded by staff for things that they feel are appropriate such as performing an

exceptional NPCing (Playing monsters) for an event. Once you have some BB's, you can spend them on several different things. Below is a list of the things where you can use them.

- +1 character or lineage build = 25 BB's (Maximum +2 character and +1 lineage build per event)
- 1 point of research = 2 BB (Maximum 25 research per event)
- 1 point of lore = 1 BB (Maximum 25 research per event)
- 1 point of crafting production = 2 BB (Maximum 25 crafting points per event)
- 1 random essence = 3 BB's (Maximum 10 essence per event)
- 1 Common resource (wood, metal, ore)

Common resource (wood, metal, ore) = 20 BB's each. (Maximum 10 per event)

Brownie blankets are a way of saying thank you for helping the game give you a slight boost to your character. If you are unsure how to earn some extra BB's please contact ArchonLARPstaff@gmail.com, and we will give you a list of things that the game needs that will earn you bonus BB's!

What's a School?

A field can be broken down into a school and the points associated with each school. Whether it is Fire Magic, Weapons Mastery or Alchemy, each field is purchased in Schools. Someone who has purchased the first level of the pyramid for 1 build in Fire Magic, for instance, has one school, which equates to five points that can be used like mana toward spells. It is universal across all fields, although we may not call it mana regarding non-magic related fields.

Now that you know how many points a school will give you, you're ready for the next step. All skills, spells and abilities associated with a field will have a point value assigned to them. The points you gained by purchasing schools for build will allow you to lock in and use these in the game.

A quick example of this, again using the same Fire magic field, Aden has purchased 3 schools of fire, so has 15 points of fire to use for his fire spells. He only knows the fire dart spell, which costs 1 point each, and so he decides to memorize or lock in as many fire darts as possible. With 15 points and a spell cost of 1 point each, Aden now has 15 fire darts to attack his enemies or heal fire creatures. Almost all skills in the game are based on this. You take your points and spend them on different skills, spells, and abilities.

3 Schools X 5 points per school = 15 points
Fire Dart Spell Cost = 1 point X 15 points = 15 Fire Dart spells

Brownie Blanket Uses

	Cost	Max Per Event
1 Build	25	3
1 Point Research	2	25
1 Point Lore	1	25
1 Point Production	2	25
1 Essence	3	10
1 Common Resource	20	10

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

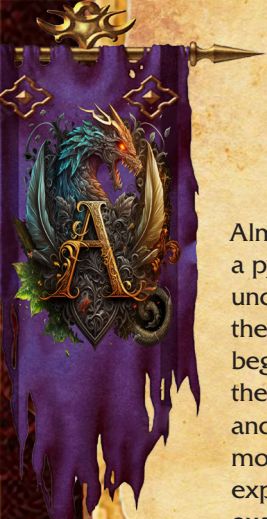
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Archon School Costs

Almost all fields of skill in Archon are based on a pyramid cost system. It is very important to understand how this works and how it affects the build cost for each field. Any basic field begins at 1 build cost for the first school, 2 for the second and third, then 3 for the fourth, fifth and sixth, continuing that pattern infinitely. The more schools you purchase in a field, the more expensive it gets as you progress. A visual example of this is:

1
2 2
3 3 3
4 4 4 4

In order to get 10 schools in a field that is a base one pyramid cost, it would require 30 Build ($1+2+2+3+3+3+4+4+4+4=30$). The 11th school would then cost 5 build and so on.

Single Specialized (-1 Build Per School)

Single specialization means that your lineage is adept at this particular field, so you are able to purchase schools in that field easier and cheaper. For every school purchased when single specialized, the cost is reduced by 1 point to a minimum of 1. A single specialized pyramid would cost 1 for the first school, the second and the third, then 2 build for the fourth, fifth and sixth and so on. A visual of this is:

1
1 1
2 2 2
3 3 3 3

Double Specialized (-2 Build Per School)

Double specialization means that your lineage is highly adept at this particular field, so purchasing schools in that field becomes much easier. For every school purchased when double specialized, the cost is reduced by 2 points to a minimum of 1. A double specialized pyramid would cost 1 for the first school, the second and the third, then also 1 build for the fourth, fifth and sixth. Finally, it would then cost 2 for the seventh through the tenth school and so on. A visual of this is:

1
1 1
1 1 1
2 2 2 2

Single and Double Penalized (+1 or +2)

Being single or double penalized in a field means that you are inept in that field, and so each school costs more. Being single penalized increases the cost of every school in that field by 1 build, and being double penalized in a field means every school costs plus 2 build per school. A visual of this is:

+1 Penalized	2 Penalized
2	3
3 3	4 4
4 4 4	5 5 5
5 5 5	6 6 6 6

Different Base Pyramids

There are also different pyramid types, these are usually for lineage abilities like strength or threshold, but some advanced fields also have a much higher build cost. The base of the pyramid always tells you what the cost of the first school is and the increment in which the school's cost will increase. Below are examples of a base 2 and base 3 pyramids.

2-Base Pyramid	3-Base Pyramid
2	3
4 4	6 6
6 6 6	9 9 9
8 8 8 8	12 12 12 12

For example, Trolls purchase Strength on a 2-base pyramid, so for +1 strength it costs 2 build, and for +4 strength it costs 16 build. Wolfen purchase Strength on a 3-Base pyramid, so +1 strength, costs 3 build and +4 strength, costs 24 build.

The build pyramid is designed around the idea that when you first learn something, the very basics are fairly simple to pick up. However, as you get more advanced and learn more, the intricacies of the skill become more difficult and take longer to learn. So, just like in real life, as your character gains more knowledge and ability in each field of study, it gets more difficult for them to gain even more power and knowledge.

However, do not take this as a reason not to specialize yourself in one field, just because something costs more and is harder to get doesn't mean it's not worth it. Being diverse is great, but specialising and learning amazing new things because you are the best in your field can be just as rewarding. Also, some things won't be possible to learn without significant investment! While the build pyramid system might seem overwhelming at first, our character sheets have the built-in formulas, saving you from a math nightmare.

Mastering a Field

You master a field when you purchase the 10th school in a field and gain several benefits from achieving this. Once you accomplish this goal, you gain a bonus of +1 point per school in that field, so that if you have 10 schools of fire, for instance, they usually give 5 points each, giving you a total of 5 points x 10 schools = 50 points of fire but because you are now a master, those same 10 schools now give 6 points each so with 10 schools you have 60 points!

It works the same for more mastery. When you reach 20 schools of a field, you gain +1 more points per school for a total of 7 points per school and 30 schools would be +1 more for 8 points per school etc. So the players who people become specialists in a single field become very powerful in that field. It is worth noting that your character sheet will calculate all this for you, so no heavy math skills are required.

Single Master

10 schools = 50 points + 1 bonus per school = 60 points

Double Master

20 schools = 100 points + 2 bonus per school = 140 points

What In And Out Of Game Means

While you are playing your PC at an Archon event, you are considered to be in-game, and at times you may see people with their weapons over their heads or wearing white headbands. It is to signify that they are out-of-game. If you see someone that is out-of-game while you are in-game, you should ignore them. As far as your character is concerned, they are not there.

If at any time you feel that you need to leave the game for a break, to do something, or you are just tired, then the proper way to leave would be to walk to a place that would lead away from the play area (usually the woods) and announce in a loud voice that you are leaving the game on a three-count (i.e., "I walk into the woods one, I walk into the woods two, I walk into the woods three"). You should ask once in a loud voice, "Does anyone want to follow?" If someone says yes, continue to move away from the play area to try to exit again until no one answers.

Keep in mind that if someone replies, it is an out-of-game answer, and you shouldn't know that they are pursuing you. I personally don't leave the game to sleep, but should you choose to stay in-game while you are sleeping, then you can be affected by gameplay. It adds a little more excitement to the game as you can still be attacked or killed while sleeping, and if any NPC merchant, teacher, etc. ... comes in, you can interact with them.

Anything you bring with you that you do not want in-game should be left in your car or stored in a personal bag under a bed. It is not an accessible spot for in-game things, and on a better note, these spots are not to be searched by anyone who does not own the bag or items. What is brought into the game with you is what you have with you for the weekend. There are no out-of-game pouches or storage places accessible to you without getting plot approval. It is suggested if you think that you will need something that you physically hide somewhere in the woods or somewhere you feel is safe.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

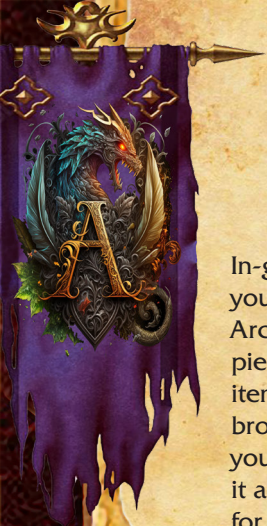
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



What An In-Game Item Is And What It Is Not

In-game items are all items that are given to you in-game or that you find in-game and have Archon tags. These tags are generally a small piece of paper defining the item in question. These items can be stolen or lost and even sometimes broken (please try not to break anyone's props, if you want to break something, just say you break it and turn it into any marshal). Tags are given for weapons, armor, scrolls, crafting items and magic items. Forms of money are essences, coins and gems, which are also considered an in-game items. Other items such as chests, boxes, bags and just about anything else you think might be a in game item will either have a tag taped on it or will be clearly told to you by a game marshal if it is in question.

An out-of-game item is anything that cannot be stolen from you. It would include personal clothing, your actual physical representations (Phys reps) for weapons, pouches, personal items like jewellery and anything else that you brought with you to the game that does not have a tag. Containers like duffle bags, backpacks and lockers are typically not in-game. However, chests, boxes and sacks that contain in-game items are considered in-game unless they are underneath a bed. All items under a bed are considered out of the game, even tags, items, and currency.

Staying In-Game

When playing Archon you should try to act and think like your character would (i.e., if you are a dumb troll, don't solve the math problem or act like you're really smart). Also please stay in the general era of the game, don't discuss modern-day events such as sports or current world events outside of the game. If your character cannot read, don't read. If your character doesn't know much about ritual magic or a particular spell, don't tell someone else about it in the game. That isn't to say you shouldn't help new people or people with questions who may not understand a game mechanic just because your character doesn't understand it. The best way to think about staying in the game is that you are an actor in a play. If you suddenly go off script and start talking about the football game you saw last weekend, it will ruin the play for everyone.

What Do I See?

Carrying the tigerkin from the battle at the inn, Torst and Pentex looked down the trail and saw two people discussing something. They approached the duo and asked, "Do you have a Life Spell? This person needs one. Some Undead have attacked the tavern." As the two beings turned, swords at the ready and spells forming in their hands, they said, "NO, but we have a Death waiting for you!" We realized a little too late that they too were Undead.

If we could have asked what we saw down the trail, do you think we would have approached? Heck no! we would not have approached them. But if we had not, we would have deprived ourselves of a memorable event that we still talk about to this day. If you can see the faces of the NPCs and they can see yours, then you have no reason to ask what you see as the NPC will be wearing a mask or makeup to show what lineage they are or will announce what they look like as soon as they feel they are visible to you. However, if there is anything special about the creature, such as large wings or they are glowing that cannot easily be represented, the NPC will announce those features to you as soon as you can see them.

Role Playing Points

When someone at Archon spots excellent role playing above and beyond character, you may be rewarded with a Role Playing Point (RPP). These are what you might call your luck points and can be spent to enhance your character, save the day, or achieve a goal that felt otherwise unachievable. As you travel, they will accumulate and benefit your PC, acting almost like karma from significant play. Each RPP is specific to the character you are playing when you are awarded the point so if you have multiple characters, you may find yourself having different amounts of RPP for each

A full RPP is gained once you reach 100 Role Playing Experience (RPE). To gain RPE, you stay in character all the time, portray your character as best you can and interact with both other PCs as well as NPCs in an "in character" way. Great role play will always be rewarded; however, staff members may not always see it so if you see great role playing and no staff member is around, PLEASE let us know about it so we can reward the player with RPE!

When letting staff know, tell us what the role play was and about what happened so that we can award RPE for a job well done. Additionally, after an event, we will ask for everyone to post on our forums nominating those they felt did the best job overall for the weekend and award

them appropriately so please help out your fellow players and do a great job yourself to gain these invaluable points!

Also, after an event there will be a thread in the discord where you can nominate people's role playing and help them earn a few more RPE so make sure you join us there after each event.

Learning In Game

At Archon there will be times that you may be told to "learn that in game". The idea behind this is that your character will have to learn like you would, from doing things in the game whether that is talking to an NPC, experimenting with combining different essences or using the built in learning skills Lore and Theory.

While we want everyone to feel comfortable and understand the game as much as possible before they begin playing Archon is a different kind of game where there are many things that are hidden and take time to uncover and unlock. This is not meant to be frustrating for the players but should instead be designed to be exciting and allow you to drive your character toward goals while also finding things you never expected along the way.

With this in mind in this section we will go over a few ways to begin your journey and ideas that may help you when you are trying to find out new things or unlock them.

First is the use of Lore and Theory. Lore, as described on the Lore field page in chapter 6, other fields, Lore, is your character taking time between Archon events to explore the world, talk to people, research in books, investigate or do just about anything else that helps them learning information about the subject in question. Because this happens between events you are not required to act these things out but instead you place questions for lore on your character sheet and they are answered by a plot member before the next event. This is explained further in the Lore section.

Theory is your character actively learning new skills, spells or abilities and is used entirely for this reason. Theory is in the same chapter as Lore and a detailed explanation about how it works can be found there.

Now, the one we really want to go over here is learning in game from your actions. While playing Archon you will be allowed to try just about anything. This is a daunting thing to think about but in reality it means that you will be allowed to push the boundaries and use your imagination to come up with ways to do different things and

then be rewarded for trying those things with bonus Lore points in game.

For instance, if you are playing Archon and decide you want to try to combine 2 potions to gain a new effect, you can do that, even though there is nothing in the book which explicitly states you can you can use your potion crafting field, craftsman miscellaneous or other skills to attempt to do this and in return you may succeed, or possibly fail depending on how difficult the task is determined to be.

When doing something like this you will need to either try it, then find a plot team member who is available and explain what you tried to do in detail or if one is near by and available ask them to watch as you try your experiment! In many cases something may happen that you didn't expect or you may be told you don't have the skill required to try that or you may just completely fail.

After your attempt though you may be rewarded with free lore points toward a specific thing. For instance with the above experiment you might be rewarded with 25 potion combination lore points to place on your character sheet which you can invest in further later or continue to try more experiments to gain more free lore from.

This is a very interesting and cool part of Archon that allows you to try things outside the box and develop new and unique skills however there will be a limit your mind can handle in a single event and eventually you will be told you are unable to learn more at this time. This is because we want you to use the Lore field to gain information as well, there is a finite amount of time plot members can be involved in doing these types of things and we do not want this system being abused by a few people to gain massive amounts of free lore or skills. Also as everyone who has ever crammed for a test can agree, people can only take in so much information before it's impossible to retain more.

Finally when you are told "you have to learn that in game" you are just being told to use the in game skills, lore, theory, IBGA's, CM's, etc, as well as interactions with other PC's, NPC's and the world to learn about the thing you are questioning.

We want people to try new things, come up with cool new ideas, learn about the world and make the character of their dreams while playing Archon and encourage people, once they understand the game system, to push the boundaries of what is currently possible. This will help the game grow and us as game masters to continue to develop a game the players enjoy!

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Calculating Damage, Dying and Death

Taking Damage

The first thing to know when you are figuring out how to take damage is your character sheet has your total body and willpower in the upper right corner. This tells you the maximum, and starting, amount you have for both those stats.

Whenever anything does damage that does **NOT** have a "willpower or will" call then that damage is taken to body.

Body though is directly protected by armor. Earth armor counts as armor before your body, the same with physical or natural armors. So you can always take damage to your armor's first, then your body points.

When someone deals you damage you should take a moment to calculate your current total "soak" or the total amount of damage you can take before going unconscious.

For instance if you have 20 earth armor, 20 points of chain mail and 15 body you have a total soak or 55 points. If someone swings for 5 claw you know you can take 11 hits total before you will be knocked unconscious.

Unconsciousness and You

If at any time your body or willpower reaches zero or below, then you are knocked unconscious. Your willpower cannot go below 0; however, your body can go to -1, and when that happens, you begin bleeding to death or bleeding out. If you are knocked unconscious, you should fall to the ground and act as if you are asleep; if you have issues standing up easily or are in terrain that might hurt to fall onto you, you may take a knee to signify that you are unconscious. For willpower, if you reach 0, you must wait 5 minutes, after which you will gain 1 willpower and become conscious again. The same is true for body. If you are at exact 0 body points, after 5 minutes, you will gain 1 body and be conscious again.

You will also immediately regain consciousness if anyone heals you to 1 body or willpower or above. For body, if you are at -1 and no one heals you or stabilizes you to 0 body during the first 60 seconds, then you die. This isn't the end; however, after your 1-minute bleeding count ends, you then begin a 5-minute death count.

This is the time where your body will begin to decompose, and if not given a life spell or potion at the end of 5 minutes, your body dissipates, and you become a spirit.

Killing Blows

At any time a creature with a weapon may attempt to deal a killing blow to another creature which is at 0 body, -1 body or 0 willpower or if the target is willing and states they accept the blow. To do this they place their weapon on the torso of the target and state "killing blow 1, killing blow 2, killing blow 3" if they are not interrupted or stopped then the target goes immediately to their 5 minute death count. If they were already in their 5 minute death count then there is no effect.

Killing blows may only be delivered to a target that is unconscious and at 0 body, -1 body or 0 willpower. A target that is slept, paralysed, encased or any other negative effect may only be killing blows if they are also unconscious from one of the 3 above states.

What Happens When You Die?

Death is a part of life, but in Archon, you get more than 1 chance To live! When a character in Archon dies and is not lifed (by someone using a life spell, skill or ability) before their 5 minute death count is complete their body dissipates and the character becomes a spirit and lose 1 point of your starting 12 spirit strength.

At this point the player should remove all in game items, money, tags, essence etc and place it on the ground where they perished. This includes your personal essence given to you when you started the character.

After this you have a choice to make, you may place a orange headband upon your head and become a spirit, which may interact with the living but may not speak to them or interact with any physical objects (though you may pass through non magical walls and doors) for 10 minutes. During this time you can show the players still living you are dead and that you will soon face The Reaper.

After the 10 minutes are up, or if you choose to go sooner, your spirit along with any other spirit touching you, even if the other spirits are still part of the living, are warped into the spirit realm to face off with The Reaper. At this point please find a staff member and let them know you have died and need to face Death.

Other Important Mechanics

The Reaper controls the way to the afterlife for all creatures of Tyr and the many other planes of existence.

During your first encounters with Death it holds no power over you yet and so cannot keep you in the spirit realm or take any toll from you for returning to the land of the living. However Death loves to chat and may have some words for you before you return to life.

Death is a very traumatic event, and your spirit splinters and slightly shatters each time you die. After the first two deaths The Reaper finally gains a hold on part of your shattered spirit and is able to hold it back in the spirit realm.

At this point you temporarily lose 10% of your total build for each death beyond the 2nd, taken from anywhere you choose, that can only be returned by defeating The Reaper in it's realm.

You may choose to face Death immediately upon transferring to the realm of the dead and anyone who has travelled to the spirit realm with you will face The Reaper as well, or you may choose to bypass the reaper and enter the land of the living again where you may ask for help.

Since your spirit so recently travelled to the realm of the dead it may still access it, along with any other connected (touched and willing) spirit for the next 12 hours. After that point the only way to return to gain back your lost build points is to die again or for someone, or something, to grant you access to the Realm again.

When facing Death all characters involved will have to defeat it in some way, this may be combat, a mental game, a physical game or some other way in which death must be defeated in order for the character who died to gain back their lost build.

If the characters facing death fail, then ALL characters facing death at that time will immediately take a spirit strength loss (Not just the original person who died). So beware when helping others in the spirit realm, your spirit may be on the line as well!

What Is A Wave?

A wave is a surge of magical energy; in this world, as mana in the form of spells and skills are used up, they are sensed by beings called Archons. These creatures feed on essence energy and know that where mana is being used, they will find creatures willing to trade essence to them in exchange for returning their mana.

Having grown up in this or a similar world, your character knows what Archons are and knows that feeding Archons essence both restores your mana pools and increases your capacity for learning (gives you lineage or character build). Your character also knows that to burn out to an Archon, you must be within a circle of some kind.

Once inside the circle, the Archon will ask you to burn essence, at which time you may trade essences to the Archon for restoration and build. This restoration will refill all points in fields you have purchased and allow you to change your battle board if you choose, but it will not restore any lineage abilities.

Additionally, once per day at 6pm, a wave of massive energy flows across all of Tyr, restoring all creatures in every way. This wave brings all points in all fields, all lineage abilities, body, and willpower for everyone to full. This is called a Hard Wave, which may be referenced in some fields.

What Happens When Someone Calls A Hold

When you hear the word "hold" yelled out, you should immediately stop moving and wait for further instructions. Holds are rarely called but are extremely important; they are called if someone is hurt, if a dramatic event is happening or if there is an emergency of some kind.

After a hold is called to begin play again, the person who called the hold will yell, "Everyone ready?" and if they do not hear any objection, they will yell "3, 2, 1 play on!" after which play will continue as if it had not stopped.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

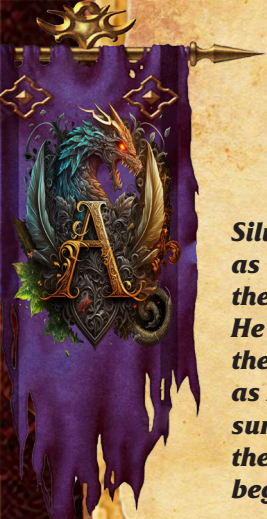
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Combat and Magic

Silvermane crested the hill and was surprised as three skeletal figures approached him from the side of the trail he had been traveling on. He unsheathed his steel blade and thought of the spells he had memorized. His hand glowed as he incanted, "by the light of the sun, I summon a light bolt, 20 light." The spell hit the skeleton and its form crumbled to dust. He began another incant, but it was too late.

The other two had closed the gap and were upon him. Before he could finish, the skeleton's blows struck him "4-steel", "4-steel". His light leather's 7 points of armor had taken 8 points of damage, breaching on the last blow and causing a light wound, which destroyed the spells working.

He then jumped back while delivering a solid blow to one "8 steel". Getting out of their reach and looking at their pitiful defenses, he could see their weak points. Knowing that he must drop one to make it a one-on-one battle and to avoid further damage to his body, he charged. With a roar and a lunge for the unhurt one's body, he struck "27 steel slay," and it crumbled, but the wounded skeleton then struck him again "4 steel."

He turned and in his rage struck the skeleton "critical attack, 9 steel" which dropped the remaining skeleton. He bent to search the dust and claim the essences that remained. He removed his tattered armor, which had been breached too many times, and took a minute to put on a new suit that was not as good for travelling but gave better protection. This really was going to be a long day.

This short story gives a basic idea in writing of how a combat works in Archon. While it cannot portray what it is really like before each event begins, if there are any new players, a staff member will do a quick 10-minute basic course on combat and how to properly play the game.

If you miss this course, please speak with any staff member who can take you to the side and go over it again for you. If you are ever uncertain about something in the game, especially if it involves combat, do not hesitate to ask a staff member for help.

Using Defenses

When using any kind of defensive skill or ability, you may only use a single one. For instance, if you are struck with a 25-wither limb and you have a 20-point water shield, and a 10-point dodge, you

cannot use both, so either way, you are taking at least 5-wither limb damage. Please keep this in mind when using any kind of defensive during combat.

How to Swing a Weapon the Correct Way

In Archon, you will most likely be using weapons, foam swords constructed from PVC pipe with a foam and duct tape wrapping, or latex foam weapons, both of which are designed to not hurt anyone when hit. Even if you are choosing not to use a weapon in Archon, you should still know what a legal hit is and how someone should be correctly swinging because it is almost certain that at some point, you will be struck or striking.

For a swing to be legal, you must swing it in an arc that is more than 45 degrees but less than 90, this is not a baseball bat, and you should not be doing any full swings with it. Also, if you aren't pulling your weapon back far enough, you will be called for machine-gunning, which is when you barely move the weapon and try to just tap someone as fast as possible.

All weapon strikes should hit with just enough force that the person you are striking feels it but is not hurt by the strike. While these are foam-covered weapons, if you hit too hard, you can hurt people, and that is strictly against the rules.

How to Cast a Spell

The following are rules for casting spells in Archon. When you first start playing, we understand that you will have a little trouble with spells and their usage but don't get discouraged. One of the harder things to do in Archon is cast spells well. With a little time and practice, you will get the hang of it. We will be very lenient at. First, you will get spells back if you mess up the incant, and NPC's will take damage even if the incant was wrong from a new player.

When casting a spell, you should complete the full correct incantation in at least a voice loud enough so anyone close to you can hear it. Then when you have completed the incantation, you will then have 3 seconds to throw the spell packet. If these requirements are not met, then the spell will fizzle and fail. If you hear a spell that is wrong or the caster takes too long to throw the packet, you may call the spell blown loud enough so the caster hears it and explain why to the caster if needed.

When you throw a packet, please try to avoid striking others in the head and groin as these are not legal targets, and when struck, it is up to the person who gets hit there if they wish to take effect anyway or ignore it.

If anything that you are carrying, wearing, or are using is hit, it is the same as you are being hit by the spell. IE: Weapons, cloths, armor, capes, and dead bodies. Please try to control your throws, packets are light, but if thrown very hard, they can hurt.

Touch casting is allowed with the target's consent; if you haven't been given consent, please do not touch anyone.

If you are casting a spell on yourself, a packet is still required.

If at any time you take body damage while saying the incantation of a spell, the spell is interrupted and fails.

You have 3 seconds from the time you were hit with a spell or effect to call a defense against it.

Spell Books

A spell book is a tool used by mages to enhance their spell casting and help them remember their spells. A spell book in Archon is an optional tool that you can choose to use or not but using one does confer some benefits.

The first benefit of a spell book is a reduction in researching new spells. If when doing your research you have a spell book and are adding the information from the spell into that book then the research cost is reduced by 10 percent (round up). So if you were using Theory to research fire bolt which costs 100 research without any reductions then because you are researching it into a spell book it would cost you just 90 research points as you learn better by writing out the information.

Additionally the quality of your book and the time investment you place in it will give you benefits as well. A basic notebook for instance could be used as a spell book with just normal pages and a blank cover. This basic book would give you a single bonus from the options below.

If you have your spell book on your person when memorizing at a wave or hard wave then you may choose one of these options:

- 1 free rapid cast CC skill (may only be taken a maximum of 2 times per wave) linked to a single spell.
- Reduce a single spells mana cost by 1 (each time that spell is memorized the cost reduced by 1 to a minimum of 1) May only be taken once per spell.
- Increased effectiveness of a single memorized spell by +5 effect (Only works on damage/healing or armor spells found at the beginning of each spell section, excludes all spells in the Other Spells section of each magic.)

- +5 mana to 1 field of magic

A nicer looking or better quality, both in and out, spell book would confer more bonuses. For instance a book with a dragon cover and gilding along it as well as writing inside that has very nice calligraphy and some artwork added in or very high level of description of the spells within the book may gain a choice of 3 of the bonuses listed above.

All spell books which give bonuses do have a cost however, the basic level 1 spell book costs 1 copper bit and comes with 10 enhanced pages that spells or skills can be added to. Additional enhanced pages may be added for 2 essence each.

Each enhanced page may only have a single spell placed upon it, though the book may have a unlimited number of unpaid pages the bonuses from having the book may only be used on spells which are written on enhanced pages.

Higher level spell books will have additional costs and must be nicer quality with drawings inside, nicer bindings and runes or engravings on the outside.

In Between Game Actions

A in between game action is an action that any player may take explaining what their character is doing between events. These are typically things like "I am travelling to the gnome village to find more information about how their steam machines work" and are submitted via the website IBGA form (ArchonLARP.com).

IBGA's will not always give you additional points of different in game things such as research, lore or production, though some IBGA's if done well and the role playing is very well done may give some in game rewards. Instead these are ways for players to explore the world and do things that aren't easily possible while at an Archon event. Each character is allowed to have 1 IBGA between each event, regardless of how much time has passed between events. Characters also gain an additional IBGA for every 10 CM skills that they possess.

Once you have submitted your IBGA please wait for a staff member to contact you and give you information about what you learned, did, or any interactions that may have occurred because of your IBGA. In some cases a private discord channel may be opened for your IBGA so that role play and back and forth can happen, however this is not a certain thing and is completely based on staff being available to do a back-and-forth IBGA with you.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



If you wish to complete an IBGA with other players you may submit a group IBGA the same way you do a normal IBGA on the Archon website but in the notes put all the character names that are doing the IBGA together. Finally if you have multiple IBGA's you may use them all on a single thing and the information, reward or whatever else you may gain from the IBGA will be increased.

NOTE: if you submit an IBGA with less than a week left until the event your IBGA may not be completed before the event. The week leading up to an event is a time crunch for staff and event items that take priority over things like IBGA's so please get your IBGA in as soon as possible so we can get it done as quickly as we can.

Also realize staff has lives as well and isn't always able to do IBGA's as quickly as we would like, if you have submitted but not heard back about a IBGA for more than a week please send a nice discord message to a staff member reminding them that it still needs to be done. Thank you.

Archon Circles

In Archon, a rope or other round physical object with a piece of colored cloth on it represents a circle of power. The cloth must be at least 8 inches long and 6 inches wide, and the rope or other piece representing the circle must be at least 3 feet long when measured from one point of the circle around to the same point. Elemental forces, the combination of 2 magics, circle must have two cloths on them, one from each of the elements that make up the force.

Weapons mastery and roguery circles use a weapon as representation rather than a piece of cloth. If there is a circle on the ground and no colored band or other circle representation is present, then the circle is not there and can be ignored. A single circle has a maximum size of 6 foot in diameter.

Circles in game appear to be cylindrical-shaped barriers of magic or force that is created by a spell or skill. They let you restore your magic and special skill abilities during a wave by acting as a filter for the magic. If its duration is not extended, then a circle will only last until the end of the next wave.

As a reminder, a wave is when a surge of magic crosses the land, renewing pools of mana to all those within a circle when the wave passes, and is usually facilitated by an Archon. Circles also protect you from their opposite force. This includes spells and creatures of that Elemental type.

IE: fire circles protect from all water spells and will prevent water beings from passing through it. If a creature of the opposition is trapped within a circle, it must wait until the circle is destroyed before it can leave.

High magic circles work slightly differently. First, they do not allow anyone or anything to pass through them unless access is granted by someone invested in the circle. Also, High magic circles do not allow action through them; either you are completely in the circle, or you are completely out of it even if you have been granted access to enter

ARCHON CIRCLE CHART

Circle Type	Tag Color/Type	Opposite / Stops	Mana Returned
Fire	Red	Water	All But Water
Water	Blue	Fire	All But Fire
Earth	Brown	Air	All But Air
Air	Grey	Earth	All But Earth
Light	White	Dark	All But Dark
Dark	Black	Light	All But Light
High	Yellow	Everything	Everything
Ritual	Half Yellow Half White	Nothing	Everything
Meditation	Purple	Nothing	Everything
Weapons Mastery	A Weapon	Psionics	All But Psionics
Roguary	A Weapon	Psionics	All But Psionics
Psionics	Pink	WM / Roguary	All but WM / Rog
Elemental Forces	Mix of Two	Opposite EF	All But Opposite EF
Medicine	White With Red Cross	Nothing	Everything
Spiritual	Purple and Black	Astral Creatures	Everything
Alchemy	Orange	Nothing	Everything

or leave, which means if you touch the side of a circle you are invested in or have permission to enter/exit, then the circle will suck you in or out.

Ritual, Smithing, Medicine, and any other circles not mentioned can be assumed to not stop anything from passing into or out of the circle as they have no opposite. Magic Walls follow all of the same rules as circles in regard to what can and cannot pass through them; however,

they are lines of power with no inside or outside. Walls are a maximum of 8 feet in length and 2 inches in width and must be completely straight.

During a wave, or Archon passing, you do not get back the opposite mana when in a circle of certain types. For instance if during a wave you are in a fire circle you will not receive any water mana restoration. The chart below shows the type of circles, the color of the cloth used to make them and if they have an opposite field what it is.

What You Should NOT Do In Combat

Illegal Targets

The head, groin, wrists, and hands are illegal targets, and hits to these areas should be avoided. Anyone that has a constant problem with striking these areas will be warned; if that is not sufficient, then the offending player will be suspended from play for a short time, and finally, if it continues, they asked to leave.

This is non-negotiable. Breaking this rule is dangerous, and we would like to avoid any injuries from combat. Please remember accidents do happen; while everyone is always trying to make good legal strikes and never cause someone to trip, twist an ankle, or have any other physical injury, sometimes a situation happens that is unavoidable.

When these things occur, there is no need for either side to get upset, this is a combat game, after all, and while the weapons are foam in the heat of battle, they can hit sensitive areas accidentally. However, if at any time you feel someone is purposely striking an illegal area or trying to hurt someone, please immediately inform a staff member.

Charging

You should never be physically assaulting someone with your body striking or touching their body.

At all times, you should be at least arm's length from the people you are fighting against to make sure no one crashes into each other on accident. If someone gets within arm's reach of you, just state, "Charging, take 2 strikes," and take a step back if possible or ask them to take a step back.

The 2 strikes are 2 strikes from whatever weapon you are using, so if you hit for 10 steel, then that person would take an automatic 20 steel damage.

Turtling

If at any time someone is using a shield, weapon, or object to make all legal targets (IE: everything but the head, groin, wrists) unable to be swung at, then they are turtling. This normally comes in when someone is crouching behind a shield with just their head poking out, or someone is around a corner with just their head visible.

If you think someone is turtling, please just let them know and, if needed, explain why you believe it is turtling. As always, though, if the issue is not resolved, please find a staff member, and they will take care of the situation.

We all know how exciting and intense combat can get, especially in Archon, where combat is a very large portion of the game. What we need to keep in mind is that we are not out to hurt each other, and we are trying to make a safe atmosphere for everyone to play in.

It is also important to remember that everyone is here to have a good time and should not be trying to destroy anyone else's good time in the process and as stated at the start of this book, don't cheat; it's not worth it. If at any point you feel someone is causing a problem in combat that has not been addressed by the above rules, please bring that information to a staff member so we can handle the situation without any major problems.

As a final note about combat, it may seem like an NPC or PC didn't hear your call for a spell or ability at times. This happens in the heat of battle, and if you are unsure the person heard your damage or effect, just ask them when things calm down slightly, and if they did miss it, they will immediately take it.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Chapter 9: Phys Reps, Costuming and Armor

This section covers the creation of weapons that are used in Archon LARP. Most LARP weapons are made from foam and PVC however there are many new types and styles of weapons that can be used in the game. Safety is the number one concern in Archon and so the weapons must be of the highest quality so every weapon is subject to an inspection by a staff member before you will be allowed to use it in game.

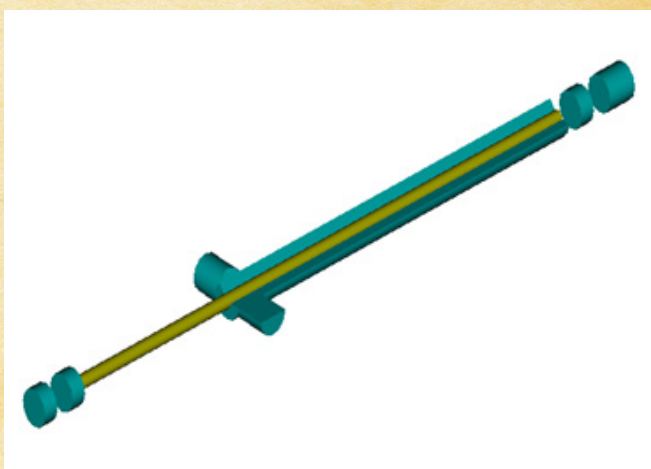
Boffer Weapons

Boffer weapons are those made from pipe foam, PVC and duct tape. These weapons are the most common at LARPs and are cheap and easy to make compared to other types of LARP weapons. To construct these weapons you must have at least 5/8s thickness closed cell pipe foam which you slip over PVC pipe. The pipe size and inner diameter of the foam can be found in the chart below for each weapon. Once the foam is on you will need to have a tip made from open cell foam, most commonly found in coach cushions.

Additionally you will need a puck, a cap on the end of the weapon so that PVC cannot accidentally poke through the top when thrusting. The best way to make a puck is to cut a half inch thick piece of pipe foam, place a piece inside it and wrap it in duct tape then place it on the end of the pipe above the other pipe foam. After all foam is in place you run duct tape long ways along the blade to cover the weapon.

All Archon staff members have made many weapons and can help you make your first weapon so you easily understand how it works and make it safely. Also you can find many amazing boffer weapon construction guides on YouTube.

The other common LARP weapon is the latex weapon which are made by many companies and purchased online. These are fine to use and legal in Archon for the most part but still must be inspected by a staff member to make sure they are safe. Before spending a lot of money on a weapon it is suggested you contact ArchonLARPStaff@Gmail.com with a link to the weapon and we can let you know if we think it will be legal in Archon.



Weapon Construction Information Chart

Weapon Type	Haft	Blade/ Head	Overall	Handle	Tip	Pipe Size
Rock (Thrown)	-	-	2-4 Diameter	-	-	None
Boulder (Thrown - Requires +2 Strength)	-	-	8-12 Diameter	-	-	None
Dagger (Thrown)	-	-	12-18	-	-	None
Dagger	-	8-17	12-24	4-8	2	1/2" CPVC
Short Axe	18	6-18	26-32	8-14	2	1/2" CPVC
Short Mace	18	6-18	26-32	8-14	2	1/2" CPVC
Short Club	18	6-18	26-32	8-14	2	1/2" CPVC
Short Hammer	18	6-18	26-32	8-14	2	1/2" CPVC
Short Sword	-	18-24	26-32	8-14	2	1/2" CPVC
Long Axe	18	8-18	34-44	8-14	2	3/4" PVC
Long Mace	18	8-18	34-44	8-14	2	3/4" PVC
Long Club	18	8-18	34-44	8-14	2	3/4" PVC
Long Hammer	18	8-18	34-44	8-14	2	3/4" PVC
Long Sword	-	25-36	34-44	8-14	2	3/4" PVC
Bastard Sword	-	36-40	45-49	10-18	2.5	3/4" PVC
Bastard Hammer	36	10-20	45-49	10-18	2.5	3/4" PVC
Bastard Club	36	10-20	45-49	10-18	2.5	3/4" PVC
Bastard Mace	36	10-20	45-49	10-18	2.5	3/4" PVC
Bastard Axe	36	10-20	45-49	10-18	2.5	3/4" PVC
Two Handed Sword	-	40-48	50-62	12-22	3	3/4" PVC
Two Handed Mace	40	12-24	50-62	12-22	3	3/4" PVC
Two Handed Club	40	12-24	50-62	12-22	3	3/4" PVC
Two Handed Hammer	40	12-24	50-62	12-22	3	3/4" PVC
Two Handed Axe	40	12-24	50-62	12-22	3	3/4" PVC
Staff	-	-	60-72	-	2	3/4" PVC
Arrow, Bolt	-	-	-	-	-	None
Spear	6	8-10	48-58	6-30	3	3/4" PVC
Pole arm	20	18-24	60-72	12-36	3	1" PVC
Claw	-	18-24	26-32	8-14	2	1/2" CPVC
Shield	-	-	No Wider Than Shoulders + 6 inches, No Taller Than User On Knees	-	-	-

* Boulders can be either large pieces of soft cell foam lightly wrapped in duct tape or you can use a garbage bag filled with cloth. Check any of these weapons in with staff before you use them in game so they can be tested for safety.

** Thrown weapons must be constructed of soft cell foam covered with duct tape. There are to be no sharp protrusions that may hurt someone. These weapons must actually hit the person to be considered a good hit.

*** Arrow construction we recommend using children's bows and crossbows that have foam arrows. You may also use packets as arrows so long as you either touch the packet to your "quiver" (bag/poach) or pull them from the quiver.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Boffer Weapon Step-By-Step Weapon Creation

This step by step process will make a max length long sword with a max handle. The process is similar for most all weapons so all you have to do is put in the measurements from the chart on page 114.

To make the long sword you will need these materials: A piece of closed cell foam (They are usually 3 foot in length), scissors, serrated knife to cut your materials, and a roll of duct tape.

Step #1

Look at the chart and see what the length of a max length long sword. The chart says maximum length is 44 inches, but you have to remember that this is overall length after the weapon is complete. You will also have a 2 inch tip, 2 pucks $\frac{1}{2}$ '1/2 inch each, and a pommel that will be 2 inches thick. So your PVC will be cut to 39 inches long.

Step #2

On the table it will tell you the maximum size of the grip. For our weapon it will be a maximum of 14 inches.

Step #3

Now you are ready to cut your foam. Your PVC is 39 inches and your grip is 14 so you will need a piece that is 25 inches long ($39 - 14 = 25$). Cut that and set it aside for use later. Take what is left over from the blade and cut your $2\frac{1}{2}$ '1/2 inch pieces and a 1- 1 '1/2 inch one. These will be for the pucks and the pommel.

Step #4

To make a puck you can refer to the picture on page 47 or just stuff the center of the '1/2 inch pieces of closed cell foam with more closed cell foam and tape around the entire piece.

Step #5

Now you have the pucks made you can attach them both one to the end of the blade and one to the end of the pommel. All you have to do is set them on the end of the foam and wrap a strip of tape around the edge where they meet.

Step #6

At this point put the foam on the PVC so you can attach the tips to the sword.

Step #7

The tip of the sword is made of soft cell foam at least 2 inches thick. This is your thrusting tip. It is easier to attach if the tip is the same shape as the blade otherwise the tip will stick out from the sides.

Step #8

After the tip is on tape the rest of the blade in 2 long strips, starting from the cross guard area and going up over the tip and back down to the cross guard again. Do this twice should cover the entire blade in tape. Remember you cannot wrap the tape around the foam, like you would a grip. You must make strips that run from the tip to where the foam ends. If you do wrap the weapon around or in a spiral pattern the weapon will weigh a lot and fail inspection.

Step #9

Once the blade is on with tape on it take 1 piece of tape about 3-4 inches long and wrap it around the handle securing the tape from the blade to the PVC so it cannot slip off.

Step #10

For the cross guard you can do several things but the easiest is to take a piece of pipe foam about 10 inches long and poke a hole in the center. Slip the PVC through this hole and push the foam up against the blade foam then cover it in duct tape of a different color. This makes a decent guard that looks good and won't break easily.

Step #11

Place the pommel puck and foam on and wrap these in duct tape. Additionally you can put grip tape on the handle of the sword to make it easy to use. Congratulations you have made your first Archon weapon!

know if we think it will be legal in Archon.

How to Make a Spell Packet

If you plan on using any spells or some innate abilities then you will need spell packets. These are easily made from nearly any cloth, birdseed, and string or rubber bands. Try not to make your packets out of fluorescent cloth as this color represents an alchemy gas, otherwise any color cloth will work fine, especially old sheets.

To begin cut your cloth into an 8x8 inch square, then take a scoop of bird seed, about $\frac{1}{4}$ cup worth, and place it in the center of the cloth. After this wrap the cloth together so that the bird seed creates a ball with the rest of the cloth wrapping it and making a tail. Then take a rubber band and wrap the cloth so that the packet looks similar to a badminton birdie. The end product should look similar to the picture to the right.



Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

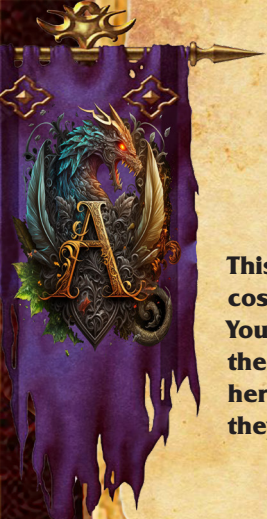
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Costuming and Armor

This section covers the basic ideas of what costuming and armor should look like in Archon. You are welcome to design your character and their gear in any way you choose, this chapter is here to help those who might have no idea what they should be wearing to an event.

Period Clothing

This is not an attempt to make everyone wear only historically correct clothing, but this is a fantasy setting and so it is nice to have an experience where everything that exists is within that fantasy world. Things like watches, jeans and cell phones really take away from the atmosphere of the game and you lose some of the immersion of the experience. A town full of people wearing fantasy style medieval clothing really brings the game to life, making it more fun for all and that is what is important.

Feet

Sandals would be 'in period' but are not recommended as they leave your feet vulnerable to injury while running over uneven ground or in the woods. Boots are preferable, especially leather boots but shoes without markings are also acceptable. Hiking boots work great as they are light weight and aren't encumbering but some look very modern and inappropriate so try to make sure that you wear boots that at least look somewhat like they could have been made in the renaissance era.

Keep the terrain in mind when choosing footwear, as well as the weather. Moccasin boots look great and work great in the summer, but in winter or in the mud their smooth soles can be hazardous so only wear them at appropriate times. In weather that is slippery or hazardous, wear something with traction, or expect to fall down every five minutes! Feel free to bring two pairs of foot wear, one for if the weather is nice and one for if it's turns.

Another possibility is the black 'martial arts shoes, often available in curio-type shops. They look like slippers but have a bit more traction and fit the foot snugly, plus, they're only about six or eight bucks a pair! If all you own are tennis shoes you might consider either dying them black to make them unobtrusive, or somehow covering them up with leather wrappings or something. Tennis shoes can work fine as long as they aren't distracting so just use your best judgement and if that's all you have we completely understand when we first started playing we didn't have anything better either. High heels of any kind are both inappropriate and dangerous.

Legs/ Lower Torso

Pants can be baggy or snug, depending on your preference. Color, pattern, etc., is totally up to you as long as they aren't extremely modern looking such as bright jeans with holes in them, khakis or some other goofy pants that make no sense for the period.. Black jeans are OK in a pinch; especially if you tuck them in your boots and let your shirt hang over your waist, to conceal the pockets and belt loops and such but are more of a last resort. Sweat pants can be very good, but avoid any logos plastered all over them.

Lightweight, loose pants, preferably with a drawstring or elastic waist are the best. You can always wear sweats or long johns under them if you are cold and some high quality pajama pants really fit this well. Skirts are authentic, but practicality makes them problematic as they can get caught in tree branches, snag on bushes, or just get in the way and they're difficult to run in.

This applies to guys, too. Kilts are very authentic, and can be just fine (they're not too bad to run in, if you have high boots on, but watch out for skinned knees!) but please make sure you're properly concealed beneath them! Some pants can be made to look more authentic by wrapping ribbon or thin strips of cloth or leather around your lower legs, over the pants, from the ankle to the knee. This gives a kind of Viking flair.

Upper Torso

The easiest way to make a medieval style shirt is to sew one, patterned after an oversized shirt, extra-long T-shirt. The "T-tunic" can have medium to long sleeves, and the body length could be anywhere from a couple of inches below the waist to a hand-span above the ankle (though at that length, they're hard to run in.) V or round necks, even a laced front collars, are optional but hard to make. A makeshift possibility is to take an oversized dress shirt, remove the buttons, and lace it up the front with leather thongs or something and see if you can make up a tabard from it. The tabard is the simplest thing to make, and looks surprisingly good.

It is just a rectangular strip of cloth, 2-3 yards long by about 2 ½ feet wide, with a hole in the middle for your head to go through. Let the long ends hang down, in front and behind you, and belt it at the waist. A simple, sewn tabard can really make the difference between 'mundane' and 'fantasy' clothing. Frilly, renaissance-type shirts are great. Martial arts shirts (karate uniforms, ninja suits) can look good if you dress them up. Leather jerkins are great, but leather biker jackets are not!

Accessorize, Accessorize and Accessorize

Accessories are the most important part of a medieval/fantasy outfit. If your accessories look good, they can offset a so-so outfit. Probably the most important accessory is the belt as you can hang all your belongings on it and it will keep your shirt, tunic or other gear from causing you issues in combat. Big, ridiculous, wide leather belts may look odd in real life, but they are perfect for this game! You can even use a weight lifting belt...dye it black, and there you go, one 'large leather girdle'. Get the pouches, whether they are simple drawstring bags certain drinks come in or more elegant leather affairs with belt loops and an closable top and buckle you might find at a renaissance festival.

It looks pretty awful to see people rooting around for stuff in their pants pockets so try to avoid this but when you're first starting whatever works, works. Often, huge numbers of belt pouches all a-dangle from a belt look pretty cool. Plus, there are more places for a thief or looter to have to look! Waist sashes can work well, either in place or in an addition to a leather belt and you can tie strips of cloth around your body for even more flair.

Jewellery can be good, for either gender, but avoid dangle earrings that could get snagged and ripped loose as they are a danger for combat. Try to keep necklaces under your collar for similar reasons when you enter a combat area or dungeon. Bedangles look great, especially solid metal ones, leather one or even plastic ones done right. Rings are to worn at your own risk, and avoid anything with protrusions. Headbands of leather or cloth look good; just avoid using white one, which is used as a symbol in the game to let others know you are out of game and not there.

Gloves can be a necessity and/or a great accessory. Even in the summer I tend to keep my big heavy gauntlets tucked in my belt. I just like the way that they look and in winter, you'll freeze your fingers off if you don't have some kind of gloves. Leather or suede bedangles on your forearms look great and can help keep big puffy sleeves out of the way. Also oddly enough mountain biking or biker gloves can work great as long as you pick ones that don't look extremely out of era and they are very nice for both summer and winter.

Hoods and cloaks also look great. In the case of cloaks though be aware that as magnificent as a huge cloak may look billowing in the wind, it also makes a good target for spell casters! Avoid cloak pins with sharp points, like the traditional Celtic cloak pins, they can snag on things and impale you if you fall on them.

Masks, braids, a forked beard, a little makeup for scars, or even an eye patch if you can deal with it all add character and character recognition to your PC. It is all up to you how far you take your character and how well you choose to set yourself up and the better job you do the more bonuses you will get from having a great costume and character design



Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

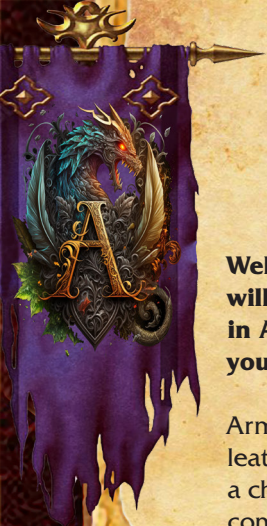
Knowledges

Game Mechanics

*Phys Reps,
Costuming And
Armor*

Well Known Spells

Glossary



Armor Rules and Construction Guide

Welcome to armor and its construction. Here we will talk about all things involving physical armor in Archon and how you can use it to protect yourself from weapon attacks and physical spells.

Armors can be mixed, for instance you may wear leather on your armors and legs and then have a chain suit on giving you an armor total of the combined amount from the charts beginning on the next page. However armors cannot be stacked in a single area. For instance if you are wearing a leather jerkin over a chain suit the chain suit is the higher armor value and so is used to determine how much armor you have on your torso, the leather looks great but doesn't give a further bonus.

We will give bonus points for armor that looks more in game, in period, or that compliments the overall costume of your character though. IE: a barbarian whose armor incorporates furs and tribal symbols into their armor would get additional points for looking more in game. Physical armor cannot be used in conjunction with natural or dexterity (roguery) armor. Also having good costuming will get you a bonus to your maximum armor value.

When determining total armor value add the amount you gain from each location, based on the charts on the following pages and that becomes your maximum armor suit while wearing those armor pieces. This does not mean you have that armor amount, you still need to have a armor smith make you a armor suit, with a tag, for that amount.

If the amount of armor for your tag is less than your total max armor then you may still use it as armor in game but it will only have armor points equal to the tag amount. If the tag you have is more than your total max armor value you can again still use it but your total armor points are equal to your physical representation calculated amount.

Repairing Armor and Breaches

Repairing armor can be done by anyone as long as the armor has breaches remaining. This is done by stating "repairing armor" then acting as though you are repairing your armor or tapping your chest and stating "repairing armor" every few seconds for a total of 60 seconds (unless you are an armor smith and are capable of repairing the suit faster.) Once the repair is done you state "armor repaired" and it will then be back at full value and able to protect you again.

When a suit of armor is made there are a certain number of breaches that armor has and when an armor suit is damaged to 0 points an armor breach has occurred. You mark this down on your armor tag which will show how many breaches your suit of armor has. If a suit of armor has no more breaches left then it cannot be repaired and is destroyed. To find out more about armor tags and creating armor please see the armor smithing section of this book.

To repair any worn or natural armor you must stop and either role play repairing the armor, by doing things like sewing, bending and smashing it back into place or tap your chest and state "repairing armor" for 60 seconds. While you are repairing your armor you cannot engage in combat or run, either of these will stop the repair count and you will have to start over.

Leather Armor

Leather armor comes in three different levels something made of heavy suede or something at least as thick, the second level is made of heavier saddle-weight leather and the final level is at least belt weight or thicker leather.

All locations can be augmented with metal studs or rings giving +1 point for simple, even spacing and +2 point for large metal reinforcing where the majority of the material is covered.



Leather Armor Protected Area	Max Armor Value
Torso	8
Throat	1
Shoulders	2
Forearms	1
Head	2
Face	1
Hands	1
Elbows	1
Knees	1
Feet	1
Groin	2

Chain Armor Protected Area	Max Armor Value
Torso	8 / 10 / 12
Throat	2 / 3 / 4
Shoulders	3 / 4 / 5
Forearms	2 / 3 / 4
Head	3 / 4 / 5
Face	2 / 2 / 2
Hands	2 / 3 / 5
Elbows	2 / 3 / 4
Knees	2 / 3 / 4
Feet	2 / 3 / 4
Groin	2 / 3 / 5

Chain Mail Armor

These items are assumed to be 16-gauge steel rings, with a 3/8 inner diameter or equivalent, in a standard pattern and receive the first number for that location as max armor value. If the majority of the armor is made with a smaller inner diameter ring then the armor receives the second number value for that location. If the armor is made of heavier or thicker wire then it receives the third value for that location. To determine the maximum armor suit you can use with your armor add all armor locations together and that is the most that armor can represent. Note: Scale-mail armors made with metal scales use the tables for plate-mail armor.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

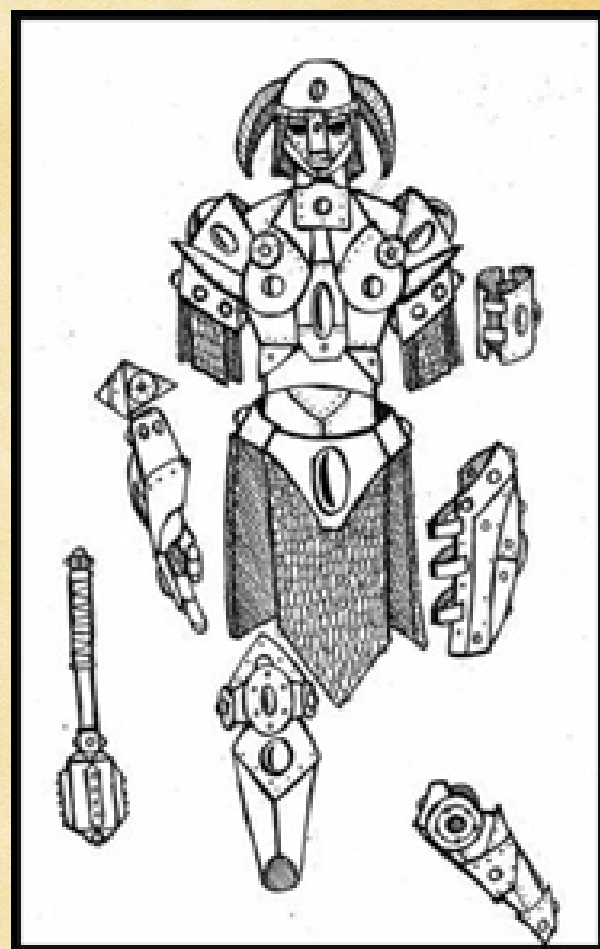
Glossary



Plate Armor

Plate armor base is 18 gauge steel plate or something similarly hard and thick (thick 50 gallon barrel plastic is acceptable). If the gauge of the steel is 16 then the second value is used for that location. If the armor is made of 14-gauge steel or thicker than the third value is used for that location. Some thicker leathers that are lacquered or hardened may use the base for 18-gauge steel.

Plate Armor Protected Area	Max Armor Value
Torso	12 / 14 / 16
Throat	3 / 3 / 4
Shoulders	4 / 5 / 6
Forearms	3 / 4 / 5
Head	3 / 4 / 5
Face	3 / 3 / 3
Hands	4 / 5 / 6
Elbows	3 / 4 / 5
Knees	3 / 4 / 5
Feet	3 / 4 / 4
Groin	4 / 5 / 6



Armor Reductions

The following penalties will only be applied to people who have played a couple of events and made no effort to get some kind of costuming. They may also apply if there has not been any attempt to cover up or hide obvious non-period items.

- * White or otherwise obvious tennis shoes -10 point from total armor value.

- * Any Visible items that show modern logos (T-shirts with symbols, sports team sweats, etc) -20 points from total armor value.

- * Blue Jeans -10 points from total armor value.

Keep in mind that we will not penalize you for wearing items that are necessary. This means if you have some kind of emergency or medical condition that requires you to wear these items then no one will give you any problems even if it doesn't look in-game or has logos.

Please do not decorate armor, shields, weapons, etc, with modern writings, smiley faces and other "out of period" things as this takes away from the game however feel free to put era appropriate symbols or logos on your gear or modify that smiley face into an orc smiley and you will be fine.

These rules do not apply to those that are new to Archon, we realize your first time and even the first few times you're not going to have a full costume and most likely will have to borrow things from us, that's totally fine and understandable.

We will provide everything you need until your third event, by that point we feel it's time you got some of your own gear but if you are having trouble finding things please let us know and we will help you or maybe even give or sell you some of our old gear. You can find many different types of costuming online or if you know someone good with a needle sew your own.



** An example armor and costume set found online for \$200, this suit would be perfect for a rogue type character and can even be enhanced more with a few addons.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Bonus Armor

Costuming for any LARP can vastly help immersion and feeling that you are truly in another world! So good costuming or having a "full set" of costuming is rewarded with bonus armor points to both physical armor, like chain mail, and natural armor like Lizard armor, Zen, folk armor etc. Once you have your full costume on you should find a GM or Plot member and ask about bonus armor.

Typically a full character costume that doesn't have any subtractions will give you a bonus of 5 points to your max armor value or, if you're not wearing any armor and have no natural armor, will give you a base 10 maximum armor. IE: if you wore chainmail that, based on the chart, gave 20 points of armor and then went to a plot member with a full good-looking costume they may give you 5 bonus max armor making your suit now 25 total!

This goes for natural armor as well. For instance Skall culture is all about war, fighting, taking trophies and proving who is the best fighter among any group, therefore a Skall character who has Zen armor but also has extra weapons strapped to them, awesome spiked shoulder pads, war trophies hanging from their belt and other pieces on their costume would likely receive a costume bonus for their Zen armor as well!

The immersion is heavily increased by great costuming. These extras can be anything you think works well for your character, lineage, background and if they are in period and look awesome you will get a nice bonus! The better looking your costume and the more time and effort you put into making it really fit your character the higher bonus you will get. This bonus can be anywhere from 1-20 points depending on how well it works for your character and fits the world.



Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

**Phys Reps,
Costuming And
Armor**

Well Known Spells

Glossary

Chapter 10: Well Known Spells Of Tyr

This chapter has all the spells that a player character may start the game with. First though it is important to note how spells work in Archon. For offensive spells there are two types, damage or healing spells (physical spells) which just do a flat amount of damage of their type or healing if the creature struck was of that magic type which we call physical magic spells. And the second type which are unique spells (special spells) that affect the mind, physical space and wellbeing of the target rather than just hurting or healing their body. Each spell found in this chapter will give the information about it in this format:

Name

(Spell Type) - Each offensive spell is either physical or special the difference is described below.

Description - A detailed overview of the skill

Requirements: - The requirements, if any

Cost: - The cost in appropriate points

Duration: - The amount of time the spell lasts

Types of Spells

There are several types of spells in Archon, each granting unique results from casting. The way these spells interact with things like armor or body are important and are determined by their spell type. The types are described here, but when considering what spell type the spell is follow this simple rule:

- If a spell changes your physical or mental state, through binding you, making you slow, paralysing, charming, berserking you etc then it is a **special spell** which ignores all armor except water or air protectives because water protectives are magical shields which defend against magic of any kind and air protectives are dodges which avoid the effect entirely.
- If a spell deals damage without any physical or mental altering effect then it is a pure **physical spell** and is stopped by armor of all types.

For example, a fire bolt (physical spell) does 20 fire damage to a chamil, which is an air creature, and 20 healing to a fire drake which is a fire creature. If the chamil is wearing 40 earth armor that armor would stop the 20 points of the fire damage or if the Chamil has a Water Armor (20 shielding) the Chamil could use that water armor to stop the 20 fire.

A special spell example would be the air spell slow which slows the target down for 1 second per point of the spell. The earth armor the chamil is wearing does not protect against special spells and since the slow alters the Physical being of the person (making them slower), it is a special spell. So a "10 slow" would slow the chamil for 10 seconds if all they have is a earth armor, however if they still have the Water Armor or Air Dodge they could use either of those protectives to negate the slow effect against them.

NOTE: If you are ever unsure if a spell is special or physical, just ask, staff is happy to answer any question and clarify what works with or against what.

Effect Durations

When you are struck with an effect the effect lasts 1 second for each point that is effective against you unless the total value is above either your body or willpower (whichever the effect strikes against) in which case the effect lasts 5 minutes.

For all effects, of any type, the check is that spells total effect VS the current body / willpower. You should never have to calculate your "total" that you are currently effected by other than to know the length of time you have for that effect. now drained for 5 minutes. As the cap is 5 minutes for any effect, period, even if you are struck for more drain it can only bring you back to 5 minutes.

SPELL DEFENSE REFERENCE

Protective Type	Physical Spell	Special Spell
Earth	Yes	No
Air	Yes	Yes (Avoids)
Light	No (heals after damage)	No
Dark	No (banes after damage)	No
Fire	No (reflects equal damage)	No
Water	Yes	Yes (Shields Magic)
Physical Armor	Yes	No
Natural Armor	Yes	Variable based on lineage

EX: NPC throws a 10 drain, you don't have a defense and so are drained, your current body though is 25, so it's only the 10 seconds. The same NPC hits you for 20 claw, bringing your total body to 5, you are still drained for the remaining amount of that 10 seconds, but even if that drain amount is above your current body now it didn't "strike" you when you were that low so the time remains as it was. NPC throws another 10 drain, which is now above your 5 body and so you are now drained for 5 minutes. As the cap is 5 minutes for any effect, period, even if you are struck for more drain it can only bring you back to 5 minutes.

Persistent VS Non-Persistent Spells

Persistent spells are any spell which, when used partially, is not completely used up. Any passive spell, such as Earth Strength also counts as being persistent because it constantly has an effect over the entire duration and using its benefits does not dissipate its value or strength completely.

IE: Earth Armor is a 20 point armor protective enhancement which can soak up to 20 points of physical damage and if damaged partially is still able to be used for the remainders of the armor. If you are struck with a 20 point earth armor on for 4 steel you will have 16 armor still remaining to protect you.

Non-Persistent spells are any spell which is instantly used up in its entirety when activated. IE: Water Armor is a 20 point magical shield, if you are struck for 10 fire you may activate that water shield to defend yourself stating "water shield 10 shield", however the entire 20 points of shielding are used up.

Dumb and Smart Enhancements

A <Dumb Enhancement> is used as soon as possible regardless if the user would like to use it in the situation, where a smart enhancement is **activated** by the user for a specific situation.

IE: The Earth minimal armor spell is a <Dumb Enhancement> that grants the target protection from the next 3 basic strikes against them, reducing the strikes to "minimal" or 1 damage. So after being cast upon the target the next 3 basic strikes against that person will have a defense automatically of "minimal".

Alternatively a Air Scale is a Smart Enhancement spell which grants the target 40 dodge armor. The bearer of the enhancement may choose to take damage or effects from any source without using this armor and save it until a time they choose. When they do choose to use it they would then call "40 air dodge" and the enhancement would then be used up.

NOTE: All enhancements are considered SMART unless noted under the spell or skill name with <Dumb Enhancement> and in the description as a Dumb Enhancement.

Air Spells

Air Damage or Healing Spells

For all air spells the symbols <pre> stands for the prefix "I focus wind to" and must be said before the casting of all air spells. All point costs will stand for an amount of mana in air magic and will require you to possess the air field. Each spell has the name, cost in mana, ending to the incant and effect as well as any additional information about what the spell may do. The raw ability that you get from air is "I focus wind to strike you x Air" where x is the amount of raw air magic used.

Air Dart

(Physical Spell)

<pre> summon an air dart, 5 air

Cost: 2 Air points

Air Missile

(Physical Spell)

<pre> summon an air missile, 10 air

Cost: 5 Air points

Air Bolt

(Physical Spell)

<pre> summon an air bolt, 20 air

Cost: 10 Air points

Air Ball

(Physical Spell)

<pre> summon an air ball, 40 air

Cost: 20 Air points

Air Blast

(Physical Spell)

<pre> summon an air blast, 60 air

Cost: 30 Air points

Air Wave

(Physical Spell)

<pre> summon an air wave, 80 air

Cost: 40 Air points

Air Storm

(Physical Spell)

<pre> summon an air storm, 100 air

Cost: 50 Air points

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reqs,
Costuming And
Armor

Well Known Spells

Glossary



Air Protective Enhancements

Air protective spells enhance the muscles and ligaments of the target making them more nimble and able to move quickly in a single burst of speed and dexterity. Once cast on a target these armors may be activated by stating "X Air Dodge" where X is the amount of that armor. IE: If a Air Mail is cast on you and you are struck for "60 steel slay" you may state "80 air dodge". Air armors are not persistent and so after a single point or more of the armor is used, the entire armor dissipates.

Air Cloak

(Dodge Armor)

<pre> Create an Air cloak 5 dodge armor
Cost: 2 Air points

Air Shield

(Dodge Armor)

<pre> Create an Air shield 10 dodge armor
Cost: 5 Air points

Air Armor

(Dodge Armor)

<pre> Create an Air armor 20 dodge armor
Cost: 10 Air points

Air Scale

(Dodge Armor)

<pre> Create an Air scale 40 dodge armor
Cost: 20 Air points

Air Chain

(Dodge Armor)

<pre> Create an Air chain 60 dodge armor
Cost: 30 Air points

Air Mail

(Dodge Armor)

<pre> Create an Air mail 80 dodge armor
Cost: 40 Air points

Air Plate

(Dodge Armor)

<pre> Create an Air plate 100 dodge armor
Cost: 50 Air points

Other Air Spells

Air Blade Aura

Incant: <pre> create a blade aura, +0 air

Effect: This spell enhances a weapon with +0 air damage for 2 minutes making all strikes with it for the duration swing for "air".

Cost: 15 Air points

Duration: 2 Minutes

Air Circle

Incant: <pre> I create a circle of Air

Effect: This spell will allow you to create a temporary circle of Air provided you have the proper components. An Air circle does not allow anything Earth, spells or creatures, to pass through it. Circles are considered temporary constructs and so can be destroyed with a destroy of the opposite type. This spell requires a grey 6 by 6 inch cloth and a circle representation.

Cost: 5 Air points

Duration: 1 Wave

Air Wall

Incant: <pre> I create a wall of Air

Effect: This spell allows the caster to create a wall of Air provided you have proper components. Max length for a wall is 8 foot in length. An Air wall does not allow anything Earth, spells or creatures, to pass through it. Walls are considered temporary constructs and so can be destroyed with a destroy of the opposite type.

Cost: 2 Air points

Duration: 1 Wave

Air Blade Enhance

Incant: <pre> enhance your weapon 5 Air

Effect: With this spell 5 air damage will be added to your next weapon strike. IE: if you normally swing for 5 steel and have this enhancement active you would add 5 air making your next attack "10 air". This enhancement scales in both effect and cost in increments of 5 points.

Cost: 5 Air points

Duration: 1 Swing

Destroy Earth

(Special Spell)

Incant: <pre> destroy earth construct

Effect: This spell destroys all temporary earth constructs that are active on one target including but not limited to all buffs, resists and enhancements or destroys the target if it is a construct of earth.

Cost: 5 Air points

Duration: Instant

Disarm

(Special Spell)

Incant: <pre> disarm your "X" 5 Disarm

Effect: This spell will cause the person to drop "X", where X is a object, that they are carrying. This item cannot be picked up the item for 1 second per point of the spell.

Cost: 3 Air points

Duration: 1 Second per point of effect

Other Air Spells Continued

Invisibility

Incant: <pre> to fade away

Effect: This spell causes the target of the spell to become invisible, making them unable to be seen by normal means. This invisibility is broken if the target moves more than 2 feet from where they were when the spell is cast, is moved, takes damage of any kind or takes an overt action such as swinging a weapon or casting another spell.

To show invisibility the target wears a teal colored headband and the target must be a willing recipient.

Cost: 10 Air points

Duration: Until broken

Lasting Breath

Incant: <pre> grant you breath

Effect: This spell allows the target to breath in any situation, however it does not stop any point based effect. IE: It would allow you to breath under water but would not stop a "Voice radius 20 nausea gas poison" from a cave filled with poison gas, though moving through the cave would be fine since you could breath normally.

When in doubt assume you can breathe in the situation but take all effects that have a point value regardless.

Cost: 2 Air points

Duration: 1 Wave

Push

(Special Spell)

Incant: <pre> force you back, +2 strength

Effect: This spell will force the target back with +2 strength and will hold the target 10 feet away as long as the casters hand is raised and pointed at the target.

Cost: 10 Air points

Duration: While sustained

Reduce Strength

(Special Spell)

Incant: <pre> dissipate your muscle 10 weakness

Effect: This spell will cause targets strength to be reduced by 2 points. This effect lasts 1 second per point of the spell. This spell scales in increments of 1 in both cost and duration up to a maximum of 100 effect

Cost: 5 Air points

Duration: 2 Minutes

Resist Earth

(Special Spell)

Incant: <pre> resist Earth

Effect: Gives the target the ability to resist any point delivered Earth effect.

IE: if you are struck with a "20 Earth!" spell you may activate this enhancement and state "resist earth!" negating the entire spells effect. This spell cannot be used on and is destroyed by a destroy Air construct spell.

Cost: 5 Air points

Duration: Until used of 1 wave

Silence

(Special Spell)

Incant: <pre> take your voice away, 5 silence

Effect: This spell silences the target for 1 second per point of effect. This spell can be scaled at the same effect and cost ratio up to 100 effect.

Cost: 5 Air points

Duration: 1 second per point of effect unless the amount of the single attack is above the targets current willpower in which case it lasts 5 minutes instead.

Sleep

(Special Spell)

Incant: <pre> bring your mind to sleep, 5 will

Effect: This spell causes a sleep effect on the target causing them to fall unconscious. The effect causes the target to sleep for 1 second for each point of willpower. If the target is effected for more than their current willpower total the effect lasts for 5 minutes, otherwise it lasts 1 second per point of effect.

This spell does NOT cause physical damage, just the spell effect. This spell scales in 5 point increments gaining both in effect and cost up to a maximum of 50 effect.

Cost: 5 Air points

Duration: 1 second per point of effect unless the amount of the single attack is above the targets current willpower in which case it lasts 5 minutes instead.

Slow

(Special Spell)

Incant: <pre> decelerate your body, 5 Slow

Effect: This spell slows the target making them sluggish and unable to run. Also someone affected by this spell must swing no faster than once per second.

This spell does NOT cause physical damage, just the spell effect. This spell scales in 5 point increments gaining both in effect and cost up to a maximum of 50 effect.

Cost: 2 Air points

Duration: 1 second per point of effect unless the amount of the single attack is above the targets current body in which case it lasts 5 minutes instead.

Spell Sever

(Special Spell)

Incant: <pre> sever this x spell 10 spell sever

Effect: This spell will destroy an amount of spell effect that is equal to the spell sever damage. This will only work on point based spells that have subtract able amounts.

Spells effected by this are encases, restraints, paralysis, drain, sleep, slow etc. This spell scales increasing in both cost and effect up to a maximum of 100 points.

Cost: 5 Air points

Duration: Instant

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Dark Spells

Dark Damage or Healing Spells

Dark spells are all about harming your target, removing some benefit or thing from them or even outright killing them, dark is extremely adept at limiting your foe and their ability to effectively fight back, but also is one of the two primary healing magics and so many people will need it for healing. For all dark spells the symbols <pre> will stand for the prefix "From the depths of shadows I" and will have to be said before the casting of all dark spells. All point costs will stand for an amount of mana in dark magic and will require you to possess the dark field of basic magic. Each spell will have the name, cost in mana, ending to the incant and effect as well as any additional information about what the spell may do. The raw ability that you get from earth is "From the depth of the shadow I touch you x Dark" where x is the amount of raw Dark magic points used.

Dark Dart

(Physical Spell)

<pre> summon a dark dart, 5 dark
Cost: 2 Dark points

Dark Missile

(Physical Spell)

<pre> summon a dark missile, 10 dark
Cost: 5 Dark points

Dark Bolt

(Physical Spell)

<pre> summon a dark bolt, 20 dark
Cost: 10 Dark points

Dark Ball

(Physical Spell)

<pre> summon a dark ball, 40 dark
Cost: 20 Dark points

Dark Blast

(Physical Spell)

<pre> summon a dark blast, 60 dark
Cost: 30 Dark points

Dark Wave

(Physical Spell)

<pre> summon a dark wave, 80 dark
Cost: 40 Dark points

Dark Storm

(Physical Spell)

<pre> summon a dark storm, 100 dark
Cost: 50 Dark points

Dark Protective Enhancements

Dark shields do not protect you; instead they strike back at someone who has attacked you inflicting damage on them based upon the damage done to you. When struck with a negative attack the wearer may reflect, bane (immediately send the same amount of damage back without a spell packet) the attack back at the attacker striking them for dark damage equal to either the amount of the shield used or the attack amount, whichever is less. If any part of a dark shield is used, the entire thing is used; it also does not stop damage or effects at all and since only a single defense may be used against any attack using this shield means you take the damage of effect to your person (though passive armor and enhancements would still work to stop those effects).
IE: With a 40 point dark scale on if you are struck with 20 fire damage you can immediately state "20 dark bane" which would strike the person who attacked you for 20 dark damage. You would still take 20 fire damage yourself. Dark protectives are not persistent as they are used in their

Dark Cloak

(Bane Armor)

<pre> Create a Dark cloak 5 bane armor
Cost: 1 Dark points

Dark Shield

(Bane Armor)

<pre> Create a Dark shield 10 bane armor
Cost: 2 Dark points

Dark Armor

(Bane Armor)

<pre> Create a Dark armor 20 bane armor
Cost: 4 Dark points

Dark Scale

(Bane Armor)

<pre> Create a Dark scale 40 bane armor
Cost: 8 Dark points

Dark Chain

(Bane Armor)

<pre> Create a Dark chain 60 bane armor
Cost: 12 Dark points

Dark Mail

(Bane Armor)

<pre> Create a Dark mail 80 bane armor
Cost: 16 Dark points

Dark Plate

(Bane Armor)

<pre> Create a Dark plate 100 bane armor Cost:
20 Dark points

Other Dark Spells

Control Undead

(Special Spell)

Incant: <pre> control lesser undead, 25 willpower

Effect: This allows the caster to control a lesser undead for 1 second for each point of willpower the target loses to this spell. If all willpower is lost the target is under complete control of the caster for 5 minutes.

This spell is scalable in both effect and cost up to 100 effect.

Cost: 5 Dark points

Duration: 1 second per point of effect unless the amount of the single attack is above the targets current willpower in which case it lasts 5 minutes instead.

Create Undead

Incant: <pre> create a Lesser undead

Effect: Creates a lesser undead from a dead or dying body. When a lesser undead is created their body is equal to the body of the target that was animated, can only take basic commands and may not use skills or abilities beyond basic attacks. They are mindless and will obey the caster.

They cannot be healed by any type of magic or healing effect, even dark magic, and once their body has been reduced to zero or below they will immediately begin the 5 minute death count. The animated body cannot be animated a second time. These undead are harmed double from light damage.

Cost: 25 Dark points

Duration: 5 Minutes

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Other Dark Spells Continued

Create Dark Solar

Incant: <pre> create a Lesser Dark Solar

Effect: This spell creates a lesser dark solar mask that goes over a characters lineage form. When a solar is created their body is equal to the target's maximum body and willpower.

They gain two base 2 damage claws and a dark pool of 20 points. The character is now double healed by dark magic and double harmed by light magic. High magic also double harms / heals them. This effect lasts for 5 minutes or until destroyed and takes up the dark enhancement slot.

Cost: 25 Dark points

Duration: 5 Minutes

Curse (Special Spell)

Incant: <pre> curse your essence, 10 curse

Effect: This effect deals 10 points of curse , which does only the effect, not damage to the target. For each point which is effective the target is cursed for 1 second. Curse doubles all damage done to the target for X seconds.

This spell scales in 10 point increments gaining both in effect and cost up to a maximum of 100 points.

Cost: 8 Dark points

Duration: 1 second per point of effect unless the amount of the single attack is above the targets current willpower in which case it lasts 5 minutes instead.

Death (Special Spell)

Incant: <pre> Darken your spirit, 50 Death

Effect: This spell causes the target to fall over dead immediately starting their 5 minute death count.

Cost: 50 Dark points

Duration: Instant

Dark Blade Aura (Persistent) (Special Spell)

Incant: <pre> to create a blade aura, +0 dark

Effect: This spell enhances a weapon with +0 dark damage for 2 minutes making all strikes with it for the duration swing for "dark".

Cost: 15 Dark points

Duration: 2 Minutes

Dark Blade Enhance

Incant: <pre> enhance your weapon, plus 5 Dark

Effect: With this spell 5 dark damage will be added to your next weapon strike. IE: if you normally swing for 5 steel and have this enhancement active you would add 5 dark making your next attack "10 dark". This enhancement scales in both effect and cost in increments of 5 points.

Cost: 5 Dark points

Duration: 1 Swing

Dark Circle

Incant: <pre> create a circle of Dark

Effect: This spell will allow you to create a temporary circle of Dark provided you have the proper components which are a circle representation and black cloth. A dark circle has a maximum diameter of 6 feet. These circles will follow the circle rules found in the circles section of the rulebook. Circles are considered temporary constructs and so can be destroyed with a destroy of the opposite type.

Cost: 5 Dark points

Duration: 1 Wave

Dark Wall

Incant: <pre> create a wall of Dark

Effect: This allows the caster to create a wall of Dark provided you have proper components. Max length for a wall is 8 foot in length. Walls follow the same rules as circles, stopping the opposite magic. Walls are considered temporary constructs and so can be destroyed with a destroy of the opposite type.

Cost: 2 Dark points

Duration: 1 Wave

Destroy Light (Special Spell)

Incant: <pre> destroy light construct

Effect: This spell destroys all temporary light constructs that are active on one target including but not limited to all enhancements, resists and buffs of any kind.

Cost: 5 Dark points

Duration: Instant

Other Dark Spells Continued

Paralysis (Special Spell)

Incant: <pre> seize your body, 5 paralysis

Effect: This spell causes paralysis effect on the target causing them to be unable to move. The effect causes the target to be paralysed for 1 second for each point of paralysis.

If the target is effected for more than their current body total the effect lasts for 5 minutes, otherwise it lasts 1 second per point of effect.

This spell does NOT cause physical damage, just the spell effect. This spell scales in 5 point increments gaining both in effect and cost up to a maximum of 50 effect.

Cost: 5 Dark points

Duration: 1 second per point of effect unless the amount of the single attack is above the targets current body in which case it lasts 5 minutes instead.

Resist Light (Special Spell)

Incant: <pre> resist light

Effect: Gives the target the ability to resist any point delivered light effect. IE: if you are struck with a "20 light!" spell you may activate this enhancement and state "resist light!" negating the entire light spells effect. This spell cannot be used against and is destroyed by a destroy dark construct spell.

Cost: 5 Dark points

Duration: Until used or 1 wave

Siphon Life (Physical Spell)

Incant: <pre> siphon your life away, 10 Dark

Effect: This spell deals Dark damage to the target, if the spell takes effect (isn't avoided, resisted ect) then the caster is also healed 10 points. This spell scales in 10 point increments gaining both in damage and cost up to a maximum of 100 points.

Cost: 8 Dark points

Duration: Instant

Taint Blood (Special Spell)

Incant: <pre> taint your blood, 5 Drain

Effect: This spell causes a drain effect on the target causing them to be unable to activate or cast any special skill, spell, or ability. The effect lasts 1 second for each point of drain that is effective. If the target is struck for more than their current body total the effect lasts for 5 minutes.

The target may still fight normally and use any enhancements or protectives cast on them or already active when the drain effects them.

This spell does NOT cause physical damage, just the spell effect. This spell scales in 5 point increments gaining both in effect and cost up to a maximum of 50 effect.

Cost: 3 Dark points

Duration: 1 second per point of effect unless the amount of the single attack is above the targets current body in which case it lasts 5 minutes instead.

Twisted Claws

Incant: <pre> grant your body twisted claws

Effect: Creates temporary claws from dark energy that the target may use as weapons. These claws are base 2 non-retractable weapons. The claws last until the user chooses to dissipate them or until a wave has passed.

Cost: 10 Dark points

Duration: 1 Wave

Weakness

Incant: <pre> weaken your essence, 10 weakness

Effect: Reduces all the targets weapon strike damage by 1 point. This effect bypasses all normal and earth armor however it deals no damage.

The effect lasts 1 second per point of weakness and scales in 10 point increments gaining both in duration and cost up to a maximum of 100 effect.

Cost: 2 Dark points

Duration: Lasts 1 second per point of effect.

Wither Limb

Incant: <pre> wither your [limb], 5 wither

Effect: Incapacitates one limb of the target chosen by the caster if damage from the spell is done to body points of the target and lasts 1 seconds per point of body damage taken. Replace [limb] with the chosen limb.

IE: From the depths of the shadows I wither your right arm, 5 wither. Removing their right arm for 5 seconds.

This spell is scalable allowing you to increase the effect by 5 up to a maximum of 50 effect.

Cost: 3 Dark points

Duration: 1 second per point of effect unless the amount of the single attack is above the targets current body in which case it lasts 5 minutes instead.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

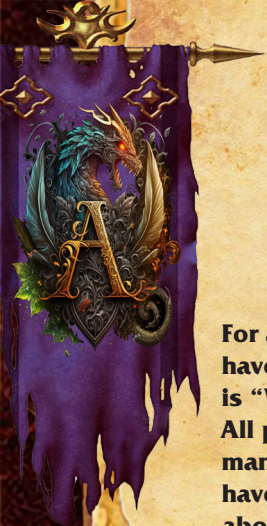
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Earth Spells

Earth Damage or Healing Spells

For all earth spells the symbols <pre> will stand for the prefix “With Mountains Strength I” and will have to be said before the casting of almost all earth spells. The raw ability that you get from earth is “With Mountains Strength I strike you x Earth” where x is the amount of raw earth magic used. All point costs will stand for an amount of earth magic. All point costs will stand for an amount of mana in earth magic and will require you to possess the earth field of basic magic. Each spell will have the name, cost in mana, ending to the incant and effect as well as any additional information about what the spell may do.

Earth Dart

(Physical Spell)

<pre> summon an earth dart, 5 earth
Cost: 2 Earth points

Earth Missile

(Physical Spell)

<pre> summon an earth missile, 10 earth
Cost: 5 Earth points

Earth Bolt

(Physical Spell)

<pre> summon an earth bolt, 20 earth
Cost: 10 Earth points

Earth Ball

(Physical Spell)

<pre> summon an earth ball, 40 earth
Cost: 20 Earth points

Earth Blast

(Physical Spell)

<pre> summon an earth blast, 60 earth
Cost: 30 Earth points

Earth Wave

(Physical Spell)

<pre> summon an earth wave, 80 earth
Cost: 40 Earth points

Earth Storm

(Physical Spell)

<pre> summon an earth storm, 100 earth
Cost: 50 Earth points

Earth Protective Enhancements

Earth Protectives work against physical damage from any weapon attack or physical spell (Physical spells are those which just deal damage and do not have some other effect). These shields are persistent meaning if damaged the remaining portion stays active until all points of the armor are used, similar to physical armor like chainmail. So if you have a 20 point earth shield and are struck for 4 steel you would have 16 earth armor remaining.

Earth Cloak (Persistent)

(Physical Armor)

<pre> Create an Earth cloak 5 armor
Cost: 2 Earth points

Earth Shield (Persistent)

(Physical Armor)

<pre> Create an Earth shield 10 armor
Cost: 5 Earth points

Earth Armor (Persistent)

(Physical Armor)

<pre> Create an Earth armor 20 armor
Cost: 10 Earth points

Earth Scale (Persistent)

(Physical Armor)

<pre> Create an Earth scale 40 armor
Cost: 20 Earth points

Earth Chain (Persistent)

(Physical Armor)

<pre> Create an Earth chain 60 armor
Cost: 30 Earth points

Earth Mail (Persistent)

(Physical Armor)

<pre> Create an Earth mail 80 armor
Cost: 40 Earth points

Earth Plate (Persistent)

(Physical Armor)

<pre> Create an Earth plate 100 armor
Cost: 50 Earth points

Earth Resist Poison Enhancements

These shields protect against any type of poison effect however just like air armor when they are used they use the entire armor regardless if the effect that struck them would have used all of the armor points. For instance if I have a 60 poison shield on and 40 poison hits me I would state “60 poison shield” and the poison is blocked, however the entire 60 point suit was used even though I only took 40 poison damage. Earth Poison protectives are not persistent as they are used in their entirety when activated.

Earth Poison Cloak

(Poison Armor)

<pre> Create an Earth poison cloak 5 poison armor
Cost: 1 Earth points

Earth Poison Shield

(Poison Armor)

<pre> Create an Earth poison shield 10 poison armor
Cost: 2 Earth points

Earth Poison Armor

(Poison Armor)

<pre> Create an Earth poison armor 20 poison armor
Cost: 4 Earth points

Earth Poison Scale

(Poison Armor)

<pre> Create an Earth poison scale 40 poison armor
Cost: 8 Earth points

Earth Poison Chain

(Poison Armor)

<pre> Create an Earth poison chain 60 poison armor
Cost: 12 Earth points

Earth Poison Mail

(Poison Armor)

<pre> Create an Earth poison mail 80 poison armor
Cost: 16 Earth points

Earth Poison Plate

(Poison Armor)

<pre> Create an Earth poison plate 100 poison armor
Cost: 20 Earth points

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

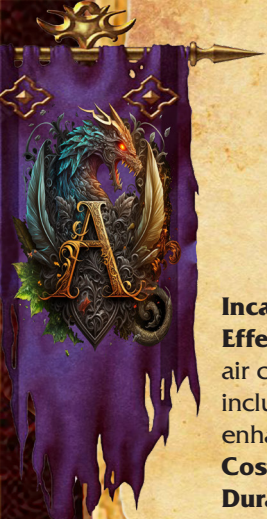
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Other Earth Spells

Destroy Air

Incant: <pre> Destroy Air Construct

Effect: This spell destroys all temporary air constructs that are active on one target including but not limited to all buffs, resists and enhancements.

Cost: 5 Earth points

Duration: Instant

Earth Blade Aura (Persistent)

Incant: <pre> create a blade aura, +0 earth

Effect: This spell enhances a weapon with +0 earth damage for 2 minutes making all strikes with it for the duration swing for "earth".

Cost: 15 Earth points

Duration: 2 Minutes

Earth Blade Enhance

Incant: <pre> Enhance your weapon 5 Earth

Effect: With this spell 5 earth damage will be added to the targets next weapon strike. IE: if you normally swing for 5 steel and have this enhancement active you would add 5 Earth making your next attack "10 Earth". This enhancement scales in both effect and cost in increments of 5 points.

Cost: 5 Earth points

Duration: 1 Swing

Earth Circle

Incant: <pre> create a circle of Earth

Effect: This spell will allow you to create a temporary circle of Earth provided you have the proper components which are a circle representation and brown cloth. An Earth circle has a maximum diameter of 6 feet. These circles will follow the circle rules found in the circles section of the rulebook. Circles are considered temporary constructs and so can be destroyed with a destroy of the opposite type.

Cost: 5 Earth points

Duration: 1 Wave

Earth Wall

Incant: <pre> create a wall of Earth

Effect: This spell allows the caster to create a wall of Earth provided you have proper components. Max length for a wall is 8 foot in length. Walls follow the same rules as circles. Walls are considered temporary constructs and so can be destroyed with a destroy of the opposite type.

Cost: 2 Earth points

Duration: 1 Wave

Encase Body (Special Spell)

Incant: <pre> Encase your body, 2 Strength

Effect: This spell will cause the targets entire body to be restrained with the strength of the spell making them unable to move for the duration. The strength amount will tell you how much strength that it will take to rip free of the binding if you are able or how much it will take to sever the binding.

If you do rip free you will take damage equal to the strength of the binding. This spell bypasses normal, natural and earth armors.

Cost: 10 Earth points

Duration: 10 Seconds out of line of sight of the caster or 5 minutes, whichever comes first

Encase Limb (Special Spell)

Incant: <pre> Encase your limb, 2 Strength

Effect: This spell will cause the targets limb to be stuck in place, either to their side for arms or rooted to the ground for a leg. The strength amount will tell you how much strength that it will take to rip free of the binding if you are able or how much it will take to sever the binding.

If you do rip free you will take damage equal to the strength of the binding. This spell bypasses normal, natural and earth armors.

Cost: 5 Earth points

Duration: 10 Seconds out of line of sight of caster or 5 minutes, whichever comes first

Enhance Strength (Persistent)

Incant: <pre> Enhance this body and strengthen its form +2 Strength

Effect: Once this spell is cast upon a target, they will have +2 Strength until the next Archon wave. This strength does not add to any other form of strength either lineage or from another spell effect however it will supersede it if the strength is greater.

Strength when applied splits between your hands, so +2 strength would give +1 to each hand, +3 strength you choose +2 for one hand and +1 for the other.

Cost: 25 Earth points

Duration: 1 Wave

Other Earth Spells Continued

Gravity Sink (Special Spell)

Incant: <pre> bring gravity down upon you, 5 slow
Effect: This spell causes the target to be slowed for 5 seconds making them unable to run and they feel as if a crushing weight is upon them. They are also not able to do actions quickly and so cannot swing a weapon any faster than once per second.

This spell does NOT cause physical damage, just the spell effect. This spell scales in 5 point increments gaining both in effect and cost up to a maximum of 50 effect.

Cost: 2 Earth points

Duration: 1 second per point of effect unless the amount of the single attack is above the targets current body in which case it lasts 5 minutes instead.

Minimal Armor (Persistent)

<Dumb Enhancement>

Incant: <pre> Make this body impenetrable, 3 minimal armor

Effect: This spell creates an earth armor that causes the next 3 basic physical attacks (non-specials such as slay, assassinate etc) to strike for minimal damage (typically 1 point of damage). When the effect is used please state "minimal" to the attack.

Cost: 15 Earth points

Duration: Next 3 basic physical attacks

Resist Air

Incant: <pre> resist Air

Effect: Gives the target an enhancement that resists any point delivered Air effect. IE: if you are struck with a "20 Air!" damaging spell you may active this enhancement and state "resist air!" negating the entire air spells effect. This spell cannot be used on and is destroyed by a destroy earth construct spell.

Cost: 5 Earth points

Duration: Until used or 1 wave

Rock Missiles (Physical Spell)

Incant: <pre> create 10 rock missiles

Effect: This spell creates 10 rock missiles that may be thrown as spell packets or another small physical representation of a rock (not actual rocks!), these rocks are base 1 damage but can be increased by profs and strength ect.

Cost: 10 Earth points

Duration: Instant

Strength of Stone

Incant: <pre> grant you the strength of stone

Effect: This spell allows the target to accomplish one feat of strength as if he or she had 20 strength. These things are typically role play effects such as opening a door blocked by rocks, knocking down a wall (if it's actually physically possible) or throwing something with 20 strength.

Cost: 10 Earth points

Duration: 1 Wave

Threshold (Persistent)

Incant: <pre> Harden this body, +2 Threshold

Effect: This spell grants the target 2 threshold until the next wave, threshold stops all effects, both positive or negative, at the threshold amount and lower.

This spell scales in both cost and effect up to a maximum of 10 threshold and does not stack with any other threshold or toughness and cannot be enhanced, locked in or activated from a item if the character has any kind of toughness.

Cost: 20 Earth points

Duration: 1 Wave

Toughness (Persistent)

Incant: <pre> make this body resistant to blows +2 toughness.

Effect: This spell grants the target 2 toughness until the next wave, which reduces all forms of effects (both positive and negative) by 1 point per toughness to a minimum of 1 except ingested poisons, potions, or lineage abilities which use self healing.

This skill scales in both amount and cost up to a maximum of 10 toughness. This skill does not stack with other forms of toughness (skill, lineage or other) unless specifically stated in that skill, spell or abilities description.

Toughness cannot be used, locked in, enhanced or activated from a item if the character has a active form of threshold of any kind and can only reduce damage to a minimum of 1.

Cost: 20 Earth points

Duration: 1 Wave

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Fire Spells

Fire Damage or Healing Spells

For all fire spells the symbols <pre> will stand for the prefix “I wield heat and flame to” and will have to be said before the casting of almost all fire spells. The raw ability that you get from fire is “I wield heat and flame to smite you, x Fire” where x is the amount of raw fire mana used. All point costs will stand for an amount of mana in Fire magic and will require you to possess the Fire field of basic magic. Each spell will have the name, cost in mana, ending to the incant and effect as well as any additional information about what the spell may do.

Fire Dart

(Physical Spell)

<pre> summon a fire dart, 5 fire
Cost: 1 Fire points

Fire Missile

(Physical Spell)

<pre> summon a fire missile, 10 fire
Cost: 2 Fire points

Fire Bolt

(Physical Spell)

<pre> summon a fire bolt, 20 fire
Cost: 4 Fire points

Fire Ball

(Physical Spell)

<pre> summon a fire ball, 40 fire
Cost: 8 Fire points

Fire Blast

(Physical Spell)

<pre> summon a fire blast, 60 fire
Cost: 12 Fire points

Fire Wave

(Physical Spell)

<pre> summon a fire wave, 80 fire
Cost: 16 Fire points

Fire Storm

(Physical Spell)

<pre> summon a fire storm, 100 fire
Cost: 20 Fire points

Fire Protective Enhancements

Fire shields reflect damage back against your attacker for their full amount regardless of the amount of damage dealt to you while this shield is active but must be delivered via a packet rather than automatically (like dark shields or reflects). Fire protectives are not persistent as they are used in their entirety when activated.

IE: If a fire Armor is cast upon you and you are struck for "10 claw" you may immediately state "Fire Armor, 20 Fire" and throw a packet which deals 20 fire damage to whatever it strikes.

Fire Cloak

(Damage shield)

<pre> Create a Fire cloak 5 damage shield
Cost: 1 Fire points

Fire Shield

(Damage shield)

<pre> Create a Fire shield 10 damage shield
Cost: 2 Fire points

Fire Armor

(Damage shield)

<pre> Create a Fire armor 20 damage shield
Cost: 4 Fire points

Fire Scale

(Damage shield)

<pre> Create a Fire scale 40 damage shield
Cost: 8 Fire points

Fire Chain

(Damage shield)

<pre> Create a Fire chain 60 damage shield
Cost: 12 Fire points

Fire Mail

(Damage shield)

<pre> Create a Fire mail 80 damage shield Cost:
16 Fire points

Fire Plate

(Damage shield)

<pre> Create a Fire plate 100 damage shield
Cost: 20 Fire points

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

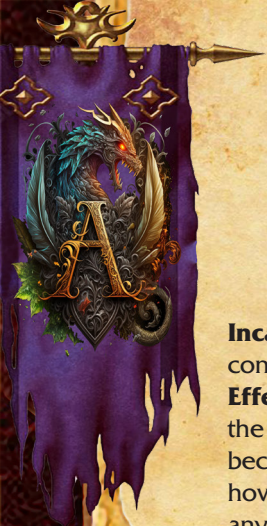
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Other Fire Spells

Confusion (Special Spell)

Incant: <pre> cause you delusions, 10 willpower confusion

Effect: This spell causes a delusion in the mind of the target, the target believes that his friends have become his enemies and his enemies his friends, however it does not cause them to attack or do anything specific, merely that the effected target would view the people as opposite of what they are based on hostility.

The effect causes the target to be confused for 1 second for each point of confusion that is effective.

This spell does NOT cause physical damage, just the spell effect. This spell scales in 10 point increments gaining both in effect and cost up to a maximum of 50 effect.

Cost: 5 Fire points

Duration: 1 second per point of effect unless the amount of the single attack is above the targets current willpower in which case it lasts 5 minutes instead.

Destroy Object (Special Spell)

Incant: <pre> destroy your "Item" 5 destroy

Effect: If the point call is not entirely blocked or avoided, this spell will cause a non-living large item to take destroy damage, which if it exceeds the maximum body of that object causes it to shatter into small pieces.

You must substitute the non-living item for the word "item" in the incant when the spell is cast. This spell scales in both cost and effect in increments of 5 effect up to a maximum of 100 destroy.

Cost: 10 Fire points

Duration: Instant

Destroy Water (Special Spell)

Incant: <pre> Destroy Water Construct

Effect: This spell destroys all temporary Water constructs that are active on one target including but not limited to all buffs, resists and enhancements.

Cost: 5 Fire points

Duration: Instant

Exhaust Mind (Special Spell)

Incant: <pre> exhaust your mind, 5 willpower

Effect: This spell will strike the willpower of the target reducing their willpower by 1 per point of the exhaust which is effective. This spell scales in both cost and effect in increments of 5 effect up to a maximum of 100 effect.

Cost: 1 Fire points

Duration: Instant

Fire Blade Aura (Persistent)

Incant: <pre> to create a blade aura, +0 fire

Effect: This spell enhances a weapon with +0 fire damage for 2 minutes making all strikes with it for the duration swing for "fire".

Cost: 15 Fire points

Duration: 2 Minutes

Fire Blade Enhance

Incant: <pre> enhance your weapon 5 fire

Effect: With this spell 5 fire damage will be added to your next weapon strike. IE: if you normally swing for 5 steel and have this enhancement active you would add 5 fire making your next attack "10 fire". This enhancement scales in both effect and cost in increments of 5 points.

Cost: 5 Fire points

Duration: 1 Swing

Fire Circle

Incant: <pre> create a circle of fire

Effect: This spell will allow you to create a temporary circle of fire provided you have the proper components which are a circle representation and red cloth. A fire circle has a maximum diameter of 6 feet. These circles will follow the circle rules found in the circles section of the rulebook. Circles are considered temporary constructs and so can be destroyed with a destroy of the opposite type.

Cost: 5 Fire points

Duration: 1 Wave

Other Fire Spells Continued

Fire Wall

Incant: <pre> Create a wall of fire

Effect: This allows the caster to create a wall of fire. Provided you have proper components. Max length for a wall is 8 foot in length. Walls follow the same rules as circles.

Cost: 2 Fire points

Duration: 1 Wave

Pyrotechnics

Incant: <pre> create pyrotechnics

Effect: For the next 10 fire spells, which must be cast within the next 5 minutes, the caster becomes a conduit to the fire plane allowing them to cast all Fire spells with the incant replaced by “innate X Fire” rather than the full incant. Only Fire damage / healing spells may be used in this way (no spells from the Other Fire Spells section.)

Cost: 25 Fire points

Duration: Next 10 fire spells

Resist Water

Incant: <pre> resist Water

Effect: Gives the target the ability to resist any point delivered Water effect. IE: if you are struck with a “20 water” spell you may active this protective and state “resist water!” negating the entire water spells effect. This spell cannot be used on and is destroyed by a destroy fire construct spell.

Cost: 5 Fire points

Duration: 1 Wave or until used

Shatter

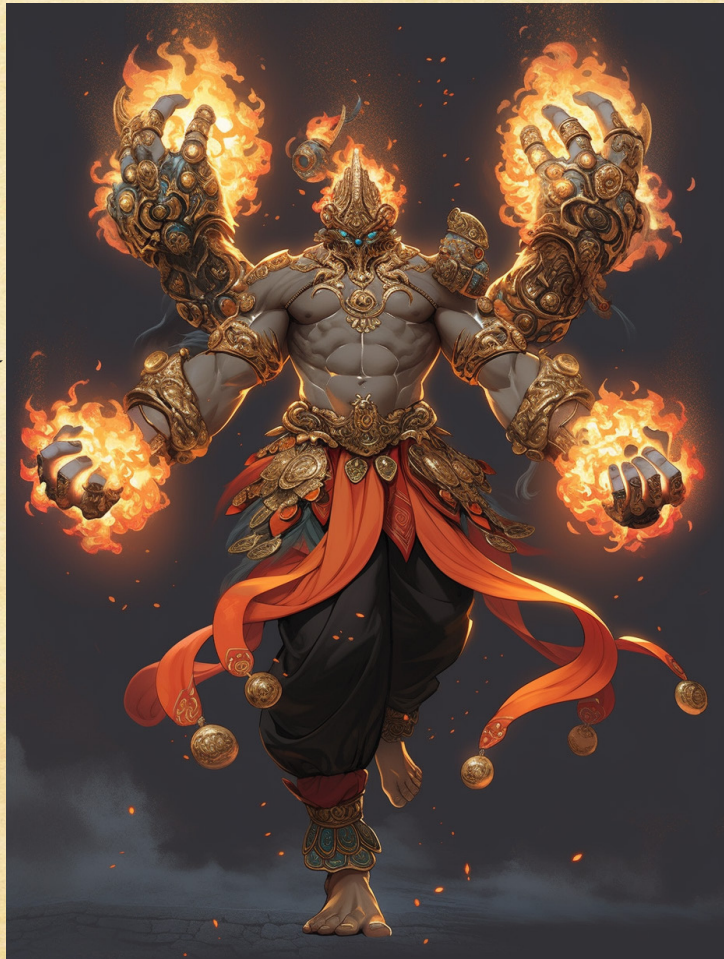
Incant: <pre> Shatter your “Item” 5 Shatter

Effect: This spell will cause a non-living item of shield size or smaller to be shattered. You must substitute any non-living item that is shield size or smaller for the word “item” in the incant when the spell is cast.

The item that you are trying to shatter must be visible at the time of the spells casting. This spell scales in both cost and effect in increments of 5 effect up to a maximum of 100 shatter.

Cost: 5 Fire points

Duration: Instant



Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Light Spells

Light Damage or Healing Spells

For all light spells the symbols <pre> will stand for the prefix “By the light of the Sun I” and will have to be said before the casting of almost all light spells. The raw ability that you get from light is “By the light of the sun I touch you, x Light” where x is the amount of raw light mana used. All point costs are light magic mana and require you to have the light field of magic. Each spell will have the name, cost in light mana, ending to the incant and effect as well as any additional information about what the spell does.

Light Dart

(Physical Spell)

<pre> summon a Light dart, 5 Light
Cost: 2 Light points

Light Missile

(Physical Spell)

<pre> summon a Light missile, 10 Light
Cost: 5 Light points

Light Bolt

(Physical Spell)

<pre> summon a Light bolt, 20 Light
Cost: 10 Light points

Light Ball

(Physical Spell)

<pre> summon a Light ball, 40 Light
Cost: 20 Light points

Light Blast

(Physical Spell)

<pre> summon a Light blast, 60 Light
Cost: 30 Light points

Light Wave

(Physical Spell)

<pre> summon a Light wave, 80 Light
Cost: 40 Light points

Light Storm

(Physical Spell)

<pre> summon a Light storm, 100 Light
Cost: 50 Light points

Light Protective Enhancements

Light protectives are reactive armors, after you are struck for damage, you may activate the armor and it will heal you for the same amount you were damaged for up to the maximum amount of the shield. For instance, if you have a 10 point light shield on and are struck for 8 claw after taking the damage you can say “light armor, 8 healing” using up your entire 10 point light shield to heal you 8 points. Light protectives are not persistent as they are used in their entirety when activated.

Light Cloak

(Healing Armor)

<pre> Create a Light cloak 5 healing armor
Cost: 2 Light points

Light Shield

(Healing Armor)

<pre> Create a Light shield 10 healing armor
Cost: 5 Light points

Light Armor

(Healing Armor)

<pre> Create a Light armor 20 healing armor
Cost: 10 Light points

Light Scale

(Healing Armor)

<pre> Create a Light scale 40 healing armor
Cost: 20 Light points

Light Chain

(Healing Armor)

<pre> Create a Light chain 60 healing armor
Cost: 30 Light points

Light Mail

(Healing Armor)

<pre> Create a Light mail 80 healing armor
Cost: 40 Light points

Light Plate

(Healing Armor)

<pre> Create a Light plate 100 healing armor
Cost: 50 Light points

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

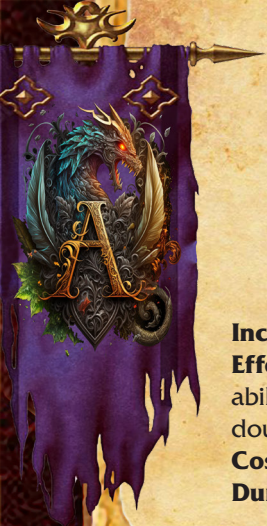
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Other Light Spells

Amplify Healing (Special Spell)

Incant: <pre> I accelerate your healing.

Effect: This spell makes it so that the next 3 spells, abilities or skills that would heal the target are doubled in effect.

Cost: 15 Light points

Duration: Next 3 healing spells or skills

Awaken Mind (Special Spell)

Incant: <pre> I free your mind, 5 willpower restoration.

Effect: This spell awakens the targets mind freeing them from one sleep, charm, or mind altering effect, each point of willpower restored reduces the time or effect of one of the negative willpower effects listed above. This spells scales in increments of 5 points in both cost and effect to a maximum of 50 effect.

Cost: 1 light point per 5 effect

Duration: Instant

Calm (Special Spell)

Incant: <pre> I grant you tranquility, 5 willpower restoration.

Effect: This spell reduces the targets aggression for 1 second per point for each point of calm that is effective (not defended against), or 5 minutes if the single strike of the effect is more than the current willpower of the target. This effect is negated if any aggressive action is taken against someone who is calmed.

This spell does NOT cause physical damage, just the spell effect. This spell scales in 5 point increments gaining both in effect and cost up to a maximum of 50 effect.

Cost: 1 light point per 5 effect

Duration: 1 second per point of effect unless the amount of the single attack is above the targets current willpower in which case it lasts 5 minutes instead.

Create Illumination

Incant: <pre> create a light

Effect: This spell creates a physical light such as a torch, dimmed flashlight or glow stick but should have a very dim overall light and should not be pointed at anyone's eyes at any time. If your light source is to bright you may be asked to dim it by covering it with a cloth and rubber band to further dim it to an appropriate level. This created item lasts until a wave.

Cost: 1 light point

Duration: 1 Wave

Destroy Dark (Special Spell)

Incant: <pre> destroy dark construct

Effect: This spell destroys all temporary dark constructs that are active on one target including but not limited to all buffs, resists and enhancements.

Cost: 5 light points

Duration: Instant

Create Light Solar

Incant: <pre> create a Lesser Light Solar

Effect: This spell creates a lesser light solar mask that goes over a characters lineage form. When a solar is created their body is equal to the target's maximum body and willpower. They gain two base 2 damage claws and a light pool of 20 points.

The character is now double healed by light magic and double harmed by dark magic. High magic also double harms / heals them. This effect lasts for 5 minutes or until destroyed and takes up the light enhancement slot.

Cost: 25 light points

Duration: 5 Minutes

Detect Ailment (Special Spell)

Incant: <pre> I detect your ailment

Effect: This spell lets the caster know everything that is wrong with the target as well as the amount of body they are down, the target must consent to this effect.

Cost: 1 light points

Duration: Instant

Life (Special Spell)

Incant: <pre> enlighten your spirit 50 Life

Effect: This spell grants life to the target making their blood flow and heart beat again. It brings any target except undead back to life from their 5 minute death count. Also life points remove all negatives effects at a rate of 1 point of life for 1 point of negative effects, including restoring limbs.

Cost: 50 light points

Duration: Instant

Other Light Spells Continued

Light Blade Aura (Persistent)

Incant: <pre> to create a blade aura, +0 light

Effect: This spell enhances a weapon with +0 light damage for 2 minutes making all strikes with it for the duration swing for "light".

Cost: 15 light points

Duration: 2 Minutes

Light Blade Enhance

Incant: <pre> enhance your weapon 5 Light

Effect: With this spell 5 light damage will be added to your next weapon strike.

IE: if you normally swing for 5 steel and have this enhancement active you would add 5 light making your next attack "10 light". This enhancement scales in both effect and cost in increments of 5 points.

Cost: 5 light points

Duration: 1 Swing

Light Circle

Incant: <pre> create a circle of light

Effect: This spell will allow you to create a temporary circle of Light provided you have the proper components which are a circle representation and white cloth. A light circle has a maximum diameter of 6 feet. These circles will follow the circle rules found in the Circles section of the rulebook. Circles are considered temporary constructs and so can be destroyed with a destroy of the opposite type.

Cost: 5 light points

Duration: 1 Wave

Light Wall

Incant: <pre> create a wall of Light

Effect: This spell allows the caster to create a wall of Light provided you have proper components. Max length for a wall is 8 foot in length. Walls follow the same rules as circles. Walls are considered temporary constructs and so can be destroyed with a destroy of the opposite type.

Cost: 2 light points

Duration: 1 Wave

Purify Blood

Incant: <pre> cleanse your blood

Effect: This spell will completely remove one snare, drain or paralysis type effect on a willing target.

Cost: 5 light points

Duration: Instant

Reform

Incant: <pre> I force you to reform, 5 reform

Effect: This spell will cause a creature that is phased out, gaseous, or in some other way not fully corporeal to reform back into a fully physical being as long as they are able to do so and stay in a physical form for X seconds where X is the amount of the reform. This spell scales in effect and cost up to a maximum of 60 effect.

Cost: 5 light points

Duration: Instant

Remove Curse

Incant: <pre> remove a curse

Effect: This spell will completely remove one curse type effect on a willing target.

Cost: 5 light points

Duration: Instant

Restore Limb

Incant: <pre> restore your limb 5 Restore

Effect: This spell's effect will completely restore one limb on a willing target.

Cost: 5 light points

Duration: Instant

Resist Dark

Incant: <pre> resist dark

Effect: This spell gives the target an enhancement which can be used to resist any point delivered dark effect. This spell is destroyed by a destroy light construct and may not resist the destroy.

Cost: 5 light points

Duration: 1 Wave or until used

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

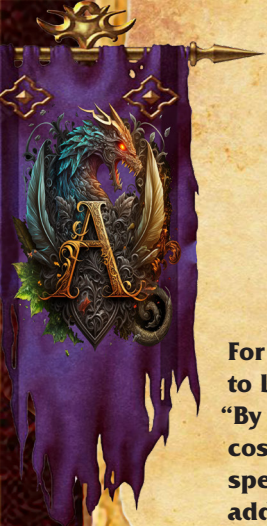
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Water Spells

Water Damage or Healing Spells

For all water spells the symbols <pre> will stand for the prefix “By Oceans Might I” and will have to be said before the casting of almost all water spells. The raw ability that you get from water is “By oceans might I smite you x Water” where x is the amount of raw water magic used. All point costs are in Water magic points and will require you to possess the Water field of magic. Each spell will have the name, cost in water mana points, ending to the incant and effect as well as any additional information about what the spell does.

Water Dart

(Physical Spell)

<pre> summon a water dart, 5 water
Cost: 5 Water points

Water Missile

(Physical Spell)

<pre> summon a water missile, 10 water
Cost: 10 Water points

Water Bolt

(Physical Spell)

<pre> summon a water bolt, 20 water
Cost: 20 Water points

Water Ball

(Physical Spell)

<pre> summon a water ball, 40 water
Cost: 40 Water points

Water Blast

(Physical Spell)

<pre> summon a water blast, 60 water
Cost: 60 Water points

Water Wave

(Physical Spell)

<pre> summon a water wave, 80 water
Cost: 80 Water points

Water Storm

(Physical Spell)

<pre> summon a water storm, 100 water
Cost: 100 Water points

Water Protective Enhancements

Water Protectives only protect against magical attacks, in the form of spells or spell strikes, these armors will not stop any physical damage from a weapon and if 1 point of the shield is used the entire shield is used. For instance, with a water plate (100 shielding) if you are struck with a 50 death spell, you may activate your water shield by saying “100 water shield” absorbing that damage and death effect but your entire 100 point shield would be gone. Water protectives are not persistent as they are used in their entirety when activated.

Water Cloak

(Magic Armor)

<pre> Create a Water cloak 5 shielding
Cost: 1 Water points

Water Shield

(Magic Armor)

<pre> Create a Water shield 10 shielding Cost: 2
Water points

Water Armor

(Magic Armor)

<pre> Create a Water armor 20 shielding
Cost: 4 Water points

Water Scale

(Magic Armor)

<pre> Create a Water scale 40 shielding
Cost: 8 Water points

Water Chain

(Magic Armor)

<pre> Create a Water chain 60 shielding
Cost: 12 Water points

Water Mail

(Magic Armor)

<pre> Create a Water mail 80 shielding Cost: 16
Water points

Water Plate

(Magic Armor)

<pre> Create a Water plate 100 shielding
Cost: 20 Water points

Water Ricochet Enhancements

Water Ricochet protectives work similar to standard water armors except when you use this shield you can throw a packet with the amount of the effect shielded. For instance, if you have a 20 point ricochet shield and are struck for 10 fire, you could immediately state “ricochet, 10 fire” then throw a packet which would deal 10 fire to whatever it strikes. Water protectives are not persistent as they are used in their entirety when activated.

Water Ricochet Cloak

(Magic Armor)

<pre> Create a Water cloak 5 Ricochet shield
Cost: 2 Water points

Water Ricochet Shield

(Magic Armor)

<pre> Create a Water shield 10 Ricochet shield
Cost: 5 Water points

Water Ricochet Armor

(Magic Armor)

<pre> Create a Water armor 20 Ricochet shield
Cost: 10 Water points

Water Ricochet Scale

(Magic Armor)

<pre> Create a Water scale 40 Ricochet shield
Cost: 20 Water points

Water Ricochet Chain

(Magic Armor)

<pre> Create a Water chain 60 Ricochet shield
Cost: 30 Water points

Water Ricochet Mail

(Magic Armor)

<pre> Create a Water mail 80 Ricochet shield
Cost: 40 Water points

Water Ricochet Plate

(Magic Armor)

<pre> Create a Water plate 100 Ricochet shield
Cost: 50 Water points

Water Reflect Enhancements

Water reflect protectives work similar to standard water armors except when you use this shield you state “reflect X effect” which automatically reflects back at the target hitting them without a spell packet. For instance, if you have a 20 reflect shield and are struck for 15 light you may immediately state “reflect 15 light” and the person who hit you with the spell would take 15 light damage. Water protectives are not persistent as they are used in their entirety when activated.

Water Reflect Cloak

(Magic Armor)

<pre> Create a Water cloak 5 Reflect shield
Cost: 5 Water points

Water Reflect Shield

(Magic Armor)

<pre> Create a Water shield 10 Reflect shield
Cost: 10 Water points

Water Reflect Armor

(Magic Armor)

<pre> Create a Water armor 20 Reflect shield
Cost: 20 Water points

Water Reflect Scale

(Magic Armor)

<pre> Create a Water scale 40 Reflect shield
Cost: 40 Water points

Water Reflect Chain

(Magic Armor)

<pre> Create a Water chain 60 Reflect shield
Cost: 60 Water points

Water Reflect Mail

(Magic Armor)

<pre> Create a Water mail 80 Reflect shield Cost:
80 Water points

Water Reflect Plate

(Magic Armor)

<pre> Create a Water plate 100 Reflect shield
Cost: 100 Water points

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Other Water Spells

Absorb Spell (Special Spell)

Incant: <pre> absorb your spell

Effect: This spell will create an enhancement that will absorb the next spell to strike you up to a maximum of 30 points and hold it to be used within the next 30 seconds. Once absorbed the spell loses half its effectiveness and a full incant must still be used to cast the spell back out with an addition at the beginning of the incant of "Activate: Absorb shield,"

Cost: 20 Water points

Duration: 1 Wave

Destroy Fire (Special Spell)

Incant: <pre> destroy fire construct

Effect: This spell destroys all temporary fire constructs that are active on one target including but not limited to all buffs, resists and enhancements.

Cost: 5 Water points

Duration: Instant

Detect Magic (Special Spell)

Incant: <pre> detect magic

Effect: Detects magic within the immediate ten foot area around the caster. This spell requires a game marshal to be with you so before casting please make sure one is available, if one is not available and the spell is cast anyway the spell fails to find anything.

Cost: 3 Water points

Duration: Instant

Detect Magical Enhancement (Special Spell)

Incant: <pre> detect your magical enhancement

Effect: This spell will detect which types of magical protective a target currently has active. When the spell hits the target they must state which types of enhancements, but not the specific spell, of each protective they currently have active. IE: Once struck Rian the Shadowkin states "I have two water enhancements, one air and one light."

Cost: 15 Water points

Duration: Instant

Mind Over Matter (Special Spell)

Incant: <pre> alter my state of mind with my body

Effect: This spell switches your body points and your willpower points for 5 minutes making it so that once cast your body becomes your willpower and your willpower becomes your body. This can only be cast on a willing target.

Cost: 20 Water points

Duration: 5 Minutes

Resist Fire

Incant: <pre> resist fire

Effect: Gives the target the ability to resist any point delivered fire effect. IE: if you are struck with a "20 fire!" damaging spell you may activate this protective and state "resist fire!" negating the entire light spells effect. This spell cannot be used on and is destroyed by a destroy Water construct spell.

Cost: 1 Water point

Duration: 1 Wave or until used

Mind's Eye (Special Spell)

Incant: <pre> the grant you my mind's eye

Effect: This spell allowed the caster to become part of the target allowing the caster for a short time to be able to use willpower and mana points/spells from the target. The target must be willing to join in this spell and must also stay within 10 feet of the caster or the effect is lost.

Cost: 15 Water points

Duration: Instant

Water Blade Aura

Incant: <pre> to create a blade aura, +0 water

Effect: This spell enhances a weapon with +0 water damage for 2 minutes making all strikes with it for the duration swing for "water".

Cost: 15 Water points

Duration: 2 Minutes

Other Water Spells Continued

Water Blade Enhance

Incant: <pre> enhance your weapon 5 water

Effect: With this spell 5 water damage will be added to your next weapon strike. IE: if you normally swing for 5 steel and have this enhancement active you would add 5 water making your next attack "10 water". This enhancement scales in both effect and cost in increments of 5 points.

Cost: 5 Water point

Duration: 1 Swing

Water Circle

Incant: <pre> I create a circle of water

Effect: This spell will allow you to create a temporary circle of Water provided you have the proper components which are a circle representation and blue cloth. A water circle has a maximum diameter of 6 feet. These circles will follow the circle rules found in the circles section of the rulebook. Circles are considered temporary constructs and so can be destroyed with a destroy of the opposite type.

Cost: 5 Water point

Duration: 1 Wave

Water Wall

Incant: <pre> I create a wall of water

Effect: This allows the caster to create a wall of Water provided you have proper components. Max length for a wall is 8 foot in length. Wall follows the same rules as circles. Walls are considered temporary constructs and so can be destroyed with a destroy of the opposite type.

Cost: 2 Water points

Duration: 1 Wave

Willpower Restore

Incant: <pre> rest your mind, plus 5 willpower

Effect: This spell will restore 5 willpower points to the target. This spell scales in both willpower restore effect and cost up to a maximum of 50 restore.

Cost: 1 Water point

Duration: Instant



Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Chapter 11: Glossary Of Terms

This chapter covers all terms found within Archon. Each effect description will give all relevant information as to what happens when the effect strikes your willpower or body as well as the duration for the effect. Most effects last 1 second per point that is not defended against however there are a few effects which encompass the entire body like a bind, cause automatic death or last until line of sight is broken. Any effect that does not specifically state a duration is defaulted to X time in seconds.

Negative Effect Durations

When you are struck with an effect the effect lasts 1 second for each point that is effective against you unless the total value is above either your body or willpower (whichever the effect strikes against) in which case the effect lasts 5 minutes.

For all effects, of any type, the check is that spells total effect VS the current body / willpower. You should never have to calculate your "total" that you are currently effected by other than to know the length of time you have for that effect.

EX: NPC throws a 10 drain, you dont have a defense and so are drained, your current body though is 25, so its only the 10 seconds.

Same NPC hits you for 20 claw, bringing your total body to 5, you are still drained for the remaining amount of that 10 seconds, but even if that drain amount is above your current body now it didnt "strike" you when you were that low so the time remains as it was.

NPC throws another 10 drain, which is now above your 5 body and so you are now drained for 5 minutes. As the cap is 5 minutes for any effect, period, even if you are struck for more drain it can only bring you back to 5 minutes.

Magic Damage Types

X-Element Effect

If you are not healed by the Element effect you take "X" Element damage from it.
(Element Damage being: Light, Dark, Water, Fire, Earth, Air, Ash, Radiance, Magma, Dust, Vacuum, Salt, Ooze, Smoke, Blood, Lightning, Mineral, Ice)

Double effected

There are some situations where certain creatures will take double healing or double damage from an elemental magic type, when this happens the creature should state they are healed more by the effect or harmed more by the effect.

More than double effected

When a creature is more than double effected by an effect they state greatly, 3-5 times, or massively, 6-10 times, effected by the effect after being struck by it.

X-Magic

A magic call is from the field of high magic, a tier 2 field, and so cannot be defended against with any elemental shield. The magic can still be avoided with things like physical and phase however or any lineage ability that would stop a magical attack as well as worn armor.

Non-Magic Damage Types

Steel

These weapons are anything with a head or blade that is made from steel such as a short sword or a warhammer.

Wood

These are any wood made weapons, normally but not always blunt weapons such as cudgels or quarter staves.

Claw

These weapons are natural weapons that some creatures have. They can be a bite claw, which is longer like a two-handed sword or hand claws which are short sword in length. These represent bone or nails that can be used in combat as weapons such as the jaws of a creature, the claws of a bear or the bone blades of wolverine.

Stone

Stone weapons are made from hard, usually shaped, rocks and cause stone damage. Many throwing weapons like stones or boulders as well as stone axes and other weapons are of this type.

Silver

A silver weapon is one that has been coated or made completely in silver; some creatures that are not affected by normal weapons will be affected by silver ones.

Iron

An iron weapon is one made completely with iron, very typically hammer and maces.

Massive

A massive attack is one that strike with either such force or size that it is not blockable with normal weapons. A massive strike hits you if it touches you or any part of you including clothing. The only way to avoid the damage from this attack is to use a special ability like dodge parry or armor.

Obsidian

These weapons are made from a very specific black rock like substance that is extreme dense.

Diamond

These weapons are either edged or infused with diamonds that make them strike with a diamond blow showing how sharp they are.

***There are other types of damage that may be called, sometimes these are just flavor, sometimes they are for a specific person, if you don't know the type of damage just take normal 1x damage from it.**

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Other Effect Types

X-Acid

Acid effects will harm most any creature. They are most commonly poisons but may also be spittle's from creatures or naturally found liquids. They do "X" acid damage which is a physical attack that may be blocked by Shields or weapons.

Duration: Instant

X-Armor

This is usually the ending of a spell or ability and adds "X" temporary armor that acts just like chainmail or leather armor but cannot be repaired.

Duration: Lasts 1 Archon wave or until destroyed.

X-Awaken

Removes X sleep and charm effects from the target, it does not restore willpower however it just reduces the effects time by 1 second per X. If the target is charmed for 5 minutes due to a loss of all willpower any awaken amount will reduce the time to 30 seconds but no other awaken will work until the current effect ends.

Duration: Instant

X-Bane Shield

When the person with a protective spell or ability with this effect takes spell damage this effect will strike back at the attacker for X dark damage. This effect does not stop the damage done to you in any way. For instance if you are struck with 10 light and use a bane shield stating "10 dark bane" the attacker would be struck with 10 dark effect, and you would receive 10 light effect.

Duration: Instant as an ability, 1 Archon wave as a protective.

X-Bind Y

This effect will bind the targets Y in coils of magic at a strength level of X. This effect bypasses physical armor but deals no damage, instead it stops all movement of Y. An affected person may rip free of this effect if they have strength equal to X on a 3 count.

Duration: Bind lasts 1 second per point of the effect that gets through defenses unless the total effect is above your current willpower amount the effect then lasts 5 minutes or is removed if the target and caster are out of line of site for 10 seconds.

X-Bleed

A bleed effect causes X damage from the initial attack then X damage every 10 seconds until the effected person is healed for at least 1 body.

Duration: Until healed

X-Body

If cast as a protective it will add "X" temporary body, the temporary body is always used before true body (the body amount on your character sheet). If used as damage then it subtracts body directly bypassing all non-magical protectives. This could cause you to be dropped below zero body with protectives still in effect, but those protectives stay active unless you reach the death count.

Duration: Protectives last 1 Archon wave or until destroyed, damages are instant.

X-Boon

When the person with a protective spell or ability with this effect takes spell damage they may heal it right after it harms you. For instance if you are struck with 10 fire and use 10 boon you take the 10 fire damage and then heal 10 points.

Duration: Instant as an ability, 1 Archon wave as a protective.

Breath Weapon

Some creatures have the ability to spit large amounts of magical energy from their mouth which is called a breath weapon. Breathe weapons work by stating "Breath weapon X-Effect", where X is the damage and the effect is the type of damage. For instance a drake using fire breath and breathing 10 fire would state "Fire Breath, 10 fire" then throw a packet just like a spell.

Duration: Instant

X-Breath-X-Effect

Breath weapons represent the ability of a creature to exhale different types of elemental and magical effects from their bodies causing "X-Effect" and acts like a spell (i.e. Light Breath 10 Light causes 10 points of light damage)

Duration: All breathe weapons are instant effect causing damage or healing.

Carrier Attack

This is when a weapon is enhanced with another form of attack such as drain, paralysis, light, death or any other effect type. Carrier attacks strike like normal steel, wood or claw attacks, however if you take body damage from one of these attacks it will do its effect to you for X seconds where X is the amount of body you lost from the attack. For instance if a creature swings "5 drain" are struck by the creature twice you would be drained for 10 seconds if you had no armor or other protective enhancement.

Duration: All carrier attack duration is 1 second per point of body/willpower damage take unless your total effect is above your current body/willpower amount the effect then lasts 5 minutes.

Charm X Willpower

Causes the affected person to be charmed for a time equal to the willpower damage taken. This effect reduces willpower instead of body points but is otherwise defended against like any other attack of the type used.

Duration: 1 second per point of effect or if the total effect is above your current willpower amount the effect then lasts 5 minutes.

X-Channel

This is the ability to store points of magic and release them at a later point. The incantation for this is "X-channel" where X is the amount of effect channeled. When the effect is used again state "Channel X" where X is the effect and amount that was previously channeled.

Duration: Instant

Claws

Claws are weapons which are natural to the lineage of the creature, these are to signify things like bites, long nails or bone claws which protrude from the creature's body and can be used as weapons. Claws are normally white and red striped weapons with no hilt.

Duration: If from a spell/skill, 1 Archon wave, if a lineage ability, permanent.

X-Crush/Sever limb

If a limb is struck, or a spell which uses this effect states a specific limb, it is rendered useless for X seconds if it is a crush or removed until restored or a hard wave passes if it is a sever. The "X" gives the damage of the crush or sever. This attack goes through all armor and can only be stopped by avoidance or negating skills such as dodge and parry.

Duration: Crush lasts 1 second per effect, Sever completely removes the limb until a hard wave or the limb is restored.

X-Cure

A cure effect will remove all detrimental effects on the target at a rate of 1 point per 1 cure.

Duration: Instant

X-Curse

This effect does not damage, unless it is a carrier attack, but instead causes all negative effects and damage on you for X seconds to be doubled. You can only be cursed once, but additional curse effects will extend the time that you are cursed for by 1 second per point. Life, heal, and remove curse will reduce this effect.

Duration: Last 1 second per effect unless the total effect is above your current body amount the effect then lasts 5 minutes.

X-Death

Death causes the affected person to suffer a killing blow and immediately enter the 5 minute death count if even 1 point of body is lost from the effect. Spell Death effects bypass all armor except water and avoidance abilities. Carrier attack death may be stopped like all other carrier attacks and only take effect when they do body damage after breaching armor.

Duration: Instant

X-Destroy-A

Destroy shatters an object larger than shield size. The "A" is the name of the object to be destroyed. Destroyed object tags should be given to a staff member at a convenient time if the item is destroyed, if the item has no tag, for instance a door, merely leave the door open until it is repaired. Destroy can only affect things that can be physically represented like a tarp wall, a door or a bench, anything that is not easily removable cannot be affected by this spell.

Duration: Instant



X-Disarm

Disarm causes the item struck or targeted to be dropped and unusable for X seconds if it is attached to someone or the item must be dropped for X seconds if it is held. If this is a packet delivered attack then the name or type of item must be called in the incant. If it is a weapon strike then you must strike the item to disarm it.

Duration: Last 1 second per effect on that item

X-Ensnare (Snare)

Ensnare effects do not do damage but instead cause the target to become lethargic and slow forcing them to only move at a walking pace and all attacks can only be made at one per second.

Duration: 1 second per point of snare unless the total effect is above your current body amount the effect then lasts 5 minutes.

X-Dodge

An X dodge lets you move out of the way or avoid any effect with a point call. The "X" is the amount of effect dodged. A dodge will not allow you to avoid area effects skills, spells or abilities larger than 5 feet such as voice radius spells.

Duration: Instant

X-Dodge Armor

This is an enhancement that allows the user to dodge an effect exactly like a rogery dodge completely avoiding it. When using this type of armor state "X Air Dodge" where X is the amount of the dodge.

Duration: Enhancement lasts until used or an Archon wave

X-Drain

This causes your body to enter a weakened state where you lose the ability to use special abilities. While drained you cannot use any activated skills such as casting spells, special attacks / defenses such as parry and slay, lineage abilities etc but fight like normal and may use enhancements/protectives already on them.

Duration: : Drain lasts 1 second per point of effect that is not defended against unless the total effect is above your current body amount in which case the effect then lasts 5 minutes.

Encase Y - X

This effect will encase the target in stone causing it to be unable to move unless they have a strength level of X or greater. This effect bypasses physical armor but deals no damage, instead it stops all movement of the targeted body or limb.

An affected person may rip free of this effect if they have strength equal to X on a 3 count or someone else may rip them free if they have the appropriate strength on a 3 count. Someone not encased but without strength may remove the encase with a 60 second count. When ripping free the person effected takes X damage directly to body.

Duration: Encase lasts 5 minutes in line of sight, or 10 seconds out of line of sight

Fear X-Willpower

Fear is an effect that causes no damage and makes the target to either run or cower in pure terror unable to do anything except defend themselves. The target may only make offensive actions if cornered or trapped.

Duration: Lasts 1 second per point of effect unless the total effect is above your current willpower amount the effect then lasts 5 minutes.

Gaseous

A gaseous form is when something turns into a floating cloud of gas, moving as gas would and having no corporeal body or form. This is signified with crossed weapons or arms in an upward X. In this form a gaseous creature does not take damage or effects either positive or negative except a reform spell or ability which will cause them to reform into a solid creature if possible immediately. Becoming or removing a gaseous state is done on a 3 count.

Duration: Until dropped by the gaseous person or are forced to reform

X-Gas-Y Effect

All gas poisons are alchemical in nature. Gases Cause X-Effect based on the alchemy used per point that damages the targets body. For instance a Nausea Gas Poison, 30 Nausea, does 30 points of nausea damage. Gas poisons cannot be stopped by natural or physical armor but can be avoided or stopped with alchemical shields. Shields or weapons cannot block gases.

Duration: Gas poisons lasts 1 second per point of effect that is not defended against but cause no body or willpower damage

X-Harm(ed)

This will cause harm to any creature that is not undead doing X damage to that creature. Undead are healed X by harm spells.

Duration: Instant

X-Heal

This will heal any ailment that was delivered with a point value and heal the target X body points. This includes killing damage, drain, poison etc. This effect will harm undead creatures.

Duration: Instant

Invested

Being invested in something allows you to enter and exit the object (wall, circle, and ward) without a key or permission from the creator

Duration: Usually permanent

X-Killing Damage

Killing damage attacks which strike body cause a lasting effect which can only be cured at a value of 1 point of life, high magic "heal", or another curing effect which specifically states it removes killing damage. If not cured before the next hard wave it dissipates at the hard wave.

If you have killing damage on your body and you are brought to your 5 minute death count (either from bleeding out, a killing blow or a death effect) then you immediately dissipate as if the entire 5 minute time had elapsed.

Duration: 1 hard wave

Killing Blow

At any time a creature with a weapon may attempt to deal a killing blow to another creature which is at 0 body, -1 body or 0 willpower. To do this they place their weapon on the torso of the target and state "killing blow 1, killing blow 2, killing blow 3" if they are not interrupted or stopped then the target goes immediately to their 5 minute death count. If they were already in their 5 minute death count then there is no effect.

Duration: Instant once complete

X-Life

Life will bring a person from the final 5-minute death count after they have bled to death, to life. The amount of body restored when someone is brought back to life is equal to the life amount. Life will restore all damage and cure all effects at a ratio of 1 to 1 if used on someone not dead.

Duration: All life effects are instant and heal all creatures except undead

Mind - X Willpower

These spells are rare but they add a willpower buff by adding "X" temporary willpower. The temporary willpower is removed before true willpower.

Duration: 1 Archon wave, unless the spell used specifically states different

Minimal

This ability reduces one physical effect to one damage. For instance if you have minimal armor on and are struck with 20 steel you would state "Minimal" and reduce the damage to 1 point.

Duration: Instant or active until used as an enhancement

Mortal Wound

A mortal wound effect makes it so the affected person cannot be healed from external sources for 60 seconds if it deals at least 1 point of body damage to the target.

Duration: 60 seconds

X-Nausea

Nausea is usually a gas type effect that causes the victim to become nauseated, causing them to vomit constantly. The affected person can move and act normally but must stop approximately every 10 seconds to vomit uncontrollably during which time they cannot defend themselves.

Duration: Nausea lasts 1 second per point of effect that is not defended against but cause no body or willpower damage unless they are a carrier attack.

No Effect

If a creature is immune to an effect they must state "no effect" when stuck.

NPC (Non Playing Character)

An NPC is a character being played by a member of the plot team or a volunteer helping the plot team. An NPC will change roles and have a monster card stating their abilities and statistics rather than a character sheet.

X-Paralysis

Paralysis causes the person affected to stand perfectly still in the position that they were paralysed in for X seconds. As a spell or gas this effect bypasses natural or physical armor but may be avoided or shielded. As a carrier attack it works like all other carrier attacks. Being brought to -1 body will not break this effect but death will.

Duration: Paralysis lasts 1 second per point of effect unless the total effect is above your current body amount in which case the effect then lasts 5 minutes.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



X-Phase

A Phase ability allows X effect to pass through the users body avoiding all negative effects up to X amount.

Duration: Instant in use however as a protective it lasts 1 Archon wave or until destroyed.

Phased Out

A phased out form is when something becomes insubstantial, while it seems as if they are there all effects pass through them. This is signified with crossed weapons or arms in a downward X. In this form a phased creature does not take damage or effects either positive or negative except a reform spell or ability which will cause them to reform into a solid creature if possible. Becoming or removing a phased state is done on a 3 count.

Duration: Until dropped by the phased person or they are forced to reform.

Point or Mana Point

A point or mana point in a field is what is used to battle board skills, spells and abilities which can then be used by the character in game.

Poison

Poisons are alchemies that are typically offensive in nature. A 50 paralysis gas poison for instance causes 50 paralysis however it is a poison which tells the target that they can defend with things like resist poison or poison shields.

X Pool

A pool is an amount of points a creature has to use for an effect innately. For instance a 20 poison pool would be 20 points that the creature can use in any increment up to their total pool, when a point is used the pool is reduced by 1 per point used. To use a pool state "Innate X effect" where X is the amount and effect is the type. Pools can also be added to a physical attack adding X to the weapon strike and change the attack damage type to the pools type. IE: a fire pool of 5 used on a weapon swing that normally does 5 steel would do 10 fire.

Lineage Changing

Some lineages have the ability to change their current lineage, such as a changeling, and when they do so the amount of time it takes for them to change lineages is equal to however long it takes for them to change clothes, makeup or mask with a minimum of 1 minute to change.

X-Reflect

Reflects cause "X" elemental or magic effect to be redirected back to the person who cast the spell at the target. If struck by 20 light and a 20 point reflect is used then the person who threw the spell is instead struck for 20 light. When using a reflect magic state "X reflect shield!" where X is the amount reflected.

Resist-X

Resist stops all of a particular type of spell or effect. The "X" is field effect that is stopped by the spell (i.e. resist light will stop all of a light effect). Resist enhancements are destroyed by a destroy construct spell or ability and so cannot be used to resist these effects.

Duration: 1 Archon wave.

Restore-X-Y

A restore can replace or rejuvenate withered, crippled or missing limbs. Restores "X" amount of "Y". So a 1 point limb restore would restore a single disabled limb.

Duration: Instantly heals a long or negatively affected limb.

Ricochet X-Effect

Ricochet causes "X" elemental or magic effect to be redirected allowing you to throw a packet with the X effect at any target you wish. When using a ricochet shield state "X ricochet shield" then throw a spell packet at any target you wish.

Duration: Ricochets as a protective last 1 Archon wave or until they are destroyed.

X-Rot-Y

This causes the person's limb to rot away and become useless. The affected person loses use of "Y" limb. For instance 10 Rot Left Leg would make the Left leg unusable. If this is a carrier attack (weapon strike) then the limb must be hit and body damage done to take effect, however no Y must be called since it would be the limb struck.

This effect as a spell does no damage but instead rots away the called limb unless avoided or shielded.

Duration: Rot effects last until the limb is restored or an Archon wave passes

School

A level of a field of study. This is the measurement of skill you have in a field, 10 schools mean you are a master in that field. Each school has 5 points, which can be used to battle board skills, spells or abilities.

X-Shatter-Y

Shatter causes an object of a shield size or less to shatter and be destroyed. The "Y" is the name of the object to be shattered, the X is the amount of shatter. If the shattered object has a tag it should either be ripped up or given to a staff member to be reused if the shatter is effective. Shatter as a carrier attack must hit the item to shatter it, as a spell the Y determines the item. Shatters can be avoided, resisted or shielded.

Duration: Instant

X-Shield

Shields add an "X" shield effect which stops magic spells or magic effects. This includes magic damage that a weapon swings for if done as a carrier attack. Shields are typically water protectives which are smart and are activated by the enhancement user.

Duration: 1 Archon wave or until used

X-Sleep

This effect causes the person to fall asleep for a time equal to the true willpower damage done. This effect reduces willpower, both protectives first then true willpower, by 1 per point and if true willpower is brought to 0 the effect lasts 5 minutes. You may shake someone awake with 1 minute of shaking to give them 1 willpower if they are unconscious. Willpower restores decrease the amount of time left on the effect by 1 second per willpower restored and if willpower is fully restored all negative effects are removed.

Duration: 1 second per point of effect unless the total effect is above your current willpower amount in which case the effect then lasts 5 minutes.

X-Spell Sever-Y

This effect will destroy an amount of spell effect equal to X, including strength levels of restrains and encases. This effect will also affect spell armors and other beneficial effects that have point values. The Y in this effect is the targeted effect for instance "10 spell sever binds" which would remove 10 points of bind spells.

Duration: Instant

Spittle-X Y

Spittle is a type of poison that a creature spits, it acts as an alchemical poison so it can be resisted in the same way as any alchemy with alchemy shields or avoidance but cannot be stopped by armor with the exception of acid spittle which works like a physical attack. Causes "X-Y" to act like a gas poison such as an X-nausea, X-paralyze or other alchemy with X being the effect amount.

Duration: Spittle's lasts 1 second per point of effect that strikes the target and is not defended against

Strength

Strength is the ability to become extremely strong increasing their weapon swings and allowing them to achieve feats of strength such as throwing someone or something or knocking down a heavy door etc. Strength is split evenly between each hand but if there is a odd number of strength the user chooses which hand to place the extra point of strength in.

Duration: If from a spell/skill, 1 Archon wave, if a lineage ability, permanent

X-Strength

The strength that is called at the end of an incant represents the amount of strength that a binding has, how much your strength is increased by temporarily or how far you are pushed. If it is a binding you are bound for X strength and cannot move the restrained body part unless you possess equal amounts of strength or greater. If you are able to rip free state "I rip free one, I rip free 2, I rip free 3" then move normally. If the strength is used to push or throw you then it pushes 10 feet per point of strength above your strength.

Duration: As a buff, until next wave, as a restrain until line of sight is broken from the person who cast it on you, as a push it happens immediately

Threshold

Threshold is the ability to harden skin or physical body to a point that you cannot be harmed by effects of less value than the threshold. For instance a creature with a threshold of 4 would not be affected by any damage, healing or effect with an amount of 4 or less. Any effect greater than 4 would work normally.

Duration: If from a spell/skill, 1 Archon wave, if a lineage ability, permanent

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Toughness

Toughness is the ability to shrug off blows and ignore part of the damage done to you. This ability reduces the damage or healing dealt from effects by 1 point per toughness level to a minimum of 1 point. Toughness does not affect damage from special spells, like death, drain and exhaust mind, or special skills such as slay or assassinate.

Duration: If from a spell 1 Archon wave, if a lineage ability, permanent.

X-Weakness

Weakness causes your body to weaken and lose strength and power. The weakness affects you if you take at least 1 point from a weakness effect. If you are affected by a weakness then your weapon strikes are reduced by 1.

Duration: 1 second per point of effect unless the amount of the single attack is above the targets current body in which case it lasts 5 minutes instead.

Tier 1.5, 2, and 3 Fields

The fields in chapters 4, 5, 6 and 7 are considered Tier 1 and are all fields which a character may begin the game with at character creation. There are however some fields which may be gained through game play that are mentioned here as a reference for players to use both for game mechanics purposes and as things that players can use to guide their characters toward specific goals. This section has been placed here and not in the other chapters of this book because these are not fields you may begin the game with. The fields found here are also not the only higher tier fields available, these are merely the most common of the extremely rare higher tier fields.

Please note that none of these fields are easy things to learn and take both planning, time and a huge amount of investment to achieve. These fields are very powerful and because of this are intentionally difficult to learn. If you choose to work toward gaining one of these fields know that it will likely take years of play.

Basic requirements, stating the lower tier fields each higher tier field comes from are given so that players may better plan out their characters development and the path which they will take to get there. Exact requirements are given once a character has done enough Lore research into the field they are trying to achieve. Note: Lore is given in many ways, the Lore field found in the Other Fields chapter of this book, but also through in game interactions with NPC's, IBGA's and Brownie Points.

Another requirement you will see if X relevant CM's. This means you must have X CM's that are relevant to that field. If you are unsure if a CM is relevant to the field you are working toward please ask a Game Master or Staff member and we will tell you if they are so you do not spend build on something that does not work for what you want.

IE: Elemental Forces requires 10 relevant CM's, so you might choose something like Planar Travel CM, Elements CM, Greater Elemental Creatures CM, or any combination of these or other completely different CM's you come up with yourself! Note again if you unsure if the CM qualifies as relevant just ask a staff member to confirm it does.

Tier 1.5 Fields

Tier 1.5 fields are those which combine two of the tier 1 fields to create something new and slightly more advanced. These fields typically require a certain amount of each Tier 1 field they come from to be purchased before they are unlocked and able to be researched.

Tier 1.5 is considered on the same power scale as Tier 1 fields, which is why they are classified as 1.5 instead of 2, but because they are combinations of Tier 1 fields they are not fields a character may begin the game with and so are placed in the middle 1.5 between Tier 1 and Tier 2.

It cannot be stressed enough that T2+ fields are extremely difficult to achieve. These fields are meant to be learned over the course of an entire saga, if not multiple and are not things you should expect to gain quickly.

That being said you may learn pieces, specific skills, spells or abilities you may use from these fields *BEFORE* learning the actual field and opening all it's available things.

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Tier 1.5 Fields

Elemental Forces

Elemental forces, or EF, are a combination of two of the tier 1 magics. Combining these two magics you are able to form something completely new and unlock spells within that field. All elemental forces magics use a single pool of mana however and so even knowing all the EF types you must pick and choose which spells you wish to use at any given time.

Known Requirements: 10 school of two low magics, fire, water, earth, air, light and dark magics. 10 Relevant CM's.

Ash Magic (Fire and Dark)

Ash magic combines damage and physical harm to create a magic that can cause destruction, fear and wildfire. Ash spells are typically offensive and harm the target in some way.

Radiance Magic (Fire and Light)

Radiance magic uses a combination of damage from fire and amplification from light to create spells that enhance the caster and their allies. Radiance spells are typically enhancing.

Magma Magic (Fire and Earth)

Magma magic uses the power of fire with the protective nature of earth to combine into protective enhancements which also strike back at attackers. Magma also enhances the inner fire of the caster allowing them to take forms of power.

Dust (Dark and Earth)

Dust magic uses the manipulation of dark and the encasing power of earth to change the very gravity around the target. It also allows the manipulation of the world around the caster to obscure them.

Vacuum (Dark and Air)

Vacuum magic uses the manipulation of dark and the control of air magics to change the world around the target or even inside them. Vacuum spells may cause the voice of the target to be removed or even their skills, spells or abilities to be lost to them.

Salt (Dark and Water)

Salt magic uses its combined powers of dark and water to directly connect with the spirit realm allowing the caster to tap into that other plane of existence. These spells may reveal secrets, allow communication or even manipulation of spirits.

Ooze (Earth and Water)

Ooze magic combines the two strongest protective magics and so spells in ooze are typically defensive but are extremely powerful at protecting their caster or the target of the spell and are long lasting.

Smoke (Air and Fire)

Smoke magic uses the mind manipulation of air combined with the confusion and exhaustion of fire on willpower to create spells which confuse, misdirect, or hide their caster or target.

Blood (Light and Water)

Blood magic uses water, which is a material of nearly all living things, as well as lights bodily enhancements to create spells which allow the caster to control themselves or their target to the very core of their being.

Lightning (Air and Light)

Lighting magic is raw natural power incarnate. Spells in the lighting field are extremely damaging, both to the target and the caster. The raw destructive force of lighting spells can be used to move target, sunder their armor, or even destroy them outright.

Mineral (Light and Earth)

Mineral magic allows the caster to use the manipulation of light magic along with the enhancement of earth to change themselves or their target down to the molecule. Creating physical masks so perfect their own mother wouldn't know the difference. Mineral also allows for creating illusions, constructs and controllable companions.

Ice (Air and Water)

Ice magic uses the physical manipulation of air along with the enhancing and protective portions of water to safeguard its caster or their target. It also allows for extreme slowing, encasing and other effects.

Tier 2 Fields

Tier 2 fields are all combinations of the tier 1 fields. Each Tier 2 has requirements of a minimum number of tier 1 schools as well as other requirements before you can begin researching the tier 2 field. Additionally these fields being in this book do not eliminate the need for these things to be learned in character through Lore, though the Lore portion of gaining information may be done before any requirement is met.

IE: Lexi wishes to become a Ritual mage and using Lore has unlocked the knowledge that Ritual Magic requires 30 total combined schools of low magic fields, 5 Theory, plus read and write magic. So, having found out this information, Lexi spends her gained character build each event on the tier 1 low magics until each is at 10 schools. Also Lexi knows how to read and write already but needs the required 50 willpower to unlock Read and Write magic. But by the time she gains 5 of each low magic she has 53 willpower and finds in game a teacher who is willing to impart the knowledge of read and write magic to her for a nominal fee.

Now that Lexi has met all the requirements for Ritual Magic she may begin researching it using Theory. Lexi has a Theory research pool of 75 each event from her willpower and Theory field and so each event puts that research toward her ultimate goal of learning Ritual Magic. The exact amount of research needed is dependant on several factors which will be provided to her by a staff member when she finishes her lore for that field.

High Magic

High magic is a nearly lost form of magical power which combines all 6 tier 1 magics, the low magics, fire, water, earth, air, light and dark.

High mages were rare before the shattering of the world, since then they are nearly unheard of and high magic is seen primarily used by creatures which can harness the energy naturally rather than through the combination of the 6 low magics.

Known Requirements: Read and Write Magic. A combined total amount of fire, water, earth, air, light and dark magic fields and theory as well as relevant CM's

Ritual Magic

Ritual magic is when a spell caster uses a powerful scroll to do a very extended casting. These scrolls may be found, traded for, or created and will have specific requirements.

Each scroll is unique and the required amount of ritual magic, components and time to cast the ritual will be given on the scroll.

Additionally these powerful rituals cause angst for creatures and powers which oppose them as so have been known to be attacked while the ritual is actively being cast.

Known Requirements: Read and Write Magic. Some amount of fire, water, earth, air, light and dark magics. 25 Willpower and 5 theory as well as relevant CM's

Tactical Mastery

Tactical mastery is the use of tactics in small units. These skills are those utilized by commanders on the field in charge of squads.

Tactical mastery skills typically effect an entire group of people who have trained to fight together.

Known Requirements: Melee Master. Some amount of weapons mastery, offensive fighting mastery, defensive fighting mastery, roguery, assassination and shadow mastery as well as relevant CM's

Espionage

Rulers, nobles, merchants, guildmasters, and other wealthy individuals use Espionage specialists to gain the upper hand in a world of cutthroat politics.

A character trained in espionage is capable of secretly gathering information, altering peoples plans, deceiving others into believing large scale events have taken place that have not or even eliminating targets if needed as well as many other things.

Known Requirements: Some amount of lore, roguery, assassination and shadow mastery as well as relevant CM's

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

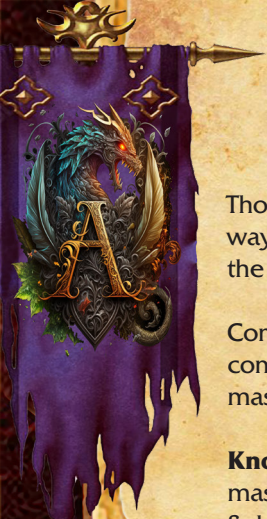
Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Combat Mastery

Those few who dedicate their existence to the ways of war find themselves nearly peerless on the battle field.

Combat mastery is the dedication to frontal combat. Using any kind of weapon the combat master is capable of facing off against any foe.

Known Requirements: Some amount of weapons mastery, offensive fighting mastery and defensive fighting mastery as well as relevant CM's

Nature Magic

Harnessing the power of the world is no small thing, but those who learn to use nature magic can do just that. Nature magic uses the natural world to enhance both the caster and their allies as well as allowing them to interact more directly with the world than others.

Known Requirements: Some amount of fire, water, earth, air, magics and lore.

Psionics

Using the power of the mind psionicists are capable of forcing their bodies to do unimaginable things far beyond what even the most fit normal people may achieve.

Additionally because of their extreme control of their mind they have learned to control the physical world with just a thought.

Known Requirements: Willpower, some amount of meditation and theory as well as relevant CM's

Runic

Runic is the art of drawing, engraving or creation of symbols of power on different objects, such as skin, metals, stones, wood or even painting symbols on things.

Runes have been used in many different ways by many different lineages.

This field requires scroll creation and artificing but may use engineering or alchemy.

Known Requirements: Some amount of scroll creation, artificing and either engineering (Engravings) or alchemy (etchings / tattoo's) as well as relevant CM's

Apothecary

Apothecaries combine both natural and created potions, salves, concoctions, liquids, shots and other tonics to give the users of their wares boosts to their body, mind and spirit, however the best apothecaries are capable of enhancing or refreshing lineage abilities for themselves and their customers.

Known Requirements: Some amount of medicine, alchemy and essence harvesting as well as relevant CM's

Transmutation

Those who learn how to use transmutation become very capable of making powerful items which completely alter the target transforming them into something completely different for a specific amount of time.

When used on a item these changes tend to be permanent. Transforms on people tend to last a limited amount of time and have negative consequences afterwards but also give huge benefits while active. Transmuters may use ingested potions of their creation, salves or even symbols of power which link to other realms to force the transformation to take place.

Known Requirements: Some amount of medicine, essence harvesting and either Trinket crafting (symbols of power) or Potion creation (drinkable elixirs) as well as relevant CM's

Fabrication

Fabricators are the people who create great works of construction throughout the world. Towers, pyramids, bridges, fortresses and any other large projects are overseen by fabricators.

However this is not all they do, fabricators also create the mythical items of the world, both magical or mundane, which go down in history as the weapons, armor and items used by the great figures of history.

Known Requirements: Some amount of smithing, engineering and trinket crafting as well as relevant CM's

Calligraphy

Calligraphers are the very experienced people capable of making advanced scrolls. These people are those who are capable of writing ritual scrolls and have the ability to create books which can harness more powerful spells.

Known Requirements: Some amount of scroll creation, potion creation and artificing as well as relevant CM's

Tier 3 Fields

Tier 3 fields are the forces of the world which effect the very balance of power. These fields are extremely rare and very few people are capable of harnessing their energies.

While these fields may be seen while playing Archon they will take several Saga's for a player character to achieve. They are mentioned here as a reference for when or if they are used by staff members so that PC's understand what they are.

Chaos

Chaos is a primal energy of the world. A maligned spiritual force of supernatural disorder that effects everything found within the world. It is a potent force composed of pure magic that can unleash physical mutation and spiritual corruption upon sentient beings but is not good or evil, it merely seeks change.

In perspective, Chaos is akin to the ocean, a constant, roiling force of emotion-fuelled change, the very opposite of the rigid physical laws that govern the natural world. Like the ocean, its power is one that waxes and wanes over time.

Known Requirements: Unknown

Order

Order is a primal energy of the world. Unlike chaos Order is a force which seeks balance and consistency throughout all sentient beings.

In perspective Order is akin to a mountain, while some change is bound to happen the mountain itself rarely changes and when it does it is extremely slowly.

Known Requirements: Unknown

Protection

Protection is a primal energy of the world. Protection is the inner need of every creature to survive or to protect it's family, its belongings, its very being.

In perspective, Protection is the shield that stands between the world, pushing back all forces that wish to invade and take over.

Known Requirements: Unknown

Destruction

Destruction is a primal energy of the world. Destruction is raw power which wants nothing less than to sunder everything to the base elements it was made from.

In perspective, Destruction is the forest fire, it cares not what stands in its path, everything must be destroyed so that something new can be created from the ashes.

Known Requirements: Unknown

Supreme Command

Great generals capable of commanding entire armies, nations and alliances of many lineages are extremely rare. These people come only once every few generations.

Supreme commanders are capable of changing battles with simple commands, altering the outcomes easily and taking forces which should be crushed to victory.

Known Requirements: Unknown

Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary

Reference Charts

TIER 1 QUICK REFERENCE CHART

| Name | Cost Type | Tier Level | Requirements |
|----------------------------|----------------|------------|--------------------------------------|
| Low Magics | | | |
| Fire Magic | Base 1 pyramid | Tier 1 | None |
| Water Magic | Base 1 pyramid | Tier 1 | None |
| Earth Magic | Base 1 pyramid | Tier 1 | None |
| Air Magic | Base 1 pyramid | Tier 1 | None |
| Dark Magic | Base 1 pyramid | Tier 1 | None |
| Light Magic | Base 1 pyramid | Tier 1 | None |
| Other Magic Related | | | |
| Combat Casting | Base 1 pyramid | Tier 1 | None |
| Elemental Forces | | | |
| Ash | Base 1 pyramid | Tier 1.5 | 10 Dark, 10 Fire, 10 relevant CM's |
| Dust | Base 1 pyramid | Tier 1.5 | 10 Dark, 10 Earth, 10 relevant CM's |
| Ice | Base 1 pyramid | Tier 1.5 | 10 Water, 10 Air, 10 relevant CM's |
| Lightning | Base 1 pyramid | Tier 1.5 | 10 Air, 10 Light, 10 relevant CM's |
| Magma | Base 1 pyramid | Tier 1.5 | 10 Earth, 10 Fire, 10 relevant CM's |
| Mineral | Base 1 pyramid | Tier 1.5 | 10 Light, 10 Earth, 10 relevant CM's |
| Ooze | Base 1 pyramid | Tier 1.5 | 10 Water, 10 Earth, 10 relevant CM's |
| Radiance | Base 1 pyramid | Tier 1.5 | 10 Light, 10 Fire, 10 relevant CM's |
| Salt | Base 1 pyramid | Tier 1.5 | 10 Dark, 10 Water, 10 relevant CM's |
| Smoke | Base 1 pyramid | Tier 1.5 | 10 Air, 10 Fire, 10 relevant CM's |
| Blood | Base 1 pyramid | Tier 1.5 | 10 Water, 10 Light, 10 relevant CM's |
| Vacuum | Base 1 pyramid | Tier 1.5 | 10 Dark, 10 Air, 10 relevant CM's |
| Martial Fields | | | |
| Weapons Mastery | Base 1 pyramid | Tier 1 | None |
| Offensive Fighting Mastery | Base 1 pyramid | Tier 1 | None |
| Defensive Fighting Mastery | Base 1 pyramid | Tier 1 | None |
| Rogues | Base 1 pyramid | Tier 1 | None |
| Assassination | Base 1 pyramid | Tier 1 | None |
| Shadow Mastery | Base 1 pyramid | Tier 1 | None |

Reference Charts

TIER 1 QUICK REFERENCE CHART CONTINUED

| Name | Cost Type | Tier Level | Requirements |
|--------------------------|-------------------------------|------------|--------------|
| Production Fields | | | |
| Alchemy | Base 1 pyramid | Tier 1 | None |
| Armor Smithing | Base 1 pyramid | Tier 1 | None |
| Artificing | Base 1 pyramid | Tier 1 | None |
| Engineering | Base 1 pyramid | Tier 1 | None |
| Essence Harvesting | Base 1 pyramid | Tier 1 | None |
| Medicine | Base 1 pyramid | Tier 1 | None |
| Potion Creation | Base 1 pyramid | Tier 1 | None |
| Scroll Creation | Base 1 pyramid | Tier 1 | None |
| Socketing | Uses TC, Artificing, Smithing | Tier 1.5 | None |
| Trinket Crafting | Base 1 pyramid | Tier 1 | None |
| Weapon Smithing | Base 1 pyramid | Tier 1 | None |
| | | | |
| Other Fields | | Tier 1 | None |
| Bardic | Base 1 pyramid | Tier 1 | None |
| Divination | Base 1 pyramid | Tier 1 | None |
| Lore | Base 1 pyramid | Tier 1 | None |
| Masseuse | Base 1 pyramid | Tier 1 | None |
| Meditation | Base 1 pyramid | Tier 1 | None |
| Survival | Base 1 pyramid | Tier 1 | None |
| Theory | Base 1 pyramid | Tier 1 | None |
| | | | |
| Knowledge Skills | | | |
| Craftsman Miscellaneous | 2 Character Build | NA | None |
| Weapon Skills | X Character Build | NA | None |
| Evaluate Item | 5 Character Build | NA | None |
| Alchemical Evaluate | 5 Character Build | NA | None |
| Archon Evaluate | 5 Character Build | NA | None |
| Read and Write | 5 Character Build | NA | 10 Willpower |
| Read and Write Magic | 5 Character Build | NA | 50 Willpower |
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Introduction

Character Creation

Lineages of Tyr

Magic Fields

Martial Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Phys Reps,
Costuming And
Armor

Well Known Spells

Glossary



Reference Charts

TIER 2 QUICK REFERENCE CHART

| Name | Cost Type | Tier Level | Requirements |
|----------------------|----------------|------------|--|
| Tier 2 Fields | | | |
| High Magic | Base 2 pyramid | Tier 2 | ?? total combined schools of Low Magic fields, 10 Theory, Read and Write, Read and Write Magic, 20 Relevant CM's |
| Ritual Magic | Base 2 pyramid | Tier 2 | ?? total combined schools of Low Magic fields,, 5 Theory, 5 Lore, Read and Write Magic, 10 Relevant CM's |
| Tactical Mastery | Base 2 pyramid | Tier 2 | ?? total combined schools of T1 martial fields, melee master, 20 relevant CM's |
| Espionage | Base 2 pyramid | Tier 2 | ?? total combined schools of roguery, shadow mastery, assassination, 20 relevant CM's |
| Combat Mastery | Base 2 pyramid | Tier 2 | ?? total combined schools of WM, OFM, DFM, 20 relevant CM's |
| Spirit | Base 2 pyramid | Tier 2 | ?? total combined light and dark, ?? Divination, 20 relevant CM's |
| Nature | Base 2 pyramid | Tier 2 | ?? total combined schools of Earth, Water, Air and Fire. 10 Lore, 10 Relevant CM's |
| Psionics | Base 2 pyramid | Tier 2 | ?? Willpower, 10 Theory, ?? Meditation |
| Runic | Base 2 pyramid | Tier 2 | ?? combined Scroll Creation, Artificing, (Engineering or Alchemy) minimum 3 of each. 10 Relevant CM's |
| Apothecary | Base 2 pyramid | Tier 2 | ?? combined Medicine, Alchemy, Essence Harvesting, minimum 3 of each. 10 Relevant CM's |
| Transmutation | Base 2 pyramid | Tier 2 | ?? combined Essence Harvesting, Medicine, (Trinket Crafting or Potion creation), minimum 3 of each. 10 Relevant CM's |
| Fabrication | Base 2 pyramid | Tier 2 | ?? Combined Smithing, Trinket Crafting, Engineering, minimum 3 of each. 10 Relevant CM's |
| Calligraphy | Base 2 pyramid | Tier 2 | ?? combined Scroll Creation, Potion Creation Artificing, minimum 3 of each. Read and Write Magic |
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Reference Charts

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Character Creation

Magic Fields

Production Fields

Other Fields

Knowledges

Game Mechanics

Well Known Spells

Glossary



The world of Tyr has been born from a horrific war between the slavers and the slaves. Out of the ashes a new power, complete and in control of all, has risen which watches over everything controlling all with an iron fist and enacting martial law that is as harsh or harsher than the oppression it fought to destroy.

You have been chosen as one of the few that can fight back. The town of Vypool, ripped from its former world and transplanted to Tyr as a place of power hidden from the oppressor, is where all those who stand for freedom gather. How will you contribute? This fight will cost you something, everything worth fighting for does, but freeing a world has to be worth the price, right?

Archon Live Action Role Playing started development in 1995 and over the last 25+ years has been the home to many adventures and great memories. With this edition of Archon a new world has been born with new challenges, enemies, and excitement for you to experience. This book contains the core rules for playing as a player character at Archon providing you with the many spells, skills and fields of Archon and showing how you can build a hero that the world needs!