

### **The potential begins to be unlocked...**

The demesne of New Stonewatch has been immersed within a tumultuous sea of magic since Harvesttime 1210 due to the inter-realm instability caused by both the Dark Beast's rampage and the witches' war. Though the cascade of destruction originated in the dream realm, the tumult quickly engulfed New Stonewatch and even began unraveling the fabrics cordoning the nearby realms. The Gods, themselves, had to intervene by both sequestering the damaged areas and stopping the flow of time elsewhere to protect from the fraying of the world.

As the cores of the realms struggled to remain in balance, contrasting energies continued to ebb and flow creating monstrous maelstroms of energy. Creatures within the path of these storms were swept along in the vortices until the energies reestablished equilibrium. Various rituals throughout the autumn of 1210 further destabilized the area causing more storms. Due to the severity of the magical tides, the fabric between the realms within the cordoned area has been torn asunder and fallen, and the area now rests in an unstable wash of six interwoven realms.

Those who come to reside within the confluence are exposed to vast reservoirs of magical energies that bathe all with potential power. As a result individuals are beginning to harness this potential and use it to perform amazing actions from outside of their realm of origin...

### **The Attunement System**

The Attunement System is a way for players to selectively augment their characters with rare or realm-specific

abilities as a result of their continued interaction with Fantasy Quest's ever evolving setting. Skills and spells are bought with attunement points (APs) which some characters have already begun accumulating. All players who have attended Fantasy Quest games since September 2010 have been awarded Attunement Points for participation in various anomalies as well as in certain plots pertaining to aspects of the Dark Beast/Keys, the Elemental War, and the resulting anomalies. The following system is designed to reward players for their engagement in the FQ world as well as offer new skills, spells, and specializations to enhance the current class based system. While the vast majority of APs can only be earned via in-game 'Dedications' (which are described more fully below) and continued interaction in the setting, we anticipate smaller AP awards for event attendance as well as in exchange for wildcard points.

Players may choose to attune themselves to one or more of the five realms overlapping with the physical. By doing so, the player gains the first of the prerequisite thresholds needed to purchase new skills from a common or a specific realm set of abilities. NPC guidance will make the transition easier and much less expensive, but will not be necessary for basic attunement and the purchase of some skills.

There are five Tiers of attunement available signifying how much affinity a character has with the powers of a given realm outside of the physical. Tier 1 is equivalent to 10% affinity with a given realm. Tier 2 is 25%, Tier 3 is 50%, Tier 4 is 75%, and Tier 5 is 100%. In

order to attune to Tier 3 or higher, a player must concentrate on a single realm. If a player chooses to attune to more than one realm, they may only attune to a total of 50% affinity because of the difficulty of harnessing the powers of multiple realms. This can be broken to the following maximums:

Total Realms	Tier 1	Tier 2	% Total
5	5	-	5 x 10% = 50%
3	2	1	(2 x 10%) + (1 x 25%) = 45%
2	-	2	2 x 25% = 50%

### Choosing Dedication

Another option available within the Attunement System is Dedication. Dedication will require an NPC to obtain, and will only be available on certain occasions. This is a step beyond a character simply learning to harness the powers via accumulated awareness. A player may choose to sacrifice some of the *essence* of their character in order to support plotlines In Game. In exchange for the sacrifice, the player gains a significant number of Attunement Points. If a player wishes to Dedicate their character, please notify the FQ staff of your intention as soon as possible. It is likely that this option may only be available once in spring 2011 and perhaps again in 2012 depending on how plot lines unravel.

In exchange for the Attunement Points, the player will incur a debt of a chosen number of levels dedicated. This will lower the player's level for casting,

resistance, and number of uses of certain skills, but the player will not lose access to any skills or spells previously purchased. However, he/she will not be able to purchase more skills or spells from the class based set until enough skill points have been earned to repay the debt. Additionally, a player cannot re-dedicate, should the opportunity arise, until the first dedication debt is paid off.

Attunement points earned per level of Dedication are as follows:

Prior Level	New Level	Attunement Points Earned
2	1	10
3	2	10
4	3	13
5	4	20
6	5	27
7	6	37
8	7	50
9	8	65
10	9	85
11	10	110
12	11	137

So, if a player with a Level 10 character chooses to dedicate two levels and reduce to Level 8, the character will gain a total of 150 Attunement Points: 85 points for the transition from 10 to 9 and 65 points for the transition from 9 to 8.

The skill point debt will be calculated based on the percentage of skill points earned between the current level and the next level at the time of the Dedication. If a Level 10 character that has earned 50% of the points on the way to Level 11, 2385 skill points, chooses to dedicate two levels, he/she will reduce to a Level 8 character with 50% of the points earned to reach Level 9, 1385.

Therefore, this is character will incur a 1000 skill point debt.

To encourage players to use the AP system and specifically the dedication engine, the following additional benefits will be given to players that dedicate their characters in 2011. The first benefit is that characters that choose to dedicate multiple levels will receive a bonus amount of APs equal to 3% per additional level dedicated (thus 3% for 2 levels dedicated at once, 6% for 3, 9% for 4, etc). Also, characters will be able to redeem wild cards for an increased rate of APs for one year after dedication. The normal rate will be 2APs per 50 Wild Card Points, per game. With dedication, a player can choose either to redeem 50 Wild Cards for 3 APs, or 100 WCs for 5 APs to updates following any game which their character attended up to a year post dedication.

### Introduction to Skills

Skills are described in the following pages and are purchased with attunement points at a cost determined by the number of realms to which a character is attuned. As previously mentioned, if characters choose to interact with multiple realm-based magics, it becomes harder to do so. Unlike purchasing multiple core rulebook schools of magic, additional realm attunements will increase the cost factor of skills for all attuned realms for future purchases. As in the core rulebook, skills can have a number of descriptors designating if they are single or multiple use, increase in cost per purchase, receive multiple uses per purchase per level, etc. These descriptors are summarized in the following table. Note there are some additional descriptors to the core rulebook.

### Abilities with Incants

Several abilities in the AP system allow characters to perform spell-like actions that are initiated with incants “(with a realm’s essence).” While there are some instances of these within the rulebook, Banish Undead for example, there are several more within the AP system.

#### Skill Chart Key

- #: Multiple purchase skill. Increases in cost by a factor of 1 per purchase.
- #-r: Multiple purchase skill. Increases in cost by a factor of 1 per purchase, though each specific realm increases from base in its own ladder.
- A: Skill automatically unlocks and applies once pre-requisites are obtained.
- M: Multiple purchase skill – no cost increase per purchase.
- O: One time purchase skill.
- P: Skill pre-requisites must be discovered in game.
- R: Must be bought separately for each attuned realm.
- I: Instruction is required for this skill.
- I-50: Instruction by a being of at least 50% attunement in specific realm is required for this skill.
- I-100: Instruction by a being of at least 100% attunement in specific realm is required for this skill.

There are two important distinctions necessary for these skills to work. The first is that although the abilities contain incants and possibly levels for resistance purposes they are not actual spells – they just use a known mechanic of the FQ gaming system for seamless logistics; and since they aren't spells any resistances of these abilities cannot be used to regenerate life points or skill uses with Unlocked AP abilities. Abilities can be disrupted should the attuned be struck during the incant. The other clarification is that most of the incants do not have levels, so skills like Tier 1's Detect Attunement to Arcane cannot be resisted or avoided – even by defenses like spell turning or spell immunity. Furthermore, the dream incant, "With dream essence, I", still follows basic mysticism rules.

<b>Skill Availability Key</b>	
E:	Used once per event per purchase
C:	Skill use conditional (e.g. in dark, available castings, etc.)
D:	Skill used once per day per purchase
H:	Skill may only be used once every hour
L:	One use of skill an event per character's level
L-2:	Skill used once an event for every 2 character levels (rounded down)
L-3:	Skill used once an event for every 3 character levels (rounded down)
U:	Skill has unlimited number of uses

## Usage of Abilities

Unlike the rulebook skills, which are generally used once per day per purchase, most attunement abilities can only be used once per purchase per event. However, there are some multi-use and unlimited use skills also available. Wherever possible the standard E/L/U/D system was employed when balancing prospective AP skills, though there are individual skills with unique usage amounts – these exceptions will always be denoted in the ability description. The following table contains the most common AP usage descriptors.

## Realm Specific Trees and Spell Castings

Not surprisingly, along with the ability to use specific abilities designed for the different attuneable realms, within the AP system is the potential to cast spells from realm-associated magical trees. Traditionally NPC schools, these trees are primarily different combinations of spells already in use from the five rulebook trees. Unfortunately, the staff cannot simply publish the five (yes, five) NPC trees at this time. Simply put, each tree has 9 circles of spells with an average of 3-4 core spells per circle. Core spells within the same tree differ depending on the instructor or sub-race of realm-associated creatures that the character is associating with. Thus in-game discovery is necessary to learn the available spells to the realm trees – also it is possible to learn a set of level 2 spells from one teacher then unlock abilities or find instructors that unlock others. Another major difference to the AP magic system is that for every spell casting purchased there is only one

casting of that spell per event. To make it easier to distinguish between realm-based casting and the traditional arcane and mysticism/dream spells, incants of the realm-based trees will be altered to “I unleash arcane force to,” and “With the power of dream, I,” respectively. All meditate skill and mysticism-casting rules apply to dream incants as they were mystic tree spells.

**Basic Realm Overviews:**

While certainly not exhaustive, abilities listed in this supplement represent skills that have been seen as well are understood to be used by the variety of inter-realm denizens that have been frequenting the New Stonewatch area since the realm boundaries have failed. Each realm seems to be represented by basic groupings of skills, though there are always exceptions and additional discoveries to be made.

<b>Realm</b>	<b>Major Skill Branches</b>	<b>Minor Skill Branches</b>
Arcane	Unique Magical Manipulations and Enhancement	Bestowments, Magical Enchantments
Dream	Sleep Manipulation Tricks of the Mind	Emotions, Realm Interactions
Fae	Natural Connection Affinity to Animals and Elements	Healing, Realm Interactions
Shadow	Stealth, Dark Combat, Poisons	Cold, Blood Magic
Spirit	Inner Strength, Sustaining Others, Empathy	Interaction with Spirits/Dead

**Skill Instruction and Purchase**

Skill instruction works similarly to those in the class based system with a few additions. While some skills can simply be purchased once enough APs have

been accumulated, most require further instruction. Attunement instruct cards will be good for one year from the lesson and a player may hold instructions for up to four attunement skills at any one time (these are separate to the rulebook based instruct restrictions).

Furthermore, especially for magic spells, special realm based abilities, or those with newer mechanics, instructors meeting minimum degrees of attunement to a particular realm may be required to both describe the skill prerequisites and then how to use a desired skill. Realm specific instructors will also be very valuable resources as there are SEVERAL more hidden skills and spells that can be unlocked within the AP system. Most of the time realm specific instructors will be NPCs, however, players will eventually be able to unlock higher levels of Tiers needed to both learn and teach rare and powerful abilities. Skills are listed in the following pages to give ideas of what is possible using the AP system and relative costs for abilities, as well as to allow players a chance to understand how to react to the newer abilities.

There is a vast world to unlock...but the core tenet of the AP system is to reward those who immerse themselves into the FQ setting and work to gain unique aspects of specialization for their characters. The utilization of hidden pre-requisites and abilities is one way to keep the AP skills fresh and exciting for all involved. Note that required prerequisite skills for AP abilities may be found in the both the AP system or the class-based rulebook.

**Attuning vs. Absorbing/Anodizing vs. Infusing**

APs and AP abilities work the same way for each method of attuning, but depending on a character’s motives or end desires, there are different methods to align to the new setting. While the terms about are out of game, there are multiple ways that characters can choose to engage the new setting. The basic difference between the methods relates to how much a character wishes to become like the realm denizens (in form and appearance) from whom they are learning and interacting. By simply attuning, characters are able to use potential energies around them without changing their bodies too drastically. Anodizing and Infusing, however, when done with a NPC’s help, will start combining actual realm essence into a character – resulting in far more physical and trait changes.

**Hidden Consequences and Auto-Unlock Skills**

While specialized instructors will also be able to forewarn characters of certain known pitfalls reached by focusing too specifically one set of skills, be warned, there are some skill combinations or purchase thresholds that will convey negative effects to a character. Such effects may be limited to specialized resistance penalties to opposing schools or more expansive like periods of weakness or sickness for skill overuse. There sometimes will be methods to overcome these detriments in game, as well as the purge ability skill in tier 1.

In addition to detriments, there are some abilities or enhancements that will unlock as soon as a character achieves

all of the prerequisites. These skills typically will not need instruction or even cost APs and will appear on a character card – several of the more advanced regeneration skills work this way, for instance. In those instances where characters unlock a hidden ability that costs APs or can be purchased multiple times, players will be informed of the additional options when updating. Finally, as characters become more attuned with particular realms or magically specialized, they may begin to be affected by spells or abilities that target beings of those particular alignments. Generally, for almost all such skills, if a character reaches T3 level attunement (50% affinity to any non-physical realm) they will be affected by spells or abilities that target their particular realm. For instance, anyone aligned to Tier 3: Dream, will flee for ten minutes if in vocal range of a ‘mass banish dream’ ability, provided their level is lower than the attuned that used their ability. While players may consider this a negative, characters may discover that most native realm beings will only interact with and divulge realm secrets to those of the same alignments.

<b>Realm</b>	<b>Regeneration Timer Resets</b>
Arcane	When struck by a dark arts spell
Dream	Awakened, Feared or Nightmared, or upon any spirit attack
Fae	Upon any shadow or silver damage
Shadow	During Daytime, Upon Sunray, Within 10’ of 3 light Sources, Upon Fae attack
Spirit	Upon Preservation, Banishment or Call Dead Effects and Dream Attacks

Regeneration Timer Reset Table: Please refer to the following page for the description.

### **A Note Concerning Regeneration**

For current lack of a better location for this note about regeneration mechanics, it is tacked here. There are several hidden regeneration skills in the attunement point system and most operate off of timers. It is important to know what effects restart the timers. Please refer to the preceding table to determine if and when to restart regeneration counts.

### **Flexibility, Balancing and Beta Testing**

It should be understood that this is an entirely new supplement to the core Fantasy Quest Rulebook and that several of the new skills will be under periods of testing during in-game play by NPCs and PCs alike. While several of the new abilities to players are actually abilities NPCs have been using for decades, there are some new mechanics and skills for everyone to try. While much care was taken to balance skill costs and remove any potential avenues for overpowering skill combinations or clunky new role-playing mechanics, there were probably some oversights that will have to be addressed in future system updates. When encountering potential oversights or skill usage questions, please first consult the AP system coordinator, currently Rick Sheldon, or secondly a keeper/director for in-game temporary clarifications to reduce game play seams, so that potential problems can be addressed before they make it into game. Please address these rules and their gradual incorporation as a chance to help FQ evolve instead trying to manipulate a skill against the spirit of its presentation for sake of a typo or oversight of the implementation team.

Should skills need to be changed, or costs updated, the affected players will be considered (it is intended that players should not be forced to pay additional points, or lose spent points should skills have to be drastically altered and that in such cases temporary point refunds for major change affected skills will be made).

### **Updating**

For now, AP point awards and updating will be done outside of class based updating system. Dedication declarations must be coordinated with the AP and normal updating supervisors. This will be until the new website can be modified to handle AP updating.

### **Acknowledgements**

While this system will be evolving for some time, Fantasy Quest would like to acknowledge certain individuals from the FQ BoD, Staff and community that stepped above their roles and contributed significant time and energy in forging Version 1.00 of this system for the enjoyment of all.

With special thanks to Laurie Gordon, Bill Gordon, Nick Donoghue, Mike Mirantz, Tammy Hickey, Kimi Devaney, Matt Poulin, Ian Gerstein, Robert Santiago and Eric Burt for their thoughts and contributions towards balancing and implementation. Also, thanks to the efforts of the entire staff – specifically the core plot team of 2010 (in regards to spawning the premise behind the AP system) who've really come together to form a dynamic group willing to once again work together in bringing new life and wonder to the FQ setting – without your efforts (and

daring), none of this would be possible:  
Laurie and Bill Gordon, Karen Hobbes,  
Jim Miele, John Higgins, Steve Smith,  
Mike Salimeno, Matt Poulin, Leigh  
DeRocher and Lynda Weinstein.

I really appreciate all the help in  
bringing this to fruition!

While I listed names of people  
specifically involved in the AP system as  
well as regular attendees of our plot  
meetings, it should be noted that without  
our at game staff and without our most  
loyal of players who all managed to  
make the 2010 games a part of such a  
memorable year, this effort would never  
have been considered. Here's looking  
forward to a similarly wild 2011!

Sincerely, rtsheldon



Attunement Point Supplement (version 1.00)

Attunement Skill Table: Tier 1 (Version 1.0)				
Skill Name	Realm Attunement Required	Attunement Point Cost* (1 Attuned Realm)	Purchase Codes	Extra Cost per Additional Realm Attunements
Attune First Realm - Tier 1	None	10	O	-
Attune Second Realm - Tier 1	Any	15	R	5
Detect Attunement to Realm	Any	5	I, M, R	1
Harvest Essence	Any	15	I, O	2
Purge Attunement/Ability	Any	Full Skill Cost + 20	I, M	-
Resist Attuned Realm Magic	Any	10	#-r, R	5
Special Ability Set #1	Specific		M, R	-
Anchor Spirit	Spirit		O	
Arcane Tether	Arcane		O	
Befriend Animal	Fae	15	O	15
Blanket of Night	Shadow		O	
Waking Dream	Dream		O	
Speculate	Any	15	O**	0
Spell: Level 1	Any	2	I-50, M, R	2
Spell: Level 2	Any	3	I-50, M, R	2
Wilder	Any	25	O	10
Aegis	Arcane	15	#, I-50	5
Astute	Arcane	20	O	15
Savant	Arcane/Dream	10	M, R	5
Awaken Self	Dream	10	I, M, P	10
Banish Dream/Nightmare	Dream	20	I, O, P	10
Contemplative	Dream	15	I, O	5
Savant	Arcane/Dream	10	M, R	5
Befriend Wisp	Fae	10	O	5
Elemental Affinity	Fae	30	O	30
Naturalist	Fae	25	I, O	2
Queen's Blessing	Fae	15	I, M	5
Cold Tempered	Shadow	15	O	5
Double Coat	Shadow	25	I-100, O	15
Shimmer	Shadow	30	M	15
Subtlety	Shadow	20	O	15
Pacify Spirit	Spirit	10	I, M	5
Spiritual Sustenance	Spirit	15	I-100, M	2
Venerate	Spirit	20	M	10
Vitalize	Spirit	15	#, I-50	15

\*Each additional realm attunement will change skill costs.

\*\*See description for details. This skill allows only one use per 15APs spent.

# - skill may be purchase multiple times. Cost increases by a factor of 1 each time purchased

#-r - Increases in cost by a factor of 1 per purchase, though each realm increases from base in its own ladder.

I - Instruction is required to take this skill

I-50 Instruction from an at least 50% realm attuned character is required to take this skill

I-100 Instruction from an 100% specific realm aligned character is required to take this skill

M - skill can be bought multiple times

O - skill may only be bought once

P - skill requires prerequisites that must be uncovered in-game

R - skill must be bought seperately for each realm attuned

Attunement Point Supplement (version 1.00)

Attunement Skill Table: Tier 2 (Version 1.0)				
Skill Name	Realm Attunement Required	Attunement Point Cost* (1 Attuned Realm)	Purchase Codes	Extra Cost per Additional Realm Attunements
Attune First Realm - Tier 2	Any	40 (20 with Instruct)	O, (I-100)	-
Attune Second Realm - Tier 2	Any	70 (35 with Instruct)	R, (I-100)	30
Absorb Magic	Any	40	M, P, R	5
Anoint	Any	15	I, M, P, R	15
Reinvigorate	Any	15	M, R	5
Resist Non-Opposing Realm Magic	Any	5	#-r, M, R	5
Special Ability Set #2	Specific		I-50, M, R	-
Arcane Harrow	Arcane			
Latent Memory	Dream			
Mask Appearance	Shadow	15	I-50, O	15
Self Preserve	Spirit			
Steal Enchantment	Fae			
Special Attack Set #1	Specific		I-100, M, R	-
Spell Effect: Agony	Arcane			
Spell Effect: Fear	Spirit			
Spell Effect: Forget	Shadow	15	#-r, I-100	15
Spell Effect: Terror	Dream			
Spell Effect: Trip	Fae			
Spell: Level 3	Any	5	I-50, M, R	3
Spell: Level 4	Any	6	I-50, M, R	3
Spell Potency	Any	15	#-r, M, R	10
Crystalline Harmonization	Arcane	20	I-100, M, P	20
Invert Magical Aura	Arcane	5	I-50, O	10
Recharge Item: Lesser Spell	Arcane	20	I-100, M	40
Cognizance	Dream	15	I-50, M, P	5
Prolong	Dream	30	#, I-100	5
Animal Affinity	Fae	40	I-100, O, P	n/a
Nature's Radiance	Fae	15	I-50, M, P	10
Strength of the Woods	Fae	20	O	20
Befoul	Shadow	10	#, I-50	5
Nimble	Shadow	25	M, P	5
Shroud Poison	Shadow	25	I, O	5
Fortify Spirit	Spirit	10	#, P	5
Repel Spirit	Spirit	15	I, M, P	5
Stalwart	Spirit	15	#, M	10

\*Each additional realm attunement will change skill costs.

# - skill may be purchase multiple times. Cost increases by a factor of 1 each time purchased

#-r - Increases in cost by a factor of 1 per purchase, though each realm increases from base in its own ladder.

I - Instruction is required to take this skill

I-50 Instruction from an at least 50% realm attuned character is required to take this skill

I-100 Instruction from an 100% specific realm aligned character is required to take this skill

M - skill can be bought multiple times

O - skill may only be bought once

P - skill requires prerequisites that must be uncovered in-game

R - skill must be bought separately for each realm attuned

Attunement Point Supplement (version 1.00)

Attunement Skill Table: Tier 3 (Version 1.0)			
Skill Name	Realm Attunement Required	Attunement Point Cost (1 Attuned Realm)	Purchase Codes
Attune Realm - Tier 3	Any	90 (45 with Instruct)	O, (I-100)
Enhanced Regeneration	Any	25	O, P
Forced Casting	Any	15	#, I, P
Lesser Replenish Magic	Any	25	O, P
Resist Opposing Realm Magic	Any	15	O, I
Resurgence	Any	40	M
Special Ability Set #3	Specific		#, I, R
Burnout	Arcane		
Feint	Dream		
Fidget	Shadow	20	#, I
Lay on Hands	Spirit		
Projected Nightmare	Fae		
Special Attack Set #2	Specific		#-r, I-100, R
Spell Effect: Agony-Cold	Arcane		
Spell Effect: Drop	Spirit		
Spell Effect: Freeze Limb	Shadow	15	#, I-100
Spell Effect: Magic Spear	Dream		
Spell Effect: Mind Blast	Fae		
Spell: Level 5	Any	8	I-100, M
Spell: Level 6	Any	10	I-100, M
Antivenomed	Arcane/Shadow	45	O, P
Infuse Ability	Arcane/Dream	35	I-100, M
Piercing Magic	Arcane	25	#, I-100, P
Infuse Ability	Arcane/Dream	35	I-100, M
Premonition	Dream	10	I-50, M
Protract	Dream	15	#
Somnambulate	Dream	10	#, I-100, P
Beast Mastery	Fae	40	I, O, P
Forest-Home	Fae	50	O
Naturopathy	Fae	30	I, O
Nurture	Fae	5	I-100, M, P
Antivenomed	Arcane/Shadow	45	O, P
Enlightened	Shadow	5	#
Indurated	Shadow	35	O
Shadow Strike	Shadow	50	O, P
Ardent	Spirit	25	O
Last Stand	Spirit	10	#, P
Spiritual Armor	Spirit	15	#, I-50, P

# - skill may be purchase multiple times. Cost increases by a factor of 1 each time purchased

#-r - Increases in cost by a factor of 1 per purchase, though each realm increases from base in its own ladder.

I - Instruction is required to take this skill

I-50 Instruction from an at least 50% realm attuned character is required to take this skill

I-100 Instruction from an 100% specific realm aligned character is required to take this skill

M - skill can be bought multiple times

O - skill may only be bought once

P - skill requires prerequisites that must be uncovered in-game 11

R - skill must be bought seperately for each realm attuned

Attunement Point Supplement (version 1.00)

Attunement Skill Table: Tier 4 (Version 1.0)			
Skill Name	Realm Attunement Required	Attunement Point Cost	Purchase Codes
Attune Realm - Tier 4	Any	150 (75 with Instruct)	O, (I-100)
Adsorb Magic	Any	50	I, O, P
Greater Replenish Magic	Any	40	O, P
Identify True Essence	Any	20	O, P
Immunity to Normal Weapons	Any	175	O, P
Immunity to Realm Magic	Any	40	O, P
Realm Shift	Any	50	I-100, M
Special Attack Set #3	Specific		#-r, I-100, R
Spell Effect: Arcane Blast	Arcane		
Spell Effect: Divert	Dream		
Spell Effect: Spin	Fae	15	#, I-100
Spell Effect: Weakness	Shadow		
Spell Effect: Weakness	Spirit		
Spell: Level 7	Any	12	I-100, M
Spell: Level 8	Any	15	I-100, M
Spell: Level 9	Any	18	I-100, M
Critical Mass	Arcane	45	O, P
Innovative	Arcane	25	O, P, U
Recharge Item: Moderate Spell	Arcane	35	I-100, M
Instill Emotion	Dream	35	I-100, M, P
Mass Awaken	Dream	25	I-100, M, P
Mass Banish Dream/Nightmare	Dream	25	I-100, M, P
Elemental Prowess	Fae	75	I-100, O, P
Pack Aspect	Fae	40	I-100, O, P
Scintillation	Fae	20	M, P
Cold Blooded	Shadow	60	O, P
Vitiate Wounds	Shadow	40	I-100, M, P
Wraithform	Shadow	50	#, I-100, P
Enliven	Spirit	15	#, I-50, P
Merge Spirit	Spirit	40	O, I-100, P
Primal Infusion	Spirit	30	I-100, O, P

# - skill may be purchase multiple times. Cost increases by a factor of 1 each time purchased

#-r - Increases in cost by a factor of 1 per purchase, though each realm increases from base in its own ladder.

I - Instruction is required to take this skill

I-50 Instruction from an at least 50% realm attuned character is required to take this skill

I-100 Instruction from an 100% specific realm aligned character is required to take this skill

M - skill can be bought multiple times

O - skill may only be bought once

P - skill requires prerequisites that must be uncovered in-game

R - skill must be bought seperately for each realm attuned

Attunement Point Supplement (version 1.00)

Attunement Skill Table: Tier 5 (Version 1.0)			
Skill Name	Realm Attunement Required	Attunement Point Cost	Purchase Codes
Attune Realm - Tier 4	Any	300 (150 with Instruct)	O, (I-100)
Greater Absorb Magic	Any	50	O, P
Greater Immunity to Realm Magic	Any	75	O
Overcome Limitiations	Any	50	O, P
Portal	Any	50	#, I-100
<b>Special Attack Set #4</b>	<b>Specific</b>		<b>#-r, I-100, R</b>
Spell Effect: Arcane Bonds	Arcane		
Spell Effect: Freeze Body	Shadow		
Spell Effect: Harm	Spirit	20	#, I-100
Spell Effect: Silence	Fae		
Spell Effect: Sleep	Dream		
Anti-magic	Arcane	75	#, I-100, P
Recharge Item: Greater Spell	Arcane	30	M, P
Reimbue Item	Arcane	15	I, M P
Dazzle	Dream	70	I-100, O, P
Radiate Emotion	Dream	30	I-100, M, P
Shape Shift	Fae	60	#, I-100, P
Symbiosis	Fae	50	I-100, O, P
Bloodpact	Shadow	30	I-100, M, P
Inner Darkness	Shadow	75	O, P
Martyr	Spirit	50	O, P
Regenerate Other	Spirit	40	I-100, M. P

# - skill may be purchase multiple times. Cost increases by a factor of 1 each time purchased

#-r - Increases in cost by a factor of 1 per purchase, though each realm increases from base in its own ladder.

I - Instruction is required to take this skill

I-50 Instruction from an at least 50% realm attuned character is required to take this skill

I-100 Instruction from an 100% specific realm aligned character is required to take this skill

M - skill can be bought multiple times

O - skill may only be bought once

P - skill requires prerequisites that must be uncovered in-game

R - skill must be bought seperately for each realm attuned

## Common Skills

### **Absorb Magic:** (C/M/P/R/U)

Tier: 2

For every realm of magic to which a character is attuned, they may acquire the ability to convert energy from resisted spells into 1 LP of healing. Only spells originating from the attunement realm trees may be absorbed – and the ability to absorb spells from each attuned tree needs to be purchased separately. This ability only heals non-magical life points and cannot heal a character past its full base life points. Additionally, the healing received via ‘absorb magic’ will not remove detrimental effects normally removed by divine or potion-based healing. Energy from a single spell can only be applied to one recharge or heal skill when resisted and the character must state “Resist: Absorb Magic.”

### **Adsorb Magic:** (I/L/O/P)

Tier: 4

Allows for a fully resisted, detrimental spell from one of the attunement trees to "stick" to a prepared weapon and then be used as a ‘spell effect’ attack during specific skirmish in which the caster is involved. The resisted spell is adsorbed when the user states, "resist: spell adsorption." The adsorbed spell fades at the end of the immediate altercation if unused and doesn't turn the weapon magical at any time. Each weapon must be prepared in advance and similar to anoint, though only requiring 1LP of blood-damage to coat the weapon can only be performed once per level.

**Incantation:** With (attuned realm) essence, I prepare this weapon to adsorb magic.

### **Anoint:** (I/L/M/P/R)

Tier: 2

Those that learn the ‘Anoint’ ability are able to harvest the latent energy of an attuned realm's magic in one's own blood and

enhance a weapon to swing once as magical (E.G. “magic: fae” or “magic: shadow).” A character must spend the equivalent of 2 life points of blood-damage over their weapon for their next swing to have a magical effect. The magic fades after the next weapon swing or after a maximum of one minute. An anointed weapon may be given to another to use – though the character must know that it can only be used once within one minute. The magical effect can be dispelled before used.

**Incantation:** With (attuned realm) essence, I coat this weapon with blood of (attuned realm).

### **Attune Additional Realm:**

(I-100/M/R)

Tier: 1 or 2

Characters can choose to attune to multiple realms as long as their total attunement doesn't exceed the 50% realm attunement cap as described in the supplement preface. A character cannot attune to a realm in tier 2 without first attuning to that realm in Tier 1. Though multiple attunements permit access to each realm's specific attunement skills, it also increases AP costs for most additional attunements and skill purchases. See the Tier 1 and 2 cost sheets for the skill specific cost increase factor. AP costs for each Tier 2 attunement can be reduced by 50% when a realm specific being instructs the character. Characters attuned to multiple realms in Tier 1 or T2 cannot proceed past T2 alignment.

### **Attune First Realm:** (O/U)

Tier: 1

When a character feels a particular affinity to any of the five realms that have combined with the physical realm around New Stonewatch, they begin to show signs of being able to use that realm's potential energy. Gaining attunement to a realm permits purchasing and use of realm specific and common attunement abilities. Once a character has amassed the necessary APs for attunement they may contact the AP

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coordinator and officially declare attunement when updating.

### **Antivenomed:** (O/P/U)

Attunement: Arcane or Shadow

Tier: 3

Certain factions within Arcane and Shadow realm hierarchies work extensively with poisonous substances. This skill reflects a character's prolonged exposure to these materials, be it accidental or not, and conveys a greater immunity against poisonous agents. Players gain +2 to their base level when resisting poisons and a reduction of 3LPs of damage when struck by bladed-poisons (a poison-2 or poison-3 would still do one point of damage for the weapon strike). This increased immunity is always active once purchased.

### **Detect Attunement to Realm:**

(H/I/M/R)

Tier: 1

Once per hour per purchase this ability allows the attuned character to detect if another being is aligned to a particular realm. The target of the spell must then indicate whether or not they are attuned to the realm indicated to the caster by head nod or by stating "yes" or "no." This response is out of game. Each realm has a unique resonance, so this skill needs to be instructed and purchased for each separate realm and can only be used by those actually attuned to the specific realms. This skill does have a vocal component, even for dream, and the target does know that it is being cast upon.

**Incantation:** With (attuned realm) essence, I detect your attunement to the (attuned) realm.

### **Enhanced Regeneration:** (O/P/U)

Tier: 3

This skill allows augments any regeneration ability, rulebook or attunement-based, to heal broken or severed body parts as hit

points are recovered. Basically, after enough time elapses to heal 2 LPs, the character can instead elect to heal 1 LP and fix 1 severed or broken appendage. Occasionally, some wounds can't be healed or regenerated; this is usually clarified when such damage is dealt.

### **Forced Casting:** (#/E/I/P)

Tier: 3

A spell caster with this ability adds "Forced Casting" to the beginning of an attuned tree spell permitting them to be struck with normal weapons during the incant without suffering a spell disruption. Because, the caster is concentrating extensively on casting they become an easy target for a physical blow and any weapon or thrown object that hits them during the incant deals double damage as soon as the spell is finished casting (poison damage is not doubled). A trip will be upgraded to a sever effect and assassinate, waylay and lethal strikes will apply immediately after the spell is cast. The caster is also unable to parry any special ability that strikes them during a "forced" incant. This ability cannot be used with Recall Spell, Piercing Magic or any spell or ability that may use successively thrown packets.

### **Greater Absorb Magic:** (O/P/U)

Tier: 5

The attuned gains 2 LP of healing for every resisted spell originating from an attunement school of magic. This upgraded ability can heal a player and even replenish or add to enhancements already in effect to an amount up to double the character's base life. If no life enhancement spells are activated, this ability will not heal beyond the maximum base life points. Any healing received via 'absorb magic' will not remove detrimental effects normally removed by divine or potion-based healing. Energy from a single resisted spell can only be applied to one

recharge or heal skill and the character must state “Resist: Absorb Magic.”

### **Greater Immunity to Attuned**

#### **Realm Magic:** (O/U)

Tier: 5

Upgrades a character’s immunity to detrimental spells from their attuned realm’s tree so that they can be used with other attunement abilities that replenish spells, skills or provide self-healing. Energy from a single reflected or detrimental resisted spell can only be applied to one recharge or heal skill when resisted and the character must state “immune: (attunement ability used” [E.g. “Immune: Absorb Magic”]). The caster’s auto affects and enchantments will still apply normally.

#### **Greater Replenish Magic:** (O/P/U)

Tier: 4

If a character resists a spell from any of the realm specific schools they may replace any one spent casting of a level 8 or below spell from their attunement tree. The spell recovered must have already been used. Energy from a single resisted spell can only be applied to one recharge or heal skill and the character must state “Resist: Replenish Magic.”

#### **Harvest Essence:** (E/I/O)

Tier: 1

This ability allows a character to harvest and accrue 1 AP worth of attunement essence from any of the following sources: a specific realm based component, a beneficial charge from a magic item or from a 100% attuned (native) realm being. No matter the source, the character must report to ops and describe the actions they took in harvesting the magic so that the AP coordinator can confirm that the ritual was performed correctly. The method used must be appropriate for the source of the essence. While the gathering of attunement essences is not inherently evil,

the draining of native realm characters or 100% aligned individuals may certainly result with in-game consequences, if discovered.

**Incantation:** I harvest (attuned realm) essence from this (component, item, being).

#### **Identify True Essence:** (H/O/P)

Tier: 4

This ability allows the attuned to detect another’s realm attunements. The target of the spell must then indicate what realms to which they are attuned. This ability cannot differentiate between those that are attuned and those that have magical infusions. The target’s response is out of game information to all but the caster. This skill does have a vocal component, even the dream version, and the target can realize that it is being cast upon.

**Incantation:** With (attuned realm) essence, I identify your magical attunements.

### **Immunity to Attuned Realm**

#### **Magic:** (O/P/U)

Tier: 4

Characters can eventually gain immunity to non-beneficial spells from their core-attuned realm’s magical tree. While the caster’s auto affects and enchantments will still apply normally, reflected spells or those from an opponent do not affect the attuned. Spells resisted this way cannot be applied to skills that replenish spells, abilities or that provide self-healing. The attuned should also state “Immune” when resisting a realm-based spell with this skill.

### **Immunity to Normal Weapons:**

(O/P/U)

Tier: 4

An attuned can focus considerable energy into developing immunity to strikes from non-magical weapons and basic thrown items. The attuned must indicate to their attacker that they are “immune.” Should the



attuned be a caster, this ability will allow casting of spells while being struck by normal weapons

**Lesser Replenish Magic:** (O/P/U)

Tier: 3

If a character resists a spell from any of the realm specific schools, they may replace any one spent casting of a level 5 or below spell from their attunement tree. The spell recovered must have already been used. Energy from a single resisted spell can only be applied to one recharge or heal skill and the character must state “Resist: Replenish Magic.”

**Infuse Ability:** (C/I-100/L2/M)

Attunement: Dream or Arcane

Tier: 3

Allows either an arcane or dream attuned character to transfer one fighting ability to a recipient attuned to the same realm as the caster. The caster must have at least one use of the skill remaining (which they lose) and the ability fades from the recipient after an hour. The infused skill detects as and is considered a magical enchantment and can be disenchanting. If unused, the ability does not return to the original caster. A recipient cannot be infused with more than one skill at any one time.

**Incantation:** With (arcane or dream) essence, I grant you one extra use of the following ability: \_\_ for use in the next hour.

**Overcome Limitations:** (O/P/U)

Tier: 5

Purchase of this ability removes any hidden detriments encountered when attuning to Tier 5. This ability does not remove over specialization or hidden ability combination detriments encountered in lower tiers.

**Purge Ability/Attunement:** (I/M)

Tier: 1

Certain combinations of attunement abilities may result in unintended and possibly negative consequences to a character. Also, a player may wish to alter certain alignments or attunements due to evolving plot or role-play reasons. With NPC help and enough stored energy (the full cost of the skill/attunement desired to be removed + 20 APs) a skill or attunement can be removed from a character. Depending on the level of the attunement or ability removed certain transient side effects could be experienced. Certain NPCs may also be able to reduce the AP cost of this procedure.

**Realm Shift:** (E/I-100/M)

Tier: 4

Allows an attuned of any non-physical realm to briefly change (up to 1 minute) the realm state that the character currently exists in. As all objects in the current New Stonewatch setting exist within all realms, realm shifted bodies can still be struck by weapons and hit with magical spells. Additionally, realm shifted bodies do not change physical location, just phase-states.

**Incantation:** With (attuned realm) essence, I shift my presence to the (attuned) realm.

**Reinvigorate:** (E/M/R)

Tier: 2

The character may acquire the ability to convert energy from a resisted attunement spell from an aligned realm into recharging one expended use of a trip, sever, disarm, backstab or critical attack skill. The ability recovered must have already been used as abilities cannot be accrued and stored in advance. Also a character can only regain character card skills and not bonus abilities obtained via other means. Only one skill may be recovered per skill purchase per event. Energy from a single resisted spell can only be applied to one recharge or heal

skill and the character must state “Resist: Reinvalidate.”

### **Resist Attuned Realm Magic:**

(#-r/R/U)

Tier: 1

This ability increases the character’s ability to resist all spells from their attuned realm by 1 level for each time this skill is purchased. This bonus is added after any base level doubling effects are computed and is cumulative to other resist magic skills and resistance bonuses. As each realm possesses unique magical resonance, this skill needs to be purchased separately for any additional realms the character is attuned.

### **Resist Non-Opposing Realm Magic:** (#-r/M /R/U)

Tier: 2

This ability increases the character’s ability to resist all spells from a chosen a non-aligned and non-oppositely aligned realm or school of magic by 1 level per purchase. This resistance bonus is added after any base level doubling effects are computed but is cumulative to other resist magic skills and resistance bonuses. As each realm possesses unique magical resonance, this skill must be purchased separately for each attunement school the character desires to resist. A character cannot gain more resistances using this skill than they have purchased the Tier 1 “Resist Attuned Realm Magic” skill. Multiple purchases of resistances in the same realm or perhaps across multiple alignments may cause some side effects that will increase with the number of purchases.

### **Resist Opposing Realm Magic:**

(#/M/R/U)

Tier: 3

This ability increases the character’s ability to resist all spells from a realm opposing one to which the character is aligned by 1 level

per purchase. This resistance bonus is added after any base level doubling effects are computed but is cumulative to other resist magic skills and resistance bonuses. As each realm possesses unique magical resonance, this skill needs to be purchased separately for each realm’s magic school the character desires to better resist. A character cannot gain more resistances using this skill than they have purchased the Tier 1 ‘Resist Attuned Realm Magic’ skill.

### **Resurgence:** (E/M)

Tier: 3

If a character resists a spell from any of the realm specific schools they may replace one use of a traditional fighting skill (not including lethal strike or assassinate) regardless of attunements. The ability recovered must have already been used, as abilities cannot be stored in advance. Also a character can only recover fighting abilities that appear on their character card – not bonus abilities obtained via other means. Energy from a single resisted spell can only be applied to one recharge or heal skill and the character must state “Resist: Resurgence.”

### **Savant:** (M/R/U)

Attunement: Dream or Arcane

Tier: 1

An attuned caster of either the Arcane Arts or Mysticism, through hard work and self-study, can learn new levels of magic circles without an instructor. This is provided that the spell circle is two levels below the caster’s base and that the caster is attuned to the appropriate realm. The only spells that can be learned this way are those published in the rulebook. Should any additional spells be uncovered in a known tree or level, but not published in the rulebook, those spells must be unlocked via in-game interactions. This skill has to be purchased separately for Arcane Arts and Mysticism self instruction. Ten minutes per spell circle of experimental role-playing must be performed in game.

Report to Ops for an instruct card once the self-study is completed.

### **Special Ability Set I:** (M/R)

Tier: 1

The special ability sets are a subset of pre-requisite skills, one from each attuneable realm, that provide a realm specific utility. Set I skills may only be bought once per alignment and increase in cost for every realm a character is aligned. For individual skill details, consult the ability descriptions listed by tier: Arcane: Arcane Tether, Dream: Latent Memory, Fae: Steal Enchantment, Shadow: Blanket of Night, Spirit: Waking Spirit.

### **Special Ability Set II:** (I-50/M/R)

Tier: 2

Like in set I, set II skills may only be bought once per alignment and increase in cost for every realm to which a character is aligned. For individual skill details, consult the ability descriptions listed by tier: Arcane: Arcane Harrow, Dream: Waking Dream, Fae: Befriend Animal, Shadow: Mask Appearance, Spirit: Self Preserve. One realm-appropriate purchase of special Ability Set I is required for unlock.

### **Special Ability Set III:** (#/I/R)

Tier: 3

The special ability sets are a subset of skills conveying a realm-specific skill. Set III skills may be bought multiple times at a cost factor increase of 1. For individual skill details, consult the ability descriptions listed by tier: Arcane: Burnout, Dream: Projected Nightmare, Fae: Fidget, Shadow: Feint and Spirit: Lay on Hands. One realm-appropriate purchase of the previous skill is required.

### **Special Attack Set I:**

(#-r/E/I-100/M/R)

Tier: 2

The special attacks are a group of weapon-based magical effects, one from each attuneable realm. Each attuned realm's ability must be separately purchased with its own factor of increase. When using this ability, the attuned will state "spell effect: X" then swing their weapon – should the weapon then strike any weapon, shield, costume piece or body of an opposing player they are affected by the spell effect stated and must role-play accordingly. The specific realm based attacks are: Arcane: Agony, Dream: Terror (a 1-minute, damage-disruptable nightmare effect), Fae: Trip, Shadow: Forget, Spirit: Fear. The durations of the effects are as per the spells.

### **Special Attack Set II:** (#/E/I-100/R)

Tier: 3

Similar to 'Special Attack Set I' this is a collection of spell-like effects dealt through weapon attacks. The specific realm based attacks are: Arcane: Magic Spear, Dream: Mind Blast, Fae: Drop, Shadow: Freeze Limb, Spirit: Agony- cold. The durations/damage of the effects are as per the spells.

### **Special Attack Set III:** (#/E/I-100/R)

Tier: 4

Similar to 'Special Attack Set I and II' this is a subset of spell-like effects on weapon swings. The specific realm based attacks are: Arcane: Arcane Blast, Dream: Divert, Fae: Spin, Shadow: Weakness, Spirit: Weakness. The durations and/or damage of the effects are as per the rulebook version of the spells.

### **Special Attack Set IV:** (#/E/I-100/R)

Tier: 5

Similar to Special Attack Set I-III this is a subset of spell-like effects on weapon swings. The specific realm based attacks are: Arcane: Arcane Bonds, Dream: Sleep, Fae: Silence, Shadow: Freeze Body, Spirit:

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Harm. The durations and/or damage of the effects are as per the rulebook version of the spells.

### **Speculate:** (I/M/R)

Tier: 1

Purchase 'speculate' to reveal the prerequisites of any one published skill available to the character under an attuned realm or common ability tier. Any subsequent use of this ability requires an additional 20APs. Some skills have more than one combination of prerequisites and there is no guarantee which route will be discovered. Additionally, remember that skills within the system are constantly being updated and changes may not be reported to the player after a period of time.

### **Spell Level (Realm Specific):**

(E/I-50/I-100/M/R)

Tier: 1 (level 1-2)

Tier: 2 (level 3-4)

Tier: 3 (level 5-6)

Tier: 4 (level 7-9)

Each realm has a unique spell tree that must be discovered in game. While the rulebook versions of Arcane Arts and Mysticism may be published, subtle differences exist between the spell trees in the rulebook and available to those attuned. Realm based castings unlocked with attunement points may only be cast once per weekend per purchase – unlike spells bought with skill points. Additionally, several realm-based trees have hidden spells within the tree and these must be further unlocked or purchased. A player must be attuned to the particular realm and be of a class able to cast magic in order to use spells castings unlocked with attunement points (there are attunement abilities that extend magic casting to additional classes). In order to purchase spells you will need to buy them in a tower format based on level. You will need an equal or greater number of lower level spells before you may learn a spell of a higher level (tower-base 2).

### **Spell Potency:** (#-r/M/R/U)

Tier: 2

Each purchase allows the casting of an attuned realm's magic at +1 level. This bonus does not stack with divine intervention effects, but does stack with any raise powers or other such bonuses. Potencies must be purchased specifically for each realm attuned though the cost factor increase scales separately for each realm. As with multiple purchases of resists, multiple purchases of this skill for a single school or realm may result in unintended consequences to the caster.

### **Wilder** (O/U)

Tier: 1

A character with a class or racial restriction that cannot normally use some or all magic may develop the ability to cast spells from one of their attuned non-physical realm magic trees. The maximum spell levels that a wilder can master is two circles below their base level (a 6<sup>th</sup> level character with wilder can only use and purchase up to circle 4 spells) and all spells cost double the amount of APs that normal caster use to unlock attunement castings (an arcane/dream attuned warrior wilder would pay 8AP for their first level spell 10AP for their first 2<sup>nd</sup> level spell slot (while any other 2-realm attuned casters would normally pay 4 and 5 APs, respectively)). Wilder casters are do not need to purchase rulebook based pre-requisites that normally apply for a realm based school (e.g. read magic and literacy for arcane arts). Wilders are not always accepted by mainstream casters and are quite often discriminated against or even hunted down by established magic users and mages guilds.

## Attunement: Arcane

**Aegis:** (#/E/I-50)

Tier: 1

This ability serves two purposes when active. First, it doubles the protective value of any magical armor spell effects on the attuned. This doubling would work on multiple armor spells should they need to be recast. In addition, Aegis allows the attuned to attempt to resist any spell-turned, level-based spells against their current level instead of the spell being automatically applied. Aegis doesn't protect versus spell-turned packet spells. Since the Aegis ability is not an enhancement spell it doesn't provide any armor on its own. The duration is ten minutes, after which the bonus armor would dissipate. Aegis cannot be dispelled and can only be placed on the attuned character. Spells resisted when Aegis is active cannot be applied to any attunement skills that regenerate abilities, spells or life points.

**Incantation:** With arcane essence, I enhance my magical protection.

**Anti-magic:** (#/E/I-100/P)

Tier: 5

Creates a magical barrier around the attuned that completely absorbs a combination of the next X of spells, packet or level-based, and/or spell like affects, where X equals the character's base level. Similar to the mystic version of channel magic, this spell cannot be cast on others or stacked with any other spell protection. However, this spell does protect the caster from creature spell effects or life drains. Physical poison-like attacks like ghoulish poisons are not protected against.

**Incantation:** With arcane essence, I make myself immune to the next X magical attacks.

**Antivenomed:** (O/P/U) *See Common Skills*

Tier: 3

**Arcane Harrow:** (C/I-50/L/O)

Tier: 2

This skill is the arcane component of the Tier 2 special skill set. An arcane-attuned character may learn to convert two available attunement spell castings from one circle to replace one spent casting in the next highest circle (E.g. burn two available circle 2 castings to instead replenish one spent circle 3 spell). A character cannot gain castings that exceed spell levels unlocked via the attunement system and a gained spell can only replenish a slot already cast (a caster cannot store more castings of spells than they have purchased slots). This skill can only be used with spell casting slots purchased using attunement points.

**Incantation:** With arcane essence, I regain one circle X attunement spell.

**Arcane Tether:** (D/L/O)

Tier: 1

This skill is the arcane component of the Tier 1 special skill set. A player only may use this ability once per day per level and only on one item at a time. The item must be held, worn as clothing/jewelry or placed on a chain or strap attached around the neck or limb – not simply stuffed in a pouch or bag (unless the pouch itself is the item tethered). A held weapon that is arcane tethered cannot be disarmed with a skill or forced to drop by magical means, and “no effect” should be called under such circumstances, however, if a held item is actually dropped or voluntarily put down, the effect is ended. This ability does not permit an actual tether of any sort to be used when wielding a weapon. The magic tether remains in place for its full duration should the caster be struck dead with a tethered item. An arcane tether can be disenchanting. The caster at any point may consciously break the tether during the ability's duration.

**Incantation:** With arcane essence, I bind this item to me with a magic tether (caster's level).

**Astute:** (O)

Tier: 1

A character already able to cast Arcane Arts has an accelerated ability to learn arcane attunement spells with purchase of Astute. This skill allows the character to learn and purchase attunement castings two circles above what is normally allowed per tier (tier 1 arcane casters can purchase up to level 4 castings, tier 2 arcane casters can purchase up to level 6 attunement castings, etc). This skill does not reduce AP point costs or instruction requirements of the affected circles. Casters cannot use this ability to learn attunement spell circles greater than those already known in their arcane arts spell tree.

**Burnout:** (#/C/E/I)

Tier: 3

This skill is the arcane component of the Tier 3 special skill set. This ability allows players to purchase “overcast tokens” for 5AP in advance. Only one use of burnout can be made per event per purchase, however, the character may choose to utilize any number of their allotted tokens when casting a spell. “Overcast tokens” do not expire and there currently is not limit to how many can be purchased in advance. The level bonus is additive to divine intervention effects as well as other level raising bonuses. Once a spell is cast with this ability, the caster experiences vertigo for 1 minute per level of overcast – during which time they cannot cast another spell. The ability to overcast levels cannot be detected or dispelled. One overcast token is awarded for every two base character levels (rounded down) with the initial purchase of this ability.

**Critical Mass:** (O)

Tier: 4

With this skill and ability to cast ninth circle arcane attuned spells, arcane attuned individuals reach a critical mass of arcane

power that allows two castings of spells per arcane attunement spell slot.

**Crystalline Harmonization:**

(C/E/I-100/M/P)

Tier: 2

Once trained, an arcane attuned will be able to find the resonance of crystalline structures and use both magic and harmonics to detect, and possibly fix, any imperfections in objects possessing crystalline and/or lattice structures. By far, the most common application of this ability is to combine two smaller cut gems of the same type or fragments into a larger version of cut gem or fragment. Additional purchases of the ability allow the "singing" of a non-divine spell from the caster's spell tree into a large gem. The duration the spell stays within the gem is the greater of either the spell level (in hours) or the flange value of the gem (in hours). When a spell is sung into a gem, or when two gems are combined, the player must report to Ops to either exchange the gems or gain a magic-item card for the enchanted gem. A gemstone cannot be enchanted with a spell from a circle that exceeds its converted flange value. A “spell-sung” gem detects as magic and can be disenchanting. Someone not able to normally cast the sung-spell must crush or break the gem while saying the incant to release the spell; while someone already capable of casting the sung spell can release it without damaging the vessel.

**Incantation:** With arcane essence, I harmonize these crystal fragments.

**Incantation:** With arcane essence, I infuse this gemstone with the following spell, (attuned's level).

**Infuse Ability:** (C/I-100/L2/M)

*See Common Skills*

**Innovative:** (O/P/U)

Tier: 4

Skill in research and prowess with arcane magic sometimes creates a synergistic effect

when constructing new spells via the Spellcraft skill. The arcane attuned with this ability will be able to conduct highly efficient experiments while researching a new arcane based spell which reduces overall research time by one moon per spell. This skill will not reduce total research cost, as components and laboratory space are still needed, nor will it increase the likelihood of an initial spell proposal to be approved by the FQ staff. When submitting a spellcraft request, be sure to indicate your character's access to this skill.

**Invert Magical Aura:** (C/I-50/O)

Tier: 2

Purchase of this ability unlocks an additional spell choice in the 4<sup>th</sup> level arcane attunement spell tree. The spell Invert Magical Aura allows the caster to cast an enchantment that while active, hides all magical auras, both beneficial and detrimental on the caster from all sources: magical spells, items and potion effects (even magical swords will not detect as magical when held by the caster). The spell's duration is ten minutes and it cannot be cast upon others. As all magical effects are hidden, characters with an inverted magical aura will not detect as controlled, even if so. The effects of this spell can be disenchanting.

**Incantation:** I unleash arcane force to hide all magical auras upon me.

**Piercing Magic:** (#/E/I-100/P)

Tier: 3

This ability allows an arcane attuned caster to bypass any magical enhancement-like spell defenses (spell immunity, iron will and spell turn) with one packet or level based spell. The target's magical defenses will remain in place, unaffected. The attuned must add, "spell pierce" to beginning of the incant, e.g. "Spell Pierce! Power Word: Agony!" This ability cannot be stacked with forced casting or recall spell skills. Piercing

magic is also considered spent if applied to a packet that misses its target.

**Recharge Item: Lesser Spell**

(E/I-100/M)

Tier: 2

A caster with this ability may use their magical prowess to cast three castings of any circle 1-3 spell known to them, attunement tree or otherwise, into a magic item to replace one spent charge of the same spell. Items that have had all of their charges depleted cannot be recharged in this manner. When an item is recharged using this ability, the caster must bring the item, item card and an explanation of action to Ops for review and to receive an updated magic card.

**Incantation:** With arcane essence, I recharge this item with the following spell (also cast the appropriate spell).

**Recharge Item: Moderate Spell**

(E/I/M/P)

Tier: 4

A caster with this ability may use their magical prowess to cast three castings of any circle 1-6 spell known to them, attunement tree or otherwise, into a magic item to replace one spent charge of the same spell. Items that have had all of their charges depleted cannot be recharged in this manner. When an item is recharged using this ability, the caster must bring the item, item card and an explanation of action to Ops for review and to receive an updated magic card.

**Incantation:** With arcane essence, I recharge this item with the following spell (also cast the appropriate spell).

**Recharge Item: Greater Spell**

(E/M/P)

Tier: 5

A caster with this ability may use their magical prowess to cast three castings of any circle 1-9 spell known to them, attunement tree or otherwise, into a magic

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item to replace one spent charge of the same spell. Items that have had all of their charges depleted cannot be recharged in this manner. When an item is recharged using this ability, the caster must bring the item, item card and an explanation of action to Ops for review and to receive an updated magic card.

**Incantation:** With arcane essence, I recharge this item with the following spell (also cast the appropriate spell).

### **Reimbue Item** (E/I/M/P)

Tier: 5

A caster with this ability may permanently remove 2 castings of any one spell from their spell trees to place one charge into a former magic item previously capable of holding that spell. When an item is reimbued using this ability, the caster must bring the item, item card and an explanation of action to Ops for review and to receive an updated magic card.

**Incantation:** With arcane essence, I dedicate two castings of the following spell recharge this item (also cast the appropriate spells).

**Savant:** (M/R/U) *See Common Skills*



## Attunement: Dream

### **Awaken Self:** (D/I/M/P)

Tier: 1

This skill allows dream-attuned character to realize that they are in a magically induced sleep state after one minute of succumbing to a sleep spell effect. Furthermore, the character is allowed an option of waking themselves at anytime within the spell's duration. The dream attuned must use an awaken spell from any of their own trees and if it is from mysticism or dream schools, they must cast the spell loud enough so any nearby mystics can detect it with their meditate skill. Occasionally the sleep effect may not be overridden – clarify this with a keeper or NPC if it is possible without disrupting game play. Once the character becomes aware they are under the effects of a sleep spell, they will be able to hear what is going on around them.

### **Banish Dream/Nightmare:** (I/L/O/P)

Tier: 1

Enables the repelling of a specific dream creature, including a nightmare, based on the level of the attuned. If the target creature is equal to or lower than the level used with the ability, they will flee from the area for ten minutes. The banishment is negated if the target is attacked. Similar to banish undead, dream creatures or nightmares may be banished by the same caster only once per day. Anyone attuned to Tier 3 – Dream (50%), or greater, is considered a dream creature for the purposes of this spell.

**Incantation:** With dream essence, I banish (target) dream creature (or nightmare) from my presence (character's level).

### **Daydream:** (C/E/I-100/M/P)

Tier: 2

Allows the attuned to write a dream sending that can be delivered while the recipient is

awake. When the recipient receives and reads the note with the dream they are considered to be dazed or entranced and can be surprised (like falling asleep during the new player meeting). The dream must still be cleared through Ops via normal dream sending protocols. The caster will be asked if they harbored a malicious intent when constructing the dream as a daydreams constructed under such pretenses will be unstable and recipients will not be able to receive it until a full sleep affect.

**Incantation:** With dream essence, I send (target) a daydream.

### **Cognizance:** (E/I-50/M/P)

Tier: 2

Allows the dream attuned to fall into a state that appears like sleep but allows for complete awareness of the surroundings for ten minutes. Similar to the effects of Tier-3's 'Somnambulate' the caster can even move slowly about in a sleepwalk or sleep standing up state during this ability's duration. This ability is not actually sleep – but a state of near-sleep that will fool all but those attuned who know to look for it.

**Incantation:** With dream essence, I send myself to the realm of dreams (sleep incant is to help fool those with mediate).

### **Contemplative:** (I/O/U)

Tier: 1

This skill is for those characters attuned to the Dream Realm, who cannot normally buy the skill "meditation" due to class restrictions. With contemplative, such characters gain a similar ability for 50 Skill Points (in addition to APs). As soon as someone starts casting a Mystic or Dream spell, a character with this skill is aware of it, but they do not know the caster, target, or which spell it is. At the conclusion of the incant, if the spell was cast at a higher level than the character, then the character still does not know these things. If the spell cast was equal to or less than the attuned's level, the attuned now knows the target and

specific spell – but unlike with Meditation, the spell’s caster still remains a mystery. A character with the wilder ability for dream magic can learn this ability without instruction.

**Dazzle:** (E/I-100/O/P)

Tier: 5

This ability will allow any dream attuned orator, performer or loudmouth to become the center of a crowd’s attention during one of their ‘performances.’ Once the character starts an action, they may activate the ability. For a maximum of 10-minutes or until the performance, speech or tirade, etc, ends – all characters that didn’t resist the ability must pay rapt attention to the attuned (cannot take their eyes off of the performance). Affected will detect as controlled and will remember an impressive performance after the effect fades. Physical damage breaks the effect on an individual, however, minor jostles will not.

**Incantation:** With dream essence, for all those within the sound of my voice, I become the center of your attention for ten minutes, (caster’s level).

**Infuse Ability:** (C/I-100/L2/M)

*See Common Skills*

**Instill Emotion:** (E/I-100/M/P)

Tier: 4

Similar to premise behind premonition, this skill allows a dream attuned to affect a target’s emotions for ten minutes. This ability overrides the affected character’s current emotional state and replaces it with a basic emotion of the caster’s choosing. The afflicted will detect as controlled. While the character will not be forced to physically react (get up and run away in fear, for example) they should attempt to modify their actions appropriately to their new emotional state.

**Incantation:** With dream essence, I instill you with (basic emotion) for ten minutes, (caster’s level).

**Latent Memory:** (I-50/L/O)

Tier: 2

This skill is the dream component of the Tier 2 special skill set. After 5-minutes of role-playing delving into an individual’s thoughts the dream-attuned can detect and override the affect of a forget effect as long as it is within 24-hours of the effect’s occurrence. The affected player must remember the actual events that were masked and may not relearn them from a third party in order for this ability to be successful. Only one ten-minute period can be restored per use of this ability, despite the amount of forget-affected layers present. Multiple uses are needed to clear any subsequent timeframes forgotten with additional spells.

**Incantation:** With dream essence, I restore your lost memories.

**Mass Awaken:** (E/I-100/M/P)

Tier: 4

This ability allows the dream attuned to cast either a packet or level based awaken spell. Should the caster use the packet version; they may throw a number of packets up to their level all at once. The awaken ability may affect certain creatures differently, but the effect should awaken characters from a normal or magical sleep or from an unconscious state (e.g. due to waylay) if struck by a packet or if the caster’s level is equal to or exceeds the level of the sleep effect upon the sleeper.

**Incantation:** With dream essence, I awaken thee (packet based).

**Incantation:** With dream essence, I awaken all within the sound of my voice, (caster’s level).

**Mass Banish Dream/Nightmare:**

(E/I-100/M/P)

Tier: 4

Enables the repelling of dream creatures, including nightmares, based on the level of

the attuned. The banishment is negated on a target if it is attacked. Similar to banish undead, dream creatures or nightmares may be banished by the same caster only once per day. Anyone attuned to Tier 3 – Dream (50%), or greater, is considered a dream creature for the purposes of this spell.

**Incantation:** With dream essence, I banish all dream creatures (or nightmares) in the sound of my voice for ten minutes (caster's level).

**Premonition:** (E/I-50/M)

Tier: 3

Dream attuned with this ability can instill one of the following premonitions into their target's mind: death, defeat, déjà vu, doom or dread. The feeling lasts for one minute and the afflicted detects as controlled.

**Incantation:** With dream essence, I instill a feeling of (death, defeat, déjà vu, doom or dread.) within you for one minute, (caster's level).

**Projected Nightmare:** (#/E/I)

Tier: 3

This skill is the dream component of the Tier 3 special skill set. The attuned creates a 10' diameter circle that requires anyone who enters to save vs. level or be affected by the nightmare spell effect. The circle lasts for ten minutes. It doesn't protect caster from spells originating from outside the circle. The circle can be disenchanting and it dissipates when the caster exits, is knocked unconscious or falls to zero life points. This ability cannot be used in conjunction with channel magic, iron will or mind over body spells or similar effects.

**Incantation:** With dream essence, I project a nightmare, (attuned's level).

**Prolong:** (#/I-100/L2)

Tier: 2

This ability allows the dream attuned to increase the duration of one detrimental

mysticism or dream magic spell effects already being experienced by another player per use. Any mysticism or dream spell lasting 10 seconds is increased to 1 minute, and any spell lasting 1 minute is increased to 10 minutes. The original spell will fade after its normal duration; the extended time is a function of target's own mind continuing the effect. The player with a prolonged spell does not detect as under control but as with other charms and mind afflictions a diagnose spell will not work. The prolonged spell effects can be disenchanting. Any single spell effect can only be extended once.

**Incantation:** With dream essence, I increase the duration of your mind affliction by X (where X is the applicable duration for the extended spell), (caster's level).

**Protract:** (#/I-100/L2)

Tier: 3

Similar to Tier 2's 'Prolong,' this ability increases the duration of any detrimental magic spell already being experienced by another player. With protract, however, any school of magic's effect can be extended. Any spell lasting 10 seconds is increased to 1 minute, and any spell lasting 1 minute is increased to 10 minutes. The original spell will fade after its normal duration; the extended time is a function of target's own mind continuing the effect. The player with a protracted spell does not detect as under control but as with other charms and mind afflictions a diagnose spell will not work. The prolonged spell effects can be disenchanting. Any single spell effect can only be extended once.

**Incantation:** With dream essence, I increase the duration of your (affliction) by X (where X is the applicable duration for the extended spell), (caster's level).

**Radiate Emotion:** (I-100/L/M/P)

Tier: 5

This ability will allow any dream attuned use the instill emotion ability as a multi-target sound of voice skill instead. Refer to

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the *Instill Emotion* ability for more information.

**Incantation:** With dream essence, I instill all those in the sound of my voice with (basic emotion) for ten minutes, (caster's level).

**Savant:** (M-f/R/U) *See Common Skills*

**Somnambulate:** (#/E/I-100/P)

Tier: 3

Once per purchase per event the dream attuned can "command" a sleeper to maintain an upright position and/or perform a simple action for up to ten minutes. Such actions would be nothing more than to sit, follow, stand (like a guard), walk (in a straight line) and possibly eat - though the sleeper would continue the action even if the plate were empty. The sleeping character would be unaware of their surroundings and should keep their eyes closed while performing the action - though things like follow and walking in a straight line should be done safely. Once ten minutes passes, if the character was still asleep they would slump over; should the character wake up during this spell's duration - they would most likely assume that they fell asleep while performing the action and take a moment to regain their bearings. While under effect of this ability, the character detects as controlled. This effect can be dispelled. The attuned can change the command given to the target, but it will not reset the duration of the ability - unless a new casting is used.

**Incantation:** With dream essence, I command you to perform (basic activity) in your sleep for ten minutes, (attuned's level).

**Waking Dream:** (O/U)

Tier: 1

'Waking Dream' is the dream component of the Tier 1 special skill set. Purchase of this ability allows the dream realm attuned to receive any dreams sent via the 'dream sending' spell while awake. Dreams have to

be delivered via Operations - so even if the dream is sent right next to the recipient, it still is required to be registered at Operations or with a present keeper.

## Attunement: Fae

### **Animal Affinity:** (E/I-100/O/P)

Tier: 2

This skill is intended for those Fae-attuned player classes that do not normally have access to ‘Animal Likeness’ via the basic rulebook. Additional attunements to any non-physical, non-Fae realms will negate the availability or benefits of this skill – even if already purchased. ‘Animal Affinity’ grants the same likenesses as listed in the rulebook under ‘Animal Likeness.’ This skill does not actually permit players to grow tails, horns, etc as part of the likeness.

### **Beast Mastery:** (E/I/O/P)

Tier: 3

This skill allows those with normal access to animal likeness the ability to purchase it again for another likeness. Additional attunements to any non-physical, non-Fae realms will negate the availability or benefits of this skill – even if already purchased. ‘Beast Mastery’ grants the same likenesses as listed in the rulebook under ‘Animal Likeness.’ This particular skill does not permit players to buy a second purchase of their original skill.

### **Befriend Animal:** (D/L/O)

Tier: 1

This skill is the fae component of the Tier 1 special skill set. Fae aligned can use this ability on any single, non-humanoid creature. This ability can be used once per day per level of the attuned. The ability doesn’t alter the nature of the creature - a cave bear will certainly not permit someone to ride it, but it will allow the attuned and the creature to interact with each other for ten minutes without violence. The effect will be broken if aggressive actions are made by the caster or another character. The ability doesn’t necessarily protect anyone else with the attuned – but should

allow a party to pass without danger. A befriended animal may wander off during the ability’s duration or perform normal actions versus others in the area. Additionally, certain creatures of either no free mind or possessing exceptional wisdom may resist these effects even though there is no level component. Only one creature may be befriended by the caster at a time, however, multiple people can befriend the same creature at once.

**Incantation:** With fae essence, I ask that we remain friends.

### **Befriend Wisp:** (O)

Tier: 1

Fae aligned occasionally catch the attention of one of the benevolent forest wisps that reside in the Fae Realm. While actual interaction with these creatures is quite rare indeed, characters that manage to impress one from afar will every now and then find themselves the recipient of small trinkets, components, magical buffs, or tidbits of information. It is considered rude or uncouth to directly ask anything of a wisp and those that neglect or prove harmful to the woods may lose the wisp’s friendship outright.

### **Elemental Affinity:** (O/U)

Tier: 1

Once purchased, this skill allows Fae attunement bonuses, detriments and skills to also apply to the caster’s Elemental spell tree. Any and all special resistances, weaknesses to elemental effects or changes to base levels for casting or resistance purposes gained from skills or unlocked via attunements are also applied across both Fae and Elemental trees.

### **Elemental Prowess:** (I-100/O/P/U)

Tier: 4

A fae attuned uses this ability to align them self to one element within the fae/elemental tree. The attuned gains an additional spell

casting within each circle containing a spell of the aligned element per already purchased casting. The extra spell(s) can only be used for spells containing the bonus element; for example, a fae attuned, aligned with fire, with normally two third circle castings of fae magic would now get four third circle castings – two spells of which would be devoted to ‘flame arrows.’ The fae attuned also gains a resistance penalty to the opposing element of –1 level.

**Fidget:** (#/E/I)

Tier: 3

This skill is the fae component of the Tier 3 special skill set. With each purchase the attuned gains one use of either the ‘escape bonds I or II’ skills, as detailed in the rulebook, OR they can wiggle out of a snare or arcane bonds spell after 10 seconds of role-play.

**Incantation:** With fae essence, I release myself from these bonds.

**Forest-Home:** (C/O/U)

Tier: 3

This skill reflects the bond a fae attuned shares with the natural power of the woods. This is an upgrade to Tier 2’s ‘Strength of the Woods’ and allows fae attuned to cast or resist any of their magical spells at +2 levels when in the woods (at least 30 feet from any building, clearing or road). This resistance and casting bonus is applied after any divine intervention effects or is cumulative with other resist and casting modifiers. A drawback to becoming so in tune the natural environment is that attuned will cast and resist ALL schools of magic at –1 base levels (before modifications or base-doubling effects) whenever indoors or underground.

**Naturalist:** (I/O/U)

Tier: 1

This skill is for those characters attuned to the Fae Realm, who cannot normally buy the skill “Commune with Nature” due to class restrictions to unlock similar abilities for 50 Skill Points (in addition to APs). The ‘Naturalist’ skill represents a character’s harmonization with nature and will allow the communication with trees or better perceive the actions of forest animals using the tree-speak or commune with nature mechanics.

**Nature’s Radiance:** (E/I-50/M/P)

Tier: 2

Allows fae attuned to convert one single target, non-healing, level-based, circle 6 or below spell from the Fae and elemental trees into a packet-based spell.

**Naturopathy:** (I/O/P/U)

Tier: 3

With the fae attuned’s connection to the woods and nature, characters begin to include several natural products in their diet. An added benefit to eating plants, flowers, nuts and berries is that several of them contain curative properties that will convey an additional 2 levels of resistance to non-shadow poisons. Characters with this skill should role-play their enjoyment of such foods. The health skill is a pre-requisite for this ability.

**Nurture:** (C/E/I-100/M/P)

Tier: 3

With this ability a character can convert one of their fae or elementalism, single target damage spell castings into a Fae-based healing spell. This ability must be performed in the woods (at least 30 feet from any building, clearing or road) to be affective.

**Incantation:** With fae essence, I heal thy body X life points (where X is the original damage value of the converted spell).

**Pack Aspect:** (E/I-100/O/P)

Tier: 4

Should the fae attuned develop an affinity to a society animal (primarily bears, cats, boars or wolves), they may also develop a relationship with a local pack, pride or den. Interactions would be primarily for info gathering or off scene plot purposes and any contacted groups must be in range and willing to converse with the character. Communication would normally be conducted via established dream sending or info gathering procedures.

**Queen's Blessing:** (C/D/I/M-f)

Tier: 1

Upon entering the woods a fae attuned can perform a song, initiate or play in a fae game for 5 minutes or recite the Queen's Hymn to gain the Queen's Blessing. Upon successful completion of a suitable rite, the character receives healing for 2 life points, a blessing enhancement for 1 life point and a protection for 1 point of magical armor.

**Scintillation:** (E/M/P)

Tier: 4

Allows fae attuned to convert one single target, non-healing, level-based, circle 9 or below spell from the Fae or elemental trees into a packet-based spell. This ability is in addition to the actions granted via Nature's Radiance.

**Shape Shift:** (#/E/I-100/P)

Tier: 5

Should the fae attuned develop a relationship with and an affinity to a society animal (primarily bears, cats, boars or wolves), they may also learn to assume the shape of that animal type for up to one hour per purchase. The player is responsible for obtaining the necessary, staff approved, costuming pieces and make-up. Creature stats may vary per creature and will be

assigned by the staff. The process of shape shifting is not instantaneous and most creatures would elect to do this in private – while the player would usually control if and when they change shape, they must check in with operations before they change and return to game.

**Steal Enchantment:** (I-50/L/O)

Tier: 2

This skill is the fae component of the Tier 2 special skill set where a fae attuned can attempt to use a packet-based ability to steal a target's active beneficial enchantment. Should the packet hit a player, the affected character must then name one of their active, beneficial enchantments or bestowed spells – this spell or enchantment then passes to the fae attuned as if it were freshly cast (duration of spell/enchantment, if any, resets). The stolen enchantment is always the first named by the player (a "spell turn" or "spell immunity" can be swiped with this spell) in cases when the affected lists multiple effects. This ability is usually used in conjunction with a 'detect magic' spell so the caster knows when an enchantment is present on its target. Should the stolen enchantment create a situation that violates stacking rules on the receiving character (e.g. a character with an active Bless effect (life enhancement: 1LP) uses steal enchantment to gain an actual divine life enhancement (4LP)) the stolen enchantment will be dispelled – even if it was better than the original enchantment. Potion effects can not be stolen with this ability.

**Incantation:** With fae essence, I steal your enchantment.

**Strength of the Woods:** (C/O)

Tier: 2

When in the woods (at least 30 feet from any building, clearing or road) fae attuned may cast or resist any Fae-realm spell at +1 level. This resistance/cast bonus is added after any base level doubling effects are

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computed and is additive to other resist or casting bonuses.

**Symbiosis:** (I-100/O/P/U)

Tier: 5

This ability will allow a fae attuned to permanently bond to another willing fae attuned. The two characters would merge character cards with each other. Each partner receives half of the combined skill usages (both individuals would be able to use single purchase skills like tend wounds), however individual levels and hit points would be maintained. Any negatives (long term diseases, curses, poisons, etc) encountered by one player would eventually spread to the other and should one symbiant perish, the other has a maximum number of weeks as their level to live before, too, passing on.



## Attunement: Shadow

**Antivenomed:** (O/P/U) *See Common Skills*

**Befoul:** (#/C/E/I-50)

Tier: 2

Allows shadow attuned that are adept with poisons to cut themselves for an amount of Life Points of damage, up to the number of times they have purchased poison lore, to further strengthen one poison of any type per skill purchase. The strengthened poison will not have its resistance level changed; only the amount of damage it could deliver. During check-in a character with the Befoul skill should be given one additional poison tag for each purchase, dated for the event, with “Befouled” under type and the damage line left blank. The player is responsible for updating the damage line when they taint the poison. When a befouled poison is delivered, the item should have two poison tags on it – one for the original poison and one denoting the extra damage.

**Blanket of Night:** (C/O)

Tier: 1

This skill is the shadow component of the Tier 1 special skill set. Purchase of this ability allows the shadow attuned to cast and resist spells at +1 level at night. This bonus may be applied after any divine intervention-like base level doubling effect and it does stack with other casting or resist level modifications.

**Bloodpact:** (E/I-100/M/P)

Tier: 5

Through open wounds on both donor and receiver a shadow attuned can take or transfer 1 life point every ten seconds from another via a blood transfusion. The person with the skill must be conscious, cannot gain more life points than their base (cannot heal any magical enhancements) and should the

donor be brought to zero LP by the transfer, they begin their “bleed to death” count. Should either individual be afflicted with any diseases or poisons the effects will be passed along to both donor and recipient. While Bloodpact itself can only be used once per purchase, its incant must be repeated every 10 seconds to indicate the continuation of life point transfer (for disruption and accounting purposes).

**Incantation:** With shadow essence, I transfer 1 LP from you to me (or from me to you).

**Cold Blooded:** (O/P/U)

Tier: 4

Continued avoidance of the sun and honing of a character in an ‘indurated’ state allows the shadow attuned to become completely immune to all cold attacks or spell effects. At this point, the character cannot even voluntarily be susceptible to cold-based attacks. Each attunement spells resisted with this ability may be subject of one of the regeneration of ability, spell or life point alignment abilities. Conversely, the character resists heat and fire based attacks at –2 levels and takes double damage from such sources.

**Cold Tempered:** (L3/O/U)

Tier: 1

Repeated exposure to places absent of sunlight allows the shadow attuned to gain one level of resistance to any cold attack or cold-based spell. Cold tempered characters also gain one use for every three base levels (rounded down) of the resist element – cold spell from the rulebook.

**Incantation:** With shadow essence, I resist cold.

**Double Coat:** (I-100/L2/O)

Tier: 1

Allows a shadow attuned to stack two doses of poison on a blade with a thin, shadowy

protective barrier between them. This would allow the attuned to deliver the different poisons on two subsequent strikes, per normal poison rules. When double coating a blade, the character must indicate which poison is 1<sup>st</sup> in the stack and which is 2<sup>nd</sup> by numbering their poison stickers. No more than two poisons can be loaded in this manner and the poisons cannot be shrouded or befouled.

**Incantation:** With shadow essence, I coat this blade with multiple poisons.

**Enlightened:** (#/E)

Tier: 3

This ability allows a shadow aligned caster access to an upgraded protection from light spell. The improved spell now either protects the caster against first two sunray attack, allows them to tolerate 3 light sources for up to one hour or tolerate up to 5 light sources for ten minutes. Access to this improved spell is only granted to “attuned” characters; any shadows or characters that have infused shadow into their core make-up cannot wield the magic required to cast the improved version.

**Feint:** (#/C/E/I)

Tier: 3

This skill is the shadow component of the Tier 3 special skill set. Once per purchase per event, while actively fighting in the dark, the shadow-attuned may 'parry' one (non-lethal strike) special attack. Similar to shimmer, a lethal strike is downgraded to a crit-4 and must be acknowledged with a “parry: feint.” For role-playing purposes, a parry with this ability is actually the result of the attuned character manipulating the shadows during a fight to “draw out” an attack from an opponent and causing them to strike at something that is not actually present. This ability cannot be used to parry surprise attacks – so back stabs, assassinations and waylays are unaffected.

**Indurated:** (L/O/U)

Tier: 3

Continued exposure of a ‘cold tempered’ shadow attuned adds an additional 1 level to the character’s resistance to cold attacks or spell effects with unlock of this skill. Attuned also completely resist (call immune) the first number of cold attacks or spells equal to the character’s level each event; the character cannot choose which occasions to apply this bonus immunity.

**Inner Darkness:** (C/O/P)

Tier: 5

Allows the shadow attuned to use attunement abilities once per event as if they were performed in darkness for a ten-minute period. This period of darkness cannot be dispelled. The duration of this ability may be extended by redeeming darkness tokens at the rate of one hour per token. Darkness tokens may be purchased in advance for 20 APs; any amount of tokens may be redeemed at Operations before the ability’s duration begins. Currently there is no time limit between the purchase and required use of darkness tokens.

**Incantation:** With shadow essence, I shroud myself in darkness for the next ten minutes (or longer time period with token redemption).

**Mask Appearance:** (D/I-50/O)

Tier: 2

The shadow component of the Tier 2 special skill set allows the attuned to change their facial or ear appearance for up to one hour per day. Characters can manipulate the shadows to add, subtract and/or substitute one racial facial or ear component (elf ears, orgreth horn or closely cropped beard) in addition to partially blackening their face for the duration of the illusion. The player must provide his or her own shadowy make up and costume pieces to use this ability. Additionally, any player using this ability

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must notify the director at operations before entering game with a disguise.

**Incantation:** With shadow essence, I mask my appearance.

**Nimble:** (E/M/P)

Tier: 2

Ease of movement in the shadows allows an attuned one additional use of either: avoid traps, evade, escape bonds I or II, or gain double picking speed for one lock pick attempt per purchase while in the dark. A character can only gain an additional use of a skill that they already know.

**Shadow Strike:** (C/O/P)

Tier: 3

Allows the shadow attuned to add 1 point of damage to any critical attack or backstab attack when made in the dark. A normal “crit-4” will correctly be called as a “crit-5” with this skill.

**Shimmer:** (E/M)

Tier: 1

Someone trying to land a precise blow against a character attuned to the shadows that knows how to ‘shimmer’ will have a more difficult time judging the target and will occasionally miss their mark - instead landing a ‘crit-4’ for one ‘lethal strike’, crit-2s instead of crit-3s, etc, (as well as one reduced damage from backstab attacks). Assassinate or waylay attacks are unaffected by this ability. The attuned can only perform this action once per time purchased per game and must acknowledge the blow by stating “parry-shimmer” to let the striking player know their skill has been depleted.

**Shroud Poison:** (C/I/O)

Tier: 2

This ability allows a player to manipulate shadow and light when applying poison to a

blade. The result of this skill is that a player can, once per poison lore skill purchase per game, apply a poison that is undetectable by normal means (detect poison spell and poison lore skill). A character using a blade with a shrouded poison must carry the poison tag in an out of game potion bottle or other similar container. The poison tag should be marked with a ‘shrouded’ next to the damage indicated. Should someone detect for “shrouded poisons” the OOG bottle or pouch must be presented (unless the poison has already been used).

**Subtlety:** (L2/O)

Tier: 1

This skill is the reflection of the shadow-attuned character’s ability to perform sleights of hand or use darkness to their advantage during shady dealings between events. All of this nefarious activity results in slight profits. During check-in the character will receive their level divided by 2 (rounded down) worth of flange. The staff may elect to substitute another item of equal or slightly greater value instead – though this should be rare.

**Vitiate Wounds:** (I-100/L3/M/P)

Tier: 4

Allows user to taint any person's open wounds with attuned's own blood - after 1 minute of exposure the victim will require their blood to be purified from poison before any wounds can be healed (similar to the affects of an ingested poison). This ability doesn’t work on other shadow attuned. Once per every 3 levels per game per purchase, the attuned can corrupt another’s wounds as long as they expend 1 life point of damage from blood loss.

**OOG Statement:** With shadow essence, I contaminate your wounds with poison (This is an out of game statement to inform the target that they will need to be purified before healing).

**Wraithform:** (#/C/E/I-100/P)

Tier: 4

This ability can only be used at night, indoors in the dark, or underground in areas of shadow or darkness. The attuned can call forth the essence of shadow and shift their body into an incorporeal form that provides a very similar effect to that of the *Mind over Body* mysticism spell. As long as the caster assumes and remains in the position s/he is immune to physical attacks made by weapons (including magical ones). This includes evocation spells that inflict damage. The caster cannot be picked up, moved, or pushed by anyone. The only thing that will break the spell is if the caster decides to move. Any action will negate the effects of the wraith form. Magical spells other than those already stated can still affect the caster, and spell abilities caused by touch, i.e. sleep, paralysis, etc, will still affect the caster.

**Incantation:** With shadow essence, cloak myself in darkness.

## Attunement: Spirit

### **Anchor Spirit:** (O/U)

Tier: 1

This skill is the spirit component of the Tier 1 special skill set. When a player dies they have to wait a suitable amount of time, up to ten minutes, to allow other players time to search them and role play their death accordingly. Unless preserved for one hour, after ten minutes, the spirit must go to judgment. Spirit-attuned characters can extend the delay up to 15 minutes from the time of death using the anchor spirit skill provided that they interact with the body for the entire duration and as long as the spirit is willing to stay. This ability doesn't allow the attuned to actually converse with the spirit (the spirit cannot talk back) but the attuned can keep the spirit interested in staying in the body a while longer. Should the deceased be returned from judgment, the spirit will not remember what was said to it in the time it was anchored to its body. The maximum time a non-preserved spirit can be held from reporting to Volgen is ten minutes (fifteen with this ability); so multiple uses of the ability cannot be used consecutively on the same character. Similar to 'tend wounds,' this ability can be used any number of times during an event, but only on one target at a time.

**Incantation:** With spirit essence, I maintain your spirit's hold on the physical realm for 5 additional minutes, should you desire.

### **Ardent:** (O/U)

Tier: 3

Spirit attuned characters can develop a particularly strong conviction that allows them to kill basic ghosts without acquiring a ghost-curse. This skill does not protect, however, from larger ghost-curse like effects when killing greater spirit creatures. There is no limit of basic ghosts that a character can dispatch per event with this skill.

### **Enliven:** (#/1-50/L/P)

Tier: 4

This ability allows the attuned to magically enhance a target's life force by four life points for a 10-minute duration. Unlike the 'life enhancement' spell, this ability can be cast on others and the enhancement can be replenished by healing for the duration of the enhancement. Once the ten minutes expires, if any of the four bestowed life points remain, they dissipate. This spell is considered a life enhancement spell and cannot be stacked with other life enhancements.

**Incantation:** With spirit essence, I enliven your life force for ten minutes with 4 magical life points.

### **Fortify Spirit:** (#/P/U)

Tier: 2

As characters become better attuned to the spirit realm they gain understanding of how to maintain, nurture and strengthen their individual spirits. Each purchase of this skill increases the character's base life points by 1.

### **Last Stand:** (#/E/P)

Tier: 3

This ability is an improved version of the 2<sup>nd</sup> Tier 'Stalwart' skill. In this version the spirit attuned can fight on for five life points worth of damage once reaching zero life points once per purchase per an event. This skill can be used in conjunction with a battle rage use (thus 7 extra LPs) or separately. It replaces the Stalwart Skill and thus cannot be used with that effect. Like 'Stalwart,' the player does not have to go into a sightless frenzy but, they do have to indicate somehow that they are 'reaching into themselves' for the extra energy to fight on. The final blow to drop a player on their bonus LPs doesn't have to be to the torso – and even if the player survives the fight, due to the excess energy spent and additional blood loss due to the extra blows, they will

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pass into unconsciousness. Unfortunately, all the extra damage taken in battle will result with the character bleeding to death within a minute of unconsciousness. The 'Self Preserve' skill cannot be used in conjunction with this ability.

### **Lay on Hands:** (#/C/I)

Tier: 3

Allows caster to empathically heal others by transferring the attuned's life points to the target. This skill can be purchased multiple times and the second purchase allows transfer of most diseases, basic injuries and poisons from the target to the attuned (you may have to inquire at operations for each of these items if not mundane). The third purchase allows transfer of most non-spirit curses and allows the caster to raise dead on recipient in exchange for their own death which cannot be self-preserved. Only actual life points can be transferred – no magical life enhancements. Because of the energy draining nature of this ability its use absorbs any magical life enhancement even though it cannot be transferred, and the spirit attuned is unable to empathically heal for 1 minute per each of the life points transferred and ten minutes for each affliction or poison effect transferred. The attuned may only exchange one death for each purchase of this ability.

**Incantation:** With spirit essence, I transfer X life points from me to you.

**Incantation:** With spirit essence, I transfer your (common affliction) from you to me.

**Incantation:** With spirit essence, I exchange my spirit for yours, raising you from the dead.

### **Martyr:** (E/O/P)

Tier: 5

This ability will allow any spirit attuned to sacrifice themselves in order to cast two non-disruptable sound of voice spells. As soon as the spells are cast, the caster's spirit weakens and leaves its body - resulting in an instant final strike to the attuned. The attuned cannot be raised, use the self-

preserve skill or be preserved in any way and MUST go get judged after the action. This ability doesn't technically count as a suicide for judgment purposes.

**Incantation:** With spirit essence, I spirit heal all within the sound of my voice +2 LP.

**Incantation:** With spirit essence I preserve the spirit of any dead within the sound of my voice.

### **Merge Spirit:** (I-100/L-3/O/P)

Tier: 4

A spirit attuned may choose to merge a majority of their spirit into a recipient's body in order to strengthen the recipient for an upcoming ordeal. The recipient gains all but one of the attuned's base (non enhancement) life points and uses the greater level between the two for resisting purposes. Only one person can be merged into the recipient at a time. The recipient casts spells with their own base level. When the spirit attuned's spirit is away from their own body, their life points cannot be healed or enhanced beyond their card-based life point (1 LP). If the attuned's spirit is merged when the character is reduced to zero life points or final struck, the character cannot be preserved, self preserved or raised from the dead until their spirit is released by the recipient. Otherwise the spirit will stay merged with the recipient for up to one hour. An attuned may use the merge spirit ability once per event for every three levels (rounded down). The incant for the ability is, "With spirit essence, I merge our two spirits, granting x life points, (caster's level)."

### **Pacify Spirit:** (I/L/M)

Tier: 1

This ability, once used, completely pacifies an aggressive or angry spirit for 1 minute. A level bonus to the ability is additive to divine intervention or other casting increasing effects. Similar to banish spells, spirits may only be pacified by the same caster once per day. Any attack against the

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target during the duration cancels the effect of this ability. Anyone attuned to Tier 3 – Spirit (50%), or greater, is considered a spirit creature for the purposes of this ability.

**Incantation:** With spirit essence, I pacify (target spirit)'s aggressions for 1 minute, (at their character's +2 levels).

### **Primal Infusion:** (C/I-100/O/P)

Tier: 4

A spirit attuned may add to the casting power of a spell by temporarily reducing the character's base life points an amount equal to the power added to the spell's level. This casting bonus is additive to either a divine intervention or other casting bonuses. Any number of spells can be infused as long as the net LP reduction doesn't bring the caster to 0 LPs. Base life points will return 24 hours after casting the spells and cannot be recovered through any form of healing or life enhancement. The character needs to report to operations or notify a keeper within a reasonable amount of time after using this ability. Infusion attempts made at the end game will be carried over into the beginning of the next game. Should the character visit judgment and be restored within the 24-hour period, the base life points will be restored.

### **Repel Spirit:** (I/L/M/P)

Tier: 2

Enables the spirit attuned to repel a spirit creature using either a packet or level based ability. A spirit of equal or lower level, or hit with the spell packet, must stay 30 feet away from the caster for ten minutes. This skill can be used once per level during an event. Anyone attuned to Tier 3 – Spirit (50%), or greater, is considered a spirit for the purposes of this ability.

**Incantation:** With spirit essence, I repel this spirit from me for ten minutes (caster's level – should the level-based version be used).

### **Self-Preserve:** (I-50/L/O)

Tier: 2

This skill is the spirit component of the Tier 2 special skill set. The spirit attuned can preserve its own spirit, as per the spell, within a minute of being final struck. The self-preserve ability cannot be used, however, after any self-sacrificing attunement abilities or once any animate dead effects afflict the character's body. This preserve spirit effect can be disenchanting.

**Incantation:** With spirit essence, I preserve my own spirit.

### **Spiritual Armor:** (#/I-50/L/P)

Tier: 3

With this skill the spirit attuned can link a target's spirit to any magical armor enhancements cast upon them, effectively doubling that character's magical armor protection for one hour. Spiritual Armor is an ability, not an enhancement spell and thus it doesn't provide any armor on its own; so the recipient must have a magical armor spell active to gain a benefit. While the underlying armor spell can be dispelled, the spiritual armor effect cannot. After one hour the spiritual armor effect fades and no one individual can have more than one spiritual armor spell cast upon them at a time. This ability cannot be used in conjunction with Aegis.

**Incantation:** With spirit essence, I double your magical armor for one hour.

### **Spiritual Sustenance:**

(C/I-100/L2/M)

Tier: 1

The spirit-attuned can learn how to withdraw the energy inside a potential casting of a spirit-based spell in order to heal themselves in times of great need. The process is not completely efficient so the life points healed are equal to one-half the circle of the casting level consumed (rounded

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down). Level 2 and 3 spells heal 1LP, levels 4-5 heals 2 LPs, etc. A character may use this ability once per event for every two levels (rounded down), and any available attunement spell circle castings, except first level, may be cannibalized per use. This ability cannot be used to heal others.

### **Stalwart:** (#/E/M)

Tier: 2

Similar to and an extension of the ‘battle rage’ skill in the rulebook, the spirit attuned can fight on for three life points worth of damage once reaching zero life points once per purchase per an event. This skill can be used in conjunction with a battle rage use (thus 5 extra LPs) or separately. While the player does not have to go into a sightless frenzy with this skill, they do have to indicate somehow that they are ‘reaching into themselves’ for the extra energy to fight on. The final blow to drop a player on their bonus LPs doesn’t have to be to the torso – and even if the player survives the fight, due to the excess energy spent and additional blood loss due to the extra blows, they will pass into unconsciousness. Unfortunately, one drawback of this skill is that all the extra damage taken results in reducing the amount of time it takes to bleed to death by 15 minutes once the character finally falls to the ground.

### **Venerate:** (C/E/M)

Tier: 1

A spirit attuned seeking solace can find it within a graveyard or on consecrated ground. Once per purchase per event, should an attuned spend an undisturbed ten minutes in quiet contemplation in a graveyard or upon consecrated ground they become revitalized by their connection to the restful nature of the spirit realm. Upon completion of this RP of the ability, the character states the incant and is instantly regenerated to full base life points, though any effects normally removed by divine or potion based healing are not removed. This

skill can be used with enhanced regeneration, though it doesn’t heal transient enhanced life points from the Vitalize or Enliven abilities.

**Incantation:** With spirit essence, I restore my spiritual resolve.

### **Vitalize:** (#/I-50/L)

Tier: 1

With this skill the spirit attuned can increase a character’s base life by 1 life point for an hour by temporarily strengthening the target’s spiritual reserve. This extra life point can be healed as many times as needed for the duration of the vitalization, but will fade after an hour. The vitalization is not an enhancement and it cannot be dispelled. A character cannot have more than one Vitalize affect on them at a time.

**Incantation:** With spirit essence, I vitalize your spirit by 1 Life Point for one hour.