

# *DracanusLarp*

## *Gateway to Fantasy & Adventure*

Character Creation Manual

V0.0.1



# Character Creation

The following pages will supply you with the information you need to create a character. We have organized the chapters and the list below in the order in which we recommend you should follow. For those who have never created a character, feel free to ask any of our administration staff for assistance.

1. Pick a Species (and give your character a name).
2. Pick and pay for your Occupation.
3. Select your Non-Tiered and Tiered Skills.
4. Select your Combat Skills. (Provided you wish to engage in combat during game)
5. Convert your remaining Experience into GP and purchase your initial equipment. You may wish to intentionally save XP specifically for this step in order to ensure you have the equipment that you want for your character. **Note:** Be sure to only list items that you have access to physical representations of for your first live game event. Administration will only give item tags to that which is presented to them during attendance to your first game.
6. **(Optional)** Create a Backstory, tell us a little about your character, where they are from, why they left home, how they learned the occupation they have taken, any goals they might have as well as anything else of interest about them. Please try to keep this **under 2 pages** when writing as Admin have many responsibilities to attend to along with reviewing character sheets. Also be aware that we will reward players with XP for the effort they have put into their back stories as well as for a Character Picture/Portrait.
7. Submit the character sheets to Administration for review. Administration will examine it, possibly ask questions regarding choices, state any changes they recommend, or require, award any experience for back story and character portraits. Characters must be granted approval by Admin before being permitted to be used in game.

## Starting Experience

All players start with 5000XP to build their character, this starting XP is to purchase your Occupation, your skills and to convert to currency to purchase your Initial Equipment. You will see that this amount is not much, so watch your expenditures. We have calculated this amount to show that your character is just starting out as a NEW adventurer with basic equipment and just learning the ropes.

## Gaining Experience

Experience is the life blood of your character, it is used to upgrade your skills and abilities over the course of game play. We will try to be rather generous with granting XP for as many reasons as possible, listed below are some of the main reasons we shall do so. Be forewarned however, there are reasons why you may lose experience, there are creatures that drain such away, or if you commit a rules infraction we may penalize you by removing XP.

### Some ways to gain XP:

- Attend a live event. Yes you get XP just for showing up; this will be given to you at the end of the event and is typically 100xp per day. There may be times where we modify this amount (doubling or tripling it) so be sure to keep an eye on event descriptions for such bonuses
- Participation, be actively involved, participate in events, quests and plots. Involve yourself with other players especially the new players who are just getting to know their own place in LARP and Dracanus.
- Immersion factor of costume, gear and props

- Defeating adversaries, this can be done through combat or skilful interactions.
- Solving puzzles, riddles, mazes, etc.
- Overcoming obstacles
- Interaction with PC's and NPC's
- Crafting spells, recipes, sigils, miracles, songs
- Assisting with clean up at the end of events
- Writing up a character Backstory
- Assisting Admin, by playing NPC cast roles.
- Assisting Admin by performing Duties (acting as Marshal, Photographer, etc.)
- Providing Admin with plot scenarios
- Running/hosting an event
- Donations (we happily will accept any materials for costumes, weapons, creatures, and other LARP equipment as well as cash and other tangible items)

Those listed above are not the only ways to gain XP; Admin may determine other reasons to give out experience for various contributing factors.

## Playing Multiple Characters

Some players may wish to have more than one character to play during an event and we welcome players to do so, however we do have a few rules regarding this,

1. Characters owned by the same player MAY NOT interact, which means they are not permitted to trade or share gear between the two characters.
2. They may not share recipes, spells, sigils or other learnable items between the characters.
3. They may not share IN-GAME information between the two characters; each character must learn the information for themselves.
4. Each character should be distinct with separate personalities and equipment, It should be visibly apparent to anyone that the two characters are completely different. We recommend that a player that wishes to play multiple characters choose to have each a different Species and occupation.




## Species

Below is a list of the Species available to play in Dracanus. Each Species has its own unique abilities and drawbacks as well as physical “identifiers” that mark them as part of the Species they belong to. The identifiers are **required** so that everyone can easily be recognized in game.

Note – Though we recommend the use of body safe paints to simulate species features or for applying Sigils we are open to people using alternative methods (Latex masks, stick on tattoos, etc.) Please check with Admin before employing such to see if it will be acceptable for play.



# Arranna

<b>Portrait</b>	<b>Base HP</b> 20
	<b>Species Identifiers</b> Cat-like features, Cat Ears, tail
	<b>Occupations Allowed</b> Fighter, Ranger, Berserker, Alchemist, Blacksmith, Medic, Arcanist, Specialist Mage, Cleric, Specialty Priest, Thief, Bard
	<b>Species Description</b> Recognized by their feline appearance (ears, tail, whiskers, fur, and claws). The Arranna are typically very independent for the most part. Although occasionally they will band together forming a pride which can be fiercely protective of its members. They make excellent hunters, trackers, scouts, and assassins.

Skills Available for Free	Skill that are Half Cost	
Awareness Tier 1	Awareness	Hunting
Escapology Tier 1	Cartography	Psychometry
Languages Modern Dracanan	Escapology	Tracking (Advanced)
Read/Write Modern Dracanan	Exceptional Constitution	
Sixth Sense	Fishing	
Tracking (Advanced) Tier 1	Forbidden Lore (Arranna History)	
Tracking (Basic)	Forbidden Lore (Carsaric History)	


Special Advantages/Disadvantages	
Advantage/ Disadvantage	Description
<b>Paranormal Sense</b> (Advantage)	Arranna are naturally sensitive to paranormal activity, they start with the “Sixth Sense” skill with several advancements. For Arranna the sense is always active not requiring them to concentrate for them to sense paranormal activity that is within 20ft of them, if they concentrate and focus on the sense they can determine the approximate direction and can identify what it is that they are sensing IE: malevolent entity, undead creatures, etc. (If such is present within the range of listed a Marshal will inform the player who can then role play it in a manner they feel appropriate)
<b>Pride Mentality</b> (Advantage)	Arranna are natural pride animals. When operating in groups they are able to naturally communicate through sound scent and body language that act as general indicators to others of their kind about their own actions and intent.  *Note though this is a form of communication between Arranna it is not a language and cannot be understood by any but their own kind, it is also not able to relay any sort of message or code. It does however allow Arranna to have the unique ability (particularly in combat situations) to work effectively as a team helping to gain an advantage over opponents. For every Arranna that are co-operating in a fight each gain a +1 to damage (i.e. Two Arranna are engaged in combat with an Ogre. The two gain +1dmg each, a third Arranna joins the fight and the bonus is increased to +3dmg each).
<b>Born of Magic</b> (Disadvantage)	Because Arranna are a magically created Species they have a more difficult time finding any connection to the Gods. All religious skills and abilities cost double the XP to learn.

<b>Additional Notes</b>	
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# Carsaric

Portrait	Base HP	20
	Species Identifiers	Dog-like features, Dog Ears, Tail
	Occupations Allowed	Fighter, Ranger, Berserker, Alchemist, Blacksmith, Medic, Arcanist, Specialist Mage, Cleric, Specialty Priest, Thief, Bard
	Species Description	These beings are recognized by their canine features and pack-like nature. They make excellent scouts and formation fighters that have an uncanny ability to work in unison. The pack will always be led by two alphas. One male and one female which are typically the strongest and most intelligent of the pack. It is typically considered a mistake to pick a fight with a Carsaric as they follow the belief that if you tangle with one of the pack you tangle with the whole pack.


Skills Available for Free	Skill that are Half Cost	
Awareness Tier 1	Awareness	Hunting
Languages Modern Dracanan	Cartography	Psychometry
Read/Write Modern Dracanan	Exceptional Constitution	Tracking Advanced
Sixth Sense	Exceptional Strength	
Tracking (Advanced) Tier 1	Forbidden Lore (Arranna History)	
Tracking (Basic)	Forbidden Lore (Carsaric History)	

Special Advantages/Disadvantages	
Advantage/Disadvantage	Description
<b>Paranormal Sense</b> (Advantage)	Carsaric are naturally sensitive to paranormal activity, they start with the “Sixth Sense” skill with several advancements. For Carsaric the sense is always active not requiring them to concentrate for them to sense paranormal activity that is within 20ft of them, if they concentrate and focus on the sense they can determine the approximate direction and can identify what it is that they are sensing i.e. malevolent entity, undead creatures, etc. (If such is present within the range of listed a Marshal will inform the player who can then role play it in a manner they feel appropriate)
<b>Pack Mentality</b> (Advantage)	Carsaric are natural pack animals. When operating in groups they are able to naturally communicate through sound, scent and body language that act as general indicators to others of their kind their own actions and intent.  *Note though this is a form of communication between Carsaric it is not a language and cannot be understood by any but their own kind, it is also not able to relay any sort of message or code. It does however allow Carsaric to have the unique ability (particularly in combat situations) to work effectively as a team helping to gain an advantage over opponents. Every Carsaric that is co-operating in combat gains +10 to their DP. They also gain +1 Damage for every member of the pack engaged in the fight (IE: 2 Carsaric each gain +1dmg. 3 Carsaric each gain +2dmg, and so on)
<b>Born of Magic</b> (Disadvantage)	Because Carsaric are a magically created species they have a more difficult time finding any connection to the Gods. All religious skills and abilities cost double the XP to learn.

Additional Notes	Carsaric are very pack oriented and will always seek to be a member of a pack following the leadership of the strongest and smartest of the group which are referred to as Alphas Carsaric mate for LIFE if one of the mated pair dies they will not seek out a new mate.
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## Dakar'Mordayre (Dark Elf)

Portrait	
<b>Base HP</b>	15
<b>Species Identifiers</b>	Darker Skin tone (Grey), White Hair, Pointed Ears
<b>Occupations Allowed</b>	Fighter, Ranger, Alchemist, Blacksmith, Medic, Arcanist, Specialist Mage, Sigil Mage, Cleric, Specialty Priest, Thief, Bard.
<b>Species Description</b>	Once like their Elven Cousins, Dakar have been changed through conflict and environment. They still have the same features as an Elf but have gained a dark complexion and their hair has turned pure white. They are skilled with arcane magic and/or divine magic, alchemy, long swords, short swords and crossbows. Having been adapted to life in the subterranean environment Dakar'Mordayre are sensitive to light and suffer combat penalty when operating in such. Like their counterparts the Valis'Mordayre, they have reduced health.


Skills Available for Free	Skill that are Half Cost	
Languages Modern Dracanan	Alchemy	Herbalism
Languages Modern Dakarian	Arcane Magic	Weapons Use: Hand Crossbow
Read/Write Modern Dracanan	Divine Miracles	Weapons Use: Long Sword
Read/Write Modern Dakarian	Etiquette	Weapons Use: Short Sword
	Heraldry	

Special Advantages/Disadvantages	
Advantage/Disadvantage	Description
<b>Connection to the Gods</b> (Advantage)	The Half cost for Divine miracles listed in the Half Cost Skills only applies to those Specialty Priests that worship a God of the Elven Pantheon.
<b>Sub-terrain Eyesight</b> (Disadvantage)	From dawn till dusk when Dakar is in any sunlit areas they will be affected by a -1 to all damage strikes.

<b>Additional Notes</b>	Dakar and Valis are currently attempting to heal the rift between their two peoples; however Dakar and Valis are very wary of each other and will be constantly vigilant in one another's presence.
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## Dwarf

Portrait	
<b>Base HP</b>	25
<b>Species Identifiers</b>	Both Male and Female Dwarves have Beards *Note for those with actual beards the Identifier is still required however using a couple braids of yarn attached to either side to clearly show you are playing a dwarf is acceptable.
<b>Occupations Allowed</b>	Fighter, Ranger, Berserker, Alchemist, Blacksmith, Medic, Sigil Mage, Cleric, Specialty Priest, Thief, Bard
<b>Species Description</b>	Easily recognized by their beards (even females) and noted for their skills in smithing and stonework. Dwarves are particularly resistant to Arcane magic and Alchemical potions, however, they may not use Arcane magic and Alchemy is difficult for them to learn. Dwarves are better at smithing and related crafting skills than any other Species.


Skills Available for Free		Skill that are Half Cost	
Languages Modern Dracanan		Armor smithing	Metallurgy
Languages Modern Dwarven		Blacksmithing	Mining
Read/Write Modern Dracanan		Brewing	Exceptional Strength
Read/Write Modern Dwarven		Exceptional Constitution	Weapon smithing
		Gem Cutting	Weapons Use: Axe
		Geology	Weapons Use: Hammer

Special Advantages/Disadvantages	
Advantage/ Disadvantage	Description
Magic Resistance	Dwarves are naturally resistant to all forms of Arcane and Sigil Magic. Any Spell specifically directed at a Dwarf will function as if it is 2 Magnitudes lower than that which is known by the caster of the Spell or Sigil. This Resistance in no way affects Divine Miracles. If the results of this reduction would make the Magnitude less than 1, the spell is only partially effective (half the damage/duration). In the case of enchantment charm spells the dwarf realizes that such has been cast upon them at the end of the spells duration.
Resistance to Poisons and Intoxicants	Dwarves are naturally resistant to Poisons and Toxins all such chemicals are considered to be 1 tier less than normal. In the case of such that causes damage if already at lowest tier consider the Dwarf to only receive half the amount of damage. In the case of Potions/Alchemies that have no equivalent potion in the tier below it use the closest available. NOTE this affects any Alchemical substance including Potions of Healing.

Additional Notes	<b>Role Playing Tip:</b> When it comes to Dwarves it's easiest to think of the Scottish Clansman (think Brave Heart). In general they take great pride in their beards, their ability to consume and brew strong drink, their craftsmanship, their clans and their fighting prowess.
	Dwarves take great pride in their beards, they tend to grow them very long; some will braid and/or style them with intricate pieces of jewelry. There is no greater shame or dishonor then shaving the beard from a Dwarfs face.



## Gnome

<b>Portrait</b> 	<b>Base HP</b>	20
	<b>Species Identifiers</b>	Large/oversized ears.
	<b>Occupations Allowed</b>	Fighter, Ranger, Berserker, Alchemist, Blacksmith, Medic, Sigil Mage, Cleric, Specialty Priest, Thief
	<b>Species Description</b>	Distantly related to Dwarves, Gnomes have more of an aptitude towards, invention, medicine and alchemy, (though trusting such items made by such is "AT YOUR OWN RISK" as often that which they create has unpredictable results; Contraptions that they build often don't do what they are supposed to, fall apart, run amok, or even explode, potions may turn the user different colors, or make the imbiber intoxicated, or produce other random side effects. Gnomes can repair other people's constructions, detect, and disable traps with ease. They gain a bonus skills related to stonework, gem cutting, geology and all medical skills. They are also highly resistant to Alchemical potions gaining a bonus against such that are used upon them.


Skills Available for Free	Skill that are Half Cost		
Languages Modern Dracanan	Anatomy (Basic)	Engineering	Metallurgy
Languages Modern Gnomish	Biology	Exceptional	Mining
Read/Write Modern Dracanan	Blacksmithing	Constitution	Physics
Read/Write Modern Gnomish	Botany	Gem Cutting	Toxicology
	Brewing	Geology	Trapping
	Chemistry	Jeweler	Zoology
	Clockworks	Lock Picking	

Special Advantages/Disadvantages	
Advantage/ Disadvantage	Description
<b>Poison/Intoxicant Resistance</b> (Advantage)	Gnomes are naturally resistant to Poisons and Toxins all such chemicals are considered to be 1 Magnitude less than normal. In the case of such that causes damage if already at lowest Magnitude consider the Gnome to only receive Half the amount of damage.
<b>Invention Amok</b> (Disadvantage)	Anytime a Gnome attempts to invent something there is a high chance that something will go wrong and the device will act in a manner not expected (Talk to Admin when you attempt to invent ANYTHING NEW).
<b>Alchemical Insanity</b> (Disadvantage)	Because of their love of Science and for reasons unknown anytime a Gnome brews any sort of Alchemical formula there is a chance that it will not behave as expected and will have random Effects (speak with Admin when you decide to brew any alchemical recipe).

<b>Additional Notes</b>	<b>Role Playing Tips:</b> Gnomish society resembles that of a steampunk version of Victorian London England. They are responsible for Indoor Plumbing, Gas lighting and many other technological wonders. HOWEVER they have not mastered internal combustion engines, firearms more advanced than a crossbow or flight. ADMIN will not permit certain technologies to be created or exist in the world of Dracanus, please speak to them before attempting to introduce tech into the game.
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## Hadlin (Halfling)

<b>Portrait</b>	<b>Base HP</b> 20
	<b>Species Identifiers</b> Hair on hands and feet
	<b>Occupations Allowed</b> Fighter, Ranger, Alchemist, Blacksmith, Medic, Arcanist, Specialist Mage, Sigil Mage, Cleric, Specialty Priest, Thief, Bard
<b>Species Description</b>	Hadlin as they prefer to call themselves or Halflings as other species refer to them, are well known for their love of hearth, home, good company, and plentiful food. They make excellent and gracious hosts, and prefer a simple life tending towards an agrarian lifestyle. They are well known for their skills with agriculture and mercantile with only a very rare few choosing to become adventurers. As a species they gain a bonus to health, rogue skills, as well as any thrown missile weapon.

Skills Available for Free	Skill that are Half Cost	
Languages Modern Dracanan	Agriculture	Lock Picking
Languages Modern Hadlin	Animal Husbandry	Pick Pockets
Read/Write Modern Dracanan	Appraising	Weapons Use: Sling Shot
Read/Write Modern Hadlin	Brewing	Weapons Use: Throwing Dagger



	Cooking	Weapons Use: Throwing Knife
	Escapology	Weapons Use: Throwing Stones
	Forgery	

Special Advantages/Disadvantages	
Advantage/ Disadvantage	Description
Tossers (Advantage)	Hadlin are naturals when it comes to hand held missile weapons, they automatically gain a +1 to damage with any weapon that is hurled or thrown.
<b>Cooking Mastery</b> (Advantage)	<p>Hadlin are extremely proficient cooks having learned how to combine food ingredients in such a way as to have a variety of effects on those who partake in eating their meals. Hadlin have perfected a variety of meals that produce various effects, these recipes are family secrets that have been handed down through the ages. Hadlin are only able to cause one effect per meal.</p> <p><b>Hospitality</b>- Hadlin are able to create meals that cause any consuming it to feel friendly towards any persons in the vicinity, any that consume the food are unable to make any hostile action towards others and will see the host in a favored manner and will attempt to grant any reasonable request by such. This effect lasts for 30 minutes after the consumption of the meal.</p> <p><b>Notes:</b> Those that consume the meal will defend themselves and their host if hostile actions do happen but will do so with the least amount of force possible and look to end such actions peacefully.</p> <p><b>Lethargy</b> – Hadlin are able to create meals that cause all that consume such to become lethargic and drowsy. Those that consume the meal desire to rest relax and sleep.</p> <p><b>Restorative</b> – Hadlins are able to create a meal that aids in healing an injured persons, those consuming such a meal double their healing rate while eating, and relaxing. This meal will not allow players to gain any HP exceeding their maximum amount.</p>
<b>Health Bonus</b> (Advantage)	Hadlin gain 2HP every time they purchase the Exceptional Constitution skill

<b>Additional Notes</b>	
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## Half Orc



<b>Base HP</b>	30
<b>Species Identifiers</b>	Green tinted Skin, Tusks or Fangs coming from the lower Jaw
<b>Occupations Allowed</b>	Fighter, Ranger, Berserker, Alchemist, Blacksmith, Medic, Arcanist, Specialist Mage, Sigil Mage, Cleric, Specialty Priest, Thief
<b>Species Description</b>	The Half Orc is part human, part Orc. They are typically not accepted by either Species. They are recognized by their green colored skin and protruding tusks. Half Orcs tend to be more aggressive due to their Orcish parentage but with the cunning of their human blood's intellect. They typically steer towards being Warriors with the rare few becoming recluse Shamans. Orcs find that the Half Orc is not as brutal or savage enough to remain in their culture where only strength, cunning and fear are respected, where as humans find this to be just the opposite along with other prejudices due to the Orc bloodline.

Skills Available for Free	Skill that are Half Cost
Languages Modern Dracanan	Berserk
Languages Modern Orc	Exceptional Strength
Read/Write Modern Dracanan	

Special Advantages/Disadvantages	
Advantage/ Disadvantage	Description
<b>Poison/Intoxicant Resistance</b> (Advantage)	Half Orcs are naturally resistant to Poisons and Toxins all such chemicals are considered to be 2 Magnitudes less than normal. In the case of such that causes damage if already at lowest Magnitude consider the Half Orc to only receive Half the amount of damage.

Additional Notes	



## Human

Portrait		Base HP	20
		Species Identifiers	None
		Occupations Allowed	All
		Species Description	The most common and widely spread of the Species; humans come in all shapes, forms, genders and beliefs. They have no racial bonuses or hindrances; however, they have access to all the available character occupations.


Skills Available for Free	Skill that are Half Cost
Languages Modern Dracanan	Not Applicable
Read/Write Modern Dracanan	

Special Advantages/Disadvantages	
Advantage/ Disadvantage	Description
<b>Starting XP</b> (Advantage)	Humans start with an Additional 2000 XP to build their characters with.

Additional Notes	



# Mindani

Portrait	Base Hp	15
	Species Identifier	Hair swept up into a single ponytail centered at the top of their heads, intricate vine pattern extending from their eyes.
	Occupations Allowed	Fighter, Ranger, Berserker, Blacksmith, Medic, Sigil Mage, Cleric, Specialty Priest, Thief, Bard
	Species Description	These spritely beings have a curious nature that makes them fearless. However, they have absolutely no notion of privacy, personal property or good and evil. They LIVE for new experiences and whatever happens to catch their eye (regardless of the object's value). A Mindani will always have a set of pouches to store acquired items (be it a wizard's spell component or a merchant's coin purse, a lady's ring, or the buckles off someone's shoe). If it catches their eye it is likely to end up in their pouch. Mind you they do not think of this as stealing and to call one a thief is a grave insult. They will always state that they are "handling", "borrowing" or "recovering an object with the intent of returning the item to the proper owner," though they rarely do.

Skills Available for Free		Skill that are Half Cost
Awareness Tier 1	Find/Remove Traps 2	Escapology
Languages Modern Dracanan	Escapology Tier 2	Lock Picking
Read/Write Modern Dracanan	Lock Picking Tier 2	Pick Pockets
Rope Use	Pick Pockets Tier 2	Weapons Use: Sling*
		Weapons Use: Staff Sling*


\*Players may use Nerf Rival rounds as ammunition, if you intend to use ANYTHING other than such it must be cleared and approved by Admin First.

Special Advantages/Disadvantages	
Advantage/Disadvantage	Description
<b>Slingers</b> (Advantage)	Mindani gain a+1 to all damage when using a Sling or Staff Sling.
<b>Mindani Tales</b> (Advantage)	Mindani are so adept at spinning a tale and believing such, that they are completely immune to effects that force them to tell the truth or lies

Additional Notes	<b>Special Note:</b> Despite being naturally adept at thieving skills Mindani are not malicious in nature and would never use their skills at such to amass wealth, Marshalls and Admin Staff will monitor and curtail the activities of players attempting to capitalize on the Mindani's skills if they feel that a Players actions are not in the spirit of the Mindani nature.
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# Minotaur

Portrait	Base HP	40
	Species Identifiers	Bovine-like features, a pair of horns on their heads
	Occupations Allowed	Fighter, Ranger, Berserker, Alchemist, Blacksmith, Medic, Arcanist, Specialist Mage, Cleric, Specialty Priest, Thief, Bard  *Note Players that wish to play a Minotaur Arcanist, Specialist Mage or Specialty Priest of Isben should speak with Administration before creating such.
	Species Description	These steadfast beings are easily recognized for their bovine features. They are strong fighters and gain a bonus to all melee combat skills. They are also well known for their short tempers and their strong sense of honor. They also start with exceptional strength. However, they shun Arcane magic and most will not use such (though they have no issue with Divine Miracles).

Skills Available for Free	Skill that are Half Cost
Exceptional Strength Tier 1	Cartography
Languages Modern Dracanan	Exceptional Strength
Languages Modern Minos	Navigation
Read/Write Modern Dracanan	Seamanship
Read/Write Modern Minos	Weapon Use: Great Axe


Special Advantages/Disadvantages	
Advantage/Disadvantage	Description
<b>The Life Debt</b>	If a Minotaur's life is saved by another the Minotaur will claim a life debt in which they will serve the savior until such time as they feel they have repaid the debt. (Concept Created by Trevor Cahill)
<b>Stand Fast</b>	Because of their strength, size, and military training from birth, Minotaur's are able to remain on their feet and hold their position regardless of any effects that might cause knockback or knock down (spells or effects that cause knock back or knock down effects in-effective, Physical attacks that cause knock back are only effective if the user of such has equal or Greater Strength than the Minotaur)(Contributed by MonPress)
<b>Combat Training</b>	Because of their martial training from birth Minotaur's regardless of Occupation may use the "Weapons Groups" skills that are listed at the beginning of the Warrior occupations.

<b>Additional Notes</b>	There is no greater insult to a Minotaur then to refer to them as cows, no greater punishment than to have a Bull ring inserted into their nose.
	All Minotaur's have a strong disdain for magic believing that those that practice such are dishonorable, cowardly, weaklings.





## Valis'Mordayre (High Elf)

	<b>Base HP</b>	15
	<b>Species Identifiers</b>	Pointed Ears.
	<b>Occupations Allowed</b>	Fighter, Ranger, Alchemist, Blacksmith, Medic, Arcanist, Specialist Mage, Sigil Mage, Cleric, Specialty Priest, Crusader, Thief, Bard
	<b>Species Description</b>	This long-lived Species is known for its pointed ears, natural ability with Arcane and Divine magic, and their skill with bows and swords (bonus for learning and using, long sword, short sword long bow and short bow as well as both arcane and divine magic) However because of their delicate nature, Elves lack the same constitution as other Species, and start with reduced health.

Skills Available for Free		Skill that are Half Cost	
Languages Modern Dracanan	Arcane Magic	Divine Miracles	Weapons Use: Long Bow
Languages Modern Elven	Artistic Ability	Etiquette	Weapons Use: Long Sword
Read/Write Modern Dracanan	Bowyer	Fletcher	Weapons Use: Short Bow
Read/Write Modern Elven	Carpentry	Musical Instrument	Weapons Use: Short Sword
	Dancing	Singing	Wood Working

Special Advantages/Disadvantages	
Advantage/ Disadvantage	Description
<b>Weapons Affinity</b> (Advantage)	The Valis have a natural affinity for the following listed weapons, Long Bow, Short Bow, Long Sword, and Short Sword. Whenever they are using such they gain a +1 bonus to all damage.

<b>Additional Notes</b>	



## Special Species

These are available to those players who retire a character that has 50,000XP or more. Special Species will be discussed with Admin upon taking up one to determine abilities, weaknesses and other information. The Species available for play are listed elsewhere and will be made available to those players who wish to retire their character and take on a new and unusual Species or occupation.

Just to list a few:

- Enochian – The Mortal forms of Angels
- Dragon Kin – Half Dragon and Half (Bi-Pedal Intelligent Species)
- Draegaer – Demons that have gained Mortality
- GenieKin – Beings that are related to the Djinni, Dao, Effreet, Jann, and Madrid Genies.



## Occupations

This defines your character's role in Dracanus's world, (by taking an occupation you are granted certain skills at a lower cost and abilities that are unique to each class). Characters may eventually change their

occupation. However, certain occupations will not allow for such changes or are not compatible with other occupations. Players who wish to change occupations must purchase the basic skills for the occupation they wish to take up before they are granted any of the special abilities or bonuses.

**Multi-Classing and Conversion:** Players may opt to take on an occupation or convert to another occupation. Either requires the player to purchase the new Occupations base skills at full cost before they can gain the abilities of the new occupation.

\*Note Players must request from Admin permission to convert or Multiclass. Admin will inform the player if the conversion or Multi-class option is open to their Occupation.

- **Multi-classing** is taking on another occupation and benefiting from all its skills, abilities etc. In order to Multiclass a player must purchase all the Base skills and abilities at full cost (minus racial bonus)
- **Conversion** is transforming from one occupation to another as some do not allow for multi-classing.



## Warrior OC's

This group of occupations consist of the fighting men and women of Dracanus they are those who make their living primarily though their skill with weapons, armor and combat. Their knowledge of the Martial arts far exceeds that of any of the other occupations.

**Martial Training** – Most Warriors are taught the basics in the use of all weapons and armor, subsequently they may use weapons that are similar to one another without penalty. (Martial Training is a skill set that only those of the Warrior Occupations may access).

This skill may not be used as the basis for weapons specialization, it merely teaches how to wield similar weapons, and it removes the -5DMG penalty for using weapons that are part of the group.

The weapons listed below are examples of those in the group but may include others. Check with Admin if you possess a weapon and are not sure what group it belongs to.

## Weapons Groups

Grouping	Weapons	Cost
Axes	Battle Axe	100
	Hand Axe	
	Hatchet	
	Tomahawk	
Blades (Short)	Dagger	100
	Dirk	
	Knife	
	Stiletto	
	Tanto	
Blunt Weapons (Large)	Maul	200
	Sledge Hammer	
	Staff	
	War Hammer (2 Handed)	
Blunt Weapons (Small)	Club	100
	Hammer (1 Handed)	
	Mace	
	Sap	
Bows	Long Bow	200
	Short Bow	

Grouping	Weapons		Cost
Lances	Heavy Horse Lance		100
	Jousting Lance		
	Light Horse Lance		
	Medium Horse Lance		
Polearms	Awl Pike	Lucerne Hammer	400
	Bardiche	Military fork	
	Guisarme	Partisan	
	Guisarme-Voulge	Ranseur	
	Halberd	Spetum	
	Hook Fauchard	Voulge	
Swords (Large)	Claymore		200
	2- Handed Sword		
	2-Handed Bastard Sword		
	Katana		
Swords (Long)	Long Sword		200
	One Handed-Bastard Sword		
	Rapier		
	Scimitar		
Swords (Short)	Cutlass		200
	Gladius		

Crossbows	Hand Cross Bow	200
	Heavy Cross Bow	
	Light Cross Bow	

	Short Sword	
	Wakizashi	



## Berserkers

OC purchase Cost: 2300xp

These warriors live for battle and when engaged in such become instruments of devastation. They work themselves into a battle rage which completely consumes them (increasing the damage they do and can take). However, the downside is that while consumed by their fury they will continue to attack until there is nothing left to fight (in this state they are unable to distinguish friend from foe) and the other downside is that if they lose more health than they originally had, they can die after the battle rage finally subsides.

### Occupational Starting Skills

Free	Half Cost
2 Weapons Skills	Weapons Skills
1 Armor Skill	Combat Skills
Battle Rage T1	Armor Skills
Berserk	
Intimidating Presence T1	
Pain Resistance T1	

## Special Abilities

### Battle Rage

Main Description		
Much like the Berserk Combat Skill. Berserkers are able to work themselves into a frenzy where they inflict more damage and ignore the damage inflicted by opponents, however they have learned to focus and control their rage so they may select specific targets. This is still a frenzied state and reduces their judgment while engulfed by it, and once a target is selected they will ignore any and all other threats until that specific target is destroyed. Due to their Training they also are able to remain in the Berserk state as long as they are engaged in combat. (Revised by Monpress)		
Tier	Tier Description	Cost
1	The Berserker may choose one target to focus their rage on, but will ignore any and all other targets until this target is dead or destroyed. The State will not end until the Berserker either kills/destroys the target or is killed or rendered unconscious. The Berserker does x2 damage to opponents and gains 20HP for the duration of the Battle, however when they enter the Exhaustion state they lose 20HP	1000
2	The Berserker chooses an initial target to focus their rage upon but may select a second target once the first has been killed/destroyed. The Berserker gains 30HP during the Raged State losing 30 when Exhausted.	2000
3	The Berserker may select three targets to focus their rage upon however they must focus on only one at a time, engaging each target in sequence.	3000
4	The Berserker may select four targets to focus their rage upon however they must focus on only one at a time, engaging each target in sequence. The Berserker gains 40HP during the "Raged" State losing 40 when Exhausted.	4000
5	The Berserker may select Five targets to focus their rage upon however they must focus on only one at a time, engaging each target in sequence. The Berserker gains 50HP during the Raged State losing 50 when Exhausted.	5000

**\*Note:** Berserker cannot remain mounted after they enter the Battle Rage state the moment they have worked their selves into the fury they will leap from whatever mount they might be on in order to engage their target. The HP Loss is deducted from the total remaining HP when the Berserker enters the Exhausted state.

**\*\*Note:** Berserkers that have targeted an opponent(s) are in a “Fury State”. Once the target of their fury is dead, destroyed or no longer within visual range of the Berserker enters the “Exhaustion” state.

## ***Intimidating Presence***

<b>Main Description</b>		
The mere presence of a Berserker instills fear and hesitation in persons facing them in melee combat which causes the opponent to suffer the following when engaged in direct combat with the Berserker that has entered the “Fury State” The penalty is DOUBLED for the Target of the Berserkers Battle Rage.		
<b>Tier</b>	<b>Tier Description</b>	<b>Cost</b>
<b>1</b>	Any opponent facing a Berserker suffers a -1 penalty to Damage.	1000
<b>2</b>	Any opponent facing a Berserker suffers a -2 penalty to Damage.	2000
<b>3</b>	Any opponent facing a Berserker suffers a -3 penalty to Damage.	3000
<b>4</b>	Any opponent facing a Berserker suffers a -4 penalty to Damage.	4000
<b>5</b>	Any opponent facing a Berserker suffers a -5 penalty to Damage.	5000

**Note:** Damage cannot be reduced to less than 1 point even if the penalty would reduce to 0 or less damage 1DMG will always be incurred from a weapons strike.

## ***Pain Resistance***

<b>Main Description</b>		
When engulfed by the Battle Rage, Berserkers become more resistant to the effects of Magic, Sigils, Miracles and Alchemy, though they do not become completely immune to such. These effects only occur when they are in the “Fury” State.		
<b>Tier</b>	<b>Tier Description</b>	<b>Cost</b>
<b>1</b>	All non-melee attacks do only half damage. The Berserker is immune to spells that will change the emotional state.	1000
<b>2</b>	Berserker is only pushed back half the distance by any Knockback like effects. They are able to ignore the effects of Sleep causing effects (spells, potions etc.)	2000
<b>3</b>	The Berserker ignores the effects of Knock Down effects; they can maintain their feet no matter what. They also become immune to Illusionary effects.	3000
<b>4</b>	The Berserker becomes immune to Hold and Paralysis effects.	4000
<b>5</b>	The Berserker cannot be affected by Mind Altering effects such as Mind Wipe, Forget, etc. Their Mind is completely immune to mental tampering.	5000

## **Penalties**

### ***Trigger***

Despite their intense training to control their battle rage, Berserkers unfortunately have something that will always cause them to enter the berserk state; anything may be the trigger, a word, a sentence, a song, a visual cue. This Triggered State acts as the skill of the same name however the Berserker has absolutely no control when this happens. They will attack the source of the trigger (and anything else in sight) for the duration of the state. (Players may choose what the trigger is but shall discuss it with Admin to ensure it is suitable)

### ***Weapons Restriction***

Berserkers may NOT use Bows, Crossbows or Slings. They may however use throwing weapons such as Daggers, axes and hammers but must be used towards the primary target while they are approaching them (at a run).



## **Fighters**

OC purchase Cost: 2000xp



Skilled in arms and armor, these people learn the martial skills for combat. They can make use of any weapon and combat skills and learn the art of warfare. These men and women make up the bulk of an army's fighting units. They take the lead in combat situations and typically learn tactics for taking on the challenges of offense and defense.

### Occupational Starting Skills

Free	Half Cost
4 Weapons Skills	Weapons Skills
2 Armor Skill (1 Armor, 1 Shield)	Combat Skills

## Special Abilities

### *Skill at arms*

Fighters have a natural skill with any weapon that comes into their hands, all weapons in their hands become deadly even if not to the same degree as a master of that specific weapon. Therefore Fighters are not penalized with the -5 to Damage for using a weapon that they are not skilled in the use of. Instead they only receive a -2 penalty to damage for using a weapon they are not specifically trained to use.

### *Arms and Armament*

Fighters have no restrictions on the type of weapons or armor that they may learn to use.

### *Tactical Advantage*

Fighters who take combat skills that are single use per combat, per opponent are now able to be used twice per combat, per opponent. i.e. Ragnar the Bold is a Fighter that has the combat skill "Sever" he engages an enemy and uses the skill to cut off his opponents arm (sever allows the user to remove an appendage but not make killing blows) Because of his martial training as a fighter he can use this skill once again on the same opponent, If a second opponent joins the fight, Ragnar is able to use Sever against that opponent twice as well.



## Paladins

OC purchase Cost: 3500xp

Paladins are champions of law, justice and honor; they commit themselves to be defenders of the weak, upholding justice and acting as a force for good. They gain special abilities that aid them in their fight against evil. It is their duty to set a shining example to others and as such it is a difficult path that many are unable to maintain. Many a Knight has attempted to follow this path only to stumble and fall from grace.

**\*\*Paladins that fall from grace are changed to the Fighter occupation losing all the special abilities of a Paladin.**

**\*\*WARNING\*\*** Please consider very carefully before selecting this occupation, Marshalls and Admin will NOT warn players if they are imperiling their status as a paladin. If at any point a Marshall or Admin state that your character is unable to use the special abilities granted by the "Gods" the decision is final and you the player may NOT argue with the decision. Marshalls and Admin have FINAL ruling on this. However it is possible for players to "Atone" for their transgressions, and regain their status as a Paladin and the skills/abilities, but it is up to the Player to determine the mistake they made and learn how to make up for it.

### Occupational Starting Skills

Free	Half Cost
1 Weapons Skill	Etiquette
2 Armor Skill (1 Armor, 1 Shield)	Heraldry

Theology	Equestrian
Laying of Hands T1	Weapons Skills
Divine Aura T1	Combat Skills
Divine Miracles T1	
Turn Undead T1	

## Virtues

Paladins must maintain specific virtues or risk losing their abilities and their status as a Paladin. (Note upon the loss of abilities Players DO NOT regain the experience spent on the abilities, this is part of the punishment for not upholding their responsibilities and virtues as a Paladin).

- **Valor** - A paladin will fight for a just cause even if it means his/her death. It is their responsibility to defend the weak, uphold the law, and protect the innocent.
- **Courage** - A paladin will remain steadfast and unwavering regardless of the fear they may experience
- **Honorable** - A paladin will always speak the truth and shall uphold his word. Should he make a promise he will complete the terms of the promise to the best of his ability.
- **Charitable** - A paladin will give aid to those in need and will offer to assist any and all who require aid.
- **Just** - A paladin will abide by, and uphold the laws of the land they are in, they may challenge the laws if they seem unjust but must continue to abide by and uphold such for as long as the lord of the land maintains said laws.
- **Merciful** - A paladin shall offer and accept surrender to any foe, they will not perform any action that is wantonly cruel, malicious or torturous.
- **Temperance** - A Paladin must never act out of anger or vengeance, they should maintain their composure regardless of those that may attempt to rile them through taunts and insults.
- **Humility** - They will treat all persons with appropriate decorum, addressing others as equals or by their appropriate titles, they will act as though all others are equal to or better than their station.
- **Pious** - A paladin must be devoted to their code and to the God they serve.
- **Moderate** - A paladin will not hoard possessions or accumulate wealth, they will not overindulge in food or drink. They may keep enough funds to maintain a modest standard of living and retain enough to cover expenses. All excess should be given to charitable causes.
- **Righteous** - A paladin will actively seek out and combat evil, they will do all in their power to right the wrongs, and bring the corrupt to justice.
- **Prestigious** - A Paladin must maintain an appropriate appearance and decorum, they should always speak eloquently, be properly groomed and their gear should be maintained to the highest quality.
- **Exemplar** - A paladin will lead by example, they will show others by their own actions, words and appropriate moral conduct. They should be a paragon of the ideals and virtues that they follow and encourage others to follow such as well.

## Daily Regimen

- A paladin will devote some time to meditation or prayer each day (30 minutes min)
- A paladin will perform martial training each day (combat will suffice or 30 minutes of exercise/weapons training etc.)
- A paladin will maintain his weapons and armor (sharpen blades, polish armor etc.). If a Paladin retains a squire they are to devote a minimum of 1 hour each day to instructing and training them
- If a Paladin has a mount they must allot 15min to care for the animal.

## Special Abilities

### *Divine Aura*

Any evil creature that comes within 5ft of the paladin will be afflicted by adverse effects from the Aura; all will cause less damage at

Tier	Description	Cost
1	Evil beings will cause -1 damage when within the Aura's radius	1000

the lower tiers whereas higher tiers may repel damage or even destroy certain beings. (Note some evil beings that feel the aura will immediately seek out and attack paladins due to this aura).

2	Evil beings will cause -2 damage when within the Aura's radius	1500
3	Evil beings will begin receiving 1 point of damage every 30 seconds while within the Aura's radius	2000
4	Evil beings will receive 2 points of damage every 30 seconds while in the Aura's radius	2500
5	Evil being may be destroyed if they enter the Aura's radius	3000

\*Note: this applies to evil creatures that are low power. Admin will assign evil creatures a tier level to determine how they are affected by the Paladins Aura, Mortal beings (that which is alive are not subject to being destroyed; only Undead and otherworldly beings are affected by the destructive effects of the Aura) The Aura cannot be used to as a weapon to force undead or evil beings into a corner. The moment it is used in such a way the aura ceases to affect beings. The Aura is completely defensive in nature and may NOT be used to consciously cause injury.

## Laying of Hands

A paladin can heal others by laying both hands upon the person.

For every 30 Seconds that the paladin concentrates on healing the target and maintains contact the individual receives the HP listed for the Tier Level of the ability. If at any point the Paladin is disturbed, or distracted from this task, the healing ends and no more HP can be restored.

Laying of Hands	Description	Cost
Tier 1	Restores 2HP to Target	1000
Tier 2	Restores 4HP to Target	2000
Tier 3	Restores 6HP to Target	3000
Tier 4	Restores 8HP to Target	4000
Tier 5	Restores 10HP to Target	5000

Laying of Hands can only be used 1 per day per target. It will not restore DP and the Paladin is unable to use it upon themselves.

## Divine Miracles

Paladins like Clerics and Specialty Priests are able to call upon divine aid and perform Miracles, though they are less adept at doing so due to the extensive martial training that they undergo.

Whereas Arcanists, Specialist Mages and Bards must have access to a visual copy of the spell, those that are faithful and call on divine aid merely need to pray for such, all miracles within their ability to cast are immediately available to them, however they are required to pray and meditate to have such miracles available to them each day.

Miracles per Day				
Paladins Tier	Spell Tier			Cost
	1	2	3	
	Spells per Day			
1	2	0	0	1500
2	4	2	0	2500
3	6	4	2	3500
4	8	6	4	4500
5	10	8	6	5500

## Turning Undead

Though not as powerful as Clerics or Specialty Priests, Paladins have a limited degree of turning undead. Paladins will always attempt to put to rest any undead they encounter, which is the antithesis of life.

T= Turn – This means that the undead are repelled by the paladin and are unable to approach with in 10ft the paladin may move towards the undead driving them back however if the undead entity is cornered and has no place to retreat to the turning effect is negated.  
D=Destroy – Which means the undead are completely destroyed on the spot, the remains turn

Paladins Tier					
	1	2	3	4	5
Cost	1000	1500	2000	2500	3000
Tier 1 Undead	2	4	8	D2T8	D4T8
Tier 2 Undead	0	2	4	8	D2T8
Tier 3 Undead	0	0	2	4	8
Tier 4 Undead	0	0	0	2	4

to dust leaving behind anything it may have been carrying.

Tier 5	0	0	0	0	2
Undead					



## **Rangers**

OC purchase Cost: 2800xp

This combatant class usually takes on the roles of forward scouts (moving fast, striking quickly and then fading away before an enemy can retaliate). They are trained for tracking, hunting, and scouting out locations, disarming traps and locating possible ambushes. They are typically dressed in light armor and can learn a variety of weapons for quick fast style strikes.

### **Occupational Starting Skills**

Free	Half Cost
1 Armor Skill (Chainmail or below)	Combat Skills
2 Weapons Skills	Fire Building
Tracking (Advanced) Tier 1	Fishing
Zoology	Hunting
	Tracking
	Weapons Skills

## **Special Abilities**

### ***Animal Empathy***

A Ranger can intuit how an animal is feeling and determine its current motives by observing it for a few moments. The Ranger may also influence the animals' current mood and behaviour provided that the animal is not already attacking.

In order to perform this ability the Ranger must approach slowly speaking soothing words (provided it is the rangers intention to calm the animal) if the Ranger is in a group with other persons, the others must remain 20ft away from the animal and the Ranger or the attempt fails. This ability is only effective against naturally occurring creatures of an animal intellect.

### ***Nemesis***

Part of a Ranger's life ends up putting them at odds with some opposing force, particularly when they are tasked with protecting a specific region or territory. The Ranger learns this opponent better than any gaining a bonus to all attacks when fighting against such. Rangers may select a specific Species, Group, or Organization, in which they dedicate themselves to combating.

Tier	Requirements	Damage Bonus	Cost
1	Basic Anatomy	+2	Base
2		+4	2000
3	Advanced Anatomy (Nemesis)*	+6	3000
4		+8	4000
5		+10	5000

The player can choose who or what the nemesis is but must do so before increasing the Tier level of this ability.

\* If the Ranger specifies a group or organization, they will only gain the damage adjustment towards the Species that makes up the majority of the membership, unless they take Advanced Anatomy for each species that makes up the group.

### ***Access to Divine Miracles***

Rangers are able to call upon the forces of nature (or Deity if

Miracles per Day
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the Ranger is so inclined) to perform Miracles, they do not start with these skills but learn how to tap into or feel the call to such overtime.

Rangers are restricted to miracles from the following Spheres:

- All
- Animal
- Combat
- Elemental
- Healing
- Plant
- Weather

Rangers Tier	Spell Tier			Cost
	1	2	3	
	Spells per Day			
1	2	0	0	1500
2	4	2	0	2500
3	6	4	2	3500
4	8	6	4	4500
5	10	8	6	5500

## ***Armor Restriction***

Rangers tend to travel light; therefore they are limited to wearing Chainmail or lighter Armors.



## **Tradesmen OC's**

This group of Occupations is dedicated to those dedicated to the knowledge of a specific Craft.

### **Alchemist**

OC purchase Cost: 3300xp

These are the brewers of potions and oils, the crafters of bizarre powders and unguents. Their skill with concocting such things is useful to all the classes, whether they are making poultices and healing potions to add to a medic's kit, or poisons to coat an assassin's blade.

### **Occupational Starting Skills**

Free	Half Cost Skills		
Read/Write (Racial Language) Brewing Alchemy T1 Alchemical Distillation T1 Ingredient Gathering/Foraging T1	Alchemical Distillation Alchemy Anatomy (Advanced) Anatomy (basic) Biology Botany	Chemistry Geology Herbalism Ingredient Gathering/Foraging Medicine	Metallurgy Read/Write (Modern Languages) Toxicology Zoology

### **Essential Equipment**

- Something to write your recipes in, book, folio, Scrolls, stone tablets, it's your choice on how you want to record your recipes but you will need a physical representation of your Recipe Book.
- Lab Equipment, at minimum you will need a Cauldron to brew in with something to stir it, a Mortar and Pestle to grind components up, and a knife for cutting and chopping ingredients. Increasing the items in your Lab gear will reduce the time it takes to brew, increase the amount you can brew and even potentially increase the skill at which you brew at.
- Ingredients for the recipes to create the substances.
- Containers to pour completed substances into such as Vials and bottles for the liquids, and bags or packets for the powders.



## **Special Abilities**

### ***Ingredient Gathering/Foraging***

This skill allows an Alchemist to harvest components in their natural surroundings, saving them the expense of having to purchase them from vendors that may charge exorbitant amounts or discuss what the Alchemist purchases on a regular basis, thus potentially revealing what potions the Alchemist is able to brew. Note this skill is intended for use between Live Events during live games. Players will need to find the items in the local settings by either seeking out locations where the item can be found OR purchase them from Merchants or other players. This skill can be used once per week.

Ingredient Quality:

- **Basic** - These are everyday items that can typically be found in one's garden or pantry shelf, they are easy to come by or find and require little effort to acquire.
- **Common** – These items are still somewhat easy to find and typically are items one might possibly have on hand for other purposes, they won't cost a lot but aren't items one would normally purchase in bulk.
- **Uncommon** – These items aren't particularly difficult to find though may require a minimum of effort to do so, they can easily be purchased for a modest amount but are not things one would usually keep on hand.
- **Rare** - The ingredients are very difficult to locate and often are expensive to procure.
- **Exquisite** – These items will never be found in large quantities, they are extremely difficult to find and will be extremely expensive to purchase.

Tier	Description	Cost
1	The Alchemist is able to locate and harvest: 5 Common Ingredients	1000
2	The Alchemist is able to locate and harvest: 10 Common Ingredients	1500
3	The Alchemist is able to locate and harvest: 10 Common Ingredients or 6 Uncommon Ingredients	2000
4	The Alchemist is able to locate and harvest: 15 Common Ingredients or 10 Uncommon Ingredients or 3 Rare Ingredients	2500
5	The Alchemist is able to locate and harvest: 20 Common Ingredients or 10 Uncommon Ingredients or 5 Rare Ingredients or 1 Exquisite Ingredient	3000

\*Note the player must specify the ingredient type that they are looking for prior to receiving ingredient tags. Admin reserves the right to state that specific ingredients are not available during the gathering period, and not required to state as to why, they are also not required to compensate the player for the time/effort of using the skill.

## ***Alchemical Distillation***

This skill allows an Alchemist to break down the components of an Alchemical Item into its base ingredients. This process destroys the potion being distilled. The Alchemist must have proper equipment in order to affect this process.

The base skill is using a Cauldron (pot) and a Mortar and Pestle. More complex lab equipment may increase the Tier of this skill, and decrease the time it takes.

The process also renders the ingredients useless.

(Contributed by Briar Vargas)

Tier	Description	Cost
1	At this Tier the Alchemist is able to identify 1 ingredient of an alchemical substance that they can break down.	1000

2	The Alchemist can now identify 2 ingredients from a single alchemical substance.	1500
3	The Alchemist can now identify 3 of the ingredients and determine when 1 of those ingredients was added to the formula	2000
4	The Alchemist can now identify 4 of the ingredients and determine when 2 of those ingredients was added to the formula	2500
5	The Alchemist can now identify 5 of the ingredients and determine when 3 of those ingredients was added to the formula. The Alchemist can also now identify a single False Ingredient.	3000

## Creating an Alchemical Substances

In order to create an Alchemical substance an Alchemist must have a Cauldron, something to stir with and a Mortar and Pestle as the minimum for equipment, the Recipe for the Alchemical substance and the necessary ingredients for the substance.

Each recipe will contain 5 ingredients. Alchemists MAY add 1-2 more false ingredients unrelated to the mixture merely to fool any that may attempt to distil the substance.

Ingredients MUST be mixed in the correct order when creating an Alchemical substance

An average Cauldron will contain up to 1ltr and able to create 5 doses of any Alchemical substance

For each Recipe tier it will take 1 hour per Tier Plus 30 Minutes per Magnitude. We have included a quick table to show the timings using basic equipment (mortar, pestle and cauldron). The length of time to brew any Alchemical substance can be reduced by using more and better equipment.

While Brewing the Alchemist MUST remain in attendance and monitor the brew OR have an apprentice or any person trained in Alchemy present to monitor it otherwise the batch is ruined, the ingredients are destroyed and the equipment must be cleaned before starting a new batch.

Tier	Mag	Brew Time	Tier	Brew Time	Tier	Brew Time
1	1	1HR	2	2HR	3	3HR
	2	1HR30Min		2HR30Min		3HR30Min
	3	2HR		3HR		4HR
	4	2HR30min		3Hr30Min		4HR30Min
	5	3HR		4HR		5HR

Tier	Mag	Brew Time	Tier	Brew Time
4	1	4Hr	5	5Hr
	2	4HR30Min		5HR30Min
	3	5HR		6HR
	4	5HR30Min		6HR30Min
	5	6HR		7HR

## Alchemy

This is the process of creating; potions, oils, powders and more, to produce almost magical results. A trained Alchemist brews recipes that produce a variety of almost miraculous results from healing to causing damage.

Administration will give Alchemist their initial recipes based on the tier level that the Alchemist can brew. Players may request specific recipes however Admin reserves the right to give the recipes they so choose to the player.

**Note:** All recipes are based on the use of a 1 quart Cauldron. The Average cauldron is able to prepare enough for 5 doses of a specific substance; a typical vial will hold 1 dose.

Average Cauldron Size	A Mortar and Pestle	Typical Vials
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## Blacksmith

OC purchase Cost: 2300xp

These are the folk who learn the forge, crafting and repairing all the metal goods that are needed by adventurers and armies alike. Their skill at the anvil makes them valuable, as the goods they produce are useful to everyone. Many of them possess exceptional strength due to swinging a heavy hammer which many also learn to use to defend themselves and their merchandise.

### Occupational Starting Skills

Free	Half Cost
Blacksmithing	Engineering
Field Repair T1	Jeweller
Leather Work	Armour Smithing
Metallurgy	Bowyer
Armour Smithing T1	Fletcher
Weapons Enhancement T1	Lock Smithing
Weapon Smithing T1	Weapon Smithing

## Special Abilities

### Field Repair

This skill allows the Smith to perform basic repairs on Armor and equipment in the field, in the case of armor repair the smith will be able to restore some DP (Note this is typically just a jury rigged patched that will suffice until the smith is able to bring the part to the forge to properly mend such). The Smith Needs access to the armor for 5 minutes to properly attach the Patch, the armor does not need to be removed but the person must be able to remain still while the Smith works.

Tier	Field Repair	Cost
1	Repairs 5 DP	1000
2	Repairs 10 DP	1500
3	Repairs 15DP	2000
4	Repairs 20 DP	2500
5	Repairs 25 DP	3000

### Weapons Enhancement

The smith is able to temporarily enhance the damage of a weapon (by sharpening the blade, adding weight etc.) The improvement will last for the duration of a single battle. The Bonus added by the Smith is NON-magical in nature.

Tier	Weapons Enhancement	Cost
1	+1DMG	1000
2	+2DMG	1500
3	+3DMG	2000
4	+4DMG	2500
5	+5DMG	3000



# Medic

OC purchase Cost: 3500xp



These are the Doctors, surgeons and field medics that take care of the sick and injured. Their skill and knowledge of medicine and the workings of the body make their trade craft superior to even magical healing. No other occupation can compare to the healing abilities of a trained medic, however they can all benefit from their direction or Skills.

## Occupational Starting Skills

Free		Half Cost
Anatomy (Basic)	Heal Wounds T1	Anatomy (Advanced)
Biology	Herbalism	Botany
Diagnose T1	Medicine	Chemistry
Healing	Professional Enhancement	Toxicology
		Zoology

**Note 1** - a patient is classified as a subject that a medic can visually and physically examine uninterrupted for several minutes. (The patient must both be willing and submit to examination or restrained/comatose).

**Note 2** – Medics must have the appropriate equipment to apply their skills (bandages, splints, disinfectants, etc. for healing, Anti-venoms, Anti-Virus for curing poisons/Diseases)

## Medical Skills

### Diagnose

This skill allows the Medic to receive information about a patient, the medic must be able to observe and focus on a patient (IE cannot diagnose an active combatant that is engaged in melee and unwilling to be diagnosed).

Tier	Description	Requirements	Cost
1	Determine if there is something medically wrong with a subject. The Medic is only able to make a general determination with no specifics i.e.; the subject has an illness, broken bone(s), flesh wound, etc.	Anatomy (Basic) Healing (Basic)	500
2	Able to determine the current HP of the patient and any if there is a “Bleed Effect” though not its cause.		1000
3	Triage Able to determine who is in the most immediate need of healing (those who without healing will have their life imperiled further. (there must be physical wounds on the patients)		1500
4	Can determine if a patient is being affected by Disease or poisons (however must get Neutralize Poison/Disease to identify and treat)	Toxicology Botany Chemistry	2000
5	Can determine the cause and time of death of a subject.		2500

### Heal Wounds

This skill allows the medic to restore HP to a subject. The medic wraps and disinfects wounds, sets and splints broken bones, apply stitches etc. to replace the HP that the patient has lost.

**\*NOTE:** this skill only heals HP Damage it will NOT repair armor or return lost DP also patients may NOT exceed their maximum HP any excess HP are lost.

Tier	Description	Requirements	Cost
1 Light Wounds	The Medic restores 5HP for every 30 seconds of uninterrupted healing.	Anatomy (Basic) Healing (Basic) Herbalism	1000

		Medicine	
2 Medium Wounds	The Medic restores 10HP for every 30 seconds of uninterrupted healing.		1500
3 Major Wounds	The Medic restores 15HP for every 30 seconds of uninterrupted healing.		2000
4 Critical Wounds	The Medic restores 20HP for every 30 seconds of uninterrupted healing.		2500
5 Severe Wounds	The Medic restores 25HP for every 30 seconds of uninterrupted healing.		3000

## Professional Enhancement

Description	Requirements	Cost
Medics are able to increase the healing effects of other occupations skills and items, if a Medic directs a Paladin, Cleric, or Priest when they perform a Healing Miracle, or the Paladins Laying of Hands, the HP restored is double what is normally granted by the Miracle. Potions of Healing brewed by Alchemists also have a cure rate double the HP when administered by a Medic.	Anatomy (Basic) Biology Healing Herbalism	500

## Neutralize Poisons/Diseases

Tier	Description	Requirements	Cost
1	Able to identify and Treat Tier 1 poisons or diseases	Diagnose T4	1000
2	Able to identify and Treat Tier 2 poisons or diseases		2000
3	Able to identify and Treat Tier 3 poisons or diseases		3000
4	Able to identify and Treat Tier 4 poisons or diseases		4000
5	Able to identify and Treat Tier 5 poisons or diseases		5000

## Resuscitate

Description	Requirements	Cost
Medic is able to bring a recently dead patient back to life. The Patients body must be mostly intact (Head, brain and major organs still whole and in place) and only a maximum of 8 hours between the death and Resuscitation attempt. (Admin will always have final say on the success or failure of this skill)	Anatomy (Basic) Diagnose T3 Heal Wounds T5	2500



## Sorcerer OC's

### Skills and Restrictions for all Sorcerer OC's

**Cantrips** – These simple magical incantations are the basis of all spell work, all spell casters learn this before learning any other magic. Cantrips are basic spells that are mainly useful for entertainment they are unable to cause any serious harm or any lasting effect (Wizards often use them to create small illusions to entertain children, puffs off air to clear away some dust, an brief itch to annoy/distract others etc.)

**Create Scrolls** – All Magic users are able to create magical scrolls provided they have the materials. The creation of the scroll also counts against a players daily allotment of spell casting, however once the scroll is drafted it can be used by anyone capable of reading the scroll. However the process is expensive as the inks and mediums must be specially prepared and of the finest quality.

**Weapon and Armor Restrictions** – No Spell caster including Sigil Mages are capable of wearing regular armors, however there are some extremely rare and special armors that a spell caster may wear and still be able to cast spells, it is unsure as to the reason why this is though there is much speculation and theory to the reason.

Sorcerers are also limited to easy to learn and use weapons that require little training or strength to wield as their primary focus and devotion is to mastering the complexities of magic which leaves them little time for martial training. The Following List states what weapons Sorcerers may use.

Dagger
Dirk
Knife
Club
Quarter Staff
Hand
Crossbow



## **Arcanist**

OC purchase Cost: 2600xp

This Occupation is that of the mystic arts; casting spells and performing arcane rituals. These men and women dare to shape and form the weave of magic, working with powers beyond the comprehension of all others. They have access to extremely powerful forces, yet the Arcanists major downfall is that they CANNOT wear armor and are limited in the weapons that they are permitted to use.

### **Occupational Starting Skills**

Free	Half Cost
Reading Writing (Modern Lang)	Reading/Writing (Modern Lang)
Spell Craft	Reading/Writing (Ancient Lang)
Spells Per Day T1	

### **Spell casting**

Arcanists are able to draw on magical forces each allowing them to cast a limited amount of spells each day. In order to do have their daily allotment they must spend time memorizing their spells. They may choose to “forget” any spell they memorized from the previous day and replace it with another spell and they may choose to memorize spells multiple times in order to cast the same spell more than once in a given day.

Arcanists Spells per Day						
Arcanists Tier	Spell Tier					Cost
	1	2	3	4	5	
	Spells per Day					
1	2	0	0	0	0	2000
2	4	2	0	0	0	2500
3	6	4	2	0	0	3000
4	8	6	4	2	0	3500
5	10	8	6	4	2	4000



## **Specialist Mage**

OC purchase Cost: 3200xp

These wielders of the arcane arts specialize in one of the branches of magic in order to increase their understanding of that Discipline. The advantage is a greater awareness of their specialization at the loss of not being able to learn from the opposite Discipline.

**\*Note** Specialist Mages that wish to Multiclass may not become Arcanists or Specialize in another Discipline of magic. Specialist Mages may however convert to Arcanists, they however follow the Arcanists Spell per day table, and this conversion can only be done ONCE.

### **Occupational Starting Skills**

Free	Half Cost
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Reading Writing (Modern Lang)	Reading/Writing (Modern Lang)
Spell Craft	Reading/Writing (Ancient Lang)
Spells Per Day T1	

### Special Abilities

Much like the Arcanist, Specialists mages must also memorize their spells regularly in order to shape and use the mystical energies at their command, because of their devotion to a specific discipline of magic they are able to cast more spells each day than the Arcanist however they are barred from learning any spells of the opposing school.

Specialists Mages Spells per Day						
Specialists Tier	Spell Tier					Cost
	1	2	3	4	5	
	Spells per Day					
1	4	0	0	0	0	2000
2	6	4	0	0	0	2500
3	8	6	4	0	0	3000
4	10	8	6	4	0	3500
5	12	10	8	6	4	4000



## Arcane Magic

This magic is the province of the sorcerers in the world of Dracanus, The Wizard memorizes their spells from a book or tome then uses words and gestures to manipulate the forces of magic into the desired results. Magic users devote years of study to unlocking the secrets and mysteries of sorcery. Some Spells can be Enhanced through research, study and experience The spells may last longer, do more damage, provide better protection, check the description to see if it can be enhanced and what the effects of enhancing it are.

**Casting Spells** – Players casting spells will require “Spell Cards” as well as spell bags or other phys reps as required by the spell, The player will fill out their spell cards and have an Admin sign off on them each day, When the player casts the spell they will call out casting phrase and either perform actions needed by the spell (hurl a spell bag, put a Phys rep in place touch the target).

Spell Cards must contain the name of the spell, the tier and the magnitude, as well as the effects (write out the advanced description of the spell at the Magnitude its being cast at with any specifics regarding choices that the caster must make prior to casting). All of which must be written out accurately. Any mistakes and the spell fails for the character and the lost spell counts against their Spells per Day.

Spell Cards are to be torn in half when the spell expires.

Example of casting a Spell...”Arcane Bolt 5 Damage!” Throws Spell bag at target, tears card.

### Gaining Spells

Arcanists and Specialist Mages will start with a set number of spells given to them by ADMIN, players may Request which spells they are given but such is up to the Discretion of the Admin and they retain final decision on such. ALL Spells the players initially learn are Magnitude 1 until further researched (The player expends XP to increase the magnitude of the spell) each spell that a Player acquires MUST be copied into their spell book fully. IF the player loses their spell book for whatever reason (the book is burned by an enemy, stolen by Mindani etc. The Magic User CAN NOT memorizes or cast spells UNTIL the book is recovered by whatever means available. (IE they speak with other spell casters that have the same spells and they are recopied up to the tier the copier originally could cast) (It is always wise to have a second book with all your spells in it in case of emergencies like this)

To Gain additional spells, Magic users can find them in a variety of ways...Loot enemy spell books, trade with other spell casters, and much, much more.

### Crafting New Spells

We strongly approve of and encourage players to create new spells, and the possibilities are only limited by your imagination. We do however have a few guidelines for doing so. Spells you create should not duplicate any spell already in the game, decide if the spell is going to unbalance game play (admin will reject any new spell that gives GOD LIKE abilities or powers)



## Disciplines of Magic

Every spell belongs to a different discipline of magic which is referred to as a “Discipline of Magic” Arcanists learn spells from any of the Disciplines as they see fit whereas Specialist Mages will learn a specific Discipline and because of this “specialization” they become barred from learning magic’s of an opposing Discipline.

The Titles Listed are what these Specialist Mages tend to refer to themselves as, and helps to Identify the discipline of magic that they promote and study, however titles can are often changed depending on the region or the whims of the caster, don’t assume that all Specialist Mages are going to state the form of magic they follow just by stating the listed title.

Discipline of Magic		Illusion/Phantasm	Opposition	Discipline of Magic		Necromancy
Title	Illusionist					
Description						
Deals with magic’s that are crafted to deceive the senses or the mind of others. The spells cause effects such as visual or audible hallucinations, or targets seeing or remembering things that don't truly exist or happen.						
Discipline of Magic		Enchantment/Charm	Opposition	Discipline of Magic		Invocation/Evocation
Title	Enchanter					
Description						
Cause a change in the quality of an item or the attitudes of a person or creature. Enchantments can bestow magical properties on ordinary items, while charms can unduly influence the behaviour of beings.						
School of Magic		Conjuration/Summoning	Opposition	School of Magic		Greater Divination
Title	Conjurer/Summoner					
Description						
This discipline deals with bringing something to the caster from elsewhere. Conjuration normally produces matter or items from some other place, Summoning enables the caster to compel creatures and extra-planar beings to appear in his presence and serve him in various ways.						
Discipline of Magic		Abjuration	Opposition	Discipline of Magic		Alteration
Title	Abjurer					
Description						
Abjuration is a group of specialized protective						
Discipline of Magic		Necromancy	Opposition	Discipline of Magic		Necromancer
Title	Necromancer					
Description						
This is often one of the most restrictive types of magic; It deals with dead things, Undead or the restoration of life, the semblance of life, limbs or vitality to living creatures.						
Discipline of Magic		Invocation/Evocation	Opposition	Discipline of Magic		Invoker/Evoker
Title	Invoker/Evoker					
Description						
Creates specific effects and materials. Invocation normally relies on the intervention of some higher agency (to whom the spell is addressed, while evocation enables the caster to directly shape the energy.						
School of Magic		Greater Divination	Opposition	School of Magic		Diviner
Title	Diviner					
Description						
These spells allow the caster to learn secrets long forgotten; predict the future as well as more basic information such as the ability to detect magic. Divination is divided into Lesser and Greater Divination. Lesser Divination (Tiers 1-2) are accessible by all Magic Users(Including Conjurers/Summoners), whereas Specialists in opposition school are unable to access Greater Divination Spells (Tiers 3-5)						
Discipline of Magic		Alteration	Opposition	Discipline of Magic		Transmuter
Title	Transmuter					
Description						
Causes a change in the properties of some						



spells, each is used to prevent or banish some magical or non-magical effect or creature. They are often used to provide safety in times of great danger or when attempting some other particularly dangerous spell.		already existing thing, creature or condition. This is accomplished by magical energy channelled through the magic user.
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## **Sigil Mage**

OC purchase Cost: 1400xp

These unique Spell casters employ Sigils and Sigils marked upon their person or other locations to activate magical abilities.

### **Occupational Starting Skills**

Free	Half Cost Non Tiered	Half Cost Tiered
Reading Writing Modern Spell Craft Artistic Ability		

### **Special Abilities**

#### **Sigil Crafting**

Sigil mages craft special pigments in order to practice their art. Each day they may concoct enough of the pigments to complete a set amount of sigils. These sigils may be placed upon their person or upon items (see Sigil description for placements of the Sigils.

Sigil per Day						
Sigil Mage Tier	Spell Tier					Cost
	1	2	3	4	5	
	Spells per Day					
1	5	0	0	0	0	Base
2	10	5	0	0	0	2000
3	15	10	5	0	0	3000
4	20	15	10	5	0	4000
5	25	20	15	10	5	5000



## **Religious OC's**

### **Cleric**

OC purchase Cost: 2800xp

These men and women commune with their gods in order to receive divine aid, yet, the gifts of the gods comes at a high price. Clerics must use their gifts in order to further the causes of their faith. Most of those in this occupation are Novates to their church. It is their duty to aid the faithful, spread the word of and convert others to the ways of their god. Clerics give worship to all of the gods.

**Note** – Clerics serve all the Gods of Dracanus or of a racial pantheon where Specialty priests serve a single specific God.

### **Occupational Starting Skills**

Free	Half Cost Skills
Theology (1 God)	Theology (per God)
Reading/Writing Modern	Reading Writing Modern

## Special Abilities

### Divine Miracles

Clerics may call upon their faith to perform divine miracles. The cleric must commune with the gods and request such miracles and if the deities view the cleric as worthy they are given such.

Miracles per Day						
Cleric Tier	Spell Tier					Cost
	1	2	3	4	5	
	Spells per Day					
1	6	0	0	0	0	1500
2	8	6	0	0	0	2000
3	10	8	6	0	0	2500
4	12	10	8	6	0	3000
5	14	12	10	8	6	3500

### Turning Undead

Clerics and Priests of certain deities have the ability to “Turn” Undead. When confronted by the unliving the Cleric or Priest presents their Holy Symbol and invokes the name of their Deity along with a command for the monsters to return to where they came from. Priests of more Malign Gods may attempt to Control the undead instead of turning them. (Note some of the more intelligent undead can ignore this command (though it may cause them damage or Irritation) and quite possible focus on the Holy person that had the audacity to try!

Turning Undead (Cleric/Priest)					
	Tier 1 Cleric or Priest	Tier 2 Cleric or Priest	Tier 3 Cleric or Priest	Tier 4 Cleric or Priest	Tier 5 Cleric or Priest
Cost	1000	1500	2000	2500	3000
Tier 1 Undead	4	8	2D 8T	4D 6T	6D 8T
Tier 2 Undead	0	4	8	2D 8T	4D 6T
Tier 3 Undead	0	0	4	8	2D 8T
Tier 4 Undead	0	0	0	4	8
Tier 5 Undead	0	0	0	0	4

### Restrictions

All clerics are restricted to using Bludgeoning type weapons, Club, Hammer, Mace, Staff, etc.



## Specialty Priest

OC purchase Cost: See Pantheons

These men and women worship a specific God and receive spells and abilities in accordance to that which the divine being stands for. Specialty priests start with the same amount of spells per day as a cleric however they are limited in the spheres of magic that they gain access to due to receiving special abilities from their patron God.

The specific pantheons of Dracanus are included in the Lore section; each god will have its spheres of Influence as well as any granted abilities, requirements of their faithful and other information.

### Occupational Starting Skills

Free	Half Cost Non Tiered	Half Cost Tiered
Theology (God Worshipped)	Theology (per God)	

## Special Abilities

Specialty Priests **MUST** chose a Specific God to worship and gain abilities and miracles from.  
All special abilities granted by the Deity will be listed in the Pantheons section with the relevant deity.

### Divine Miracles

Specialty Priests are able to call upon their deity to perform divine miracles; they however are limited to the spheres of their patron deity. They receive the first Tier of Miracles for free the cost is listed for those who convert or multiclass into this OC.

Miracles per Day						
Priests Tier	Spell Tier					Cost
	1	2	3	4	5	
	Spells per Day					
1	4					2000
2	6	4				2500
3	8	6	4			3000
4	10	8	6	4		3500
5	12	10	8	6	4	4000



## Rogue OC's

### Bard

OC purchase Cost: 2800xp

Masters of music and forms of entertainment, Bards inspire their allies with tales and tunes of heroism, while filling their enemies with dread. As jacks of all trades, they learn a little bit of everything – such as how to handle weapons, arcane magic, stealth, and much more, never knowing when some skill may come in handy (especially when fleeing those that do not value their stories and songs)

Bards learn all Artistic related Skills at Half Cost (Music, Singing, Composition, Poetry, Musical Instrument, etc. (Check with Admin for any relevant Artistic skill not listed)

**Note:** Bards may NOT multiclass they may convert to another OC but in doing so they lose all their Bardic abilities.

**Bardic Abilities** \*All performing abilities last as long as the bard continues to perform and only affects those that are able to hear the performance. Performance requires a VERBAL or Musical component. Any interruption to the performance ends the effects immediately with the exception of Enrage. Performances can only affect sentient beings that are capable of hearing the performance (Admin/Marshalls can make judgments on whether something is influenced or not)

### Occupational Starting Skills

Free		Half Cost	
Arcane Magic Tier 1	Mob Effects	Artisan	Musical Instrument
Artisan	Musical Instrument	Dancing	Read/Write Ancient Languages
Band of Balladeers	Singing	Etiquette	Read/Write Modern Languages
Counter	Soothe the Savage	Forbidden Lore	
Dancing	Beast	Heraldry	
Identify Objects of Note	Spell Craft		

**Mob Effects** - Bards learn how to influence a crowd in a variety of ways through song story (etc.)

1. **Discordance** - While the Bard performs they can cause any listening to this to become confused, Any persons affected by Discordance will be unable to cast spells, perform complex actions (such as using any learned skills, cast spells, Combat attacks, etc.) typically they will; wander aimlessly, or stand staring off into the distance.

2. **Enrage** - Any persons that hear the Bard will become hostile and seek to attack the bard they will rush forward ignoring all else in order to do whatever harm they can (gain a +3 damage bonus), the effect lasts until the affected person(s) have either inflicted harm upon the bard, killed them or lose sight of them.
3. **Generosity** - While performing the Bard can inspire listeners to give generously, those who hear the performance will give the bard a few items (coins, food, etc.) as payment for the entertainment.(Note the audience must not be hostile towards the bard, this ability cannot be used during combat or affect anyone that has intentions of attacking the bard.
4. **Inspire Allies** - a bard may inspire their allies during combat, all allies' gain +1 to damage/tier as long as the bard is performing (reciting poetry, singing a heroic song, relating a valorous story etc.) The performance must remain uninterrupted, and be audible to all of those to be affected.
5. **Lullaby** -The Bard puts the audience to sleep for the duration of the performance as well as 5 minutes/tier after the Bard concludes the action, However members of the audience can be wakened by the slightest disturbance i.e.; shaken, jostled, splashed with water, loud noise, receive any damage, etc.
6. **Terror** (Contributed by Kevin Anderson) - This performance will inspire listeners to be struck with a profound sense of fear and terror; the audience will endeavor to flee the general vicinity of the bard performing. Those fleeing will continue to move away from the Bard until they can no longer hear the performance.
7. **Spell Bound** (Contributed by Monpress) - While the Bard recites a poem, ballad, song, story, poem etc. they can cause any listening to this to become enthralled, Any persons affected by Spell bound will be unable to cast spells, perform complex actions (such as using any learned skills, cast spells, Combat attacks, etc.) typically they will; stand focused on the orator, lost in the telling and will remain so for 5 min after. Note any hostile act towards a spell bound person breaks their focus and they will react normally immediately.
8. **Soothe the Savage Beast** - A bard may perform with the intention of Soothing and calming the listener. Whilst the bard performs this ability, persons or creatures that hear this will not attack the Bard, however if any other persons or beings approach the affected it will interrupt the bards ability and the calming effect will be canceled.
9. **Counter** - A Bard may counter any sound based attack or influence by performing. (Counter will be considered successful if the Bards Performance Tier is Equal to or higher than the opposing performers)

**Band of Balladeers** - A group of bards may perform together all performance are considered to be +1 tier per Bard performing

**Identify objects of note** - Because bards tend to learn epic stories and legendary tales if they are presented with an item or object of note they may attempt to identify what the item is, or remember a story pertaining to it. (Administration will determine what the Bard learns if anything)

### Arcane Magic

Bards dabble in the arcane and are able to learn arcane spells, once a Bard purchases tiers in magic they may cast the corresponding amount listed on the table below. Note Bards start with the first tier of Magic free the cost is included for those who wish to convert into the OC

Spells per Day				
Bards Tier	Spell Tier			Cost
	1	2	3	
	Spells per Day			
1	1	0	0	1500
2	2	1	0	2500
3	3	2	1	3500
4	4	3	2	4500
5	5	4	3	5500



## Thief

OC purchase Cost: 3050xp

A thief covers a variety of tasks that require the skill set of masters of stealth, (from being the thug roaming the streets, to bullying an unlucky victim for whatever coin they have on their person, to the professional dungeon crawler who specializes in finding and removing traps, etc.). They are skilled in stealth, finding removing or placing traps, picking locks, and putting a blade in the back rather than dealing with the aggravating and time-consuming toe to toe fight.

## Occupational Starting Skills

Free Skills	Half Cost	
Backstab Tier 1	Escapology	Lock Picking
Escapology Tier1	Appraising	Lock smithing
Income Tier 1	Awareness	Pick Pockets
Lock Picking Tier 1	Forgery	Trapping
Pick Pockets Tier 1	Income*	
Rope Use		
Trapping Tier 1		

\*Thieves may take this skill without pairing it to another, instead that which they earn in between events is from “Thefts “that they perform during this time.

## Special Abilities

### Thieves Cant

This is a universal form of communication among thieves filled with slang and hidden meaning that only those of the craft truly understand. Thieves Cant comes in two forms a Verbal Language (note thieves must speak a common language in order to use the Verbal Form) which are Slang words and phrases said in seemingly normal dialogues that are “Code” for other things...i.e.; “The Blue Bird Sings in the Rain.” means that “A guards man is on to you” The Second form of Thieves Cant is a Pictographic marker that Thieves use to mark out locations, these are often done in ways that are hidden and easily removed in case the location being marked needs to be moved (in the cases of fences and stashes) or is no longer relevant (guards were watching a location but no longer are, a potential target is no longer worth the effort). Thieves Cant is also specific to a region a thief from Nexus would not know the Thieves Cant for the Kingdom of Rahiram.

## Lock Picking

This skill is the knowledge of being able to use lock picks or other tools to open ordinary, non-magical locks without the use of a key. In order to pick a lock person must have the necessary tools available or an improvised tool for picking the lock.

Skill Level	Lock Quality	Time to Pick	XP Cost
Tier 1	Poor	1 Min	1200
Tier 2	Average	3 Min	2000
Tier 3	Normal	5 Min	3200
Tier 4	Expert	10 Min	4000
Tier 5	Master	15 Min	5200

\*Note Improvised picks will increases the amount of time it will take to pick a lock by 5 minutes and reduces the Skill Level of the person attempting to pick by 1 tier.

Those persons whom have Lock Smithing also Gain a bonus to their attempt to pick a Lock (see Lock Smithing for further information).

## Pick Pockets

This skill allows a person to remove or place objects on another person without the target being aware of such, however those targets that have Pickpockets and/or awareness can catch those attempting such.

Tier	Description	Cost
1		1000
2		2000
3		3000
4		4000
5		5000



## Backstab

Thieves are the masters of the surprise attack and have learned just where to strike to do the most damage quickly and effectively. Though they typically are not fighters they use this method when they feel they have no choice but to deal with a threat, or to eliminate a target. The Backstab does not actually need to be in a targets back, it merely has to be performed in a manner that is unexpected leaving the target completely unaware of an impending attack.

Tier	Multiplier	Cost
1	x2	2000
2	x3	3000
3	x4	4000
4	x5	5000
5	x6	6000



## Skills

### Non-Combat Skills

These are the basic skills that players may choose for their character. Some of the skills require the natural ability of the player which will be denoted in the description. If you lack the ability to use any denoted skill for example Musical Instrument please don't take the skill (or find a creative work around). Furthermore some skills require the use of tools, equipment and materials which players must have access to in order to apply the skill to.

\*Note if you do not see a skill in the list that you would like to have please inform Admin and we will discuss allowing it in game and adding it to our list.

NOTE: Skills that player wish to use but have no natural talent at may use "Various Work Arounds" This is to be discussed with Admin for the Acceptability of such, in some cases we me recommend NOT taking the skill.

### Non Tiered Skills

#### Non-Combat, Non-Tiered Skills

<b>Agricultural</b>	Needlecraft	Species Lore	<b>Paranormal</b>
Agriculture	Pottery	Spell Craft	Psychometry
Animal Husbandry	Sewing	Spirit Craft	Sixth Sense
<b>Arts</b>	Seamstress/Tailor	Theology	<b>Sciences</b>
Artisan	Weaving	<b>General</b>	Anatomy (Basic)
Dancing	Woodworking	Etiquette	Astrology
Musical Instrument	<b>Educational</b>	Equestrian	Astronomy
Singing	Academician	Mining	
<b>Crafting</b>	Archaeology (specify Species)	Navigation (Land Based)	
Barrel Making	Cartography	Navigation (Water Based)	
Blacksmithing	Criminology	Rope Use	
Brewing	Forbidden Lore	Seamanship	
Candle making	Heraldry	<b>Medical</b>	
Carpentry	History	Healing (basic)	
Clockworks	Languages (Ancient)	Herbalism	
Cobbling	Languages (Modern)	Medicine	
Cooking	Read/Write (Ancient Language)	<b>Physical</b>	
Engineering			
Gem Cutting			

Jeweller	Read/Write (Modern Language)	Exceptional Constitution	
Knitting/Crochet			
Leather Working	Local Law		

These are basic skills that players may take, though a player may upgrade them there are no bonuses to doing so. Many of such are prerequisite to Tiered Skills.

## Agricultural

Name	Description	Cost
Agriculture	a person with this skill is knowledgeable in planting crops	100
Animal Husbandry	raising breeding and taking care of animals	100

## Arts

Name	Description	Cost
Artisan	When selected the player must choose a specific form of artistic expression such as painting, drawing, sculpting, needlecraft, poetry, writing, or other media of choice or they may combine it with one of the other skills listed such as cooking or weaving, this will indicate that the person is not only competent within the field but is capable of creating genuine works of art.	100
Dancing	This skill allows a person to move in rhythm with music or perform the steps of a variety of dance routines.	100
Musical Instrument	One with this skill is able to play a specific instrument. (Players that do not naturally have this skill may use work around such as hiding a wireless speaker in an instrument. Note music used must be approved by Admin before being used in game)	100
Singing	The ability to sing songs.(Player must actually be able to sing in order to take this skill)	100

## Crafting

Name	Description	Cost
Barrel Making	Those with this skill and the proper materials are able to construct a wooden barrel.	100
Blacksmithing	The knowledge and skill to craft basic metal tools and items	200
Brewing	The knowledge and skill in making Beer, Ale, Mead or Wines (Select 1 per skill purchased)	200
Candle making	The skill of making candles	100
Carpentry	Able to craft wooden items such as crates, cabinets shelves etc.	200
Clockworks	A Character with this proficiency is skilled with small mechanisms similar to those used in clocks and music boxes. With the right tools, the character can use this talent to construct time pieces, or devices that require gears, cogs, springs and levers.	200
Cobbling	The skill of crafting boots, shoes and other footwear provided the character has the proper tools and materials.	100
Cooking	This skill allows one to prepare and serve meals	100
Engineering	This skill gives the player the ability to understand, design, and build complex machines using the technology available, such devices can be powered by Steam or Coal, windmills or spring and cogs. Initial purchase allows the player to maintain and repair complex mechanisms where as a second purchase allows to design and construct such. This skill requires Clockworks to design anything that has pulleys, Levers or cogs.	200

Gem Cutting	Those with this skill can take raw gemstones and turn them into cut stones in order to increase the value and prepare them for setting in fixtures for adorning other objects such as jewelry or weapons. It is also needed to create gem powders/dust.	200
Jeweller	Those with this skill can cut and polish unrefined gems, jewels and precious stones, it also enables the character to perform fine precision tool work	200
Knitting/Crochet	The skill of crafting items and garments from yarn using a pair of oversized needles (Contributed by MonPress)	100
Leather Working	This allows those with this skill to create basic leather goods such as Bags, clothing, gloves, belts, and more. It is also required in order to create leather armors or other complicated leather goods.	100
Needlecraft	This is the fancier degree of sewing such as that which is used in Embroidery(Contributed by Briar Varjas)	200
Pottery	The ability to craft Clay pots and containers	100
Sewing	skilled in putting thread and needle to use to patch or create sewn items	100
Seamstress/Tailor	This skill allows those with the knowledge of it and the proper tools and materials to produce and alter clothing and garments. (Contributed by Seiaeka)	200
Weaving	The knowledge to produce cloth and fabrics out of raw materials. (Contributed by Seiaeka)	200
Woodworking	This skill allows a character to carve basic wooden objects such as toys, figurines and other simple items.	100

## Educational

Name	Description	Cost																																																
Academician	<p>Those possessing this skill are trained educators in a specific skill and are familiar with the scholastic environment; they may teach others the skill that this one is paired with. Players receiving training from an Academician only need to spend HALF the cost of XP to acquire the new skill. If the Academician is teaching a skill that has requirements they MUST be able to teach the required skills as well. *Note some skills are Occupation Specific and can NOT be taught to those that are not of that occupation.</p> <p style="text-align: center;"><b>Academician Skill costs</b></p> <table><tr><th>Type of Skill</th><th>Cost to Acquire</th><th>Type of Skill</th><th>Cost to Acquire</th></tr><tr><td>General Non Tiered Skill</td><td>100 + Skill</td><td>Occupation Specific Skills (Non-Tiered)</td><td>1000 + skill</td></tr><tr><td colspan="2"><b>Tiered</b></td><td colspan="2"><b>Tiered</b></td></tr><tr><td>Tier 1</td><td>100 + skill</td><td>Tier 1</td><td>100 + skill</td></tr><tr><td>Tier 2</td><td>200 + skill</td><td>Tier 2</td><td>200 + skill</td></tr><tr><td>Tier 3</td><td>300 + skill</td><td>Tier 3</td><td>300 + skill</td></tr><tr><td>Tier 4</td><td>400 + skill</td><td>Tier 4</td><td>400 + skill</td></tr><tr><td>Tier 5</td><td>500 + skill</td><td>Tier 5</td><td>500 + skill</td></tr></table> <table><tr><th>Type of Skill</th><th>Cost to Acquire</th></tr><tr><td>Combat Skills (Non Tiered)</td><td>500 + skill</td></tr><tr><td colspan="2"><b>Tiered</b></td></tr><tr><td>Tier 1</td><td>100 + skill</td></tr><tr><td>Tier 2</td><td>200 + skill</td></tr><tr><td>Tier 3</td><td>300 + skill</td></tr><tr><td>Tier 4</td><td>400 + skill</td></tr><tr><td>Tier 5</td><td>500 + skill</td></tr></table>	Type of Skill	Cost to Acquire	Type of Skill	Cost to Acquire	General Non Tiered Skill	100 + Skill	Occupation Specific Skills (Non-Tiered)	1000 + skill	<b>Tiered</b>		<b>Tiered</b>		Tier 1	100 + skill	Tier 1	100 + skill	Tier 2	200 + skill	Tier 2	200 + skill	Tier 3	300 + skill	Tier 3	300 + skill	Tier 4	400 + skill	Tier 4	400 + skill	Tier 5	500 + skill	Tier 5	500 + skill	Type of Skill	Cost to Acquire	Combat Skills (Non Tiered)	500 + skill	<b>Tiered</b>		Tier 1	100 + skill	Tier 2	200 + skill	Tier 3	300 + skill	Tier 4	400 + skill	Tier 5	500 + skill	Special See Chart Below
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Archaeology (specify Species)	This skill allows a player to properly collect artifacts and identify its origin's provided they are knowledgeable of the history of the Species that the artifact belongs to. If the player also has the skills Ancient History and Ancient Languages they may identify even more information regarding the item IE who it once belonged to, its use, if it was an item of significance (Admin will give any relevant information they deem the player will know).	200
Cartography	This is the ability to read and create maps.	200
Criminology	This is the study of crime and its history by the various Species. Characters with this skill can use investigative techniques to uncover various clues as to what transpired at a crime scene.	200
Forbidden Lore	Similar to the History skill, forbidden lore indicates knowledge of events long past, while the former is intended to show that a character is familiar with written documented facts, those who have the knowledge of Forbidden Lore are assumed to have studied the more sinister and macabre secrets that the world has chosen to forget. While a character may know a great deal about the Mage Wars and the effect it had on Dracanus, someone versed in forbidden lore may know about a specific Spell caster and their activity and effects on a specific location. Initial purchase of this skill grants a general knowledge of things of a foul and sinister nature. Additional slots will allow the player to become an expert in specific areas of forbidden Lore (Admin will provide details as is required when this skill is used).	200
Heraldry	knowledge of various crests, Sigils, Banners, and Flags	200
History	This skill imparts knowledge of specific Historical events to a particular region, Species and time period.	100
Languages (Ancient)	This skill imparts the understanding and ability to speak one Ancient Language	200
Languages (Modern)	This skill imparts the understanding and ability to speak one Modern Language *Note everyone is able to speak the common Language which is Dracanan)	100
Read/Write (Ancient Language)	the skill and knowledge to read, write and comprehend one Ancient Language	200
Read/Write (Modern Language)	the skill and knowledge to read, write and comprehend one Modern Language	100
Local Law	This skill is the knowledge of the laws of given region when taken the player must specify the area that they the skill is to pertain to.	100
Species Lore	This skill is the knowledge pertaining to a single species that exists within Dracanus, by taking this the person gains general knowledge of a specific species, its habits, its history, how it affects the environment etc.	200
Spell Craft	This grants those with this skill the ability to recognize arcane symbols and practices it is the first thing that all users of the mystical arts must learn in order to read the spells or create the Sigils required by their profession.	200
Spirit Craft	This skill is the knowledge of the rituals, prayers gestures and practices that followers of the divine require to call on their deity to perform the miracles granted to them. *Note though anyone can take this skill it does NOT grant the ability to cast or recognize specific Miracles, Players wishing to do so must take on one of the occupations that do so (or purchase all of the skills in order to multiclass)	200
Theology	-This skill when taken allows a character to know all about a single religion (Beliefs, Holidays, Rituals, Hierarchy, etc.). The player knows much of its history, as well as events of great importance that occurred. (Other Information may also be known at the Discretion of Admin)	200

## General

Name	Description	Cost
Etiquette	Knowledge of proper manners before nobility of a specific Species	100
Equestrian	Persons with this skill are able to competently prepare, mount and ride a specific land based animal IE: Horses, Donkeys, Camels, etc.	100
Mining	The ability to locate a potential location for excavation and run a mining facility.*Note Admin will inform anyone employing this skill if there are suitable locations for a mining operation in the area and what resource/s are available.	200
Navigation (Land Based)	This allows a person to determine the location and direction while on Land, with tools such as a compass and appropriate charts and or maps of the area they are able to make be more precise.	100
Navigation (Water Based)	This is the ability to pilot a ship and determine direction at sea, the Navigator must have access to nautical tools such as a sextant and or a compass as well as proper maps and charts of the area they are in.	100
Rope Use	the knowledge and skill in using ropes and tying knots	100
Seamanship	Those with this skill are qualified to work aboard sea going vessels, and perform various tasks as a crew member, however they are not able to navigate or work with ropes without the subsequent skills to do so.	100

## Medical

Name	Description	Cost
Healing (basic)	This skill is the knowledge of how to use basic first aid, and natural remedies and the like for the purpose of tending to sick and injured persons. It is a prerequisite for the Medic Occupation.	200
Herbalism	Knowledge of the healing properties of various plants, fungus and herbs.	200
Medicine	This skill is the knowledge of using various pharmaceuticals, antitoxins and other modern healing agents during medical treatment of a patient, The medic is also aware of the most modern treatments and procedures to use to treat a variety of injuries, and ailments.	200

## Physical

Name	Description	Cost
Exceptional Constitution	<p>This Skill grants 1 Health Point permanently to a character's base amount. This skill can be taken multiple times</p> <ul style="list-style-type: none"> <li>Dwarves, Gnomes and Hadlin gain +2 HP each time this skill is taken</li> <li>This Skill Costs double for Elves and Dakar</li> </ul>	500

## Paranormal

Name	Description	Cost
Psychometry	A person with this skill has a limited psychic gift that enables them to detect the faint impressions attached to items involved in traumatic events. For instance, if a psychometrist picked up knife that was suspected as a murder weapon they get the impression of a great pain and terror and feel the sensation of the knife as it slits the throat and blood pours forth from the wound, however it is also possible that the player may sense nothing if the weapon is not connected to the event or other circumstances arise. Admin will determine the results of interaction with such items as well as inform the player of any negative effects of divining such. In order for the player to divine the impression, they must hold and concentrate upon the object without distraction.	200
Sixth Sense	A character with this skill is sensitive to the presence of the supernatural in its many	500



	manifestations. A character must spend time to clear their mind and open themselves to the surrounding area making them receptive to the ambient energies; they can then sense the presence of spell use and undead or supernatural creatures. The sensation is by no means exact and only gives a general awareness, it will not reveal the specific nature or location of the energies only that such is close by. While in this state the characters cannot react for a full minute after receiving the information.	
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## Sciences

Name	Description	Cost
Anatomy (Basic)	This allows those with this skill to have general knowledge of the structure of the Humanoid Body, the location of body parts, musculature and organs. It grants a +1 bonus to Medical Healing (not Arcane, Alchemical or Divine) and a +1 to Damage. (Contributed by Briar Varjas)	200
Astrology	This is the study of the movements and relative positions of celestial bodies interpreted as having an influence on human affairs and the natural world.	100
Astronomy	This is the branch of science that deals with celestial objects, space, and the physical universe as a whole.	100
Biology	While botany involves the study of plants and zoology involves the study of animals, biology involves the study of all living things, including the intelligent Species. A character with the biology skill will have a general knowledge of plants and creatures interactions between them. Such characters will have a working knowledge of the humanoid body, and maybe able to diagnose simple common diseases. A character with this skill and any healing skill is able to restore +1HP in addition to the normal amount. This skill is required by Alchemists who combine various substances both organic and inorganic to their brews.	200
Botany	Those versed in this skill have an extensive knowledge of plant anatomy, varieties, byproducts, propagation, hybridization, and diseases. A character with this skill can attempt to identify any plant Species that they encounter and increases the chances of attempts to identify any plant based poisons using Toxicology. This skill is of major Importance to Alchemists whom use various plant products in their potions.	200
Chemistry	A character with this proficiency is able to identify chemical compounds this includes the ability to run tests that will identify the compositions of a substance, A player might use this skill to determine whether a Dark red spatter on a wall is Blood or Paint. This skill is also of Major importance to Alchemists whom use various substances to brew their potions.	200
Geology	A player who has skill in geology has a good working knowledge of the processes by which the features of Dracanus's surfaces are formed and has a good recognition of various rocks and minerals. Such a character may also estimate the relative safety of travel in a subterranean environment or determine the likely source of a rock or soil sample (provided that the sample is significantly uncommon). This skill includes a working knowledge of mineralogy and topography. A character that has Mining in addition to this skill is more likely to find specific mineral deposits that they are looking for.	200
Metallurgy	The ability to identify different metals and alloys	200
Physics	A character with this skill is familiar with the forces of energy and the physical laws and structures of the universe. Physics in Dracanus are different than the modern world as Electricity has not been harnessed as a power source, and other advances in sciences have not yet come about	200
Toxicology	This skill gives an understanding of the harmful effects of chemicals, substances, or situations on people, animals and the environment. This skill is most useful to Alchemists who mix different elements to produce varying results.	200
Zoology	This skill gives the knowledge of the world's known animals and their habits and the uses of various parts of such animals. This skill does not permit a character to train	200

	wild animals but it can be used to identify and locate animals as well as the best means to hunt and capture said creatures. (Note speak with Admin when attempting to use this skill for rare or exotic animals)	
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## Survival

Name	Description	Cost
Fishing	The knowledge and skill in fishing with a pole or net.	100
Fire Building	With this skill the person is proficient in building a fire.	100
Hunting	Basic knowledge on how to find wild animals and capture them for sport or food	200

## Tiered Skills

### Non-Combat Tiered Skills

Crafting	Mercantile	Rogue
Armor smithing	Appraising	Forgery
Bowyer	Income	Escapology
Fletcher	Observational	Trapping
Lock smithing	Awareness	Science
Weapon smithing	Tracking	Anatomy (Advanced)
Educational	Physical	
Animal Training	Exceptional Strength	

These are advanced skills, players may take them and increase the tier to gain bonuses to the use of the skill, and many have prerequisites that must be obtained prior to learning them.

## Crafting

Skill	Requirements	Description	Cost
<b>Armor smithing</b>	Blacksmithing Metallurgy Leather Working	The knowledge and skill to create and repair Armor. Note forging armor is time consuming; Admin will inform the smith of the amount of time it takes to craft such. It takes approximately 1 Week to forge a Steel Breastplate and 1-2 days for each additional piece. *Dwarven Smiths add +1DP/Tier to any Metal Armor that they craft	
Tier 1		Novice -1 DP to Armor crafted	1000
Tier 2		Apprentice 0 DP to Armor crafted	2000
Tier 3		Initiate +1 DP to Armor crafted	3000
Tier 4		Journeyman +2 DP to Armor crafted	4000
Tier 5		Master +3 DP to Armor crafted	5000
<b>Bowyer</b>	Woodworking	The ability to craft bows. Note it requires a minimum of 3 days to craft the simplest of bows; Admin will inform crafters of time requirements as needed. *Elves that craft bows add +1 DMG per tier	
Tier 1		Novice -1 DMG to bows crafted	1000
Tier 2		Apprentice 0 DMG to bows crafted	2000
Tier 3		Initiate +1 DMG to bows crafted,	3000
Tier 4	Tier 2 Exceptional Strength is required to make bows adjusted for such.	Journeyman +2 to bows crafted, and add strength bonus for Tier 1-2 Exceptional Strength	4000
Tier 5	Tier 5	Master +3 to bows crafted, and strength bonus for Tier 3-5	5000

	Exceptional Strength is required to make bows adjusted for such.	Exceptional Strength	
<b>Fletcher</b>	Woodworking Blacksmithing	The ability to craft Arrows. 10 Arrows can be crafted each day (Bonus or Penalty is added to the Damage of the Bow being used) *Elves that craft arrows add +1 DMG per tier to damage done by bow.	
Tier 1		Novice -1 DMG to arrows crafted	1000
Tier 2		Apprentice 0 DMG to arrows crafted	2000
Tier 3		Initiate +1 DMG to arrows crafted	3000
Tier 4		Journeyman +2 to arrows crafted	4000
Tier 5		Master +3 to bows crafted	5000
<b>Lock smithing</b>	Blacksmithing Clockworks Metallurgy	This skill allows a person to craft locks. At higher tiers it grants a bonus to picking a lock. Having this skill also reduces the time it takes to pick a lock by half.	
Tier 1		Able to craft Tier 1 Locks	1000
Tier 2		Able to craft Tier 2 Locks.	2000
Tier 3		Able to craft Tier 3 Locks. Lowers attempts to Pick by 1 Tier	3000
Tier 4	Trapping (Tier 4)	Able to craft Tier 4 Locks. Lowers attempts to Pick by 2 Tier. Able to add Needle Traps to Locks	4000
Tier 5		Able to craft Tier 5 Locks. Lowers attempts to Pick by 3 Tier	5000
<b>Weapon smithing</b>	Blacksmithing Metallurgy	The knowledge and skill to create metal weapons. *Note forging weapons takes time; Admin will inform Smiths how long it will take to forge each metal weapon (knives and daggers take approximately 3 days, where as a plain Long sword takes approximately 1 week. *Dwarven Smiths add +1DMG/Tier to any weapon that they craft	
Tier 1		Novice -1 DMG to weapon crafted	1000
Tier 2		Apprentice 0 DMG to weapon crafted	2000
Tier 3		Initiate +1 DMG to weapon crafted	3000
Tier 4		Journeyman +2 DMG to weapon crafted	4000
Tier 5		Master +3 DMG to weapon crafted	5000

## Educational

Skill	Requirements	Description	Cost
<b>Animal Training</b>	Animal Handling	Knowledge on how to train a specific animal to perform a variety of tasks. It takes approximately 1 week of training to impart a specific command.	
Tier 1		Can teach an animal to obey simple verbal commands i.e. Sit, Stay, Lay Down, Roll over, Heel.	100
Tier 2		Can teach an animal to obey advanced verbal commands i.e. Fetch,	200
Tier 3		Can teach an animal to obey Manual commands	300
Tier 4		Can teach an animal specific tasks, i.e. Guard, Attack	400
Tier 5		Can teach certain animals to Hunt and Track (speak to admin on what animals can be taught)	500

## Mercantile

Skill	Requirements	Description	Cost
<b>Appraising</b>		This is the ability to determine the value of an object.	
Tier 1		This skill allows a person to determine the value of an object within 25% of its actual Value. Players also gain the ability to recognize Tier 1 Forgeries (provided the forger does not also possess Appraising)	100
Tier 2		This skill allows a person to determine the value of an object within 20% of its actual Value. Players also gain the ability to recognize Tier 2 forgeries (provided the forger does not also possess Appraising)	200
Tier 3		This skill allows a person to determine the value of an object within 15% of its actual Value. Players also gain the ability to recognize Tier 3 forgeries (provided the forger does not also possess Appraising)	300
Tier 4		This skill allows a person to determine the value of an object within 10% of its actual Value. Players also gain the ability to recognize Tier 4 forgeries(provided the forger does not also possess Appraising)	400
Tier 5		This skill allows a person to determine the value of an object within 5% of its actual Value. Players also gain the ability to recognize Tier 5 forgeries (provided the forger does not also possess Appraising)	500
<b>Income</b>	Must be paired with another learned skill Unless taken by Thieves.	Allows a player to gain revenue. This skill can be taken a Maximum of 3 times Players may acquire the income skill multiple times paired with different skills for example Income Candle Making, Income Brewing, etc.	
Tier 1		Earn 1 CP/day in between events and RP	100
Tier 2		Earn 2 CP/day in between events and RP	200
Tier 3		Earn 3 CP/day in between events and RP	300
Tier 4		Earn 4 CP/day in between events and RP	400
Tier 5		Earn 5 CP/day in between events and RP	500

## Observational

Skill	Requirements	Description	Cost
<b>Awareness</b>	Backstab Pick Pockets	This skill gives the ability to detect covert actions such as pickpockets or Backstabs.	
Tier 1		Lowers others Backstab or Pick Pockets attempt by 1 Tier	1000
Tier 2		Lowers others Backstab or Pick Pockets attempt by 2 Tier	2000
Tier 3		Lowers others Backstab or Pick Pockets attempt by 3 Tier Increases Personal Backstab or Pick Pockets attempt by 1 Tier	3000
Tier 4		Lowers others Backstab or Pick Pockets attempt by 4 Tier Increases Personal Backstab or Pick Pockets attempt by 2 Tier	4000
Tier 5		Lowers others Backstab or Pick Pockets attempt by 5 Tier Increases Personal Backstab or Pick Pockets attempt by 3 Tier	5000
<b>Tracking</b> (Courtesy of MarktheDM)		This skill allows the user to follow the trails and other physical evidence left behind by other beings.	
Tier 1		Identify specific tracks of target to be followed	1000
Tier 2		Identify other signs of passage on the ground and	1500

		Environment	
Tier 3		Identify False tracks/Trails left by prey	2000
Tier 4		Able to track through water or through dense brush/branches/Tree's	2500
Tier 5		Able to anticipate final the destination of prey	3000

## Physical

Skill	Requirements	Description	Cost
<b>Exceptional Strength</b>		This skill grants the user greater than normal strength allowing the one with it the ability to lift items heavier than what most normal persons could carry; it also allows them to do increased damage with Melee Weapons.	
Tier 1		Grants +1 to all damage with Melee Weapons, and bows that have been crafted to allow for Strength	1000
Tier 2		Grants +2 to all damage with Melee Weapons, and bows that have been crafted to allow for Strength, Can also remain standing regardless of Knockback/Knockdown Effects	2000
Tier 3		Grants +3 to all damage with Melee Weapons, and bows that have been crafted to allow for Strength	3000
Tier 4		Grants +4 to all damage with Melee Weapons, and bows that have been crafted to allow for Strength. Can ignore Knockback/Knockdown Effects	4000
Tier 5		grants +5 to all damage with Melee Weapons, and bows that have been crafted to allow for Strength	5000

## Rogue

Skill	Requirements	Description	Cost
<b>Forgery</b>	Non Tiered skill appropriate to item to be forged	The talent for reproducing facsimiles of other items.	
Tier 1			100
Tier 2			200
Tier 3			300
Tier 4			400
Tier 5			500
<b>Escapology</b>			
Tier 1	Rope Use	Can Escape from simple rope/cord bindings	100
Tier 2	Lock Picking	Can Escape from Manacles and Shackles	200
Tier 3			300
Tier 4			400
Tier 5			500
<b>Trapping</b>	Rope Use Awareness T1	This skill gives the knowledge of how to place, Arm and Disarm Traps.	
Tier 1		Set small rope snares, and trip wire Alarms	100
Tier 2		Able to set Large Snares, Net Traps Trip Wire Traps	200
Tier 3	Blacksmithing	Able to set up Cage Traps, Trip Wire Crossbow Traps	300
Tier 4	Lock smithing	Able to make needle traps to insert in Locks	400
Tier 5	Clockworks	Able to craft time released traps and incendiary devices	500

## Science

Skill	Requirements	Description	Cost
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<b>Anatomy (Advanced)</b>		When taken this skill gives specific knowledge of the structure of a specific Species and a greater understanding of that Species body parts, musculature, and organs. (Contributed by Briar Varjas)	
Tier 1	Anatomy (Basic)	+1 Hp when healing or +1 Damage to the specified Species	1000
Tier 2		+2 Hp when healing or +2 Damage to the specified Species	2000
Tier 3		+3 Hp when healing or +3 Damage to the specified Species +1	3000
Tier 4		+4 Hp when healing or +4 Damage to the specified Species	4000
Tier 5		+5 Hp when healing or +5 Damage to the specified Species +1	5000