



Refuge  
LARP  
Playtest  
Packet

April 2025

1.3

# Section I: Playtest Information

## *Playtest Character Builder* *Playtest 2025 Character Builder*

Players will need to make a copy of the Character Builder spreadsheet linked above so that it can be edited. Players may choose and utilize a completely new character Build, including Species, for every Event of this Playtest. Chapters may allow per-LP Builds instead. If you have any questions about Playtest material, or the character builder spreadsheet, please reach out to @wholesomeshadow on discord.

### *Courtesy Skills*

All characters are considered to have the following Skills: Small Weapon, Refit, First Aid, Enhanced Meditate x3 (Meditation is 1 minute), Educated, Surprise Attack, and Flexible Casting. These Skills have been removed for purchase.

Nearly all Species have now also gained at least 2 courtesy Skills. See Section V.

# Section II: Abilities, Skills, & Spells

## *Alchemy*

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
4	3	2	3	4	4	2

Herbal Lore is no longer a prerequisite Skill.

To use an Alchemy Globe, only one rank of Alchemy must be purchased. If a character has at least one rank of Alchemy, they may identify Alchemical Gear as quickly as they can read the tag, can mix an Elixir into food, and can use Alchemical Coatings. (Herbal Lore functionality has been rolled into the first rank of Alchemy.) Additionally, characters may use any piece of Alchemy Gear as any type of Alchemy Gear that may be validly produced. For example, a Sleep Elixir may be used as a Sleep Globe; however, Enslavement Antidote Elixirs may not be used as Enslavement Antidote Globes.

Alchemy no longer produces Vorpall Coatings.

A character may create a Layered Alchemy item represented by a single Tag which holds up to 15 uses of the same type of item. Uses may be marked off separately on the Tag. Layered tags cost the full PP cost of all the Tags that would be created otherwise with no additional cost of coin.

Spending Production Points no longer requires coin. Each level gives 2 PP per purchase.

## *Alien Metabolism*

Removed.

## *Assassinate*

If this Skill hits a Defense, you may Meditate it back as though it had missed or prompted a No Effect.

## *Backstab*

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
6	4	3	4	6	6	6

The first purchase of this Skill grants an *additional* 2 extra points of weapon damage From Behind with a melee weapon.

Requires 1 level of Back Attack, plus one level of Back Attack per level of Backstab already purchased. Prerequisite Back Attacks are still traded upon purchase.

## *Brewing*

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
4	4	4	3	2	3	2

Spending Production Points no longer requires coin. Each level gives 2 PP per purchase.

A character may create a Layered Brewing item represented by a single Tag which holds up to 15 uses of the same type of item. Uses may be marked off separately on the Tag. Layered tags cost the full PP cost of all the Tags that would be created otherwise with no additional cost of coin.

## Celestial Spells as a Secondary School

New cost structure.

Lvl	Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
1	4	4	3	2	2	2	2
2	4	4	3	2	2	2	3
3	7	7	5	3	3	3	3
4	7	7	5	4	3	4	4
5	10	10	7	4	4	4	5
6	10	10	7	5	4	5	5
7	13	13	9	6	5	6	7
8	13	13	9	6	5	6	7
9	16	16	11	7	6	7	7

## Channeling

New cost structure; first line represents Primary School; second line represents Secondary School.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
10	10	10	6	5	6	8
12	12	12	8	6	8	9

Each purchase of Channeling gives 50 points of Channeling. Every 10 purchases of Channeling increases the maximum amount of your Channeling Burst by 10.

## Charm

Duration has been reduced to 5 minutes.

## Claws

This Skill allows a character to use a Small Weapon Claw. Claws must abide by all weapon construction rules, and additionally must have their entire striking surface colored red. A character with One-Handed may use Claws of Short Weapon length. This Skill only allows the use of one Claw unless the character also has Two Weapons at which point

the character can use either two Claws or a Claw and a weapon.

## Combined Strike

A character may expend any Signature Spell from memory to add 5 times the level of the Spell expended to your Weapon attack and make it a Spell Strike. When expending a Celestial Signature Spell, this attack uses Flame, Lightning, Stone, or Ice as its Carrier. When expending an Earth Signature Spell, this attack uses the Healing or Chaos Carrier. Alternatively, when expending an Earth Signature Spell, the Body Carrier may instead be used but will only add half as much damage (rounded down).

If you have 90 XP in Martial Skills, you may instead expend any Spell from memory to add damage in this way, not just Signature Spells. Note that, if resolved into a defense, only Signature Spells can be meditated back.

## Counteract

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
2	3	4	4	4	3	4

This skill now affects Strikes of *any* Qualifier.

Using an Intercept does not count as blocking a strike for the purposes of this skill.

Counteract is now a Martial Skill and is available every 15 XP spent in Martial Skills.

## Destruction/Stun Blow

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
3	4	6	6	6	4	6

## Disengage

Removed.

## Doom Blow

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
8	5	4	5	8	8	8

A character may make a single attack From Behind for “Weapon Doom”.

## Earth Spells as a Secondary School

New cost structure.

Lvl	Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
1	4	4	3	2	2	2	2
2	4	4	3	2	2	2	3
3	7	7	5	3	3	3	3
4	7	7	5	4	3	4	4
5	10	10	7	4	4	4	5
6	10	10	7	5	4	5	5
7	13	13	9	6	5	6	7
8	13	13	9	6	5	6	7
9	16	16	11	7	6	7	7

## Educated

Removed. All characters may act as though they have the Educated Skill.

## Empowered Strike

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
7	12	12	12	7	6	12

Passive.

You may expend a Spell from memory to attack for “Spell Strike <Spell>”. If you expend a Signature Spell, you instead swing for “number Spell Strike <Effect>”, with “Effect” being the damage type of the Spell. This may be done any number of times per LP.

If you have 1 rank of this Skill, you may only use this Skill with third level Spells and below.

If you have 2 ranks of this Skill, you may use this Skill with sixth level Spells and below.

If you have 3 ranks of this Skill you may use this Skill with any level of Spell.

Spells expended via this Skill can be Meditated under the normal rules for Meditating said Spells, but instead of studying the Spellbook for the duration of the Meditation,

study the weapon as per Meditating a Martial Skill. Note that expending a Spell for use with this Skill does not allow characters to expend that Spell for other Skills, too. For example, characters may not expend a singular Spell to use via Empowered Strike and Combined Strike at the same time.

This skill can only be purchased 3 times. Empowered Strike can only be purchased once per 30 XP in Martial Skills and requires a first level Spell.

## Engineering

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
4	3	2	3	4	4	2

The first rank of Engineering allows Contraptions to be thrown and Engineering Patches to be applied. It also allows attempted arming and disarming of Noisemaker, Alchemy Globe, Scroll, Weapon, Explosive, or Mechanical Traps.

A character may create a Layered Engineering item represented by a single Tag which holds up to 15 uses of the same type of item. Uses may be marked off separately on the Tag. Layered tags cost the full PP cost of all the Tags that would be created otherwise with no additional cost of coin.

Spending Production Points no longer requires coin. Each level gives 2 PP per purchase.

New Contraptions and Contraption cost structure.

Item Name	Cost in PP
Disarm	1
Slow	1
Pin	2
Shatter	3
Shackle	3
25 Normal	5
Silence	5
Elemental Shield Patch	6
Web	7
Stun Limb	7

## Enhanced Meditate

Removed. All Meditation reduced to 1 minute.

## Enhanced Strike

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
12	12	7	6	7	12	12

You may expend a Spell from memory to attack From Behind with a melee weapon for "Spell Strike <Spell>". If you expend a Signature Spell, you instead swing for "Number Arcane Strike <Effect>", "Effect" being the damage type of the Spell. This may be done any number of times per LP.

If you have 1 rank of this Skill, you may only use this Skill with third level Spells and below.

If you have 2 ranks of this Skill, you may use this Skill with sixth level Spells and below.

If you have 3 ranks of this Skill you may use this Skill with any level of Spell.

Spells expended via this Skill can be Meditated under the normal rules for Meditating said Spells, but instead of studying the Spellbook for the duration of the Meditation, study the weapon as per Meditating a Martial Skill. Note that expending a Spell for use with this Skill does not allow characters to expend that Spell for other Skills, too. For example, characters may not expend a singular Spell to use via Enhanced Strike and United Blow at the same time.

This skill can only be purchased 3 times. Enhanced Strike is only purchasable once per 30 XP in Stealth, and requires a first level Spell.

## Eviscerating Blow

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
4	5	8	8	8	5	8

## Explosive (Damage Type)

Removed. Explosive Traps deal Arcane Normal damage instead, and do not destroy Gear or Items.

## Fast Refit

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
1	2	4	4	4	2	4

One rank of Smithing is required per purchase of Fast Refit.

## First Aid

Removed. All characters may act as though they have the First Aid Skill.

## Flexible Casting

Removed. All characters may act as though they have Flexible Casting.

## Hardy

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
4	6	6	6	7	6	6

## Herbal Lore

Removed. The first level of Alchemy now acts similarly.

## Healing Arts

May or may not function on NPCs.

## High Magic (Wizardry)

New cost structure; first line represents Primary School; second line represents Secondary School.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
8	8	8	5	4	5	8
16	16	16	10	8	10	16

Skill renamed to Wizardry.

Magical Conduit now costs 4 points of High Magic.

This Skill grants 2 points of High Magic per purchase.

Arcane Armor's increase to a user's ability to wear armor is affected by points of High Magic, not ranks of Wizardry. 2 ranks grants +4 extra armor.

## Improved Channeling

Removed.

## Inscription

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
4	4	4	3	2	3	2

Spending Production Points no longer requires coin. Each level gives 2 PP per purchase.

A character may create a Layered Inscription item represented by a single Tag which holds up to 15 uses of the same type of item. Uses may be marked off separately on the Tag. Layered tags cost the full PP cost of all the Tags that would be created otherwise with no additional coin cost.

## Intercept

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
1	2	3	4	4	2	4

## Lethal Slay/Lethal Assassinate (Lethality)

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
5	4	5	8	8	8	8

Merged into a single skill called Lethality.

Passive.

You may use a Slay as if it were an Assassinate and an Assassinate as if it were a Slay. Purchased ranks of Improved Assassinate improve your Slays as if you had that number of additional ranks of Improved Slay. Purchased ranks of Improved Slay improve your Assassinations as if you had that number of additional ranks of Improved Assassinate.

Requires 30 XP in Martial Skills and 30 XP in Stealth Skills.

## Massive

Removed.

## Meditate

Meditation is now 1 minute.

## Merchant

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
1	1	1	1	1	1	1

Characters with Merchant can sell Gear at 5 copper times the PP cost to make the Gear, including modifications like Strengthening.

## Natural Armor

Refitting Natural Armor takes a complete, uninterrupted minute of Focus, during which no Game Abilities can be performed, and at the end of which, the Natural Armor is restored to its full Armor Value.

## Parry

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
3	4	6	6	6	4	6

## Performance

Trades Skills are now eligible as a separate Skill category for Recharge Prowess. Performance may be Recharged.

## Read Magic

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
6	6	4	2	2	2	4

## Refit

Removed. All characters can refit armor after a complete and uninterrupted minute of Focus while kneeling, during which no Game Abilities are performed, and at the end of which the armor is restored to its full Armor Value, per existing Refit rules.

## ***Resist <Effect Group> [Binding, Curse, Command, Eldritch Force, Necromancy]***

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
3	3	3	3	3	3	3

## ***Resist <Qualifier> [Element, Poison, Spell, Weapon]***

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
4	4	4	4	4	4	4

## ***Restore***

Removed.

## ***Riposting Blow***

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
3	3	3	4	6	4	6

## ***Slay***

If this Skill hits a Defense, you may Meditate it back as though it had missed or prompted a No Effect.

## ***Smithing***

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
2	3	4	4	4	3	2

The first rank of Smithing allows Smithing Coatings and Smithing Patches to be applied.

Smithing now produces Vorpal Coatings at the same cost structure as Alchemy did previously.

Strengthening items costs 4 PP.

A character with Smithing can determine if someone's Armor is damaged or Shattered by examining it and using OOG question and answer dialogue. For example, while examining someone wearing Armor, one can tell exactly how many points of Mend Armor are necessary for complete recovery by asking "How many Armor Points are you down?" as an OOG question. Responses to this and

other Smithing questions should not be considered IG by those nearby without their own examination or other IG communication; they can be asked and answered while under the effects of a Silence.

Artificing's Deft Hands ability allows the user to ask the same question of Arcane Armor and Natural Armor.

A character may create a Layered Smithing item represented by a single Tag which holds up to 15 uses of the same type of item. Uses may be marked off separately on the Tag. Layered tags cost the full PP cost of all the Tags that would be created otherwise with no additional cost of coin.

Spending Production Points no longer requires coin. Each level gives 2 PP per purchase.

New Armor cost structure.

Armor Value	Cost in PP
1-5	2
6-10	4
11-15	6
16-20	8
21-25	10
26-30	12
31-35	14
36-40	16
41-45	18
46-50	20
51-55	22
56-62	24

## ***Shatter/Disarm Strike***

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
2	3	4	4	4	3	4

## ***Sleep/Enfeeble Blow***

Removed.

## ***Sleep/Paralysis Blow***

Purchasable once per 45 XP in Stealth.

## ***Subjugate***

Duration reduced to 5 minutes.

## ***Superhuman Strength (Monster Strength)***

Renamed Monster Strength.

Creatures with this ability may always benefit from the Effects of an Endow and may Rip From Binding Effects.

## ***Surprise Attack***

Removed. This Skill has been wrapped into the From Behind mechanic. Now any character or NPC may ignore positioning requirements when attacking a character who is doing a counted action, like a Killing Blow.

## ***Strange Metabolism***

Removed.

## ***Touch-Casting***

Accepting or rejecting a Touch-Cast is now player (OOG) choice and not character (IG) choice.

## ***United Blow***

Characters with at least 120 XP in Stealth may expend any Spell, not just Signature Spells, to add damage with this Skill. Note that if this Skill hits a Defense, only Signature

Spells can be Meditated back. Characters may still Meditate any Spell that resolves into “No Effect” or misses as normal.

## ***Weapon Proficiency***

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
3	4	6	6	6	4	6

Requires 1 level of Critical Attack, plus one level of Critical Attack per level of Weapon Proficiency already purchased. Prerequisite Critical Attacks are still traded upon purchase.

## ***Weakness***

Removes Monster Strength from affected targets, disabling a creature’s ability to Rip From Binding Effects. It retains its original mechanic; creatures affected by Weakness swing weapons for 5 fewer points of damage.

## ***Weakness/Shun Strike***

Removed.

## ***Wither***

Removed.

# Section III: Weapon Skills

## ***Archery***

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
4	4	4	6	8	6	4

## ***Improved Two Weapons***

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
1	1	1	2	3	2	1

## ***One Handed Blunt/Edged***

Removed. Replaced by One-Handed.

## ***One-Handed Master (One-Handed)***

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
2	2	2	3	4	3	2

Skill renamed One-Handed.

## ***Polearm***

Removed. Replaced by Two-Handed.

## ***Shield***

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
3	4	6	6	6	4	3

### *Small Weapon*

Removed. All characters may use Small Weapons as if they had the Small Weapon Skill.

### *Staff*

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
2	2	2	2	2	2	2

### *Style Master*

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
4	5	7	8	9	6	4

### *Thrown Weapon*

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
1	1	1	2	2	2	1

### *Two-Handed Blunt/Edged*

Removed. Replaced by Two-Handed.

### *Two-Handed Master (Two-Handed)*

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
4	6	8	8	8	6	4

Skill renamed Two-Handed.

### *Two Weapons*

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
2	2	2	3	4	3	2

### *Weapon Master*

New cost structure.

Fighter	Scout	Rogue	Adept	Scholar	Spellsw	Artisan
5	7	9	10	11	8	5

## Section IV: Gear, Magic Items, & Rituals

### *Elemental Shield Patch*

An Engineering Armor Patch item which, when applied, gives the recipient a single Elemental Shield.

### *Magic Items & Arcane Motes*

Magic Items and Arcane Motes do not need magical identification. All such items act as identified. It takes as much time to identify an item as it takes to obtain and read the Item Tag.

This does not apply to Bodies or Spirits.

Characters may refuse to have any item on their person identified by others.

### *Materials*

Materials no longer represent a coin total, only a value of 4 PP.

### *Layering*

A character may Layer any type of single-use Gear (Potions, Patches, Globes, etc. but not Weapons or Armor) by paying the normal PP cost to make those items; no coin cost is required. Layering no longer requires differently sized physreps.

### *Potency Ritual*

This Ritual allows the wielder to, once per Logistics Period, choose one of the Elemental forces bound into the Ritual and add 5 points to any numeric call for that element via casting a Spell from memory, a Battle Magic Scroll or through Channeling Burst for ten minutes. The available Elemental forces are determined by the Ritual Caster at the time it is cast and only from the following: Chaos, Healing, Flame, Ice, Stone, Lightning.

A character may benefit from the Potency Ritual of each possible Elemental force no more than once per Logistics Period.

## Ritual Scrolls

Ritual Scrolls may be identified by anyone as quickly as they can be obtained and read.

## Seek the Whole Ritual

Spellcrafting this Ritual has a duration of 1 Day.

# Section V: Species

## Species Changes

Species mostly have a pair of Species Skills and gain a free courtesy level in each of said Species Skills, as well as additional benefits. There are no discounts associated with Species and no Species pays extra for any skill. Access to General Mental Abilities and relative XP spent in Species Skills to access Memory or Emotional Mental Abilities has not changed, nor have Roleplay standards. Note that characters must qualify for the prerequisites of a skill to buy additional ranks; for instance, Brewing rank 2 may only be purchased if the prerequisite skills are possessed by the character.

Species		
NAME	SPECIES SKILLS (one of each type free)	ADDITIONAL BENEFITS / COURTESY SKILLS
Avana	Resist Command, Break Command	Memory Mentalism Access, 1 rank of Brewing
Dark Elf	Resist Spell, Resist Command	Two Weapons, Improved Two Weapons
Dryad	Resist Binding, Resist Element	Staff, 1 rank of Alchemy
Dwarf	Resist Poison, Resist Element	1 rank of Smithing, 5 ranks of Wear Extra Armor
Elf	Resist Command, Resist Binding	Archery
Halfling	Species Evade, Resist Poison	1 rank of Engineering
Humans	N/A	N/A
Kyn	Any 2 purchasable species abilities	Claws, Scenting Ability
Ogre	Species Resolute, Resist Necromancy	1 rank of Hardy, One-handed (weapon skill)
Orc	Resist Poison, Resist Weapon	Two-handed (weapon skill)
Realmsworn	Resist Element, Resist Weapon	1 rank of Hardy
Stellarean	Resist Eldritch Force, Resist Curse	1 rank of Performance
Stone Elf	Resist Command, Break Command	Emotional Mentalism Access, 1 rank of Inscription
Syladrin	Resist Command, Break Command	5 ranks of Trades

### Avana

May purchase Resist Command for 3 XP and Break Command for 2 XP. All members of this Species inherently gain, at no cost, 1 rank of Resist Command, 1 rank of Break Command, and 1 rank of Brewing.

The inability to purchase Read Magic has not changed. Celestial aversion is unchanged.

### Dark Elf

May purchase Resist Command for 3 XP and Resist Spell for 4 XP. All members of this Species inherently gain, at no cost, 1 rank of Resist Command, 1 rank of Resist Spell, the Two Weapons Skill, and the Improved Two Weapons Skill.

### ***Dryad***

May purchase Resist Binding for 3 XP and Resist Element for 4 XP. All members of this Species inherently gain, at no cost, 1 rank of Resist Binding, 1 rank of Resist Element, the Staff Skill, and 1 rank of Alchemy. No longer has limited armor types.

Metal aversion has not changed.

### ***Dwarf***

May purchase Resist Element for 4 XP and Resist Poison for 4 XP. All members of this Species inherently gain, at no cost, 1 rank of Resist Element, 1 rank of Resist Poison, 1 rank of Smithing, and 5 ranks of Wear Extra Armor.

### ***Elf***

May purchase Resist Command for 3 XP and Resist Binding for 3 XP. All members of this Species inherently gain, at no cost, 1 rank of Resist Command, 1 rank of Resist Binding, and the Archery Skill.

### ***Halfling***

May purchase Species Evade for 5 XP and Resist Poison for 4 XP. All members of this Species inherently gain, at no cost, 1 rank of Species Evade, 1 rank of Resist Poison, and 1 rank of Engineering.

### ***Kyn***

May select any 2 Species Abilities which cost XP and purchase them at their listed cost. All members of this Species inherently gain, at no cost, 1 rank of each selected Species Ability, the Claws Skill, and the Scenting Ability. No longer pays extra XP for Read Magic. Reference the Claws section in Section II for changes to that Skill.

### ***Ogre***

May purchase Species Resolute for 2 XP and Resist Necromancy for 3 XP. All members of this Species inherently gain, at no cost, 1 rank of Species Resolute, 1 rank of Resist Necromancy, 1 rank of Hardy, and the One-Handed Skill. No longer pays extra XP for Read Magic.

### ***Orc***

May purchase Resist Poison for 4 XP and Resist Weapon for 4 XP. All members of this Species inherently gain, at no cost, 1 rank of Resist Poison, 1 rank of Resist Weapon, and the Two-Handed Skill. No longer pays extra XP for Read Magic.

### ***Realmsworn***

May purchase Resist Element for 4 XP and Resist Weapon for 4 XP. All members of this Species inherently gain, at no cost, 1 rank of Resist Element, 1 rank of Resist Weapon, and 1 rank of Hardy.

### ***Stellarean***

May purchase Resist Curse for 3 XP and Resist Eldritch Force for 3 XP. All members of this Species inherently gain, at no cost, 1 rank of Resist Curse, 1 rank of Resist Eldritch Force, and 1 rank of Performance.

### ***Stone Elf***

May purchase Resist Command for 3 XP and Break Command for 2 XP. All members of this Species inherently gain, at no cost, 1 rank of Resist Command, 1 rank of Break Command, and 1 rank of Inscription (Note that characters must qualify for the prerequisites of Inscription to purchase additional ranks.)

Access to General Mental Abilities and Emotional Manipulation Abilities according to Species XP spent is unchanged. Roleplay requirements have not changed.

### ***Syladrin***

May purchase Break Command for 2 XP and Resist Command for 3 XP. All members of this Species inherently gain, at no cost, 1 rank of Resist Command, 1 rank of Break Command, and 5 ranks of Trades. No longer required to buy Trades.

## Section VI: Artificing

### ***Artificing Link***

Removed.

### ***Artisanal Batch, Double Batch, Triple Batch, Quadruple Batch, Quintuple Batch, Efficient Batch***

Removed.

### ***Formal Genius***

Removed.

### ***Philosophize***

Removed.

### ***Tradecraft***

Times Ever. You must spend additional PPs to use this benefit. You make an item tag with Merchant Codes that have a value equal to (5 copper times PP spent). You do not need to expend coin to produce this item. The names of these tags must describe mundane objects that are in-genre and strongly related to Artificing used. Examples include horseshoes from Smithing, cough drops for Brewing, a pulley for Engineering, parchment for Inscription, or glue for Alchemy. A Chapter or Campaign may post more specific naming restrictions. Like all such Item Tags, these are worthless in affecting encounter and story outcomes, unless a Marshal explicitly says otherwise. At Marshal discretion you may spend 0 PP to make Merchantable items with Merchant Codes that mean 0 value.

### ***Reflux***

Removed.

### ***Transmute***

Passive. Utilize a piece of Alchemical Gear as though it were a lesser-costed one.

### ***Transmogrify***

Removed.

### ***Dare***

Removed.

### ***Invigorate***

Artificing Cost is 4.

The appropriate call is “5 Spell Healing” for Cure Wounds and “5 Spell Chaos” for Cause Wounds.

### ***Divert Magisterium***

Passive. May Meditate, with a Relic and any number of Cure / Cause Wounds Potions to refill someone’s Earth Channeling pool for the equivalent amount stated on the Potion(s), which are expended.

### ***Reliable Brewing (Split Brewing)***

Passive. Renamed Split Brewing.

Upon administering a Potion, the character may immediately begin a 3-Count Counted Action “I feed you...” to administer a second dose of the Potion. This only expends one Tag and follows all normal Potion drinking rules. Each dose may be fed to a separate Target.

### ***Crystalized Brews***

Times Ever. When using a Potion, this benefit allows the character to cause a willing creature to gain a gem-like or rocky protrusion on their face instead of drinking the liquid. The protrusion which contains the effect must be visibly displayed. It may be activated by the creature with the appropriate incant; the same way one would activate a Spell Store Ritual. This may instead Target a pre-existing protrusion (such as those on Stellarean or Realmsworn). Lasts 5 days.

### ***Mutualize***

Removed.

### ***Avoid***

Times Ever. A creature with this ability may expend it to Counteract (as the Skill) a Strike, or as a Dodge for the Ritual Trap Avoidance.

### ***Design***

Removed.

### ***Prime***

Removed.

### ***Elude***

Passive. Take 1 step after a Trap is triggered but may not pick up, drop, or otherwise disturb any items or creatures in the course of taking this step. This step occurs before the trap resolves. For example a character may use this to step outside a Game Room, around a corner, or out of a trajectory.

### ***Endurance***

Passive. Gain or give to another a single benefit from the ten listed in Endure Elements per purchase. This occurs at the moment when you allocate this Artificing. If you give the Endure Elements to another, you must designate them at the completion of a meditation to allocate to this Artificing.

### ***Finalize***

Times Ever. When a character has received a Killing Blow, the player whose character has Finalize may choose to set off any number of Elemental Damage contraptions carried on their person. Those Contraptions are expended upon use of this Ability.

The Contraptions deal the combined damage listed on the Contraption Tags only to the creature that delivers the Killing Blow, with the verbal call "Finalize, <Number> Vengeance." This damage amount may not exceed 500.

### ***Necessitate***

Passive. Utilize a piece of Engineering Gear as though it were a lesser-costed one.

### ***Reliable Engineering***

Passive. If a thrown contraption misses a Target, immediately throw a second identical Packet.

### ***Divert Foundation***

Passive. May Mediate with a Wand and any number of Evocation Battle Magic Scrolls to refill someone's Celestial

Channeling pool for the equivalent amount stated on the Battle Magic Scrolls, which are expended.

### ***Mystic Tattoo***

Times Ever. A character may have at least 1 Mystic Tattoo and no more than 5 Mystic Tattoos. The limit is not affected by level.

### ***Stellar Trick***

Times Ever. A character with this ability may attach a Wand Tag to a One-handed Edged Weapon and that One-handed Edged Weapon may be used as that Wand until the end of the current LP.

### ***Armor Expertise***

Removed.

### ***Deft Hands***

Now allows users to determine, as an OOG question, how many Armor Points are missing from Arcane Armor or Natural Armor. See Smithing in Section II.

### ***Earthen Bastion***

Times Ever. A character with this ability may attach a Relic Tag to a Shield, and that Shield can be used as that Relic until the end of the current LP.

### ***Maintenance***

Passive. A character with this ability may apply all Coatings and Patches.

### ***Reconstruction***

Passive. May repair gear affected by Shatter by Meditating at a Crafting Station, the amount of gear to repair is equal to 5\*(ranks of Smithing) in PP.

### ***Patch Mastery***

Passive. A character with this ability may apply Armor Patches with a single hand instantly, rather than with two hands at a 3-count. This Artificing Ability is compatible with Split Patch.

### ***Split Patch***

Passive. Upon applying an Armor Patch, the character

may immediately apply a second use of the same Patch. Each Patch may be applied to a separate Target. This only expends one Tag, and follows all Patch application rules, including the Effects of Patch Mastery, if applicable.

General Artificing		
NAME	ARTIFICING COST	PREREQUISITES / LIMITATIONS
<Build / Dispel > Barrier	4	
Exchange	2	5 ranks of the Production Skill used in this benefit
Field Crafting	4	
Formal Artificing	2	40 ranks in All Crafting Skills Combined; may not purchase more than 1 time for every 5 ranks of Crafting Skills
Intuit	2	
Thwart	4	
Tradecraft	2	
Alchemy Artificing		
NAME	ARTIFICING COST	PREREQUISITES / LIMITATIONS
Distill	2	5 ranks of Alchemy
Panacea	8	15 ranks of Alchemy
Reliable Alchemy	8	10 ranks of Alchemy
Tolerance	6	
Transmute	6	
Weave	10	5 ranks of Alchemy
Brewing Artificing		
NAME	ARTIFICING COST	PREREQUISITES / LIMITATIONS
Bandagelore	4	
Crystalized Brews	2	5 ranks of Brewing
Divert Magisterium	4	
Earth's Bounty	2	Maximum of 5 purchases; 10 ranks of Brewing
Invigorate	4	
Rebalance	2	
Split Brewing	8	10 ranks of Brewing
Survive	6	15 ranks of Brewing

Engineering Artificing		
NAME	ARTIFICING COST	PREREQUISITES / LIMITATIONS
Avoid	10	10 ranks in Engineering or 60 XP in Stealth
Deft Hands	4	
Elude	4	
Endurance	1	Maximum of 10 purchases; 10 ranks of Engineering
Finalize	4	20 ranks of Engineering
Necessitate	6	
Reliable Engineering	8	10 ranks of Engineering
Inscription Artificing		
NAME	ARTIFICING COST	PREREQUISITES / LIMITATIONS
Celestial Armor	2	Maximum of 5 purchases; 10 ranks in Inscription
Divert Foundation	4	
Invoke	2	
Learned	6	5 ranks in Inscription
Mystic Tattoo	2	5 ranks in Inscription
Reliable Inscription	8	10 ranks in Inscription
Scroll Mastery	6	
Stellar Trick	10	
Smithing Artificing		
NAME	ARTIFICING COST	PREREQUISITES / LIMITATIONS
Deft Hands	4	
Earthen Bastion	10	Shield
Forged	10	15 ranks of Smithing
Maintenance	4	
Patch Mastery	2	10 ranks of Smithing
Reconstruction	4	5 ranks of Smithing
Refit Alacrity	6	20 ranks of Smithing
Refined Strengthening	6	5 ranks of Smithing
Resilience	6	15 ranks of Smithing
Split Patch	8	10 Ranks of Smithing