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Twin Mask

TWIN MASK

Rulebook version 5.1.4

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CHAPTER 1: THE BASICS & CHARACTER CREATION

“Some heroes fell asleep—they must have, to ignore the troubles that became our world. The details are lost to all but the gods—if they exist. Through whatever means, the world that was, is not; and what is, is but new compared to the infinite cycles of time before hand.”

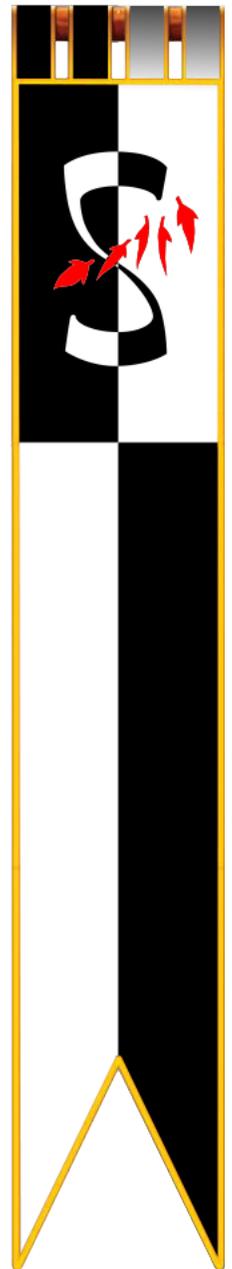
—EXCERPT FROM *The World of Ruin* by LOREMASTER Cejel Nenulio

INTRODUCTION

Welcome to Twin Mask—a world of deceit, war, corruption, and (perhaps) hope. In this ruined world, you will face demons both on the field of battle and within your very being. You will be pushed to emotional extremes and placed in situations that will make you question all that you know.

Humankind has, for years now, hunted and killed creatures of magic throughout the known world. Entire belief structures have warped over time to not only support this practice but even increase it. As a result, mankind has thrived, but magic has slowly withered away, such that it is now just a shadow of the grand art it once was. This is not to say that the use of magic is completely lost to man. Some still use the craft, huddled in dark corners to whisper forbidden secrets. Yet the strongest of all spells have been lost to the ages and await discovery once more.

Twin Mask is a medium-combat LARP with a strong emphasis on immersion and story. For those unfamiliar with LARP, the hobby can best be explained as a combination of improvisational theater and sport. No one will tell you what to do, and therefore the game is very much what you make of it. For actors, this is an excellent opportunity to practice odd character quirks, method acting, and anything else you may have studied in classes. For sports enthusiasts, LARPing is great exercise. For costume designers and makeup artists, this is an opportunity to put to use all of your design skills. For the rest of us, it’s a place to make new friends and become immersed in an environment of raw creativity.



BASIC EXPLANATION

In Twin Mask, you will play a character that has returned from the dead, perhaps *years* after their previous life, to find themselves in a strange new part of the world. This means that it is totally fine for you, as a player, to be a bit disoriented: that's just good role-playing!

You will spend a weekend—camping out from Friday evening until the sun rises on Sunday—immersed in a fantasy city and the surrounding areas, role-playing your own personal character while your fellow LARPer's play their own parts all around you. You may end up in rivalries or relationships with those “player characters” (PCs), but many antagonists will also threaten the entire group, and you will necessarily band together for your mutual good. The game can be very intense, with some darker themes, exhausting combat, and long-running plotlines that people care about deeply.

Most people carry weapons like swords and spears, which are made of foam that is soft enough for safety... but still hard enough that you will definitely feel any hits you take. Characters generally have 5 health points, and all weapons deal 1 point of damage... unless you have skills or magical effects that modify those numbers. You will be expected to keep some numbers in your head: you will mentally track your health, mana, and uses of many skills on an “honor system.” You can also wear actual metal (or leather) armor, as long as your character takes the appropriate skills.

On the subject of costuming: Twin Mask maintains fairly high standards for people's outfits, since we often have some photographers on site, looking to capture the best moments of the game. We care more about *accessibility*, though, than about appearances. As long as you make a good-faith attempt to cover the basics and look vaguely fantasy-medieval, you can start with very unremarkable clothing and gear, then add to it as your character grows.

Similarly, although you should read this rulebook before coming to game, we are interested in helping you learn and remember the rules as you play. When you come to your first game, we will take you aside—along with anyone else starting at the same time—and explain all the basic rules, and you can even borrow a sword! Obviously, we want lots of interesting people to come out and play, so everyone's first game is always free, and if you enjoy yourself, you can even get a significant in-game bonus for bringing your friends to *their* first game.

If you are intimidated by this rulebook, we recommend reading through chapter 2 to get a sense of what the world of Adelrune is like, then skimming chapters 6 and 7 to learn some of the basics of gameplay, then looking at chapter 8 and choosing a pre-built set of skills to play with. Once you have a set of skills, you can track down and read exactly what those skills do... and if you are inspired to learn about other skills, you can branch out in your reading from there.

You can totally change your character after your first game, once you have a chance to figure out the kind of in-game activities you enjoy, so you don't need to worry about getting everything perfect.

You can always stop the action and ask, "clarify?" when you don't understand the mechanics of something during the game. People will be happy to explain.

In fact, one of the fundamental rules of the game is that anyone, if they need to, can raise a loose fist directly above their head to signal that they are temporarily "out of character" (OOC). You shouldn't ever do this just to escape situations that are awkward or threatening for your character... but if you ever feel *personally* or *medically* threatened, you can always pull yourself out of the action. (Similarly, anyone wearing an official white headband is signaling that they are OOC, and you should ignore them as though they were "just the wind.")

As you attend more events, your character will grow and improve. Every Twin Mask game will get your character 3 "Character Points" (CP) that you can use to buy new skills. Also, you can earn "Incentive Points" (IP) by contributing to the game, beyond simply attending: for instance, you can help clean up, you can write a "PEL" ("Post-Event Letter") to give feedback to Staff, or you can donate things to the game. And, once you have some IP, you can convert it into CP (at a maximum rate of 3 per game, plus up to 20 extra during your first few games). Twin Mask is a Role-Playing Game, after all, and it can be very satisfying when your character finally unlocks a whole new tier of magical spells, a particularly effective combination of skills, or masters the Lore of a new subject. Some people have been playing the same characters for years and years, and they have gotten very strong... but they are also very interested in helping new players find their place in the game! They know that every additional member of our community makes the game better for all of us.

The bottom line, really, is that you shouldn't be intimidated by Twin Mask, even if you have never tried a LARP before. You might be shy, worried about "looking like an idiot" or not being able to keep up. You might be more comfortable with single-player games, or small groups, or online gaming with a protective veil of anonymity... but, you know what? That's what almost all of us are like, too. Trying a game like Twin Mask can feel like a leap into the dark, but let us assure you: this game is probably full of *your kind of people*. All of us, at one point, were similarly uncertain about trying Twin Mask, and we all made the leap. We have landed very happily, and many of us have made lifelong friends through this wonderful hobby. You can, too!

THE STEPS OF CHARACTER CREATION

“Rule 11: The difference between success and failure is planning.”

—Kizar Flynn Vulphrim, *A Guide to Adventuring*

In order to make a character for Twin Mask, you will work through the following steps. Step 3 can be difficult, since there are so many skills to read through... so, as a shortcut for that step, you can alternatively jump straight to [chapter 8](#). There, you can choose one of 10 basic character skill layouts as a “base” from which to explore. You will still need to go through the other steps, of course, but none of them are overwhelming in the way that step 3 can be. For help, we highly recommend connecting to our New Player Team by using our [Player Resources](#) options and/or emailing Characters@TwinMask.com.

Step 1: Choose a **Bloodline**

In addition to humans and Effendal, supernatural traits may have entered your character’s lineage long ago, only to surface unexpectedly. Choose one of the following bloodlines:

- **Human:** the most numerous of all of the bloodlines, humans rule the vast majority of the known world.
- **Effendal:** called “elves” by some humans, they are a people dedicated to the preservation of balance while they themselves stand on the verge of extinction.
- **Celestial-Blooded:** known for uplifting those around them, their appearance is the physical manifestation of a virtue.
- **Demon-Blooded:** menacing in appearance and universally feared, the children of the demonic thrive in the worst kind of environments.
- **Dragon-Blooded:** descended from ancient and powerful creatures, the children of dragons are known for their stubborn pride, unyielding strength, and boundless determination.
- **Fae-Blooded:** often taking on the physical aspects of animals or nature, the children of the Fae are known for their wild hearts and mischievous spirits.

Note: All of these races are available, but it should be understood that the world is dominated by superstitious humans. Non-human bloodlines are feared, persecuted, and hunted. Some cultures have specific restrictions on which bloodlines are permitted within their borders. Additionally, non-Human and non-Effendal will get fewer Character Points to spend at character creation.

Step 2: Choose a **Culture**

There are numerous places for your character to have been born, each with its own cultural biases toward other nations; in fact, most cultures have societal restrictions based on one’s bloodline. The available cultures for new players are: [Ad Decimum](#), [the Amalgamation](#), [Castle Thorn](#), [the Celestine Empire](#), [Cestral](#), [the Coatl](#), [Cole](#), [Dace](#), [the](#)

[Drir, the Gael](#), [Mandala, the Nadine Empire](#), [the Saek](#), [the Trahazi](#), [the Vicaul](#), [Bastion, the Breach](#), [Paradox](#), and [the Citadel](#) (which stands for the various Houses and Tribes of the Effendal). As part of this step, you will generally also choose a [Religion](#).

Step 3: Choose your Skills

Skills are the mechanics that govern what your character can actually *do*, and they can only be purchased with Character Points (CP). Starting characters **begin the game with 20 Character Points (CP)** as well as any additional CP that are provided by their chosen bloodline. (This means a starting total of 40 CP for Humans and Effendal.) Bloodlines other than those of Humans and Effendal do not provide additional Character Points, but they do provide access to otherwise-restricted, powerful skills. New characters get a “grace period” of 3 games, during which they may change and rearrange their skills freely... but after your third game, your existing skills are locked down, and learning any new skill requires 30 minutes of in-game [training](#). For help with this process, you can consult [chapter 8](#) and/or contact our New Player Team.

Step 4: Get Some Equipment

For your first game, basic and generic swords or daggers can be loaned to you, based on the proficiencies that you have chosen during character creation. If you wish to bring your own props to your first event, be aware that they will have to pass a safety inspection; if they do not pass, you may have to fall back on generic equipment—or do without—rather than using your own props, no matter how awesome they look. (To get advice on what kinds of props are likely to pass or fail, make contact with your fellow players and Staff through our various [Player Resources](#), such as our Facebook page.)

Step 5: Design a Character Backstory

Now that you have a concept and the skills associated with it, it’s time to write your history. This is where contacting the New Player Team (through our [Player Resources](#) options like Facebook, or by emailing Characters@TwinMask.com) can be particularly valuable: they will help you develop something that will truly fit Adelerune. Think about where your character learned the variety of skills and talents that they have. What is their motivation, personality, and, finally—what killed them? All character histories must end with that character’s death. (See the next section for more information on this step.)

Step 6: Review & Submit

Look over what you’ve chosen. If your character is a magic-user, review the types of magic they have access to, but do not worry about individual spells: you will be provided with scrolls at the beginning of your first game. Though you will have the option to rebuild your character entirely in between your first three events, it’s always nice to be able to keep your character concept fairly stable from the beginning. Once you are happy with your design, go to TwinMask.com and hit the “Submit a New Character” button.

CHARACTER HISTORY

Your character's past, whatever life they once had, is lost. They might have died as much as 100 years ago, or they might have died just a month ago. For some, this break with the past is a blessing, and for others it is a curse: all the people that they once knew—both friends and enemies—could be dead, or perhaps those people are still alive but still believe that your character is dead. Your character did, in fact, die—but your character's spirit will not be denied, for some unfinished task remains to them. Whether it be for penance, revenge, or an as-yet-unknown duty to be fulfilled, your character has been afforded a second chance.

Your character can come from almost any background or culture, but they must have been alive in the modern era, no more than 100 years ago. They could be a hero, a scholar, a rogue, or even just a scullery maid with big dreams. Regardless of your character's past, they are now “Returned”—and they will be thrown together with others of very differing assumptions about the world, with the task of working out their differences in order to not only survive but also make one last mark on Adeldune.

Remember: all character histories must end with an emotionally climactic death. It is also important to realize, though, that you do not necessarily have to work out all the details ahead of time. When the game begins and your character is returned to life, they will be in a weakened state and their memories will be cloudy. This provides some opportunities for you, the player. First, your character's shaky memory gives you a chance to interact with the world of Twin Mask a bit before “nailing down” how you want your character to fit into that world. If you thought you wanted to be a knight, told people after Returning that you were a knight, but then discovered that such a role was less fun than you wanted it to be... you can blame all that talk of knighthood on a faulty memory. In fact, many first-time players take the CLOUDED MEMORY background flaw to emphasize this uncertainty and give themselves more leeway. (And, fortunately, new characters have a “grace period” of three games in which to change their mechanical details, too.) Second, your character's weakened state means that you don't have to immediately live up to their masterful expertise or grand past. Your character may have been a legendary duelist or arch-mage, but they will be starting as a beginning character nevertheless, without the ability to do very much that would earn them such levels of fame. As your character becomes more powerful through play, you can conceptualize their improvement as “remembering their former powers.”

You must write your character's backstory within your first 3 games. When you have it done, and approved by the New Player Team—and remember, it can be relatively simple rather than being sweeping, stylish, and novel-length—you should email it to Characters@TwinMask.com, with the subject line “Character History.”

CHAPTER 2:

WORLD INFORMATION

“Adelrune is a big place, and it can be easy to get lost, no matter where you are. It certainly doesn't help that true informational authority is hard to come by: there are a lot of blank spaces on the maps, where only the local people's oral history can tell you anything useful. There is no substitute for going everywhere and getting your knowledge first-hand... but, as I said, Adelrune is a big place.”

—Shanna Brusus, Researcher of Ad Decimum's Arcane Consortium

Learning about the different places, bloodlines, cultures, and religions of Adelrune is very valuable, for a couple of reasons. When you make a new character, of course, you want to be able to fit into the world somehow, to align yourself with some of the concerns and views of the people who live there, so that your roleplaying opportunities will be richer and have farther-reaching consequences. As you continue to play that character in Adelrune, too, you will find yourself having to make a lot of choices that take other parts of the world into account: the “Returned” come from all kinds of different places, and your corner of the world is the hub for a lot of politics and rivalries and decisions that affect all of Adelrune.

Speaking of “your corner of the world”... all Player Characters are Returned, and they have come back through the veil of death into one particular place: **the fledgling nation of Solace, on the western continent of Tear**. Formed less than a decade ago, soon after the first group of Returned popped into existence in the middle of Effendal-controlled woods, this nation has quickly become a “melting pot” that plays host to individuals from all the nations and races of Adelrune. (This has naturally been a problem for the Effendal, since Solace was carved out of their territory, and many humans wish to eradicate what they call “the elves.”)

A few years ago, Solace was the battlefield on which all the Returned and the nations of Adelrune—unified, for once—stood against the greater demon Bel'e'athru and narrowly saved the world from being plunged into darkness. A coalition government called “Unity” was formed to administer the combined efforts that the conflict called for, and it is still the dominant factor in the day-to-day management of the nation's two cities, Solace (the capital) and Port Frey. Unity's ongoing effort is to maintain unprecedented cooperation between the various human nations of the world, and it has had some great successes to go with its setbacks.

Despite the name, after all, many of those human nations still struggle for supremacy. Additionally, the Effendal still face threats from some humans—which is ironic, for Tear was once (long ago, before the 2000 years of Effendal isolation) a place where humans and Effendal lived side by side. Port Frey and possibly Solace are built over the ruins of settlements from that time, now thousands of years old... and the menacing wreckage in

the southern swamps was once the magical city of Theddespari, which was once a shining beacon of civilized, human-Effendal cooperation against the might of the ancient Coatl armies.

In modern times, all of the civilized nations of Adetrune *do* accept an accord called “the Rules of Society,” which mandates that nations maintain a caste-like system of 1) peasantry, 2) nobility, and 3) royalty. It also states that people shall use “pins of status”—precious-metal decorations affixed to clothing above one’s left breast—to represent their specific places within the castes: 1-2 pins for peasants, 3-4 pins for nobles, and 5-7 pins for royalty. Impersonating people above your “station” is a crime, and attacking or otherwise threatening your “betters” can be a very serious crime indeed.

That being said, Adetrune really *is* a big place, with many distinct cultures and civilizations, many of which do not accept the Rules of Society at all. (Those cultures are called “Savage” as a result.) Take some time to explore them in the following pages, and you will start to find interesting ways for you, as a Returned, to fit among them.

WORLD MAP



A commonly-accepted map of Adetrune, scribed by the cartographer Victor Senio

As every sailor knows, it is foolish to venture too far out to sea. Those who ignore this advice are often claimed by the mists—great banks of impenetrable fog that envelop the seas far from land. The mists come and go with the weather, but they surround the entire world. Even those who do return from the mists often return touched by madness, spouting wild tales of monstrous beasts and land where there is only sea. It is said that time moves differently in the mists, and many legends and superstitions exist that focus around this very phenomenon. As a result, exploration of the world of Adelfrune has historically been very difficult.

MAJOR NATIONS AND LAND MASSES

- 1:** Named for its tear-like shape, the continent of **Tear** was separated from The Expanse—Adelfrune’s larger eastern continent—for many, many centuries by impenetrable banks of mist. The old cultures of the Expanse consider Tear to be something of a frontier.
- 2:** Sometimes called ‘the Eye’ or ‘Ire,’ the **Northern Island** of Tear is a deceptively treacherous island. Many early sailors discovered this seemingly inviting island, only to crash upon the jagged rocks that sit just below the water’s surface. It is said to be uninhabited, but it is sometimes used by pirates and smugglers.
- 3:** Much like the Northern Isle, the **Broken Tears** off the southern coast of Tear are known for treacherous seafaring conditions. All of the islands that make up this archipelago, including the large, southernmost one, are wild and dangerous places.
- 4:** Tear’s central hub of connection with the mainland of the Expanse, **Port Frey** is a bustling city that thrives by ministering to people passing through, whether they are merchants or armies.
- 5:** An increasingly influential city at the heart of Tear, **Solace** is world-famous for its connections to various cultures and the phenomenon of the Returned, who are linked to its very recent founding.
- 6:** When the Mists withdrew and it became possible for the nations of the Expanse to explore the cultures of Tear again, **Edge** was the first port established for that purpose. This rough-and-tumble frontier settlement rivals Port Frey in its appeal to ships, but it is often considered more dangerous than the other cities of Tear.
- 7:** The wide and fearsome sea that separates Tear from The Expanse is called **The Torrent**. It is named for the strength and force of its storms, tides, and undertow.
- 8:** A series of small islands near the center of The Torrent, **Eirie** is named after a goddess of love and was famed for its elegant and very hedonistic society. Recently, in the

year 5r, Eirie was hit by a massive tidal wave that destroyed its civilization completely. Before this cataclysmic event, “the Eirie Isles” served as a pleasure-seeker’s paradise and traveler’s last port en route to the mysterious Isles of Tear.

- 9:** One of the two largest political bodies on Adelrune, the **Celestine Empire** is allied with the many smaller city-states of the Western Expanse and maintains a complex, advanced civilization that embraces enlightened cultural principles of justice, philosophy, and respect for individuals.
- 10:** A rugged swath of deep forests and craggy mountains, the **Gael Lands** stretch from the western edge of the Celestine Empire northward into arctic wilderness. This primal terrain holds a strong and stubborn people who harbor great respect for the oldest ways of life.
- 11:** A series of swampy, low islands off the coast of the Gael Lands and the Mandalan valleys, the **Drir Isles** have a dark reputation among anyone who is not explicitly invited in by the Drir Kabals—which means that these islands are considered very menacing indeed.
- 12:** Nestled in a winding series of incredibly well-defended valleys and mountains that are associated with dragons, the city-state of **Mandala** is an old, wise, regimented, and fairly small civilization.
- 13:** A city-state of lofty mage towers, warded white walls, and hidden libraries, **Ad Decimum** is strongly associated with arcane magic and research. Naturally enough, it also consists of villages and outposts that are spread across its outlying farmlands—but the people of Ad Decimum focus most of their attention on the intellectual life of the central city.
- 14:** A walled port city on the western (“Red”) coast of the Expanse, **Cole** is a state of pirates and gamblers, with a complex political system and an emphasis on freedom.
- 15:** A massive fortress built overlooking the cliffs and straits that face the Breach, **Castle Thorn** is a bulwark against the demons that control that land. This castle holds some of the strongest knights and soldiers in the world, as they are hammered into strength against the anvil of the Breach.
- 16:** A highly defensible island with treacherous shorelines and cliffs, the **Breach** is overrun by demon “houses” who have built imposing fortresses there. Also the home of roving bands of Saek, it is a harsh and unforgiving place. Technically, the island is named after the strait (or “breach”) that separates it from the mainland of the Expanse (and Castle Thorn).

- 17:** An opulently wealthy nation of merchants, art, and masquerades, **Dace** is an island that is optimally situated for trade and has a powerful fleet of mercantile and defensive ships.
- 18:** Although it currently remains a grand political empire that unites four large kingdoms under the political dominance of a repressive Church, **The Amalgamation** has become unstable in recent times. The death of the Church's central god, Chorus, has pushed this empire into a great political crisis, and its powerful armies of crusading knights have taken serious losses at the hands of the Coatl hordes to the northeast.
- 19:** One of the largest and densest forests in the world, the **Churchwood Forest** stretches across much of the western part of the Amalgamation. Some of its deepest parts serve as bastions of lawlessness in the heart of the Amalgamation, as bandits make their home under cover of the trees.
- 20:** Although it is relatively small when compared to the Celestine Empire or the Amalgamation, the **Nadine Empire** is a major player on the world stage because of its incredibly well-trained military, efficient exploitation of its own resources, and unflinching use of necromancy, poison, and ruthlessness.
- 21:** A cold and unforgiving island far to the north, **Eur** is also called "the Wilds." Home to the tribes of the Vicaul, it is populated by fearsome animals and harsh weather that make life difficult, so the Vicaul are well-known for sailing their raiding parties to neighboring lands to get the resources they need.
- 22:** Named after the Old Ways pantheon's god of strategy, the **Vein** is a rugged peninsula to the northeast of the Amalgamation that has produced a proud, strong, and stubbornly straightforward people. They are now part of the Amalgamation, but before that empire was formed, they already abhorred magic to the point that they had outlawed all magical practice.
- 23:** A long stretch of wild terrain inhabited by a fearsome and nomadic people, the **Coatl Lands** to the northeast of the Amalgamation have never been conquered, despite all the might of that empire. They serve as a trackless bastion from which the Coatl can raid and sometimes pillage the lands to the south and west.
- 24:** A beautiful island continent named after its ruling city-state, **Cestral** is filled with rolling hills, glens, farmlands, and beautiful coastal cliffs. The people of Cestral are always ready to fight, to sing, and to drink, for they live life to the fullest.

BLOODLINES



AVAILABLE BLOODLINES:	
HUMAN	EFFENDAL
CELESTIAL-BLOODED	Demon-Blooded
Dragon-Blooded	Fae-Blooded

For “flavor,” backstory, and costuming purposes, it is possible to choose a combination of two different Bloodlines—for instance, a human with Effendal blood, a Fae-Blooded Effendal, or a Demon-Blooded person with a touch of Dragon blood. For *rules* purposes, though, such characters must choose a **single “dominant” Bloodline** to determine their game-mechanics profile. (That is, their CP bonus and access to Restricted skills.)

HUMAN

By far the most common race on Adelrune, humans are willing and eager to fill every possible niche; they will adapt to any circumstance that allows for the possibility of growth. This adaptability is, at least partially, the result of the fact that they have much shorter lifespans than people of other races—humans have limited time in which to accomplish their goals, so they are more willing to do whatever it takes to move forward. This same impulse, however, often leads humans to be shorter-sighted than people of other races. Humans often make mistakes or fall into unhealthy patterns that others would be likely to avoid. Additionally, humans have a complicated relationship with individuality: although humans may be incredibly different from one another, with motivations and methods that run the full gamut of possibility, they can also be very tribal in their approach to social connections, with a willingness to abandon individual responsibility if they are part of a large group.

As such, two of the only things that can bind together the efforts of many humans, and direct those efforts toward long-term goals, are nations and religions. Adelrune currently holds at least 16 distinct human nations or city-states, each with a different system of government, leadership, and social norms. The complex internal differences of these nations have produced a fascinating system of politics, nobility, and cosmopolitan travel. Each of these political bodies, however, also sees the continuation of its own way of life as a goal of paramount importance, which has always led to an enormous amount of conflict among human cultures. And when the principles of a religion are used to bind together multiple nations, as with the Amalgamation, an enormous amount of blood has been shed.

Because humans have a history of clashing with outsiders, it is incredibly rare to find anyone of a non-human bloodline on the Expanse (the major, central continent of Adelrune). Humans have established unquestioned dominance over the vast majority of the world.

In terms of game mechanics, humans have no specific costuming requirements. They gain access to the following [exclusive skills](#): STIPEND, UNBURDENED, GOOD ENOUGH, and PILLAR OF THE COMMUNITY. Additionally, Human characters gain *20 bonus Character Points* to spend on whatever skills they want.

EFFENDAL

The Effendal, also called ‘elves’ by many humans, predate recorded history. Some legends claim that they are the descendants of the great ‘Sidhe,’ a fictitious race among the Fae. The ‘Sidhe’ were said to be the Lords of Fae, both powerful in the ways of magic and immortal. In those stories, these so-called ‘Lords of the Between’ sailed away from the known lands and created a great Mist behind them, a screen that mere mortals could not pierce to follow them. Within the academic community, this tale is generally believed to be an early, folkloric explanation for one of the world’s great unknowns: the origin of the great Mists that separated the isles of Tear from the mainland of the Expanse for hundreds of years.



The Effendal do exist, though very little is widely known about their culture because the Amalgamation’s Church of Chorus has done an exceedingly good job of killing any survivors and destroying any book or artifact that can be linked to these so-called “Abominations.” The Effendal were given the derogatory term “Elf” hundreds of years ago by an Amalgamation king who had a captive Effendal “court jester.” An Effendal who is called such a word, and who understands its historical origin as a hateful abbreviation, is sure to take offense. Similarly, the nobles of Dace took a liking to keeping rare and precious Effendal slaves for hundreds of years.

Effendal society is built on a caste system: each person is born into a family and a Tribe that serves a very specific role, and he or she must choose a place within society as a Leader, a Warrior, a Hunter, or a Scholar. Each caste has its own name in the various languages of the Effendal Houses and Tribes, and the differences between castes are constantly reinforced through training. Tribal in culture and often isolated from the rest of the world, many Effendal are wary of strangers and hostile to humans. Although a majority of the Effendal that players encounter in Twin Mask will speak the language common to mankind, some individuals and Tribes have forsaken that language in favor of their own. All Effendal also have extremely heightened senses, which can make them seem “overly sensitive” by human standards and lead to very interesting role-playing.

Effendal characters are likely to come from [The Citadel](#) or one of the Tribes that is associated with that center of Effendal culture.

In terms of game mechanics, Effendal characters must wear elongated, prosthetic ears (of any length). They gain access to the following [exclusive skills](#): EFFENDAL SENSES, EFFENDAL AGILITY, PATIENCE, and WEAPON MASTER. Additionally, Effendal characters gain 20 bonus *Character Points* to spend on whatever skills they want.

CELESTIAL-BLOODED

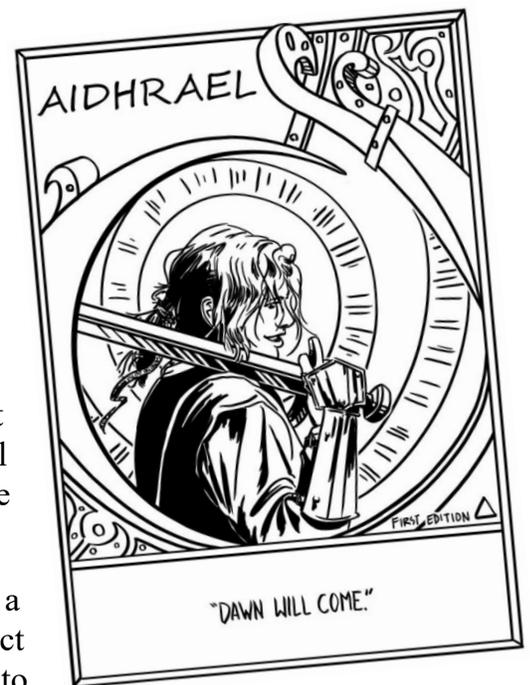
The eventual products of a historical love between a Celestial and a person of another race, members of this hybrid bloodline have always been very rare, but in this dark time of the world they are more scarce than ever. The recent “War of Radiance” against the greater demon Bel’e’athru took an enormous toll on the number of Celestials and celestial-blooded in Adelfrune, for they were among the bravest fighters in that struggle. A person with celestial blood is often seen as a beacon of hope and light, and many common people will view such a person as essentially a messenger from the heavens themselves. Of course, this view is not necessarily true: celestial-blooded are individuals and can have varying motivations in life. They do tend to have good intentions, and to work toward the greater good, but they often take different routes toward that goal.

One reason for celestial-blooded people’s general dedication to “goodness” is that their Celestial ancestors once actively drew power from positive emotions like love, hope, loyalty, curiosity, respect, awe, and so on. Each full Celestial has one such emotion that they draw on more than any others. People with celestial blood do not have a “guiding virtue” in this way, but they may feel particularly drawn to one principle, even if only because they were told so many stories about it as they grew up.

Celestial-blooded people may thus choose to exemplify a positive emotion—which may easily put them into conflict with Demons and those with demonic blood, who tend to pursue opposing goals. This conflict begins at the philosophical level but frequently turns violent—such as, for instance, in the recent battles against the forces of Bel’e’athru.

Celestial characters are likely to come from [Bastion](#) or a culture like it (also, Castle Thorn and the Celestine Empire are more likely to produce such individuals).

In terms of game mechanics, celestial-blooded characters have no strict costuming requirements, but they are strongly encouraged to wear special contact lenses, glowing armor, wings, or some other marker of their divine heritage. They gain access to the following [exclusive skills](#): RALLYING CRY, HEALING TOUCH, RESURRECTION, RISE TOWARD THE LIGHT, and SUPERNATURAL STRENGTH.



Demon-Blooded



At some point, a Demon mated with a person of another race, and a strand of Demonic blood entered a family's bloodline. Demon-blooded people take the dark impulses of their demonic ancestors and join them with the distinctly different perspective of their parents. Demon-blooded people are therefore truly unique, with an outlook on life that is tinted with darkness but not necessarily dedicated to it. Unfortunately for them, they often grow up being feared and hunted by the humans around them, so they often feel justified in unleashing their own worst impulses on those who have, in their view, wronged them.

Most newly-Returned, demon-blooded people had to fight hard to survive in their previous lives, developing the strength, cunning, and speed needed to thrive even when others opposed them. In the Breach, where demons rule as kings over thousands of human slaves, demon-blooded people are quite common, but people of this

hybrid race are extremely unusual in all other cultures.

Just like full Celestials, Demons draw extra energy from people's emotions—but they can only draw strength from negative feelings. Hate, despair, rage, laziness, fear, lust, boredom, cruelty, and so on: these are the emotions that fuel them. While people with demonic blood do not draw energy from any one particular emotion in this way, they may still choose to focus on one, perhaps because of their family's history. This fact can put many of them into direct conflict, philosophical or military (or both), with any celestial-blooded people around them.

Demon-blooded characters are likely to come from [the Breach](#) (also, the Coatl and the Drir are more likely to produce such individuals).

In terms of game mechanics, demon-blooded characters have no strict costuming requirements, but they are strongly encouraged to wear special contact lenses, prosthetic fangs, horns, claws, or some other marker of their demonic heritage. They gain access to the following [exclusive skills](#): DRAINING TOUCH, ABHORRENT SIGN, CAPTIVATING GAZE, SINK INTO DARKNESS, and SUPERNATURAL STRENGTH.

Dragon-Blooded

The descendant of the long-ago coupling between a dragon and a person of another race, people of this hybrid bloodline are particularly rare. That is, until *very* recently, dragons were withdrawn into age-old sleep and generally believed to be extinct, so no new draconic bloodlines were being created among the other races. With partially-scaled skin, along with horns and teeth that are strongly reminiscent of their draconic parents, dragon-blooded people tend to inspire a sense of wonder and (often) fear in those around them.

Dragons have always had a strong pull on people's imaginations, since they used to be the rulers and guardians of all Adadrune in the days before recorded history. They were beings of immense power, capable of dominating all of the other powerful entities of that time. Legends of dragons tend to inspire fear and awe... and in the last few years there have been some credible sightings of reawakened dragons appearing in various places across Adadrune. Dragon-blooded people often inherit a sense of regal guardianship from their ancestors, such that they feel compelled to rule over and protect the common people of the world, much as a monarch would shield their subjects (or a dragon would organize the gold coins in their hoard).

Dragons are divided by lineage into various colors—blue, black, red, green, yellow, and white—and dragon-blooded people generally have a clear color scheme that links them to their ancestors. In fact, the decline and hibernation of dragons was directly tied to these varying lineages, as dragons of different families were fiercely competitive and territorially combative with one another, resulting in many deaths and the overall reduction of the dragons' rule over the "lesser" races. To this day, when dragon-blooded people meet each other, they are likely to be wary and combative.

These individuals are most likely to come from [Mandala](#), and they are relatively likely to thrive in the Breach.

In terms of game mechanics, dragon-blooded characters must use makeup to draw scale patterns on their skin, and they are strongly encouraged to wear special contact lenses or to use prosthetic fangs, horns, or claws as markers of their draconic heritage. They gain access to the following [exclusive skills](#): NATURAL ARMOR, IRON STOMACH, DRACONIC ROAR, BONES OF THE EARTH, and SUPERNATURAL STRENGTH.



Fae-Blooded

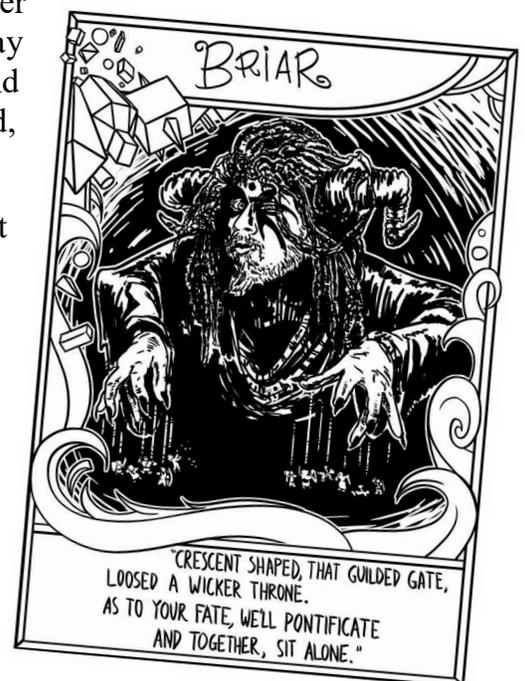
Hybrid children who are descended from some long-ago union between the unpredictable nature-spirits known as the Fae and someone of another race, these individuals have inherited a strange, whimsical place in the world. Fae are generally enigmatic, animalistic, and magical creatures who serve the balance of the world by preserving, in their own inconsistent ways, the mystery and primacy of nature. Fae-blooded are not bound to serve the same goal, but many find a love of nature and a desire to protect it. Those born with obviously inhuman traits (such as a bestial face, strangely-colored eyes, shimmering skin, or a tail) are often driven away from civilization at a young age, and many find a new home in the forests or swamps nearby. Even those who can “pass” for human or Effendal, though, will tend to be drawn to the natural world, and they may discover that their ways of thinking do not match with “civilized” logic or learning.

Fae-blooded people are therefore often seen as troublemakers, even if they can find a place in society. They tend to seem *elusive* to the people around them—not only because they may disappear into the woods for hours or days at a time, but also because their way of speaking is often whimsically circular or abrupt. Many of them will default to the stance of an observer, watching rather than being assertive or commanding.

The Fae themselves are creatures of oaths, bargains, and strange rules of conduct that can be difficult to follow because they are so changeable from Fae to Fae. Their descendants have inherited this tendency to believe things strongly and irrationally, to make their own kind of sense rather than feeling that they must explain their thought processes to anyone else. They often build rules of conduct for themselves that, over time, can solidify into non-negotiable compulsions that may affect some aspect of everything they do. Although the Fae and their descendants are drawn to balance in the natural world, they do not always maintain balance within their own minds.

Fae-blooded characters most often come from [Paradox](#), but they can be from anywhere.

In terms of game mechanics, Fae-blooded characters have no strict costuming requirements, but they are strongly encouraged to wear wings, horns, teeth, or a tail that make their Fae heritage obvious, ideally through a mixture of “animal” and “magical” themes. They gain access to the following [exclusive skills](#): SLIPPERY, MAGIC-RESISTANT, ATTRACTIVE GESTURE, REPELLENT GESTURE, and DOMINATING GESTURE.



CULTURES



“Embrace other cultures, even if they are weird. You never know what you might learn! But avoid their weird food: that stuff is gross, especially if it has eyeballs. Don’t eat that.”

—Kizar Flynn Vulphrim, *A Guide to Adventuring*

AVAILABLE CULTURES

— HUMAN —

HA DECIMUM

The Amalgamation

CASTLE THORN

The Celestine Empire

cestral

THE COATL

COLE

Dace

The Drir

The Gael

MANDALA

The Nadine Empire

The Sack

The Trabazi

The Vicaul

— OTHER —

BASTION

THE BREACH

THE CITADEL

PARADOX

AD DECIMUM

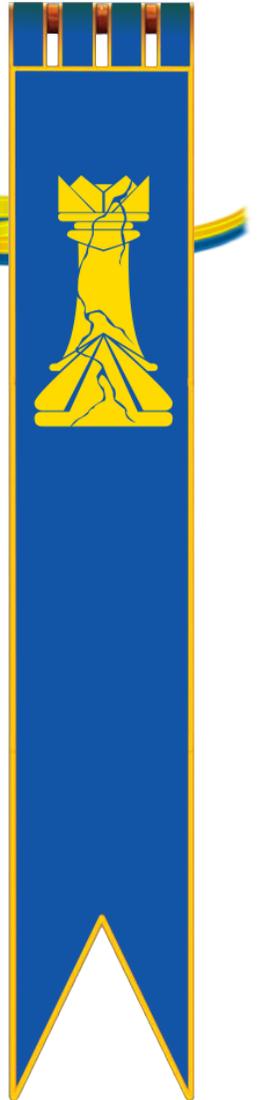
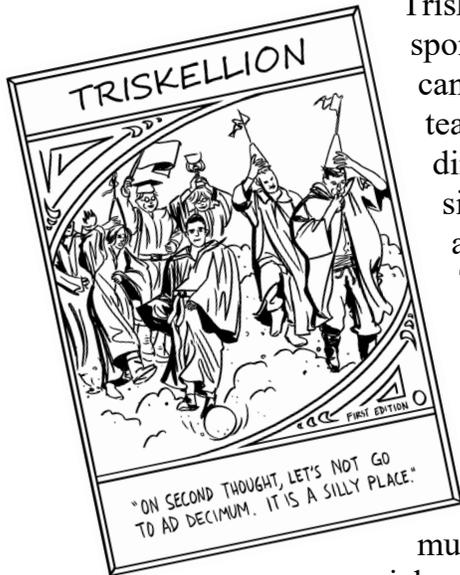
— PEER INTO THE UNKNOWN —

One of the city-states on the western edge of the Expanse, Ad Decimum is a small, quirky society built upon academic knowledge and spellcraft. Almost all Decimals have an aptitude for magic, and those who don't are viewed as second-class citizens. Decimals who are interested in developing their mastery of magic are embraced by the system of Towers in the city, where different disciplines of magic are separated thematically and studied with intense focus. Those who do not have magical talent are forced to pick up mundane trades and perform the needed but less valued functions of the society.

Among the Towers, there is no shortage of academic elitism and rivalry between individuals who specialize in differing schools of magic. While this rivalry is often light-hearted, it can occasionally turn bloody, as a single altered rune can turn a harmless ritual into an explosive tragedy. Still, though, Decimals tend to be fiercely competitive, so they view their rivalries as a way to promote excellence. While Ad Decimum's love of competition and challenge usually takes the form of academic rivalry, there is one exception: Triskelion.

Triskelion is Ad Decimum's most beloved pastime. It is a sport that involves 3 teams, 3 goals, and a single ball that can't be touched by the hands. Each Tower has its own team, such that Triskelion helps those Towers compete directly in a controlled and non-deadly manner. Though it sounds simple when first encountered, the game requires a lot of strategy, and it is common for the most successful teams to train year-round. Triskelion is followed with fanatical devotion within the city-state, and the tournaments are attended by everyone of importance within the city. Skilled Triskelion players are minor celebrities.

Among the Towers, all forms of magic are encouraged, but Blood Magic, Summoning, and Necromancy are watched more closely than others. All wizards who practice those disciplines must be specially registered with the state bureaucracy, and they must carry special writs of permission to allow them access to the heavily-restricted libraries containing this knowledge. This acceptance of "unsavory" magics, no matter how tightly controlled, causes the citizens of other nations to distrust the wizards of Ad Decimum, even if they are allies, and it motivates Decimal wizards to do what they can to



educate other nations. In fact, many travel to other nations in an effort to exchange ideas, to teach, and to advance the magical sciences in any way that they can.

While they are not a militant people and have effectively no standing army, Decimals never like to lose a contest: each of the city-state’s wizards is willing and even eager to test their magic in a practical setting, even if that setting is war. Ad Decimum has the best technology, the finest spells—and no discipline to speak of. Despite the city-state’s massive walls, inscribed with powerful glyphs, recent years have not been kind to the Decimals: while at war with the Gael barbarians to the north, their city has been sacked not once, but twice! Although a strained truce now prevents further destruction, the city’s people have yet to fully recover.

As already mentioned, the city-state’s scholarly and magical pursuits are organized into a series of Towers. The towers dedicated to spellcasting and research are the Red, Black, White, Blue, Green, and Yellow Towers. The Arcanum Consortium is something like an “adventurer’s tower,” and Arbiter’s Tower is the political and bureaucratic hub that organizes the other Towers.

POLITICAL OVERVIEW: AD DECIMUM	
Government Type: Autocracy (Belisarius, the founder of the city, very recently reclaimed control of the city, after an absence of hundreds of years... but for most of that time, it was a Feudal Republic, with the Towers appointing representatives to the Arbiter’s Tower)	
Allies: The Celestine Empire, Mandala, Cole, and Castle Thorn	Enemies: The Drir, the Nadine Empire, the Breach, and the Gael (historically, often engaged in war with the Gael)
Welcomed Bloodlines: Human	Persecuted Bloodlines: None
Crimes: Murder, Theft, Assault, Fraud, Forgery, Vagrancy, Destroying Knowledge, Treason, Bribery, Harassment, Enslavement, Depravity, Vandalism, Plagiarism	
National Religion: None (although many worship gods of the Celestine Faith)	

EXAMPLE CHARACTER NAMES: AD DECIMUM
These names often have a slightly “nerdy” sound, and some surnames may refer (perhaps indirectly) to academic pursuits. Most of these examples are drawn from existing Decimal player characters.
GIVEN NAMES: Airene, Allen, Athena, Dexter, Erebon, Hazel, Kayn, Kenrin, Margeris, Nora, Phoebe, Solomon
SURNAMES: Arakai, Barnabus, Cassia, Malachite, Jasset, Moridaine, Quill, Rosewater, Scrivens, Syf, Urdwell, Wellverse

The Amalgamation

— UNTIL WE ARE ONE —

Spreading across most of the eastern Expanse, the Amalgamation has conquered more territories than any other nation. Religious zeal and fanaticism have long been staples of this society; in recent years, however, these qualities have also led to internal strife and a steep decline in this nation's power.

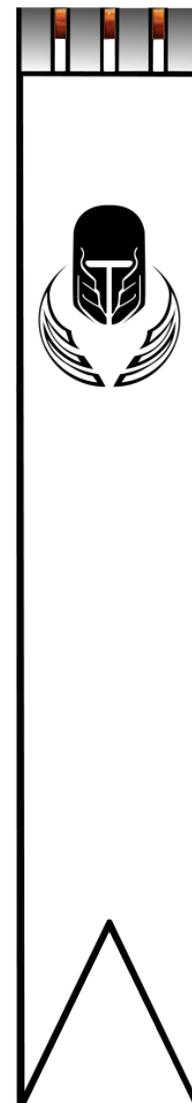
The Amalgamation was begun by soldiers from the Crusades. They believed that they could create a model society that would band all of humanity together for one great cause: purity. They wanted to eliminate everything that did not fit within their human-centric model. Over the years, the ideal has largely been lost, but the intolerance for non-humans has remained. Currently, the Amalgamation has made enemies on every border, and the clergy and nobility bitterly feud over the mantle of leadership. In Amalgamation society, no one is above the church, but it is the nobles' place to rule the lands and run the nation. This hasn't stopped the theocracy from burning noblemen as heretics, nor has it stopped lords from throwing priests in their dungeons. The Kings of the Amalgamation must be ordained by the Church, but this doesn't mean that they need to *like* each other.

Caught in between dissenting nobles, fanatical priests, failing grandeur, and a swarm of enemy nations... are the unfortunate common people of the Amalgamation. These citizens, by and large, have been victimized their entire lives. They hold few privileges and are heavily taxed. The Amalgamation is so large that it is actually made up of four regions, each ruled by a different king.

The Kingdom of Vercrux (or *Vein-Vercrux*) rules the northern region of the Amalgamation. This area had once been ruled by two separate Kings, but the leaders of the Vein and of Vercrux unified their bloodlines to form the largest and most powerful Kingdom within the Amalgamation. While the Kingdom of Vercrux is filled with gallant warriors akin

to those of Hastings, the Vein has some true eccentricities. The Vein (named after the Old Ways pantheon's god of strategy) has produced a proud and stalwart people who value strength, honor, duty, truth, and directness. They abhor magic, such that even before the Amalgamation conquered them they had already outlawed all magic.

The Kingdom of Hastings rules the southwestern region of the Amalgamation. This Kingdom is a nation of warriors who have been greatly influenced by their neighbors in the Celestine Empire. This influence has caused them to treat their subjects better than in any other place within the Amalgamation. In recent times, a bloody dispute between clergy and nobility caused the Kingdom of Hastings



to declare open rebellion. Were it not for the support of this Kingdom's peasantry, this rebellion surely would have failed.

The Kingdom of De'Fey rules the eastern region of the Amalgamation. For centuries, they were the stalwart defenders of the Amalgamation from the Coatl Horde to the east. Known for their cunning tacticians who would use every weapon in their arsenal, the Kingdom of De'Fey has also made its share of enemies. Recently, the long war with the Coatl took a dramatic turn: Castle De'Fey at last fell, and the fearsome Coatl rode unchecked through De'Fey lands. It is unknown if any of the royal family have survived. With the support of the rest of the Amalgamation, though, the Kingdom of De'Fey has been able to push the Coatl back and begin establishing itself again.

The Kingdom of Voi rules the southeastern region of the Amalgamation. Known for its piety and its devotion to the political entity of the church, the Kingdom of Voi is home to some of the mightiest religious strongholds in all of Adelrune. Voi artists are also considered some of the finest in the world. In recent years, though, the fall of Castle De'Fey has had tragic consequences for the Kingdom of Voi: it is now partially overrun by the Coatl Horde. Though some fortresses remain, it is unknown if any of the royal family have survived, and the re-establishment of order has been a vast undertaking.

POLITICAL OVERVIEW: THE AMALGAMATION	
Government Type: Four Monarchies (of the Agnatic Primogeniture type), historically overseen by a religious leader; the nation is currently in disarray because its religion has been weakened	
Allies: None	Enemies: The Coatl, the Drir, the Vicaul, the Trahazi, the Nadine Empire, and all non-human cultures
Welcomed Bloodlines: Human	Persecuted Bloodlines: Non-Human
Crimes: Murder, Theft, Assault, Fraud, Forgery, Treason, Bribery, Practicing Dark Magic, Harassment, Enslavement, Depravity, Vandalism, Heresy, Profane Imagery	
National Religion: Historically, the Church of Chorus (which has recently been much weakened)	

EXAMPLE CHARACTER NAMES: THE AMALGAMATION
These names often draw inspiration from the (out-of-game) Germanic and Frankish historical cultures. Several of these examples are drawn from existing Amalgamation player characters.
GIVEN NAMES: Agathe, Alaric, Eloise, Genevieve, Gregor, Halfrid, Hylda, Katherina, Leon, Markell, Roland, Telemir
SURNAMES: Adelman, Calarco, Degner, Hess, Lelaroy, Meinhardt, Proudson, Renault-Veracruz, Schildhauer, Tassis, Telesca, von Underheim

CASTLE THORN

— *NEVER YIELD* —

Built on the sea cliffs that separate the Expanse from the demon-controlled lands of the Breach, Castle Thorn is a single, enormous fortress that stands tall in its dedication to fight against more demon-kind than any other nation. Known for their stalwart courage and stubborn nature, the people of Castle Thorn take it as a matter of pride to never flee nor yield against their enemies.

Castle Thorn is surrounded by a vast wasteland, the result of fires used to clear away huge swaths of forest and field, thereby leaving no place for crops to grow—or demons to hide. As such, despite its formidable warriors, tacticians, and thick fortifications, Castle Thorn is forced to rely on its allies for supplies such as food and armaments because of how barren the nearby lands have become. These supplies are given not out of some abstract goodness in neighboring nations' hearts but rather because Castle Thorn provides a much-needed function with clear and important benefits.

Though Castle Thorn has a King and a ruling class, its nobility functions very differently than the noble classes of other societies. Noble titles are gained through merit based on sound strategy and valor upon the battlefield. While the children of nobles must still prove themselves, they are groomed for leadership at a young age and are provided with the best instructors throughout their lives. The King of “The Thorned Castle” (as this fortress is sometimes known) is often called “Lord General” instead of “King.” This is done out of great respect because, unlike in other nations, Castle Thorn’s King is more than a politician: he is a warrior and a true military commander.

Castle Thorn rarely engages in international politics. Because of its overall neutrality, it is often used by other nations as a location to discuss peace accords. Over the years, the soldiers in Castle Thorn have had to endure many hardships. Loss and violence are things that happen regularly here, and it is only due to the stubborn pride of these people that they remain.

The “Thorned Soldiers” generally prefer heavy suits of armor, though Demon Hunters will often wear lighter armor in order to enhance mobility and to function better in the heat of the Breach. Demon Hunters and small squads of elite soldiers will periodically travel to the Breach itself to gather intelligence or to assassinate a particular demon.



The Army of Castle Thorn consists of 5 Divisions:

- **1st Division:** The most elite soldiers the army has to offer. They will frequently perform specialized and highly dangerous missions, often in the Breach itself.
- **2nd Division:** This is a roving division whose purpose is to seek out and engage threats outside of the castle walls. They are a fierce and responsive strike force.
- **3rd Division:** This division is primarily made up of spellcasters and specialists. Their purpose is to maintain the protective glyphs on the castle walls and also research new methods of destroying their demonic enemies. It is also fairly common for 3rd-division spellcasters to directly support other divisions, based on the specific operation being undertaken.
- **4th Division:** The Auxiliary Force. This division is used primarily to ensure that supplies are not intercepted *en route* to other soldiers. They also patrol the countryside, looking for anything that is out of the ordinary. In times of battle they are deployed as needed to outmaneuver enemy formations.
- **5th Division:** The Garrison Force. Their purpose is to protect the walls and keep the peace. The 5th division is also tasked with operating the city's many ballistae, scorpions, catapults, and other siege weapons, which control the strait between Castle Thorn and the Breach.

POLITICAL OVERVIEW: CASTLE THORN	
Government Type: Feudal Stratocracy	
Allies: The Celestine Empire, Mandala, Cole, Ad Decimum, and the Saek	Enemies: The Drir, the Nadine Empire, and the Breach
Welcomed Bloodlines: Human, Celestial	Persecuted Bloodlines: Demonic
Crimes: Murder, Theft, Assault, Fraud, Forgery, Dereliction of Duty, Vagrancy, Treason, Bribery, Vandalism	
National Religion: None	

EXAMPLE CHARACTER NAMES: CASTLE THORN
These names often feature hard consonants, chosen for being easy to hear on a loud battlefield. Many of these examples are drawn from existing Castle Thorn player characters.
GIVEN NAMES: Balthassar, Bronwen, Gaius, Gerfried, Joan, Kaelan, Karla, Malcom, Maris, Serada, Thaiden, Victor
SURNAMES: Artelius, Atrais, Belmont, Estelmer, Jackowitz, Kasparin, Nova, Reinhardt, Steiner, Tovos, Trenchen, Wallace

The Celestine Empire

— *LIGHT AND LAW* —

The Celestine Empire sees itself as “the mirrored reflection of the heavens in the world.” It bases much of its culture, fashion, religion, and morality upon this belief. Celestines are a people who pull strength from their faith but are not blinded by it—or at least not to the point that they fail to see the importance of military strength and sound battle tactics. They do not force their religion on others, and though they may look down on other faiths, they do not persecute or condemn those who adhere to other religions.

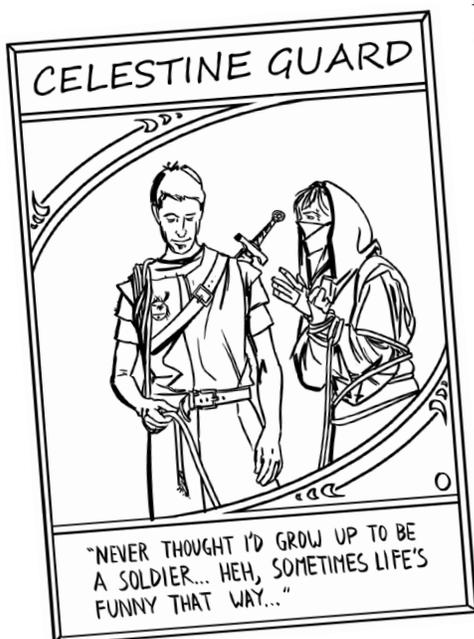
In the Celestine Empire, philosophy, the arts, and all forms of beauty are revered. Great marble statues of renowned people—mostly soldiers, great thinkers, or people of cultural note—cover the cities, shrines, and the Celestine Arenas, where combat skill is tested and honed. Many a Celestine child grows up hearing tales of the famous heroes of the Celestine Empire: The Rose Knights. With their large and flamboyant feathered hats, thin swords, and famed bravado, they are dispatched within the Celestine Empire to maintain borders and to serve the common folk in any way they can. The Rose Knights are the most-beloved figures among the people of the Celestine Empire, and tales of their adventures, honorable nature, and mastery of the rapier continually inspire hope in the hearts of the downtrodden all throughout Adlerune.

Controlling the most fertile soil anywhere within the Expanse, the Celestine Empire uses its strong agricultural base to expand and extend trade with many

nations, resulting in a network of strong alliances. As such, its already formidable military can be backed by the armies of multiple nations, should they choose to call in old favors and sworn oaths.

The Celestine Empire is ruled by a Queen, who is revered as a divine prophet. Her title is “Queen” rather than “Empress” partially to avoid any connection with the Empress of the Nadine Empire, the Shrike (who is universally viewed as one of the most wicked people alive), and partially to emphasize that the Celestine Empire has little desire to expand.

Though the Celestine Queen enjoys the genuine adoration of her people, that adoration also comes with restrictions and costs. One such restriction is that she must never marry. Originally



implemented to prevent the jealousy of rival nations, this practice has become more than a tactic for political survival: it has now taken on additional connotations of ‘purity through chastity.’ The Queen and all of her handmaidens forsake the embrace of lovers, following the principle that their spiritual clarity is obtained through abstinence. Because of this, the Queen is never unsupervised, and her maidens follow her wherever she goes.

When the Queen has lived 36 years, she is veiled in lace and, with but the smallest number of servants, sails into the Mists, never to be seen or heard from again. After this ritual (or after an untimely death), faith and diligence yield a reward for the highest ranking of the queen’s maidens, who ascends to become Queen herself. The Handmaidens serve as capable military leaders in the meantime, gaining experience in leadership. In this way, rule is not inherited through bloodlines, but rather through merit and devotion. This consistent turnover also ensures that the Queen always appears beautiful and youthful. Considering that each Queen usually has many similarities in appearance with her predecessors, this continuity provides a mystique of immortality and etherealness. It also makes Celestine handmaidens the most sought-after women in the world, though they are unobtainable.

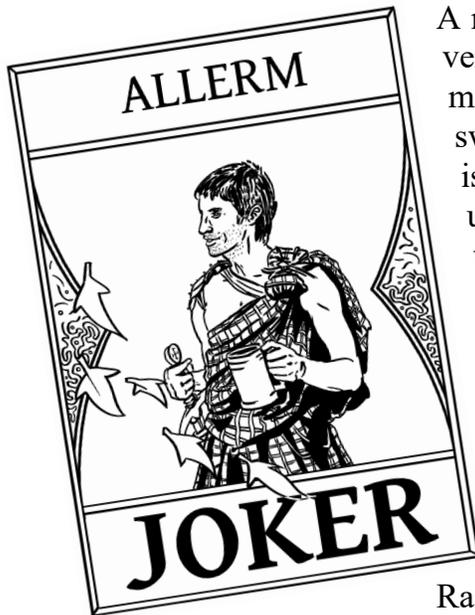
The Celestine ruling class paints an image of chastity, purity, and all things typically labeled ‘good,’ but it should be noted that the kingdom is made up of people from all walks of life. There are merchants, beggars, and even bandits in the Celestine Empire. There is also, of course, an extremely large population of farmers and simple, good-natured country folk.

POLITICAL OVERVIEW: THE CELESTINE EMPIRE	
Government Type: Feudal Theocratic (and Meritocratic) Matriarchy	
Allies: Ad Decimum, Mandala, Cole, and Castle Thorn	Enemies: The Nadine Empire, the Drir, the Breach, and the Gael (historically, often engaged in war with the Gael)
Welcomed Bloodlines: Human, Celestial	Persecuted Bloodlines: Demonic
Crimes: Murder, Theft, Assault, Fraud, Forgery, Treason, Bribery, Practicing Dark Magic, Harassment, Enslavement, Depravity, Vandalism, Profane Imagery, Torture	
National Religion: The Celestine Faith	

EXAMPLE CHARACTER NAMES: THE CELESTINE EMPIRE
These names often draw inspiration from the (out-of-game) French, Roman, and Burgundian historical cultures. Most of these examples are drawn from existing Celestine player characters.
GIVEN NAMES: Aceline, Castete, Esdeline, Henri, Jeanette, Mathieu, Omiria, Kormacc, Theodore, Therasia, Ticondrius, Veronique
SURNAMES: Calis, Donnadiou, DuBois, Dunnelon-Valance, Draconis, Foxglove, Malutas, Mauplumé, Papier, Rue, Sheppard, Solavaire

Cestral

— THE SEA BRINGS LIFE TO THE SANDS —



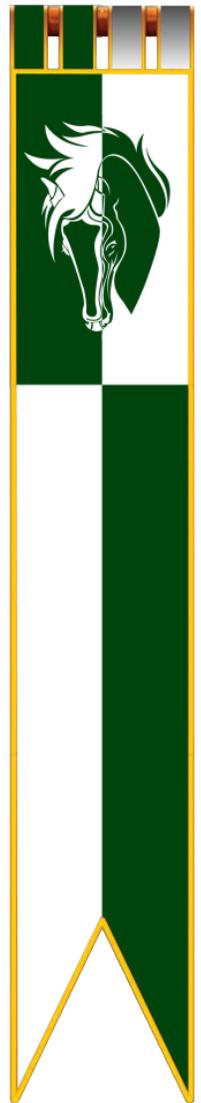
A nation of misty moors, lush grasslands, and sparse yet verdant forests: the Isle of Cestral is large and filled with many small settlements. The ruling family utilizes a swift cavalry that can move to defend whatever region is needed, and indeed the people of Cestral have a unique affinity for animals, such that they are hailed as the finest animal trainers in the world.

Frequently subject to Vicaul raiding parties, and with an economy left in ruins by unscrupulous Dacian merchants, Cestral is almost always impoverished and weak when directly compared to its mainland neighbors. The Vicaul raids are so severe, in fact, that the nation is barely able to recover from one attack in time for the next. In the wake of the War of

Radiance, when legions of demons marched across this land, Cestral's University of Alexander (one of the most famed institutions of learning in the world) was demolished, just as a great deal of this island nation was. One would think a life of constant hardship would leave Cestral bereft of hope, yet the spirit of the people endures. The Cestral are a people who know how to weather the storms of hardship.

Assuming you are in their good graces, the people of Cestral never cease to be wellsprings of exuberance. Frequently dressed in bright greens, and often preferring kilts to traditional pants, the Cestral are easy to spot in the tavern, where they unfailingly display their good nature and friendly attitude. In fact, those traits seem to be perennially with them, no matter where they wander. Cestral bards are well-known to have a song for every occasion: whether it be a joyous reel or a woeful dirge, the Cestral know the art of working a tavern. And, even if you should run afoul of one in a tavern brawl, you can expect to be sharing a drink and jest with these merry folk before the night meets its end.

No mention of Cestral would be complete without mentioning the island nation's brave Wardens, who serve as the last bastion of salvation when ships come to raid. The Wardens preserve Cestral's capitol city—and various holy sites—from falling prey to the pillaging and destruction of the Vicaul. Becoming a Warden is a great honor and commitment, as those that master the art must frequently put their lives on the line to



protect others. Songs of the great valor that Wardens possess are sung in taverns all across Adlerune, often along with mention of another thing Cestral is well-known for: the exceedingly fine quality of its wheat and barley spirits.

Cestral has close ties to the Amalgamation, its closest civilized (non-Nadine) neighbor. The two nations are major trading partners of each other, with demand for many Cestral goods (including alcohol) driving a thriving interchange of business. Additionally, right up until the collapse of the Church of Chorus, it was common to see Amalgamation missionaries attempting to convert the people of Cestral to the worship of that god.

(Note: it is acceptable to spell this nation’s name as either “Cestral” or “Cestrel.” The two spellings are interchangeable, and have been for centuries. In fact, the scholars of Cestrel take a certain pride in this symbolic flexibility, as this nation’s people see themselves as being too busy *living life* to worry about smaller matters.)

POLITICAL OVERVIEW: CESTRAL	
Government Type: Feudal Tanist Monarchy	
Allies: None	Enemies: The Nadine Empire, the Vicaul, Dace, and the Breach
Welcomed Bloodlines: Human	Persecuted Bloodlines: Demonic
Crimes: Murder, Theft, Assault, Fraud, Forgery, Treason, Bribery, Practicing Dark Magic, Harassment, Enslavement, Vandalism	
National Religion: The Old Ways	

EXAMPLE CHARACTER NAMES: CESTRAL
These names often draw inspiration from the (out-of-game) Scottish, Irish, and Manx historical cultures. Many of these examples are drawn from existing Cestral player characters.
<p>GIVEN NAMES: Agnes, Brendan, Cahan, Duncan, Euphemia, Finnian, Fionn, Granuelle, Kieran, Korrigan, Reina, Yona</p> <p>SURNAMES: Aelwen, Connors, Coren, Farcee, MacGruffen, McDubin, McGillivrie, Moore, O’Conaill, Sealgair, Stewart, Taggart</p>

THE COATL

— WITH FIRE AND FURY —

(Note: this name is pronounced “KOH-ott”—the “L” at the end is silent.)



Early and now-distant cousins of the Gael and the Vicaul, the Coatl were the first humans on Adalrune to tame and ride horses, which allowed them to send their Hordes across the vast plains of the Expanse, exploring and claiming all they could see until they controlled most of the known world. Even though the Coatl are said to be descended from unholy unions with the darkest of gods, in the present day they are a shadow of what they once were, a people in decline. Today, only the northeastern corner of the Expanse can be truly described as “Coatl Lands,” though people of this warlike culture are always eager to raid and conquer the Amalgamation kingdoms that wall them in to the south and west. There are also several areas on Tear that are controlled by the Coatl, which makes perfect sense when one considers that they are natives of that western continent.

Though they were originally followers of the Old Ways, the Coatl started to turn away from that primal religion at the beginning of the Age of Zyte, as their dominion began to slip from their grasp and they discovered the enormous power they could draw from worshipping demonkind. With their powerful demonic magic, they could rip through stone walls and tear down fortresses, and so they were able to maintain control over their vast lands for longer—but, by the end of the age of Zyte, Coatl dominion had largely faded and been overthrown, despite their fearsome abilities. The Age of Chorus saw the Coatl’s empire gradually crumble to the Amalgamation and other invading forces, at least partially due to technological improvements in castle-building and fortification. Now, as the often-superstitious Coatl struggle with their diminished place in the world, a deep schism divides them as a people: while many have been gradually coming back to the Old Ways and viewing the fall of their nation as punishment for turning their back on those ancient gods, other factions of Coatl are feverishly trying to rekindle former magics and regain demonic power.

Despite their internal strife, the Coatl are indomitably brave and tenacious. Coatl horsemen are still considered the finest riders in the world, for they can not only use

bows and cast spells accurately while on horseback but also employ cunning tactics involving staged retreats to keep their enemies off-guard and to lure them into elaborate ambushes. The Coatl, however, often lack discipline and have trouble following a strict command structure outside of the immediate tactical pressures of a pitched battle. Coatl tribes tend to follow whoever is the strongest warlord in their region, and the various warlords can only rule as much as they can physically oversee.

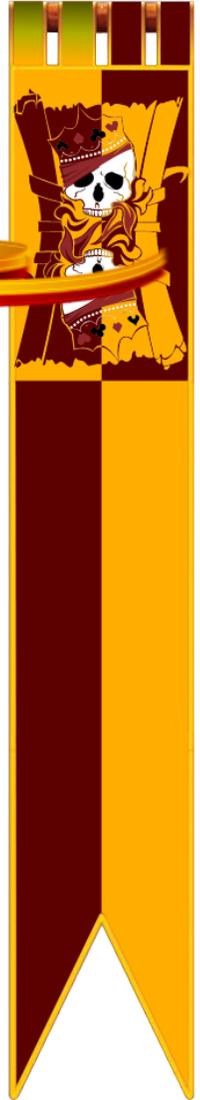
As noted earlier—in the description of the Amalgamation—Coatl warlords have recently had some significant success against their old foes, the Amalgamation kingdom of De’Fey. Coatl forces broke through the defenses of that kingdom and ravaged the eastern part of the Amalgamation, although the reserves of the rest of that Empire were able to push back the invaders and begin establishing control again.

POLITICAL OVERVIEW: THE COATL	
Government Type: Numerous warlords guided (but not ruled) by a theocratic council of elders	
Allies: None	Enemies: The Amalgamation and the Nadine Empire
Welcomed Bloodlines: Human, Demonic	Persecuted Bloodlines: Celestial
Crimes: Murder, Theft, Weakness	
National Religion: A Demon-Influenced Variant of the Old Ways	

EXAMPLE CHARACTER NAMES: THE COATL
These names often draw inspiration from the (out-of-game) Mongolian historical culture. Several of these examples are drawn from existing Coatl player characters.
<p>GIVEN NAMES: Arban, Batuhan, Chimeg, Chulu’un, Gansukh, Khan, Nérüst, Odval, Oktaiyul, Qara, Saranak, Timur</p> <p>SURNAMES: Asudai, Barkhan, Boshugtu, Dzungar, Gundegmaa, Kalmyk, Sartaq [Surnames are actually rare among the Coatl]</p>

COLE

— LUCK IS A FICKLE FRIEND —

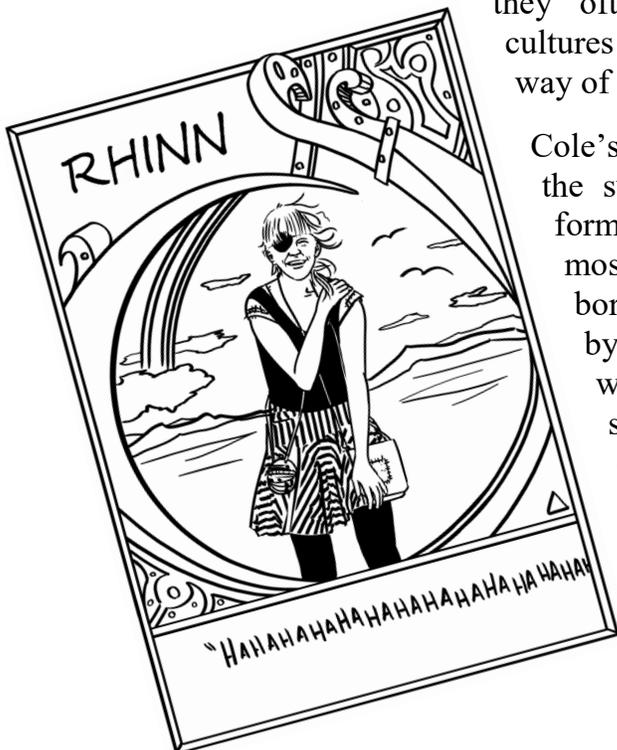


Cole, considered “The Gambler’s Paradise,” is a port city-state along the Western (“Red”) coast of the Expanse. The people of Cole are rogues of all sorts: pirates, smugglers, mercenaries, con artists, and much more. They follow an odd code of honor, and they revere the concepts of luck, chance, and fortune. Their ruling class, too, isn’t determined by a simple pattern of succession based on inheritance; instead there are four houses—Spades, Hearts, Diamonds, and Clubs—each representing one of the four founders of Cole. The King of Cole is determined through a game of succession, during which the people of each suit try to kill or disable the other participants. In the end, only the most cunning, most skilled, and most resourceful individuals succeed and become the next rulers of Cole.

The word ‘chaos’ perfectly describes life in Cole. Every day presents new challenges: friends turn into enemies, and enemies turn into friends. With a single roll of the dice a poor man could gain a fortune, only to lose it the next day. Fortunately, the people of Cole are risk takers and never let a defeat stop them from pursuing their goals. This aspect of their culture is so intrinsic that they often have trouble interacting with other cultures that are accustomed to a more regimented way of life.

Cole’s navy is fairly large, but so is the scope of piracy in the surrounding waters, and so it is the latter, not the former, that keeps Coleish waters safe. That is, some of the most deadly and feared pirates in the known world were born in Cole. Since these pirates often make their careers by raiding the merchant ships of other nations, the waters of Cole are considered extremely hazardous to sail through, and so Cole is often left to its own devices.

Some would argue that Cole is nothing but a cesspool of scum and villainy, but the learned also know Cole for its humble origins. Cole was



founded by dreamers who were trying to make a better life for themselves, their crews, and their families, away from the stifling oppression of early governments around the world. They believed that some things are worth fighting and dying for, and they could happily accept high stakes and chance. It is because of these founding virtues that some view Cole as the only place where one can truly be free.

Recently, the nation of Cole acquired a political claim to the city-state of Edge, as Cole’s King Connor and Lady Katria De’Fey (the ruler of that city until her kidnapping in the recent war against the demon Bel’e’athru) were joined in marriage. Edge is a young port city located at the northernmost point on Tear: it was founded just over 50 years ago, in 2103c. It is a bustling settlement, thriving on the organized activities of its local leaders, criminal or otherwise. Life in Edge is stressful and dangerous, but it is also a place of great opportunity. Despite its remote location, Edge is frequently attacked by abyssal creatures, murderous cultists, and (according to some) “bloodthirsty Effendal who hunt humans for sport.”

POLITICAL OVERVIEW: COLE	
Government Type: A Capitalistic Monarchy that changes hands, every decade, between four ruling houses in a process called “The Great Game”	
Allies: The Celestine Empire, Ad Decimum, Castle Thorn, and Mandala (but deeply dislikes Mandala nonetheless)	Enemies: The Nadine Empire, the Drir, Dace, the Breach, and the Gael
Welcomed Bloodlines: Human	Persecuted Bloodlines: None
Crimes: Murder, Theft, Fraud, Forgery, Treason, Vandalism	
National Religion: None, but Luck is often seen as a divine force	

EXAMPLE CHARACTER NAMES: COLE
These names often draw inspiration from the (out-of-game) Spanish culture, with occasional touches of Low British. Most of these examples are drawn from existing Coleish player characters.
GIVEN NAMES: Ahmara, Anton, Caliban, Delfina, Durwin, Elias, Imogen, Miranda, Polvo, Roselyn, Tomas, Valeria
SURNAMES: Blackmoor, Conejo, Cortez, de Castaneda, Delfino, Payne, Rackham, Sadero, Salandra, Silver, Vask, Wolf

Dace

— TRAGEDY MAKES ONE GREAT —

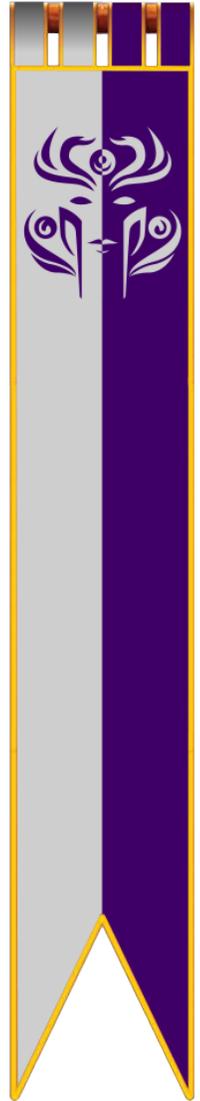
Arguably, Dace is the most powerful of the city-states. Possessing the largest mercantile force in the world, this island nation boasts trade agreements with almost every other nation, including the demonic settlements of the Breach. Thus commanding vast fortunes, many Dacians spend their wealth on the arts, including theater, fashion, sculpture, and painting. Dace is often referred to as “The Island of Masks,” as it is a commonly-held belief there that a sin committed while wearing a mask is washed away with the mask’s removal. As such, masks are popular with all social classes in Dace, but especially the nobility, as nobles are the most likely to partake in the island’s frequent masquerade balls.

In addition to its merchant ships, Dace has the most powerful military fleet in the known world. The prize of the Dacian Navy is known as the ‘Silver Fleet,’ which is comprised of the finest Dacian warships, all plated in silver. It is common for pirates to refer to the sea as being “on fire” when the Silver Fleet’s ships are spotted on the horizon, as the light of the sun on their plated hulls creates a radiant, dazzling display, especially at the hours of dawn and dusk.

Though Dacians don’t like to admit it, there have been several notorious pirates who were born in Dace. Such figures tend to be bored and eccentric nobles who thirst for excitement. Since Dacian pirates often don’t need any plunder they might gain, they are more often known for their daring bravado and flair for the dramatic than for their ruthless tenacity.

Dace takes a neutral stance on all cultures and sees war primarily as an opportunity to make profit, which means that Dace often sells goods to both sides. Though this fact is common knowledge and sometimes creates resentment among people fighting for what they see as “universal good,” nations usually have no choice but to buy Dacian supplies or suffer even greater losses in war. Similarly, it is widely known that Dace is a nation with a close relationship to slavery: it numbers many slaves among its poorer classes, and much of the nation’s wealth has been built through the use of slave labor.

This island nation is extremely tightly controlled: no one is permitted to enter Dace without an invitation. Even when one has an invitation, one can only enter in small numbers, unarmed, and preferably with an accompanying Dacian diplomat acting as escort.



Recently, there have been murmurings of demonic forces having influenced—or even possessed—some of the high-ranking members of Dacian society. In the aftermath of the war against the demon Bel’e’athru, this has made Dace’s social structure somewhat unstable, especially considering that much of this island nation’s wealth has been lost in paying reparations for actions committed during the war. Dace is currently in a state of recovery, such that some nobles are being forced to face a few privations (even though such shortfalls would seem insignificant to people of other nations).

POLITICAL OVERVIEW: DACE	
Government Type: Crowned Republic, Plutarchy	
Allies: Dace trades with <i>all</i> nations	Enemies: None, officially (though Cestral and Cole bear some justified ill-will)
Welcomed Bloodlines: Human	Persecuted Bloodlines: The poor, of any race
Crimes: “Vulgar Acts” (often described as “crimes against beauty,” this category can change rapidly with the fashions of Dace)	
National Religion: The Celestine Faith	

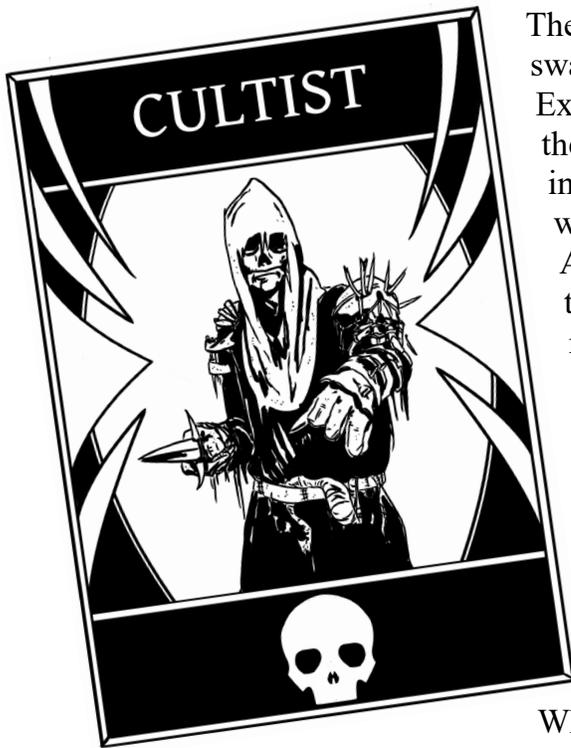
EXAMPLE CHARACTER NAMES: DACE
These names often draw inspiration from the (out-of-game) Italian culture. Most of these examples are drawn from existing Dacian player characters.
<p>GIVEN NAMES: Adriana, Bassanio, Carnum, Katerina, Marcello, Nathalia, Nereo, Rosalina, Rupidrandali, Sirocco, Sophia, Tessa</p> <p>SURNAMES: Calae, Eluriel, Gonzagalino, Haeso, de Luca, Medici, de Montaigne, Paloma, Pellegrino, Roccio, Statera, Traversa</p>

The Drir

— TEARS FEED THE SOUL —

Long ago, in the aftermath of the Crusades, the people then known as the “Maelificar”—Necromancers, Summoners, Blood Mages, Cultists, and Demon worshipers—were hunted to the fringes of the known world. Although most of them were wiped from the face of Adelnor, some were able to flee for their lives by abandoning their lands in the face of what would later come to be known as “The Purges.”

The Maelificar who survived took refuge among a myriad of swampy island chains off the western (“Red”) coast of the Expanse. There, the regrouping Maelificar fortified themselves and began to mingle with the original, tribal inhabitants of the islands. They formed large family units, which then banded together into three powerful Kabals. Ages passed, and sailors learned to give what had become the Drir Isles a more-than-wide berth: animated corpses roamed the sea floor, with instructions to drag any intruders down into the murky depths.



The “Dark Magics” have defined and shaped all aspects of Drir culture. The secrets of Drir rituals and spells are closely guarded and are typically passed down only to members of the family. Though the Kabals of the Drir share a common history, over time they have grown apart, resulting in cultural norms and behaviors that are, at times, radically different from one another.

When the Drir Kabals war against each other, they are said to engage in the most savage and depraved of acts, to fuel their primordial spellcraft. Despite this, it would be a mistake to believe that the Drir are only warring tribes of cannibals: most Drir readily recognize the value and sanctity of life, knowing all too well its eventual end. As such, Drir festivals are anything but dreary. They typically involve music featuring heavy drums and chanting, fire dancers, and the construction of giant effigies made of discarded bones.

Each island is home to a different family, and, for the most part, each family is part of one of the three major Kabals; the Mortichyte, the Peleset, or the vicious Amimaerun. The lords of each Kabal generally replace their previous surnames with the name of their Kabal, but determining the line of succession varies from Kabal to Kabal. The groups that make up the Peleset Kabal typically elect a leader from among their eldest members,

while the families that make up the Mortichyte Kabal usually let their leaders choose successors themselves. The families that make up the Amimaerun Kabal tend to have a quick turnover from one leader to the next, as succession is determined by a melee between the challengers for leadership, occurring whenever new challengers arise.

The swamps of the Drir Isles function as a crypt for countless drowned sailors and travelers; in times of great peril, the Drir can raise those bodies into a protective barrier of undead, driving away any threats from the outside world. As the Drir Isles have little in the way of food or resources, most cultures tend to ignore and avoid the Drir whenever possible.

POLITICAL OVERVIEW: THE DRIR	
Government Type: Varies by Kabal—	
Mortichyte: Appointed-Succession Chiefdom	Peleset: Elective Chiefdom
Amimaerun: Kraterocratic Chiefdom	
Allies: None	Enemies: The Amalgamation, Ad Decimum, Castle Thorn, Mandala, the Celestine Empire, and Cole (also, the Kabals have a history of warring amongst themselves)
Welcomed Bloodlines: Human, Demonic	Persecuted Bloodlines: Celestial
Crimes: Betraying your Tribe or Kabal	
National Religion: Many Drir worship the volcano at the center of their Isles	

EXAMPLE CHARACTER NAMES: THE DRIR
These names often draw inspiration from demonic names (see The Breach). Several of these examples are drawn from existing Drir player characters.
GIVEN NAMES: Cerisa, Dradar, Dro-Rassa, Ereshka, Feng, Garraiu, Ko'drav*, Kreliniv*, Niff, Render, Varsatha, Za'assi
SURNAMES: Alveya, Do'vah, Kar'Thos, Krovenar, Laran'kath, Turukamn, U'zara [Surnames are actually rare among the Drir]
<i>*Note: it is traditional in Drir culture to pronounce the letter "V" as "TH" if it is the final sound in a name</i>

The Gael

— *THE MOUNTAIN WITHSTANDS* —

Clad in thick furs and leathers, wielding great war mauls and long wooden spears, the Gael will never yield nor bend, for they are the last guardians of the forest. Followers of ancient beliefs, they see the woods and groves that make up their territory as sacred, and they will fiercely defend their home.

As perhaps the oldest of all cultures, the Gael are surrounded by many legends. Many scholars believe that all people were once Gael—until, long before recorded history began, the various tribes began to war and develop different technologies. For this reason, the Gael call people of other cultures ‘Betrayers,’ with the exception of the Coatl and Vicaul, whom the Gael refer to as ‘Cousins’ because of their stronger connections to ancient commonalities and the Old Gods.

Like the Coatl and Vicaul, the Gael are a society of warriors. Everyone, from the weakest child to the most ancient elder, is expected to be able to fight or, at the very least, contribute to battle in some meaningful way. What the Gael lack in technology, they make up for in intensity and ferocity. Their military maneuvers are primitive and lack discipline, but the Gael constantly surprise enemies who underestimate them.

In Gael culture, elders are listened to for their wisdom, guidance, and tactical knowledge. Children are used to hunt, gather supplies, and sometimes tend to the wounded. Adults do whatever is needed, and the strongest among them become warriors. When a Gael child is born with the aptitude for magic, they are taken by the elders and educated by the tribe’s shamans in the raw power of the elements.

Shamans, and all those who use magical power in homage to the Old Gods, are universally respected, and usually feared, by the Gael. Each Banner, or collection of clans, reportedly draws inspiration from the spirit of a natural force, be it a tree, wolf, or even the wind. These Banners value traits that their patron spirits embody, such as strength for the bear or loyalty for the wolf. Despite the commonalities shared among the Gael, the Banners frequently skirmish amongst themselves and only unite in times of great need or devastation.

Each clan operates on its own and answers to no higher authority than the Old God who sends its chief visions of guidance. These visions vary, and are always up for interpretation, which often means that the various tribes have only the barest sense of common purpose. This lack of unification means that the Gael have been in decline ever since the Age of Zyte, when many tribes turned away from the Old Gods and embraced “newer” religions, thereby founding new societies that were no longer Gael.

Additionally, while each clan of Gael follows the totem of the Banner that their tribe belongs to, individuals within each tribe will also frequently have a personal totem that is unique to them, which they consider their personal spirit guide.

POLITICAL OVERVIEW: THE GAEL	
Government Type: Tribalism (each Banner is made up of multiple Clans)	
Allies: The Vicaul, and (recently) the Effendal of House Kaelin	Enemies: The Celestine Empire, Ad Decimum, Mandala, Cole, Castle Thorn, and the Breach (historically, often engaged in war with the Celestine Empire, Mandala, and Ad Decimum)
Welcomed Bloodlines: Human, Fae	Persecuted Bloodlines: None
Crimes: Murder, Theft, Breaking an Oath, Vandalism, Heresy	
National Religion: the Old Ways	

EXAMPLE CHARACTER NAMES: THE GAEL
These names often draw inspiration from the (out-of-game) Gaulish culture. Several of these examples are drawn from existing Gael player characters.
<p>GIVEN NAMES: Anaris, Axrotalus, Dreng, Katurix, Lukotor, Maël, Runuk, Saben, Sura, Thelea, Vayard, Yurök</p> <p>SURNAMES: Bagaudus, Gwenneg, Langrhar, Madir, Tyrathem, Vercingorix, Vol’Ghos [Many Gael surnames are actually just descriptors, like “the Bold” or “of the White Stag”]</p>

MANDALA

— DO NOT WAKE THE DRAGON —

Along the western (“Red”) coast of the Expanse, east of the Drir Isles and north of Cole, sits a nation nestled within a peculiar ring of mountains. Mandala is comprised of an intricate series of strangely-twisting valleys, said to have walls as smooth as polished marble, that spiral and cross through the mountains and among misty forests of ancient, gnarled trees that cover the landscape. Often referred to as the “veins of the forest,” these valleys are mysterious in origin, in shape, and in smoothness; they have occasioned much debate among scholars of other nations for centuries. All Mandalans, however, claim that their city-state, which lies at the center of these rings of mountains, is situated in the remains of an ancient draconic nesting ground.

Mandalan diplomats, and Mandalan culture in general, are very concerned with specific and complex rules of etiquette: as they see it, there is an art to conversation, and tea plays a central role in most business dealings. Mandalans themselves *never* permit outsiders—or even those Mandalans without either knighthood or noble blood—beyond the peaks of their mountain ranges and into the central valley that makes up their capitol, the defenses of which are said to be impenetrable.

Navigating the social codes of Mandala may be incredibly difficult, but it seems easy when compared to finding one’s way through the complex system of waterways and valleys surrounding Mandala: the Mandalans have an exceptional number of small yet well-garrisoned outposts hidden within the mountain ranges, ready to rain arrows and boulders down on uninvited intruders. These outposts also keep a watchful eye over the small fishing and farming villages that are scattered in the surrounding mountain ranges and provide Mandala with a constant surplus of food.

Along with the outposts and villages, Mandala’s mountains also harbor many monasteries on their peaks, with peasants and nobles alike frequently traveling to pay homage to both the spirits of their ancestors and, supposedly, to the dragons that once were masters of those mountains.

The Ruling Families and Consul

In Mandala, five major families (each represented by a dragon of legend) hold the most political power, all organized under the auspices of the Consul. The Consul is elected to serve as the final word and highest ruling entity in Mandala, to temper and direct the power of the five families toward political change, societal progress, and the defense of the nation.



House Celsus

Patron Dragon: Sen, the Dragon of War. This dragon is seen as a master of strategy and tactics rather than mindless slaughter.

House Pliny

Patron Dragon: Hé, the Dragon of Unification. This dragon is seen as a master of cooperation, with a focus on using both management and diplomacy to get people to work together in an optimal way.

House De Ariete

Patron Dragon: Nao, the Dragon of Knowledge. This dragon is seen as a master of education and learning. History, engineering, and the sciences fall under Nao’s purview.

House Rubra Vena

Patron Dragon: Mei, the Dragon of Grace. This dragon is seen as a master of the arts, of philosophy, and of honor. This wide range of fields is the hallmark of an inquisitive thinker, in the style of a “renaissance man.”

House Benlowe

Patron Dragon: Fa, the Dragon of Prosperity. This dragon is seen as a master of commerce, trade, and logistics—a good judge of worthiness, of both person and property.

(Historically, there was once also a 6th House, ***Fedelevu***, which followed Suo, the Dragon of Devotion.)

POLITICAL OVERVIEW: MANDALA	
Government Type: Feudal Elective Monarchy	
Allies: The Celestine Empire, Ad Decimum, Castle Thorn, and Cole (but deeply dislikes Cole nonetheless)	Enemies: The Drir, the Breach, and the Gael (historically, often engaged in war with the Gael)
Welcomed Bloodlines: Human, Draconic	Persecuted Bloodlines: None
Crimes: Murder, Theft, Assault, Fraud, Forgery, Depravity, Breaking an Oath, Enslavement, Treason, Bribery, Harassment, Vandalism	
National Religion: Many Mandalans worship Dragons as ancestors	

EXAMPLE CHARACTER NAMES: MANDALA
These names often draw inspiration from the (out-of-game) Japanese, Chinese, <i>and</i> Korean cultures. Many of these examples are drawn from existing Mandalan player characters.
GIVEN NAMES: Aru, Gin, Hana, Haruko, Juyoung, Kaneh, Mei, Miryana, Naomi, Ra’Gon, Satoshi, Seo-Yun
SURNAMES: Anzai, Ikeda, Ishi, Huangfu, Kim, Nari, no Tsume, Sheng, Tsukuda, Yōhei, Yi, Zhai

The Nadine Empire

— THE WORLD IMPALED ON A THORN —

Though small in comparison to the Amalgamation or the Celestine Empire, the Nadine Empire is a major player on the world stage because of its ruthless approach to politics and conquest. It is made up of several conquered city-states, all united under an Empress.

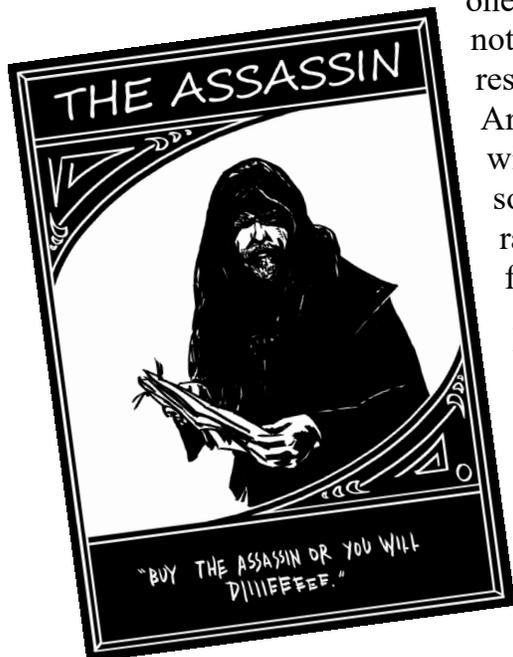
Empress Nadine, ‘The Shrike,’ is said to be immortal and un-killable. She rules with cruelty and an iron fist, and it is said that she has never known defeat— simply setbacks. Her cruelty is apparent in even her appellation: a ‘Shrike’ is a bird that impales its prey upon thorns. Her soldiers are said to have no souls, to feel no pain, and to fight endlessly—for, even if they are slain, the Imperial Necromancers will bring them back to their undying feet. Of all nations, the soldiers of the Nadine Empire are the most widely feared.

Within the Empire, every soldier is raised to become a perfect fighter. All children, no matter their gender, are trained in combat. Those that show particular promise are taken from their families and given to one of the 9 Legions. The Legion becomes their new family, with their fellow soldiers becoming their brothers and sisters, such that they soon forget the mothers who birthed them. The children who are not chosen for warfare, and thus not given to the legion, are allowed to remain with their families and are apprenticed into a trade.

Nadine Imperial soldiers are the finest soldiers in the world. The Nadine army’s typical footman is as skilled as a knight or elite veteran of any other army, and

one Imperial Soldier is expected to be victorious so long as he is not outnumbered by five or more to one. This prowess is not the result of skill alone, nor is discipline the only factor. The Imperial Army, being smaller than its peers, is able to outfit its soldiers with some of the finest weapons and armor available. These soldiers also utilize their fearsome reputation to full effect: very rarely will an army stand against them, without at least a portion fleeing before the first arrow is loosed.

Imperial soldiers are also led by excellent tacticians who are unconstrained by morality and will gladly use poisons, disease, blackmail, dark magic, and any other tool at their disposal to turn the tide of battle in their favor. They recognize the value of their trained soldiers, too, such that their forces are often accompanied by wagons of corpses, which their



necromancers will animate and send as the first waves of an assault, to weaken an enemy before sending in living warriors. These corpses can also spread disease and help break the fragile morale of the inevitably terrified enemy.



Life within the Empire is hard. Morality is viewed as a weakness to be exploited, and people who are not soldiers are second-class citizens. It is not uncommon to see dead bodies lying in the street: whether due to murder or suicide, the death rate is very high in the Shrike’s lands, and citizens are not expected to live to old age (nor, for that matter, does Nadine culture give any respect to the elderly). Soldiers who disobey an order, fail a commanding officer, or otherwise bring opprobrium on themselves are cast out of the military and often killed, tortured to death, or sent to the arenas to become

gladiators. Indeed, most nations across the Expanse compete against one another in gladiatorial matches. It is a way for a nation to show strength and boast of its skill at arms without actually going to war. In the Nadine Empire, it is for this purely practical reason that a disgraced soldier can be allowed to live at all. Other types of criminals may also find themselves in the arenas, but few can stand against even a disgraced Imperial Legionnaire. The Nadine Empire is indifferent when it comes to religion or race. For the leaders of this nation, nothing matters but how useful it is and how it can be exploited.

The Nadine Empire lies to the southeast of the Amalgamation, and it is one of the few forces that dares to invade the Amalgamation on a periodic and successful rate—but the Nadine rarely decide to hold any ground they take. Instead, they choose to destroy nearby Amalgamation settlements, creating a no-man’s land that it is dangerous for anyone to travel across.

POLITICAL OVERVIEW: THE NADINE EMPIRE	
Government Type: Feudal Tyrannical Autocracy	
Allies: None	Enemies: All other nations
Welcomed Bloodlines: Human	Persecuted Bloodlines: None
Crimes: None, technically—in the Empire, “might makes right”	
National Religion: The Blood Cauldron (a system that worships the Shrike as a goddess)	

EXAMPLE CHARACTER NAMES: THE NADINE EMPIRE
Some of these names draw inspiration from the (out-of-game) ancient Roman Imperial Legions, but many others are totally original. Many of these examples are drawn from existing Nadine player characters.
GIVEN NAMES: Alodi, Amphialus, Asrae, Celisse, Darinus, Meliandroth, Merrinar, Sephiira, Septimus, Talessa, Thossos, Vostro
SURNAMES: Abendroth, Blackwell, Cassius, Corvidaen, Diel, Durren, Invictus, Jarin, Nahame, Uhsolin, Umbrosus, Vorscha

The Saek

— *BREATHE AS THOUGH IT IS YOUR LAST* —

The Saek are considered to be the most passionate lovers and warriors on Adelrune, for they treat each day as though it may be their last. Considering the location of their home, this sentiment is actually very wise: they are a nomadic people who wander the desolate wastes between the demon fortresses of Breach. There are many legends about the Saek, but the truth of their origin is actually relatively simple: the term ‘Saek’ derives from the word ‘Forsaken,’ as the earliest Saek were once slaves of the demon cities. All Saek are either descended from former slaves, or they were once slaves themselves and have recently been adopted into a caravan.

The demonic presence on Breach is truly vast, with armies led by powerful demonic commanders. Because of this, the Saek must always be vigilant and stay mobile or risk being discovered. Fighting is always the last option, and running is frequently the first choice. The Saek will do anything to protect their families. If an individual becomes crippled, he or she will even volunteer to die rather than risk the lives of the caravan. And, on rare occasions, the Saek will even light a bonfire to mourn the dead and to celebrate life. As the light of these fires is incredibly dangerous in a place where visibility can draw demons to you, these defiant Saek funeral parties are truly powerful celebrations of life, cast in stark contrast to the darkness of danger and death surrounding them.

Saek frequently reject, and sometimes come into direct conflict with, the views and religions of the demon-worshipping cults that are scattered across Breach. On the whole, the Saek don’t know what to believe, and though they are very spiritual, the concept of religion is, for them, always somewhat tied to these dark forces, and so they often mistrust all gods on principle alone.

There are two things instilled into the very essence of every Saek: one, that nothing is more important than family, and two, that only family can be trusted. Saek will deal with and work alongside outside factions... but only when presented with no other option. Indeed, this mistrust often extends even to other Saek caravans. The Saek are very rarely seen by outsiders, as the Saek have learned to be completely self-sufficient and to survive in a desert few else could withstand. The Saek have done many things that they aren’t proud of... but, for them, even pride is considered a luxury. One must often do horrible things to survive.

A Saek caravan is typically made up of one or more families who have come together to improve their odds of survival. However, the ties that bind a strong Saek Caravan together are not solely limited to blood relations, as even Effendal freed from the suffering of demonic chains can be found amongst the Saek. What makes one Saek isn't necessarily ancestry but rather the common trials that they have all endured at the hands of the demons in Breach.

POLITICAL OVERVIEW: THE SAEK	
Government Type: A Loose Society of Nomadic Bands	
Allies: Castle Thorn	Enemies: The Breach
Welcomed Bloodlines: Human	Persecuted Bloodlines: Demonic
Crimes: Betraying One's Caravan, Slavery, Breaking an Oath	
National Religion: None	

EXAMPLE CHARACTER NAMES: THE SAEK
These names often draw inspiration from the (out-of-game) Berber, Indian, and Persian cultures. Several of these examples are drawn from existing Saek player characters.
GIVEN NAMES: Ali'grra, Azuur, Benazir, Dahlny, Farrah, Gwafa, Kahina, Namhu, Ningal, Safiyya, Sufian, Zaheras
SURNAMES: Ahtar, al-Maut, Bensaddek, Ghatak, Kali, Karimi, Khayyam, Mohajerani, Radjef, Saccari, Shirazi, Ziyad
[Family is very important to Saek. If you want to create a Saek character, you can make contact with your fellow players through our various Player Resources (such as our Facebook page) and pre-establish some family ties!]

the Trahazi

—REMEMBER THE ROOTS FROM WHICH YOU GROW—

As the Amalgamation expanded, it conquered and relocated many peoples who had formerly lived on its lands. Such people can still be found in its poorer sections and bazaars, trying to hold together their remaining cultural traditions. The Trahazi—descendants of the dark but powerful mages who once lived in Riel, now the Amalgamation capital of Cyrus—have arguably done so most successfully. Taken from the lands they once occupied and stripped of the gods they worshiped, the Trahazi have managed to preserve what is left of their culture by taking up the mantle of traveling mummers, musicians, astrologers, and soothsayers.

A troupe of Trahazi wagons, brightly painted with festive murals, is often a welcome sight in many Amalgamation villages, as the performers bring cheer and wonder to the downtrodden. The members of such a troupe must not outstay their welcome, “forget their place,” or find themselves on the wrong side of the local constabulary, though, as superstitious peasants can (and will) readily turn on the widely maligned Trahazi, who are known to be skilled in the least-understood magical arts. Indeed, even natural occurrences like storms or earthquakes are sometimes blamed on the “ancient power” of the Trahazi. This reputation is partly fueled by the understanding of astrology and astronomy that this culture has maintained. The Amalgamation officially labels the Trahazi as demon-worshippers, but the Trahazi themselves point out that they follow a “zodiac pantheon”: a tightly-knit family of gods, with one god claiming dominion over each month of the year, including all activities handled and children born within that month.

The prejudice and social censure that Trahazi face has led them to mistrust nearly all *yabenci* (non-Trahazi) and most particularly all authority figures such as magistrates, politicians, and even the clergy of Aer. None, however, are hated with the same vehemence as the Whitecloaks: the Amalgamation soldiers and Inquisition agents responsible for the worst atrocities enacted against the caravans. As a people with no home, the Trahazi have learned to maintain extensive ties between caravans spread across the Expanse, making them particularly suited to underworld activity, though they are just as likely to use those connections to fight against oppression and injustice as they are to leverage them for personal vendettas. Trahazi have occasionally compared their organization to that of an ant colony: often out of sight, but with mazes and tunnels connecting them from one edge of the continent to another, always ready to appear where they are needed.

While nearly all Trahazi claim some lineage back to the original mages of Riel, the truth is that most Trahazi don't even know exactly what region of the Amalgamation they were once from, and they are so varied that they can be found across the Expanse in virtually any walk of life and trade. Nevertheless, they are bound together by a shared experience: being marginalized and rejected. Indeed, their poverty defines them more than anything, and it makes their deep-seated longing for a stable home burn even brighter. The familial ties and connections that reach between caravans bind the Trahazi together, regardless of bloodlines, and these relationships are often marked with small, simple gifts (commonly hand-made, as the Trahazi are skilled craftspeople) meant to serve as tangible reminders of shared interactions. This gift-giving tradition has led to a belief that, as long as the memory of a person and their name never dies, that person is not truly dead. Regardless of the veracity of that belief, the core concept has stood the test of time, as shared gifts facilitate the storytelling that binds the Trahazi together and weaves their uprooted history into a cohesive narrative.

POLITICAL OVERVIEW: THE TRAHAZI	
Government Type: Council of Elders	
Allies: None	Enemies: The Amalgamation
Welcomed Bloodlines: All	Persecuted Bloodlines: None
Crimes: Betraying One's Caravan	
National Religion: A complex, Zodiacal system of ancestral gods with newer names	

EXAMPLE CHARACTER NAMES: THE TRAHAZI
It is important to note that Trahazi culture does not generally differentiate between male and female, such that most Trahazi use gendered and non-gendered pronouns like "he," "she," and "they" in a fluid, ever-changing way. Their names are always gender-neutral, and those names are influenced by (out-of-game) Eastern European cultures, with a slight emphasis on Moldavia specifically. Many of these examples are drawn from existing Trahazi player characters.
GIVEN NAMES: Anka, Arika, Camelia, Danchko, Gavrial, Lala, Oleksander, Ophelia, Petyr, Ruslan, Tsuray Layla, Zoya
SURNAMES: Chiobanu, Cojokari, Kovalenko, Nikolai, Novani, Postolachi, Rotaru, Tkachenko, Vako, Vidaru, Yeegah
[Family is very important to Trahazi. If you want to create a Trahazi character, you can make contact with your fellow players through our various Player Resources (such as our Facebook page) and pre-establish some family ties and a shared surname!]

The Vicaul

— *TAKE WHAT IS YOURS* —

The Vicaul are a hearty warrior people who live to the far northeast of Adelrune, along the southern shores and valleys of the wild lands of Eur. They survive primarily through fishing and raiding the coastal lands of the eastern Expanse. Indeed, since they have no means of mining ore, most of their metal weapons and armor are gained through raiding. Clad in furs from the mightiest of beasts and the bloodstained armor of slain enemies, the Vicaul know no fear. As a culture, the Vicaul are superstitious and intolerant of weakness, to the point that it is many clans' custom to leave newborn children out in the woods the first night after birth. Those that survive are given names and welcomed as members into the clan; those that fail are left for the ravens.

Southern, coastal Vicaul clans focus more of their time and energy on maritime raiding than northern clans do, and therefore those southern clans maintain a great awe and respect for the sea. They have earned a reputation for being an incredibly superstitious lot, even amongst the Vicaul. Additionally, they bear little love for their northern kinsmen, and during the dire months of winter are just as likely to raid inland, toward their fellow Vicaul, as they are to point their longships toward Cestral or the mainland of the Expanse.

Northern Vicaul clans are composed more of trappers and fishermen, along with a few yak herders that move their beasts up the valleys during the warmer seasons of the year. During the winter, the yaks can only survive because of the myriad hot springs that dot the northern valleys and fjords; these hot springs also warm the air during the warmer parts of the season enough to allow for a meager amount of farming to take place. During the coldest months of the year, the northern Vicaul hole up in their great-halls, and focus on the textile work that sheering their yaks provides. Although very few of the garments thus produced have much value as trade goods with people in more southerly climates, nothing can compare with the warmth they provide in the dead of winter.



Passion and strength are the hallmarks of the Vicaul, so it is no surprise that both are represented in Vicaul death rites. The raider lifestyle of so many of the tribes has resulted in two distinct types of death rites to be found among the Vicaul: raiding-rites and hearth-

rites. Both strongly feature the heart, which is the organ that the Vicaul see as the source of a person’s identity. As an interesting note, the same wide-roving lifestyle that leads to the division in these rites also exposes many Vicaul to a wide array of other cultures and lifestyles. As a result, it is not unusual for individual Vicaul to request a specific type of funeral that they have seen in another nation, or to ask for certain parts of those rites to be adapted into their eventual ceremony.

POLITICAL OVERVIEW: THE VICAUL	
Government Type: Numerous, Rival Feudal Chiefdoms (led by warlord “kings”)	
Allies: The Gael	Enemies: The Amalgamation, Cestral
Welcomed Bloodlines: Human, Fae	Persecuted Bloodlines: None
Crimes: Murder, Theft, Breaking an Oath, Bribery, Vandalism, Heresy	
National Religion: The Old Ways	

EXAMPLE CHARACTER NAMES: THE VICAUL
These names often draw inspiration from the (out-of-game) Norse culture. Several of these examples are drawn from existing Vicaul player characters.
<p>GIVEN NAMES: Angrboða, Astrid, Geir, Halldir, Sigrun, Sigurd, Solvi, Valdemar, Vigdis, Wayand, Yngvild, Yvar</p> <p>SURNAMES: Esturmann, Freyrson, Hildóttir, Kolberg, Oakenthorn, Staalbjorn, Ulfberht [Many Vicaul surnames are actually just descriptors, like “the Mighty” or “of the Tundra”]</p>

BASTION

— *UNTIL ONLY THE LIGHT REMAINS* —

The home of a small population of Celestials and celestial-blooded people, Bastion is a great fortress-city where choirs of heavenly soldiers maintain a grand harmony that honors their bright and shining ideals. Despite all this light and song, though, nobody can say exactly where Bastion is, for it is hidden away from the sight of the mortal races. In tales and legends, it is said to occupy a majestic mountaintop somewhere in Adelrune—but even those with celestial blood who choose to leave the city cannot tell more about this hidden peak, for they can only exit Bastion through a magical process that involves swift reappearance in the sky above their destination. Because they land on the earth without having traversed all the intervening distance, they cannot ever retrace their “steps” to find Bastion again.

The choice to leave the Shining City is therefore not one to be taken lightly. In many ways, such a difficult and permanent choice mirrors the path that Celestials must walk, if they wish to enter the world of Adelrune. A Celestial who chooses to mingle with the races of the world may not return to their extraplanar home until their mortal form is totally destroyed, and even then their souls must take centuries to rebuild a sense of individuality. When the consequences of leaving are so binding, then, why do any of the celestial-blooded people of Bastion ever leave? To answer a great need: the city holds many powerful scrying pools, through which its inhabitants can watch the development of the other races. When a citizen of Bastion decides that a nation or a race is facing a true challenge, that citizen may enter the world in order to address the problem. In a way, such service is built into the code of the city, for the soldiers and spellcasters of Bastion are trained from birth to fight against “Armageddon.” There is no true consensus on what exactly constitutes Armageddon, though, so each Celestial of the city may choose to interpret their duty as they see fit.

Leaving Bastion is a high price to pay, though, for it is a beautiful city with gardens and farms interspersed with its armories and barracks. All the food needed for its inhabitants is grown within the safety of the walls, and each of its citizens does what they can to support the settlement in their own way. Conflicts are rare, for leadership and other public roles are based on recognized merit—it is simply understood that some people are best at leading and organizing others’ efforts, while others are best at farming or teaching or logistics.

POLITICAL OVERVIEW: BASTION	
Government Type: Communal Stratocracy	
Allies: None	Enemies: The Breach, and all who are unrighteous
Welcomed Bloodlines: Celestial	Persecuted Bloodlines: All Non-Celestial bloodlines are <i>restricted</i> (Such bloodlines are generally not available to players)
Crimes: Evil, Dereliction of Duty, Breaking an Oath	
National Religion: None	

EXAMPLE CHARACTER NAMES: CELESTIAL-BLOODED
<p>It is important to note that new Player Characters with a connection to Bastion will be <i>celestial-blooded</i> rather than full Celestial, so the vast majority of them should choose names that are based on whatever culture they grew up in, rather than too-closely following the names listed below. These names are listed so that players can “accent” their cultural names with some Celestial influence. For full Celestials, there is no distinction between “male” or “female” names, and surnames are almost nonexistent. Many of the names below are drawn from existing Celestial-Blooded player characters.</p>
<p>NAMES: Aidhrael, Aislynn, Averrania, Charity, Hesediel, Prexiel, Rovanael, Solar, Thimmael, Væda</p>

THE BREACH

— WE HUNGER —

In a technical sense, the words “the Breach” only refer to the narrow strait that separates Castle Thorn from the continent south of it—but, for all the inhabitants of Adetrune, that technical usage is blotted out by the dark shroud of misery and ill-fortune that is conjured up whenever a person speaks of The Breach. This enormous land, also known as the Southern Expanse, has been thoroughly subjugated by demons; its only settlements of any note are city-states named after various hellish lords, where demons and monstrous abominations have enslaved whole populations of humans and live like malevolent kings upon the backs of their subjects. These cities are built upon the ruins of older civilizations, with massive sandstone monuments and buildings rising in polluted grandeur from the blowing sands of the desert. At one point, those structures occupied a green and growing land, but the presence of the demons has burned away all such signs of life. The desert stretches across the entire island, with dry and dangerous wasteland making it hard to travel between the demonic city-states (and hard to track or catch the refugee Saek caravans that survive in the margins).

The city-states of the Breach vary wildly in size, but they all tend to be named after the demons that rule them. Tane is the northernmost city-state, facing Castle Thorn with great walls of spiked lava stone; despite its forbidding aspect, it was captured recently by the forces of the Unity coalition of nations, which has begun a military attempt to purge the demons from the Breach. Inexo is a city-state along the coast; it has always served as a port for trade with the Nadine Empire and Dace, but its long-standing atmosphere of chaos has recently been whipped up into complete anarchy, as its ruling demon (Inexo) has died and left the city without its tyrant. Little is known about the city-state of Oll, as the soldiers of its “Stone Legion” keep people away from its walls; in the demon Bel’e’athru’s recent war against mortals, though, the demon Oll was killed (by Tane!), throwing the city into total chaos. The city state of Mehs is also mysterious in its way, although the fact that Mehs himself is a greater fire-imp has had certain obvious consequences: it is guarded by warriors known as The Burning Legion, and the city is also known as “The Burning City.” The largest and best-known of the demonic city-states, though, is Zye: this city is ruled by the greater demon Zyte, who ruled over a full Age of the world, and it has influence and power to match its ruler’s stature.

Although these city-states are united in their hatred of the rest of Adetrune’s cultures, they have little love for one another, and they are more or less constantly engaged in inter-city warfare. Some of their soldiers, and the vast majority of their defensive garrisons, are actually humans—but they are humans who have become addicted to the mutating and warping effects of drinking demon blood, gaining dark powers through

their exposure. Indeed, this fits with the power structure of the rest of the Breach: the more monstrous one's appearance and powers, the more one is feared and respected.

POLITICAL OVERVIEW: THE BREACH	
Government Type: Each city is ruled by a form of Tyrannical Autocracy	
Allies: None	Enemies: The Entire World
Welcomed Bloodlines: Human, Demonic, Draconic	Persecuted Bloodlines: Celestial, Fae
Crimes: None. In the Breach, "might makes right"	
National Religion: People of the Breach are typically forced to worship the Demonic ruler of the city that they live in	

EXAMPLE CHARACTER NAMES: DEMON-BLOODED
<p>It is important to note that new Player Characters with a connection to the Breach will be <i>demon-blooded</i> rather than full Demons, so the vast majority of them should choose names that are based on whatever culture they grew up in, rather than too-closely following the names listed below. These names are listed so that players can "accent" their cultural names with some Demonic influence. For full Demons, there is no distinction between "male" or "female" names, and surnames are almost nonexistent—instead of surnames, many have descriptive epithets, like "Darkweaver" or "the Gnawing Flame." Some of the names below are drawn from existing Demon-Blooded player characters, but most are drawn from current and previous Demonic villains.</p>
<p>NAMES: Arasimiel, Bel'e'athru, Ber'alor, C'thon, Geist'Hauch, Goe'xia, Inexo, Klish, Meretrix, Tane, Zalostis, Zyte</p>

THE CITADEL

— SING TO THOSE WE HAVE LOST —

If Effendal social life has a single center on Tear, that center is The Citadel: an enormous, finely-wrought, hidden network of strongholds, caves, and pathways in and around a mountain in the southern part of Tear. Many Effendal settlements are integrated into trees and wooded areas; the Citadel, however, is built into stone... which, since the Effendal returning to Tear were fleeing the Inquisitors of the Crusades, proved to be very appealing. (The Inquisitors were in the habit of torching forests to kill as many Effendal as possible.) Although the Crusades were a long time ago as humans reckon time, only a few generations have passed for the Effendal, so their memory of the horror of genocide is still quite fresh. Indeed, this fact has influenced another interesting feature of the Citadel: both surviving Houses of this race, Delfestrae and Kaelin, share residency in this hidden fortress, despite their great differences from each other. As will be explained in more detail below, this is not always a fully peaceful coexistence, but the members of the two Houses still feel the need for the security the Citadel provides (and, fortunately, they can occupy different parts of it).

As the center of Effendal life on Tear, the Citadel is also the center of Effendal existence on all of Adalrun: according to what is generally known, the only Effendal that have survived into the current Age of the world are located on Tear, where the ravages of the Crusades could not reach them. These long-lived people are divided into various Houses and Tribes, each of which has its own merit-based system of social rank. In fact, Effendal society is organized around a caste system, in which each individual is a Leader, a Warrior, a Hunter, or a Scholar. While every Tribe and House will have a mix of all four kinds of Effendal, each Houses or Tribes will also specialize in one of those castes. For instance, House Kaelin specializes in Leaders, while the Svivore Tribe specializes in Warriors, such that individuals of that caste form a plurality of its membership.



House Delfestrae

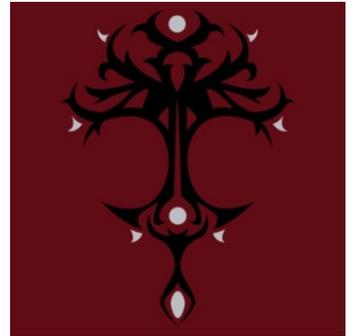
“Those Who Hold the Moon”

Once thought to be “witches” by the ancient Gael, they are known for their cunning and mastery over magic. This house’s members bind demons to their will and have little hesitation at unleashing powerful curses upon their enemies. For the lords of House Delfestrae, the ends always justify the means. While they look after the benefit of all Effendal, their actions often put them into conflict with House Kaelin.

The Terra Tribe

“Blade of the Forest”

The Terra are the might of House Delfestrae; they are a warrior tribe that defends the forests of Tear. In times long past, during the great Purges, they gained great renown by wreaking havoc behind enemy lines until they were forced to escape by swimming the vast Widow’s Lake. Since that day, the Terra have always held a deep mistrust for deep waters.



The Oni’ven Tribe

“The Owl Who Studies Darkness”

The Oni’ven are some of the wisest among all surviving Effendal. They dare to gaze where others will not and use the secrets that they have learned to enrich their people. As a Tribe made up predominantly of scholars, they are more secluded than many of the other tribes. They prefer to keep to themselves when not called on to educate the others.



The Jokiota Tribe

“The River that Takes”

A tribe mostly made up of hunters and gatherers, they are the lifeblood of House Delfestrae. In times long past they would go to areas of great death and recover what supplies were left behind. Whether it is through simple or extravagant means, the Jokiota always do what they must to ensure the prosperity of their House.



The Tika’ia Tribe

“The Sting of the Wasp”

Originally a tribe of House Vyn’e’Va, the Tika’ia have since been adopted into House Delfestrae. While a small tribe, their soldiers have distinguished themselves as some of the finest assassins around.





HOUSE KAELIN

“Might of the Sun”

The lords of House Kaelin are known for their honor and skill at arms. They are unmatched tacticians and prefer to face challenges head on, with a forthright and stern respect for doing what is right, no matter the cost—much like the Celestials that they keep a close eye on. They are not stupid in their honesty, though: with subtle minds and intricate plans, House Kaelin will do whatever it takes to protect their people, even though their methods often put them in conflict with House Delfestrae.

The Myros Tribe

“The Unending Tempest”

The Myros are a powerful warrior tribe who favor heavier armor and shields. The Myros are well known for their restraint, for it is said that they have a great rage inside of them. While they are slow to anger, should they let their discipline falter and their temper escape them, no force can control their ire.



THE AEGILIS TRIBE

“The Immortal Forge”

A tribe of smiths who have crafted some of the finest weapons of war known to the Effendal. The Aegilis have a particularly close relationship with the Myros, who provide protection deep within the caverns where they acquire the ore needed to make their weapons.



The Volf'Aer Tribe

“Spirit of the Wolf”

A warrior tribe whose savage tenacity is only matched by that of the Svivore. The Volf'Aer tribe have excellent warriors, rangers, and skirmishers. They prefer to strike at twilight or in the dead of night, and they look to the great predators for insights into battle.

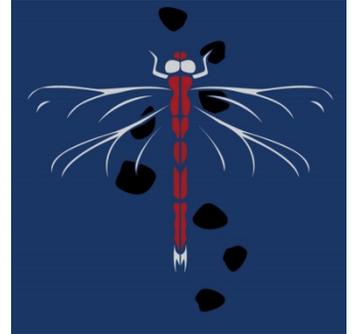


UNAFFILIATED TRIBES

The Radolond Tribe

“Pathfinders of the Way”

A tribe of seers and scholars whose visions often come true. Long ago, if it were not for this tribe’s council, the entire Effendal race might have been lost. Even so, the Radolond’s patron house, House Ranes, was still destroyed. These days, the Radolond tribe largely exists outside of Effendal society, providing teaching and serving as advisors when asked. Both House Kaelin and House Delfestrae owe their survival to the Radolond’s ancient counsel, and so members of this Tribe serve as mediators for disputes and as trusted advisors.



The Svivore Tribe

“The Boar of Seven Tusks”

One of the two surviving tribes of House Ra’e’len, the Svivore have since taken up protection of the Rakuten Tribe. The Svivore are renowned as fierce and tenacious warriors who embrace the most savage aspects of nature. The Svivore are native to the lands of Tear and view both House Delfestrae and House Kaelin as guests in their homeland; because of this view, the people of the Svivore are notoriously difficult to control.



The Rakuten Tribe

“The Guiding Bat”

One of the two surviving tribes of House Ra’e’len, the Rakuten have since banded together with the Svivore for mutual protection. While the Rakuten are primarily hunters, they have also been forced to fill a variety of roles in their House’s absence. The Rakuten are native to the lands of Tear and view both House Delfestrae and House Kaelin as guests in their homeland; because of this view, the people of the Rakuten are notoriously difficult to control. Even so, between the Rakuten and the Svivore, the Rakuten are seen as the more reasonable of the two.



POLITICAL OVERVIEW: THE CITADEL	
Government Type: Meritocracy, within the boundaries of the Noble caste	
Allies: The Gael	Enemies: The Amalgamation and the Breach (also, Effendal <i>distrust</i> all human nations)
Welcomed Bloodlines: Effendal	Persecuted Bloodlines: All Non-Effendal bloodlines are <i>restricted</i> (Such bloodlines are generally not available to players)
Crimes: Murder, Theft, Assault, Enslavement, Oathbreaking, Betraying the Effendal, Torture	
National Religion: None	

EXAMPLE CHARACTER NAMES: EFFENDAL
These names often draw inspiration from the (out-of-game) Sindarin language of J.R.R. Tolkien. All of these examples are drawn from existing Effendal player characters.
GIVEN NAMES: Aleena, Arahnorui, Arbellas, Cestalogos, Daedirith, Da’Fen, Dúathen, Karalli, Laerial, Lirulin, Rinarei, Trastiel
SURNAMES: Arandir, Aurelloth, Céibhfhionn, Cellagar, Ephelhador, Erlan, Iârín, Maeah, Myriil, Nirnaeth, Vehnan, vos Haeval

PARADOX

— *TRUTH CANNOT BE TRUSTED* —

Deep in the wild reaches of some dark valley or gnarl-rooted forest, there exists a place where the Fae gather, where nothing quite makes sense—unless you can accept the storyteller’s logic that holds the place together like a fairy tale or an old, lyrical song. In the Fae city of Paradox, the normal rules of reality must bow their heads to whimsy. Originally founded by Fae who possessed animalistic features and wanted to escape the harsh judgment (and hunting) that humans visited upon them, Paradox has since become a place that welcomes, in its own strange fashion, any who are lost, abused, rejected, neglected, or forgotten by the “normal” world. Indeed, the only people who can find their own way to the city are Fae, lost travelers, the insane, or highly imaginative children. Of course, individual Fae can choose to bring anyone they want into the shadowy avenues of Paradox, but their reasons for doing so (and any rituals needed to enable the passage) will be entirely unique to that particular Fae and its relationship with its guest.

One of the most distinctive features of this already-strange place is the fact that violence is literally impossible within its confines. In Paradox, the wolf can lie with the lamb, and the giant squid can play a friendly game of checkers with the whale. Of course, an absolute ban on violence does not mean that Paradox is a “safe” city with no strife and no unkindness—quite the opposite, actually. Fae are changeable and powerful creatures, so even a friendly game of checkers can swiftly change into a struggle to retain one’s own sanity, personality, or freedom. Fae are tightly connected to the elements of nature, so they partake of both the innocence and the savagery of the natural world. As a visitor, you are at risk of losing your mind, suffering under various mental tortures... or perhaps being bound to a life of permanent bliss, depending on the phases of the moon or the roll of the dice.

With all this potential, both for good and for ill, Paradox is a city that is often eagerly sought, particularly by motivated, organized people who are incapable of appreciating its ineffable and unpredictable splendor. Such people will never find this place, even if they chart out all the mysterious corners of Adelfrune during a lifetime’s searching—but anyone with slightly crossed eyes might find it, on the other side of a tree they didn’t recognize but decided to climb anyway.

For the many Fae-blooded who decide that they want to leave Paradox and wander the larger world, one of the few limitations of this place comes into play: unless you are a full Fae, you may not return to it once you have decided to leave. If, after having experienced the shadowy glory of Paradox, you choose to give it up... you may never find your way there again. This strict law partakes of the Fae’s natural impulse to put great emphasis on oaths and pacts, which are powerfully binding in a place like Paradox.

...but, even so, the Fae are not really known for their love of “strict laws.” With enough creativity and luck, a person could theoretically be able to bargain their way past such a restriction.

POLITICAL OVERVIEW: PARADOX	
Government Type: Anarchy	
Allies: None	Enemies: None
Welcomed Bloodlines: All	Persecuted Bloodlines: None
Crimes: Oathbreaking	
National Religion: None	

EXAMPLE CHARACTER NAMES: FAE-BLOODED
<p>It is important to note that new Player Characters with a connection to Paradox will be <i>Fae-blooded</i> rather than full Fae, so the vast majority of them should choose names that are based on whatever culture they grew up in, rather than too-closely following the names listed below. These names are listed so that players can “accent” their cultural names with some Fae influence. The names of full Fae follow no clear patterns, just as the Fae themselves refuse to be consistent: often, their names are a clear evocation of the aspect of the world that they have influence over, but nearly as often their names are simply “whatever sounded good” to them. Some of the names below are drawn from existing Fae-Blooded player characters, but many are drawn from current and previous “full Fae” NPCs.</p>
<p>NAMES: Briar, Caslagh, Clorifindel, Coriander, Filcher, Jinx, Nephilim, Primrose, Rum, Thiatale, Vizlo, Xort</p>

RELIGIONS



“The gods: are they real, or superstition? Be careful where you ask that. Some say that ‘when the world was destroyed’—and who says it ever was?—the heathen gods made a pact agreeing to never again ‘directly’ war on each other or influence human life. As the argument goes, this pact now restricts them to only help or harm us in subtle ways. Others believe the world was never destroyed, that the gods don’t exist, and that any so-called ‘miracle’ is just a coincidence. Many people, too, still use the term ‘God’ interchangeably with ‘Powerful Being.’ There are indisputably some very powerful Demons and Celestials in the world. As such, many so-called gods or prophets have been exposed as charlatans, but no one can discount the supernatural nature of certain places, objects, or even beings.

Alchemy, herbology, palm reading, and several other magical sciences are in wide use, and they are often viewed in the same light that a non-magical physic or balm might be in healing. That is, if the supernatural works, most people see little reason to argue about it. There are many religions about, however, and many people will argue about them to a violent degree—so here is a brief list of the Established Faiths and Pantheons.”

—EXCERPT FROM *The World of Ruin* BY LOREMASTER CEJEL NENULIO

AN INTRODUCTION TO THE DIVINE

The gods of Adetrune are myriad... and very different from one another in their methods and goals. Indeed, there are multiple pantheons of gods, such that two people can worship very similar principles without sharing even a single tradition. Some scholars see overlapping points in such pantheons and therefore posit that some gods are “fundamentally” unitary but split in their “aspects” among different cultural conventions... but the actual priests of those gods, who connect to divine energy directly, generally dismiss such ideas. The world of Adetrune is large enough to contain many, many such exalted beings. Some are eager to help the mortal races, some are busily pursuing their own strange goals, and some seem actively malevolent. All of them, though, are interested in convincing mortals to worship them, for their strength is heavily influenced by the number of people who provide them with prayers and offerings.

Some people, in fact, argue that certain “gods” are not gods at all, but rather ancient demons or other kinds of esoteric entities. Really, though... almost anything can draw power from the veneration of large numbers of people, and so the distinction is largely academic. All told, very little is generally known about the nature of divine power. And, at least partially, this is because the common people have no need for digging into the specifics of such otherworldly emanations: they simply send their prayers to the gods that can help them with whatever specific tasks they happen to be involved in, and avoid worrying too much about it.

When you choose a religion for your character, as such, you are basically choosing a whole way of looking at the world. Most people in Adetrune belong to a “faith,” which is composed of a whole pantheon of gods, covering all kinds of possible principles. You do not need to choose a particular god; you simply choose a faith. If you desire, additionally, you can select a god that your character feels a particular affinity for.



It is important to realize that, when you record a faith on your character sheet, you are giving yourself the chance to “opt in” to a whole community. Especially considering the way that the PRAYER and PRIESTHOOD skills work, your faith will automatically introduce you to a whole swath of people who are very interested in having you around.

Consult the “Political Overview” boxes (at the end of each Culture description) to find the “National Religion” of your character’s culture. If one is listed, it is generally wise to embrace that faith unless you have a *very* good reason not to. Certain faiths listed there—such as the Church of Chorus, Mandalan Ancestor-Dragon Worship, the Nadine Blood Cauldron, and the Trahazi Zodiac—are not explained in the following pages; you should learn about them in game!

THE CELESTINE FAITH

The single most widespread system of religion on Adelrune, this pantheon comprises the national religion of the Celestine Empire (other religions are tolerated in that Empire, but they are not encouraged). In aggregate, the tenets of this faith teach perfection in balance and encourage people to see all acts as forms of potentially beautiful art. Everything from painting to swordplay can be perfected and mastered. The gods of this pantheon teach being lenient to the deserving and harsh to the wicked. True believers of this faith understand that all action must be thought out at length through meditation—and then, once your destiny is revealed, you are to act swiftly and with devotion. The most prominent gods of the Celestine Pantheon are:

Mentor: the Warrior

Aer: the Lawbringer

Daece and Eon: the Brothers of Theatre (Comedy and Tragedy)

Esparei: the Beautiful

Eliena: the Artist

Destiny: the Ripples of Fate

Cinnorast: the Smith

In addition to these gods, there are many lesser gods within the pantheon, governing aspects of life that range from the grand and philosophical to the small and mundane.

The holy books of this faith are written in *Aer's Cipher*, which is said to have been handed down by the Lawbringer himself. The books of the *Cipher* are: *The Book of Beauty*, *The Book of Vigil*, *The Book of Law*, and *The Book of Destiny*. On a civic and political level, the Celestine Faith is led by a convocation of cardinals—one for each god in the pantheon. Below that level of eminence, the ranks of the religion descend from Cardinal to Bishop, Deacon, Priest, Acolyte, and eventually Layman. Paladins of the Celestine Faith are called “Holy Knights,” often with “of” and the name of their patron deity added. (For instance, “Holy Knight of Esparei.”) Many of the Crown Knights of the Celestine Empire are also Holy Knights.

“Be Vigilant in all things. Watch your own actions above all else, for vigilance begins in thine heart. Meditate on all actions, but when Destiny is revealed unto you, strike swiftly and hold no regret. Destiny serves us, so long as we follow its wisdom.”

—The Book of Vigil

THE OLD WAYS

This pantheon has been with humanity since long before any civilizations were built. Originally, there were no cities or written history—there was only the wild. This wild was respected, revered, and above all *feared*. The gods that represent this primordial state of the world are still powerful forces, and they are still worshipped with burned offerings and other sacrifices. The gods of the Old Ways are:

Ren: the Root of the World
Thte: the Warrior
Veyn: the Lord of Fresh Water
Baleaiesh: the Destroyer
Siton: the Wicked Spider
Raven: the Feathered Trickster
Hawk: the Messenger of the Sun
Wolf: the Guardian of the Moon
White Stag: the Bringer of Plenty
Crow: the Messenger of the Dead

Owl: the Observant
Bear: the Heart of the Hearth
Panther: the Hidden
Lion: the True Pride
Snake: the Truthful Liar
Fox: the Cunning Hunter*
Falcon: the Hunter*

**Note that Fox died many years ago, and Falcon died recently*

In general, the followers of this oldest of religions are steeped in superstition, closed-mindedness, and territoriality. This faith has no temples, but some people do set up shrines to its gods, typically in tribal areas or deep in the wild. Followers of the Old Ways tend to preach absolute devotion to the gods: disobedience is the cause of nature's catastrophes, so it is deserving of death. And, although this faith has no holy texts, its followers see birds as the messengers of the gods.

The faith has no organized military presence, though several tribes follow the dictates of Druids who claim to channel the will of the Old Ways' gods. The title of "Druid" is the only rank that the religion recognizes, although a few exceptionally rare Archons (a kind of "barbaric paladin") of the Old Ways also exist; they are widely feared for their tremendous strength and tenacity.

"Woe be unto those who test the wrath of the destroyer, who honor not the trickster, and fear not the wicked. Destroy the infidels who test our faith. Show them the mettle in our hearts through the fire in our eyes. Make the field turn red with the blood of our sacrifices."

—HRET the DRUID

THE LADY OF THE MISTS

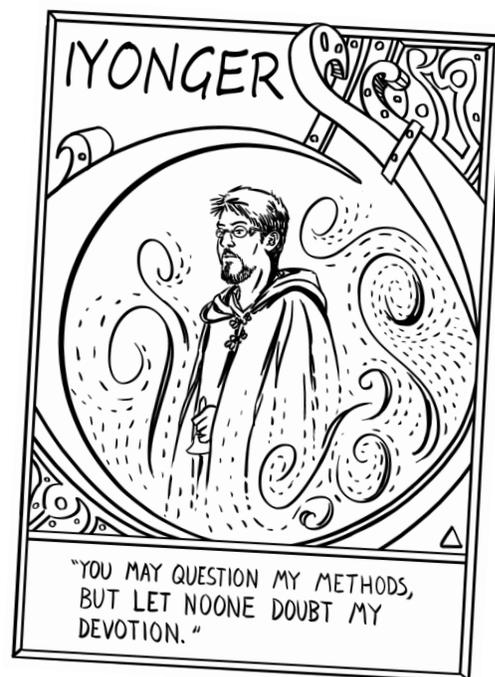
(Note: this is a more “specialized” religion: venerating only a single divinity, and only active within the last decade or so. Choosing this faith for your character will likely have significant consequences.)

Within the mists that cover great swathes of the Torrent and wrap around all the borders of the world, there is a goddess who is both beautiful and fierce. The Lady of the Mists appears to her followers as a comely, scaled maiden who rides a great serpent of destruction. Monsters are hers to command, especially the great beasts of the deep. Ships that carelessly venture into her realm are not likely to return.

People of other religions generally characterize the “Mist Goddess” as a demon, so this religion is not officially recognized by the civilized nations. Indeed, because worship of the Mist Goddess is largely considered to be cultic, followers of the mist are often driven out and persecuted by society. This religion has only recently sprung into activity—through the efforts of various Returned on Tear—so almost everyone else eyes it very warily.

The goddess imposes few tenets upon her followers, but strongly emphasizes two main principles: nurturing the creatures of the deep oceans, and showing loyalty to other followers of the mists. Sailors who pay her tribute (and who honor and nurture her children) will often be protected in travel, and those who worship the Mist Goddess on land may be shrouded in her protective mists in times of trouble.

As such, the disciples of the Lady have grown into a tightly loyal network. They are slow to trust newcomers, but they are quick to act on one another’s behalf. People of this faith do not have a clear hierarchy of priests; instead, they revere and accept those that have proven themselves in the eyes of their goddess and have received her boon.



THE NAMELESS FAITH

(Note: this is a more “specialized” religion, devoted to principles that many people find abhorrent. Choosing this faith for your character will likely have significant consequences.)

Also known as “the Forbidden Faith,” this religion is built around belief in a cabal of powerful beings called “the nameless gods.” The church teaches the importance of pure self-interest, often reciting the mantra “self above all” and arguing that any action is justified so long as it benefits you. Adherents of these dark gods also believe that you have power over anything that you can destroy, to the point that those you kill will be your slaves in the afterlife. The followers of this faith are also known as “the Blasphemers,” and they are arrested on sight in many civilized lands. As such, this faith has few stable locations of worship, and instead favors secretive shrines and ‘meetings.’

The Nameless Faith’s military arm is composed of countless assassins, rogues, and heretics that work in isolated cells scattered around the continents. At a moment’s notice, the Faith is said to be able to slay anyone—as such, it is also blamed for virtually every assassination that has ever happened. The Faith’s elite killers are called ‘The Nameless,’ and, in ascending order, the clergy ranks are Initiate, Acolyte, Devoted, Priest, High Priest, and Disciple.

There is no holy book for this faith, as all teachings are spread by word of mouth. There is, however, a cipher commonly used by members of this faith—known as Pyr’s Cipher—that serves the Nameless well, although it is also occasionally used by less nefarious individuals and groups.

“Care not for the words of your lessers. You are great and powerful, for you have found us. Know now that your actions will echo in infamy for all time. Use your enemies. Use your friends. Go and succeed in all that you do.”

—Scrap of an anonymous note found in a Nameless Faith hideout

CHAPTER 3: BUYING CHARACTER TRAITS

“Soon after the first Returned appeared on Tear, it was natural that they would try to leave this western land and sail east toward the Expanse, to return to the places they knew in their previous lives. They immediately discovered a curious phenomenon, though: if they got more than a few miles away from the coast, they started suffering debilitating pain as their very life essence was constantly damaged. The lives of the Returned seem to be somehow directly tied to the land of Tear. They had to order their ships to turn around, and they did not venture that way again... until much, much later. Eventually, a few of them tried again and found that they could withstand disconnection from Tear.

One of the most interesting parts of all this is that each particular Returned seems to have a “strength of life energy” that is almost... measurable? All of them first return in quite a weak state—even if they were supremely capable in their previous lives, many of their previous abilities seem forgotten in their new existence. As they learn and grow, however, they generally reclaim their previous skills and/or develop new ones. Once they have lived as Returned for long enough to master many such skills, their richness of experience seems to act as a kind of shield to protect them from the debilitating effects of leaving Tear. Research into what exactly qualifies as ‘richness of experience’ is still ongoing, as the following notes will make clear...”

—LOREMASTER GABRIEL, Resident Celestine Loremaster of Solace,
Report on the Phenomenon of Return

Your bloodline, your culture, and your religion are certainly major factors in determining your character concept... but, in a minute-by-minute sense, your *Skills* will actually define the experience of Twin Mask for you. In many ways, this is how you decide what your character will *be* and what they can *do*.

You buy skills with Character Points (CP). At the end of every Twin Mask game session, you have the chance to buy new skills with any CP that was already lingering on your character sheet, *plus* the CP you acquired for attending that game.

To buy a skill, find another player to **train** you in that skill during the game session, then write it on the back of your character sheet (and get your trainer to sign). Between that game and the next, Twin Mask Staff members will add your new skills to your *online* character sheet, which you will be able to check at any time. **You can only buy any given skill once, unless its cost is marked with an asterisk on the lists below.** Additionally, unless your character is within their first three Twin Mask games, **you cannot buy a skill and its prerequisite during the same game session.**

GETTING CHARACTER POINTS

Since Character Points are the only way to get new skills, they are quite valuable. All characters start with 20 CP, plus another 20 for Human and Effendal characters. Here is how you get more CP to improve your existing characters:

- ◆ You get 3 CP per game you attend, guaranteed.
 - ◆ You can get up to 1 extra CP per game if you turn in a non-expired **Food** item tag with your character sheet at the end.
 - ◆ You can convert **Incentive Points (IP)** into CP, at a rate of up to 3 per game. To do so, you will need to mark the IP you want to convert, using the appropriate box on the back of your character sheet.
 - ◆ You can convert up to 20 additional Incentive Points (IP) into CP, as long as you do so before the end of your third Twin Mask game session.
 - ◆ You can get a bonus of 5 CP for each new player you bring to try Twin Mask. (Remember, their first game is free, so it doesn't cost them anything to try it out!)
-

Before we get to the full list of normal skills, there is a special category that needs some explanation: **Background Features**. These are skills that you can only acquire at character creation, or within your “grace period” of freely changing your character (within your first three games). If you don't pick up Background Features during that period, you will never be able to do so. If you plan to play a character for a long time, you should think carefully about which Background Features you want before the end of your third game.

Some Background Features are actually **Background Flaws**, which give your character *negative* Character Points in exchange for weakening your character or making it harder to roleplay them in some way. While it can be tempting to “min-max” your character with these skills, keep in mind that you will be playing this character for a full weekend, and having too many restrictions and flaws might hamper your enjoyment of Twin Mask. And, in any case, there is a **hard limit of -10 points**—your Background Flaws cannot subtract any more than 10 points from your total. One Background Flaw that is highly recommended, particularly for people who have never played Twin Mask before, is **CLOUDED MEMORY**. See the skill description for more details.

Additionally, there is one Background Feature that is automatic for all characters: **NATIVE LORE**. This skill represents your character's basic endowment of knowledge from their previous life, growing up within a particular culture.

BACKGROUND FEATURES

Each skill can only be purchased once, with the exception of those whose CP Costs are marked with asterisks. Remember that these skills may **only be purchased at character creation**, and only if one's character has an approved background to justify the chosen feature. See the more detailed descriptions (after the lists) for more information.

<u>Background Features</u>		
CP Cost	Skill Name	Prerequisite
4	MAGICAL APTITUDE	—
4	PROPHETIC DREAMER	—
6	NOBILITY	—
4*	MILITARY EXPERIENCE: (Specify Military)	—
4	KNIGHTHOOD	NOBILITY, MILITARY EXPERIENCE, and OATH BOUND
4	BARDIC KNOWLEDGE	—
0*	NATIVE LORE: (Specify Culture)	—

<u>Background Flaws</u>		
CP Cost	Skill Name	Prerequisite
-2	SOVEREIGN ZEAL	—
-6	TAINTED	—
-3*	FRAIL	—
-2	CLOUDED MEMORY	No other MEMORY flaw
-4	FRACTURED MEMORY	No other MEMORY flaw
-4	FADING MEMORY	No other MEMORY flaw
-6	OATH BOUND	—

Note: Each character cannot take more than **-10 total points** worth of Background Flaws.

BACKGROUND FEATURES

MAGICAL APTITUDE Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have always felt the gentle, barely-noticeable pressure of magical energy at the edges of your perception, like a high-pitched hum that you automatically tune out. In fact, you might assume that your natural connection to magic is entirely normal, that everyone has the capacity to harness magical energy. Only people with the MAGICAL APTITUDE skill, though, are capable of learning any magical arts whatsoever. This skill does not give you any spellcasting ability by itself; it simply serves as the prerequisite for all of the magical arts. Your character will only ever need to take this skill once, even if they plan to learn multiple magical disciplines.</p>		

PROPHETIC DREAMER Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: “Bid – Prophetic Dream”
<p>You have heard that the gods sometimes communicate with their followers through dreams... but your nightly visions seem to be driven by something else entirely. You have always been blessed—or plagued—by vivid dreams and nightmares. They seem very urgent at the time, and indeed they often turn out to have been portents of real things to come: sometimes, a particular aspect of the daily world will strike you with uncanny familiarity... and, if you can take the time to dig into your half-forgotten memories, you may be able to find a dream with meaningful parallels. To use this skill, you must spend 30 minutes role-playing the process of sorting through your conflicting dream visions. (One of the best ways to do so is to have a conversation with another person, so that you can collaboratively improvise some symbols and dream-narratives related to current in-game events.) After you have done so, you may ask an available Story Staff member to tell you, in very general terms, about the single greatest threat (or other incursion) that is likely to trouble the main Twin Mask game space within the next 3 hours. If no Story Staff member is available, you can approach Logistics to seek one there... and if none are available there, then “your dreams require more interpretation,” and you will have to wait for your next opportunity to speak to a Staff member. Additionally, you can ask one simple, yes-or-no question to follow up on the basic information you receive about the threat or incursion. Staff members will answer your question as well as they can, although you should keep in mind that the ever-changing nature of Twin Mask can eventually make that answer less than 100% accurate. The PROPHEPIC DREAMER skill can only be used once per game.</p>		

NOBILITY Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You are a noble by right of birth or achievement, with all the benefits (and many of the responsibilities) that come with that elevated status. If you want your character to take this skill, you must contact Twin Mask Staff before your first game and work with them to select a noble house that fits with both your character concept and the larger culture. Assuming that your culture is considered to be part of “civilized society,” this skill will grant your character 3 pins of status. (Ask a Twin Mask Staff member for more information about pins of status.)</p>		

MILITARY EXPERIENCE: (Specify Military) Cost: 4 CP each	Prerequisite: —	
	Returns With: —	Call: “Bid – Military Experience”
<p>You have served in a specific nation’s military ranks, and you remember many of the details of that experience. When you take this skill, you must choose a particular nation’s military that your character served; every time you take this skill, you can choose a different military organization, to represent a wide-ranging background. (Ideally, in order to have a more specific backstory, your character should have a specific unit, rank, and specialty within each military—contact Twin Mask Staff for help in developing such specifics.) When you use this skill, you recall information about your particular military background: you call “Bid – Military Experience” to a Twin Mask Staff member, and that Staff member will provide you with whatever information your character would remember about the matter at hand.</p> <p><i>Note—this skill does not provide your character with any particular social status (generally identified in-game with “pins of status”).</i></p>		

KNIGHTHOOD Cost: 4 CP	Prerequisite: NOBILITY, MILITARY EXPERIENCE, and OATH BOUND	
	Returns With: —	Call: —
<p>You became a respected member of an established knightly order during your previous life, and you still maintain the ideals and name of that order now. If you want your character to take this skill, you must contact Twin Mask Staff before your first game and work with them to select a knightly order that fits your character’s nationality and personality. Assuming that your knighthood’s culture is considered to be part of “civilized society,” this skill will grant your character 4 pins of status. (Ask a Twin Mask Staff member for more information about pins of status.) Additionally, it is common in civilized societies for a knight’s word of honor to serve as evidence in courts of law. While it is possible to take this skill in order to represent knighthood that is rooted in a “non-civilized” culture, it is likely that any resulting status will not be recognized by many “civilized” people and social orders.</p> <p><i>Note—most knightly orders break down into three major categories, and most players should choose a knighthood within one of the following groups:</i></p> <ul style="list-style-type: none"> ◆ <i>Crown Knights: These orders are relatively plentiful, and they dedicate their allegiance to their nation. They tend to serve as military commanders, elite soldiers, arbiters, and keepers of the peace.</i> ◆ <i>Temple Knights: These orders are rarer, and they dedicate their allegiance to their religion. They tend to serve as arbiters, guardians, and “the righteous fist” of their gods.</i> ◆ <i>Chalice Knights: These orders are small in number but high in profile, and they dedicate their allegiance to a certain task—often, to fighting a certain type of foe. They were formed during the Crusades but have since fallen into decline. They tend to serve as elite soldiers, commanders, and specialists. For more information, and for help in choosing an appropriate Chalice Order, contact Twin Mask Staff.</i> 		

BARDIC KNOWLEDGE Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: “Bid – Bardic Knowledge”
<p>You have traveled across many lands and (possibly) read many books, such that you possess a wide range of information about legends, folklore, and customs. When you use this skill, you recall some tidbit of information that you picked up in your previous life: you call “Bid – Bardic Knowledge” to a Twin Mask Staff member, and that Staff member will provide you with whatever information your character would remember about the matter at hand.</p>		

NATIVE LORE: (Specify Culture) Cost: 0 CP	Prerequisite: —	
	Returns With: —	Call: “Bid – Native Lore: (Specify Culture)”
<p>You, just like everyone, grew up embedded in a culture. As you learned how to walk and talk, you automatically acquired a deep-seated cultural understanding that cannot be replicated by scholarly study or later experience. When you take this skill, you choose your character’s native culture and gain the ability to recall specific information about that culture. If your character split their time between multiple cultures as a child or young adult, you may take this skill more than once, <i>but it costs 4 CP for every purchase beyond the first</i>. To use this skill, you call “Bid – Native Lore: Celestine Empire” (or whichever culture is native for you) to a Twin Mask Staff member, and that Staff member will provide you with whatever information your character would remember about the matter at hand. Additionally, your character is assumed (within reason) to be connected with at least one or two people who live in your character’s home nation. If you have access to postage and the ability to write letters, you can send those people questions about developments in your native culture, and they will respond with more information.</p> <p><i>Note—because the normal LORE skill cannot be used to gain cultural knowledge, this NATIVE LORE skill is the only way for your character to have an in-depth knowledge of one of the various cultures of Adelrune.</i></p>		

BACKGROUND FLAWS

Remember that this skills represent *negative* aspects of your character’s background, so they actually *provide* additional Character Points through their negative costs. Importantly, though, no character can take more than -10 total points worth of Background Flaws.

SOVEREIGN ZEAL Cost: -2 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have a heightened sense of nationalistic pride. That is, while you aren’t blind to any particular, individual flaws within your nation, you are still entirely convinced that it is superior to all other nations. (<i>Example: “Sure, we might be poor, and our army might not be the best, but our people can drink anyone under the table. Our nation has more heart than anyone!”</i>) While this might not seem like much of a drawback, all newly Returned player characters live on the island of Tear, where people (and prejudices) of all nations have been thrown together, so it is very likely that you will be called upon to role-play some significant support for your homeland.</p>		

Whenever you hear anyone insult your nation, you must make a valiant attempt to defend your nation's honor. Failure to do so will demoralize you, preventing you from using combat abilities (other than basic weapon and armor proficiencies) and spells for the next 30 minutes.

<p>TAINTED Cost: -6 CP</p>	Prerequisite: —	
	Returns With: —	Call: —
<p>Your spirit is more heavily burdened than others. This could be the result of evil deeds, an exposure to dark rituals, or even pacts made with demons. This skill adds 1 to your character's Taint score. While this score has no particular, mechanical consequences during day-to-day life (other than perhaps encouraging some complex and conscience-stricken role-playing), it becomes <i>very</i> important if and when your character dies again. Each character's "Taint score" is used to determine their chances of returning to life—so, by taking the TAINED skill, you are making it one step harder for your character to return to life.</p>		

<p>FRAIL Cost: -3 CP each</p>	Prerequisite: —	
	Returns With: —	Call: —
<p>You have always been weaker and more fragile than those around you—and now, as one of the Returned, you suddenly find yourself surrounded by dangers. Normal people, and almost all newly Returned, have 5 Health Points, and although it is possible to increase that total by taking the TOUGHNESS skill, mortals generally have an upper limit of 10 Health Points. Every time you take the FRAIL skill, your starting maximum of 5 Health Points is reduced by 1. That is, if you take FRAIL 3 times, your character could begin the game with a maximum HP total of 2.</p> <p><i>Note—while it is technically possible to take this skill 4 times (and therefore start with only a single Health Point), the final FRAIL skill would be very ill-advised because of its diminishing returns: each character can only gain a maximum of 10 CP by taking Background Flaws.</i></p>		

<p>CLOUDED MEMORY Cost: -2 CP</p>	Prerequisite: No other MEMORY flaw	
	Returns With: —	Call: —
<p>You have passed through the curtain of death, "rescued" from an afterlife that now slips away from your memory like a lost dream—and, as a result (or perhaps because of some traumatic event in your past), your memory is almost completely blank. You may remember a few key things such as your name, but that's about it. Fortunately, though, as you begin to acclimate to your new life on Tear, the memories of your previous life will slowly come back to you, generally over the course of a full year. If your character takes CLOUDED MEMORY, you do not need to write a backstory for that character immediately. You can learn more about Twin Mask and the world of Adelfrune before you decide precisely how your character fits into it all. Because of this flexibility, this Background Flaw is highly recommended for new players.</p> <p><i>Note—the "Prerequisite" listed above means that you cannot take this skill if you have FRACTURED MEMORY or FADING MEMORY.</i></p>		

FRACTURED MEMORY Cost: -4 CP	Prerequisite: No other MEMORY flaw	
	Returns With: —	Call: —
<p>You have passed through the curtain of death, “rescued” from an afterlife that now slips away from your memory like a lost dream—and, as a result (or perhaps because of some traumatic event in your past), your memory has gaping holes in it. You remember some things perfectly, but many other things are simply gone, and you have no way of knowing how important and how extensive the missing pieces are. They might be absolutely key to understanding your role in the world, but you will never know unless somebody from your past life surfaces and helps fill in those holes. If your character takes FRACTURED MEMORY, you should still write a backstory for that character, but you should only write the scraps that your character can remember. Be aware that Twin Mask Staff may eventually decide to fill in the holes in your character’s memory in ways that will lead to some... <i>interesting</i> role-playing opportunities.</p> <p><i>Note—the “Prerequisite” listed above means that you cannot take this skill if you have CLOUDED MEMORY or FADING MEMORY.</i></p>		

FADING MEMORY Cost: -4 CP	Prerequisite: No other MEMORY flaw	
	Returns With: —	Call: —
<p>You have passed through the curtain of death, “rescued” from an afterlife that now slips away from your memory like a lost dream—and, as a result (or perhaps because of some traumatic event in your past), the memories of your past life are unstable and will soon begin to fade out. When you first Return, you remember your previous life perfectly, but over the course of the next year, those memories will disappear one by one until you remember only the things that have happened since you Returned. If your character takes FADING MEMORY, you should write a backstory for that character... but be prepared to role-play the process of forgetting all of it.</p> <p><i>Note—the “Prerequisite” listed above means that you cannot take this skill if you have CLOUDED MEMORY or FRACTURED MEMORY.</i></p>		

OATH BOUND Cost: -6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>Your word is your bond: a deep and meaningful part of your soul is dedicated to maintaining the truth and honor of what you say. Whenever you give a formal oath by saying things like “I give you my word” or “I swear on my honor,” you are bound to keep that pact. Failure to do so will haunt you so severely that you will gain 1 taint for each oath broken (<i>see the TAINTED skill for more information about taint as a game mechanic</i>). The only exception to this penalty is magical compulsion: if you have been magically forced to break an oath, then you do not suffer the penalty, as long as you did everything you could to avoid the compulsion and honor the oath. If you are OATH BOUND, then, be careful with your words, for they can have dire consequences. For example, there is a very big difference between saying, “I give you my word that I will bring your sister back alive” and saying, “I give you my word that I will <i>do everything in my power</i> to bring your sister back alive.” (If, when you discovered the aforementioned sister, she turned out to already be dead, then the first oath would be considered broken while the second would not.)</p> <p><i>Note—it is generally known that members of the various knightly orders are bound by oaths in this way, which is the primary reason that a knight’s word is considered valid evidence in a court of law.</i></p>		

SKILLS

These are the main “menu” from which you will build your Twin Mask character. Remember that, after the “grace period” of your first 3 Twin Mask games, you must get in-game training for any new skill. (There are certain exceptions to this requirement, as listed in the [Training](#) section of chapter 7.) Additionally, **you cannot purchase a skill and its prerequisite(s) during the same game session.**

Each skill can only be purchased once, with the exception of those whose CP Costs are marked with asterisks. See the individual skill descriptions for more details.

<u>Weapon Proficiencies</u>		
CP Cost	Skill Name	Prerequisite
1	SHORT WEAPONS	—
2	ONE-HANDED WEAPONS	SHORT WEAPONS
3	TWO-HANDED WEAPONS	ONE-HANDED WEAPONS
2	OVERSIZED WEAPON USE	TWO-HANDED WEAPONS
2	THROWN WEAPONS	—
3	BOW AND ARROW	—
3	TWO-WEAPON FIGHTING: APPRENTICE	—
3	TWO-WEAPON FIGHTING: JOURNEYMAN	TWO-WEAPON FIGHTING: APPRENTICE
3	TWO-WEAPON FIGHTING: MASTER	TWO-WEAPON FIGHTING: JOURNEYMAN

<u>Armor Proficiencies</u>		
CP Cost	Skill Name	Prerequisite
2	ARMORED TRAINING: LIGHT	—
2	ARMORED TRAINING: MEDIUM	ARMORED TRAINING: LIGHT
2	ARMORED TRAINING: HEAVY	ARMORED TRAINING: MEDIUM
3	SMALL SHIELD	—
3	MEDIUM SHIELD	SMALL SHIELD
2	HELMET MASTERY	—
2	VISOR MASTERY	HELMET MASTERY

<u>General Combat Skills</u>		
CP Cost	Skill Name	Prerequisite
3*	TOUGHNESS	—
6*	DODGE	—
6*	WILLPOWER	—

4*	PARRY	—
4	GUARDIAN	PARRY
2	STAMINA TRAINING	—
4	GREAT STAMINA	STAMINA TRAINING
3*	3-DAMAGE STRIKE	—
6*	5-DAMAGE STRIKE	—
3*	STUN	—

Archery and Woodcraft

CP Cost	Skill Name	Prerequisite
7	PRECISION	BOW AND ARROW, 3-DAMAGE STRIKE ×2
7	MASTER PRECISION	PRECISION, 5-DAMAGE STRIKE ×2
6*	RANGED DISARM	PRECISION
10	VOLLEY	MASTER PRECISION
8	FASTER THAN THE EYE	MASTER PRECISION, STEALTH ATTACK
3	TRACKING	—
6	MASK TRACKS	TRACKING
4	MASK TRACKS: GROUP	MASK TRACKS
6	FALSE TRACKS	MASK TRACKS
4	FALSE TRACKS: GROUP	FALSE TRACKS
2	SCOUTING	TRACKING

Officer Training

CP Cost	Skill Name	Prerequisite
1*	SUDDEN MOTIVATION	—
2*	INSPIRATIONAL SPEECH	—
4*	DEFENSIVE INSTRUCTION	PARRY
6*	EVASIVE INSTRUCTION	DODGE
6*	OFFENSIVE INSTRUCTION	5-DAMAGE STRIKE
10	MILITARY DRILL	DEFENSIVE INSTRUCTION or EVASIVE INSTRUCTION or OFFENSIVE INSTRUCTION
4	SELF-OBSERVATION	DEFENSIVE INSTRUCTION or EVASIVE INSTRUCTION or OFFENSIVE INSTRUCTION

The Art of Dueling

CP Cost	Skill Name	Prerequisite
4*	DISARM	—
1*	FEINT	—

5	INVOKE CHALLENGE	—
4	SALUTE	—
2	STYLISH HAT	SALUTE
7	WITTY REPARTEE	—
3	PURE OF HEART	<i>Special</i>

[“The School of Suffering”](#)

CP Cost	Skill Name	Prerequisite
6	ARMORED FOREARMS	—
9	ARMORED SHINS	ARMORED FOREARMS
2*	PRESSURE POINT: STUN ARM	—
2*	PRESSURE POINT: STUN LEG	—
4*	PRESSURE POINT: LESSER SLEEP	—
3	SLOW BLEEDING	—
2	MEDITATIVE STILLNESS	SLOW BLEEDING
3	SLOW DEATH	MEDITATIVE STILLNESS
3*	TORTURE RESISTANCE	—
4	TORTURE IMMUNITY	TORTURE RESISTANCE ×3

[The Assassin’s Arts](#)

CP Cost	Skill Name	Prerequisite
6	STEALTH ATTACK	SHORT WEAPONS or THROWN WEAPONS or BOW AND ARROW
8*	10-DAMAGE STRIKE	SHORT WEAPONS or THROWN WEAPONS
6	STUDIED KILLER	STEALTH ATTACK
10	TWIST THE KNIFE	STEALTH ATTACK, 10-DAMAGE STRIKE
3*	POISONED RING	STEALTH ATTACK, LORE: ALCHEMY
3*	SHIN KICK	STUN
3*	SAND IN YOUR EYES	STUN
3	HIDDEN WEAPON	SHORT WEAPONS
2*	LEAP	—
3*	LEAP ATTACK	LEAP
3	ROPE USE	—

[The Honored Path of the Berserker](#)

CP Cost	Skill Name	Prerequisite
7*	BATTLE RAGE	—
6	ENDURING RAGE	—

5	BRUTAL ANGER	—
4	HATRED	BATTLE RAGE
4	SEETHING HATRED	HATRED
10	BERSERKER	SEETHING HATRED
5*	BREAK ARM	—
5*	BREAK LEG	—
5*	BREAK SHIELD	TWO-HANDED WEAPONS

Mundane Healing

CP Cost	Skill Name	Prerequisite
2	EXAMINE WOUNDS	—
2	DETECT POISON	EXAMINE WOUNDS
2	DETECT DISEASE	EXAMINE WOUNDS
1	APPLY PRESSURE	EXAMINE WOUNDS
3	SET BONE	APPLY PRESSURE
4	BANDAGE	SET BONE
5	SURGERY	BANDAGE, LORE: ANATOMY

Religious Worship

CP Cost	Skill Name	Prerequisite
4	PRAYER	—
4	SECONDARY PRAYER	PRIESTHOOD: RANK 2
4	TERTIARY PRAYER	PRIESTHOOD: RANK 4
6	PRIESTHOOD: RANK 1	PRAYER
6	PRIESTHOOD: RANK 2	PRIESTHOOD: RANK 1
6	PRIESTHOOD: RANK 3	PRIESTHOOD: RANK 2
6	PRIESTHOOD: RANK 4	PRIESTHOOD: RANK 3
4*	RITE MASTERY: (Specify Domain)	PRAYER
2	REPENTANCE	—

The Bardic Arts

CP Cost	Skill Name	Prerequisite
3*	COMMANDING PRESENCE	—
8*	SERENADE	WILLPOWER
8*	DANCE LESSON	DODGE
5*	LULLABY	—
4*	TRUE GREATNESS	—
6	DRINKING SONG	—
10	MEDITATIVE SONG	MANA FOCUS ×3

2	HYMN	—
3	REQUIEM	—

The Magical Arts

CP Cost	Skill Name	Prerequisite
1*	MANA FOCUS	MAGICAL APTITUDE
6*	APPRENTICE MAGIC: (Specify Magical Art)	MANA FOCUS ×5, LORE: (Same Magical Art)
6*	JOURNEYMAN MAGIC: (Specify Magical Art)	MANA FOCUS ×10, APPRENTICE MAGIC: (Same Magical Art)
6*	MASTER MAGIC: (Specify Magical Art)	MANA FOCUS ×15, JOURNEYMAN MAGIC: (Same Magical Art)
6*	GRANDMASTER MAGIC: (Specify Magical Art)	MANA FOCUS ×20, MASTER MAGIC: (Same Magical Art)
8	BLADE CASTING	MAGICAL APTITUDE
6	ARMORED CASTING	ARMORED TRAINING: LIGHT, MAGICAL APTITUDE
6	SHIELD CASTING	SMALL SHIELD, MAGICAL APTITUDE
4*	COMBAT MIMIC	BLADE CASTING
4	INTERNAL RESERVES	MANA FOCUS ×10
10	ARCANE TUTELAGE	GRANDMASTER MAGIC: (Any Magical Art), RESEARCH

Skullduggery

CP Cost	Skill Name	Prerequisite
4	DISGUISE	—
6	MASTER DISGUISE	DISGUISE
4	DETECT DISGUISE	—
3*	ESCAPE	—
2*	POISON RESISTANCE	—
4	POISON IMMUNITY	POISON RESISTANCE ×3
5	DISARM TRAPS	—
2*	SET TRAPS	DISARM TRAPS
4	LOCKPICKING: APPRENTICE	—
4	LOCKPICKING: JOURNEYMAN	LOCKPICKING: APPRENTICE
4	LOCKPICKING: MASTER	LOCKPICKING: JOURNEYMAN
4	LOCKPICKING: GRANDMASTER	LOCKPICKING: MASTER
2*	GAMBLING	—
2*	TORTURE	—

<u>Knowledge</u>		
CP Cost	Skill Name	Prerequisite
4	LITERACY	—
4*	LORE: (Specify Field)	—
6	RESEARCH	LITERACY
2	APPRAISE	—
3	ALCHEMICAL EXAMINATION	LORE: ALCHEMY

<u>Influence</u>		
CP Cost	Skill Name	Prerequisite
4	ACADEMIC STANDING: RANK 1	—
4	ACADEMIC STANDING: RANK 2	ACADEMIC STANDING: RANK 1
4	ACADEMIC STANDING: RANK 3	ACADEMIC STANDING: RANK 2
4	ACADEMIC STANDING: RANK 4	ACADEMIC STANDING: RANK 3
4	ECONOMIC STANDING: RANK 1	—
4	ECONOMIC STANDING: RANK 2	ECONOMIC STANDING: RANK 1
4	ECONOMIC STANDING: RANK 3	ECONOMIC STANDING: RANK 2
4	ECONOMIC STANDING: RANK 4	ECONOMIC STANDING: RANK 3
4	POLITICAL STANDING: RANK 1	—
4	POLITICAL STANDING: RANK 2	POLITICAL STANDING: RANK 1
4	POLITICAL STANDING: RANK 3	POLITICAL STANDING: RANK 2
4	POLITICAL STANDING: RANK 4	POLITICAL STANDING: RANK 3
4	UNDERWORLD STANDING: RANK 1	—
4	UNDERWORLD STANDING: RANK 2	UNDERWORLD STANDING: RANK 1
4	UNDERWORLD STANDING: RANK 3	UNDERWORLD STANDING: RANK 2
4	UNDERWORLD STANDING: RANK 4	UNDERWORLD STANDING: RANK 3
4	MILITARY STANDING: RANK 1	—
4	MILITARY STANDING: RANK 2	MILITARY STANDING: RANK 1
4	MILITARY STANDING: RANK 3	MILITARY STANDING: RANK 2
4	MILITARY STANDING: RANK 4	MILITARY STANDING: RANK 3

<u>Gathering</u>		
CP Cost	Skill Name	Prerequisite
3	MINING: RANK 1	—
3	MINING: RANK 2	MINING: RANK 1
3	MINING: RANK 3	MINING: RANK 2
3	MINING: RANK 4	MINING: RANK 3
3	HERBALISM: RANK 1	—
3	HERBALISM: RANK 2	HERBALISM: RANK 1

3	HERBALISM: RANK 3	HERBALISM: RANK 2
3	HERBALISM: RANK 4	HERBALISM: RANK 3
3	WOODCUTTING: RANK 1	—
3	WOODCUTTING: RANK 2	WOODCUTTING: RANK 1
3	WOODCUTTING: RANK 3	WOODCUTTING: RANK 2
3	WOODCUTTING: RANK 4	WOODCUTTING: RANK 3
3	HUNTING: RANK 1	—
3	HUNTING: RANK 2	HUNTING: RANK 1
3	HUNTING: RANK 3	HUNTING: RANK 2
3	HUNTING: RANK 4	HUNTING: RANK 3
3	MERCANTILE: RANK 1	—
3	MERCANTILE: RANK 2	MERCANTILE: RANK 1
3	MERCANTILE: RANK 3	MERCANTILE: RANK 2
3	MERCANTILE: RANK 4	MERCANTILE: RANK 3
3	BLACK MARKET: RANK 1	—
3	BLACK MARKET: RANK 2	BLACK MARKET: RANK 1
3	BLACK MARKET: RANK 3	BLACK MARKET: RANK 2
3	BLACK MARKET: RANK 4	BLACK MARKET: RANK 3
3	ENTREPRENEUR: RANK 1	—
3	ENTREPRENEUR: RANK 2	ENTREPRENEUR: RANK 1
3	ENTREPRENEUR: RANK 3	ENTREPRENEUR: RANK 2
3	ENTREPRENEUR: RANK 4	ENTREPRENEUR: RANK 3

Crafting—Metalworking

CP Cost	Skill Name	Prerequisite
6	BLACKSMITHING: APPRENTICE	—
6	BLACKSMITHING: JOURNEYMAN	BLACKSMITHING: APPRENTICE
6	BLACKSMITHING: MASTER	BLACKSMITHING: JOURNEYMAN
6	BLACKSMITHING: GRANDMASTER	BLACKSMITHING: MASTER
6	WEAPONSMITHING: APPRENTICE	—
6	WEAPONSMITHING: JOURNEYMAN	WEAPONSMITHING: APPRENTICE
6	WEAPONSMITHING: MASTER	WEAPONSMITHING: JOURNEYMAN
6	WEAPONSMITHING: GRANDMASTER	WEAPONSMITHING: MASTER
6	ARMORSMITHING: APPRENTICE	—
6	ARMORSMITHING: JOURNEYMAN	ARMORSMITHING: APPRENTICE
6	ARMORSMITHING: MASTER	ARMORSMITHING: JOURNEYMAN
6	ARMORSMITHING: GRANDMASTER	ARMORSMITHING: MASTER
3	REPAIR ARMOR	ARMORSMITHING: APPRENTICE or TAILORING: APPRENTICE
2*	FIELD REPAIR	REPAIR ARMOR

6	SHIELDSMITHING: APPRENTICE	—
6	SHIELDSMITHING: JOURNEYMAN	SHIELDSMITHING: APPRENTICE
6	SHIELDSMITHING: MASTER	SHIELDSMITHING: JOURNEYMAN
6	SHIELDSMITHING: GRANDMASTER	SHIELDSMITHING: MASTER
3	REPAIR SHIELD	SHIELDSMITHING: APPRENTICE
6	LOCKSMITHING: APPRENTICE	—
6	LOCKSMITHING: JOURNEYMAN	LOCKSMITHING: APPRENTICE
6	LOCKSMITHING: MASTER	LOCKSMITHING: JOURNEYMAN
6	LOCKSMITHING: GRANDMASTER	LOCKSMITHING: MASTER

Crafting—Arcane

CP Cost	Skill Name	Prerequisite
6	ENCHANTING: APPRENTICE	—
6	ENCHANTING: JOURNEYMAN	ENCHANTING: APPRENTICE
6	ENCHANTING: MASTER	ENCHANTING: JOURNEYMAN
6	ENCHANTING: GRANDMASTER	ENCHANTING: MASTER
6	SCROLL SCRIBING: APPRENTICE	—
6	SCROLL SCRIBING: JOURNEYMAN	SCROLL SCRIBING: APPRENTICE
6	SCROLL SCRIBING: MASTER	SCROLL SCRIBING: JOURNEYMAN
6	SCROLL SCRIBING: GRANDMASTER	SCROLL SCRIBING: MASTER
6	ARTIFICER: APPRENTICE	—
6	ARTIFICER: JOURNEYMAN	ARTIFICER: APPRENTICE
6	ARTIFICER: MASTER	ARTIFICER: JOURNEYMAN
6	ARTIFICER: GRANDMASTER	ARTIFICER: MASTER

Crafting—Edible

CP Cost	Skill Name	Prerequisite
6	COOKING: APPRENTICE	—
6	COOKING: JOURNEYMAN	COOKING: APPRENTICE
6	COOKING: MASTER	COOKING: JOURNEYMAN
6	COOKING: GRANDMASTER	COOKING: MASTER
6	STABLE ALCHEMY: APPRENTICE	LORE: ALCHEMY
6	STABLE ALCHEMY: JOURNEYMAN	STABLE ALCHEMY: APPRENTICE
6	STABLE ALCHEMY: MASTER	STABLE ALCHEMY: JOURNEYMAN
6	STABLE ALCHEMY: GRANDMASTER	STABLE ALCHEMY: MASTER

Crafting—Other

CP Cost	Skill Name	Prerequisite
6	TAILORING: APPRENTICE	—

6	TAILORING: JOURNEYMAN	TAILORING: APPRENTICE
6	TAILORING: MASTER	TAILORING: JOURNEYMAN
6	TAILORING: GRANDMASTER	TAILORING: MASTER
6	FLETCHING: APPRENTICE	—
6	FLETCHING: JOURNEYMAN	FLETCHING: APPRENTICE
6	FLETCHING: MASTER	FLETCHING: JOURNEYMAN
6	FLETCHING: GRANDMASTER	FLETCHING: MASTER
6	ENGINEERING: APPRENTICE	—
6	ENGINEERING: JOURNEYMAN	ENGINEERING: APPRENTICE
6	ENGINEERING: MASTER	ENGINEERING: JOURNEYMAN
6	ENGINEERING: GRANDMASTER	ENGINEERING: MASTER

Restricted Human Skills

CP Cost	Skill Name	Prerequisite
2*	STIPEND: (Rank 1–4)	Must be Human, plus NOBILITY or MILITARY EXPERIENCE
3	UNBURDENED	Must be Human
4	GOOD ENOUGH	Must be Human
2	PILLAR OF THE COMMUNITY	Must be Human

Restricted Effendal Skills

CP Cost	Skill Name	Prerequisite
2	EFFENDAL SENSES	Must be Effendal
2	EFFENDAL AGILITY	Must be Effendal
4	PATIENCE	Must be Effendal
6	WEAPON MASTER	Must be Effendal

Restricted Fae-Blooded Skills

CP Cost	Skill Name	Prerequisite
4	SLIPPERY	Must be Fae-Blooded, ESCAPE
5*	MAGIC-RESISTANT	Must be Fae-Blooded
3*	ATTRACTIVE GESTURE	Must be Fae-Blooded
3*	REPELLENT GESTURE	Must be Fae-Blooded
10*	DOMINATING GESTURE	Must be Fae-Blooded

Restricted Celestial-Blooded Skills

CP Cost	Skill Name	Prerequisite
3*	RALLYING CRY	Must be Celestial-Blooded
6*	HEALING TOUCH	Must be Celestial-Blooded

10*	RESURRECTION	Must be Celestial-Blooded
5*	RISE TOWARD THE LIGHT	Must be Celestial-Blooded

<u>Restricted Demon-Blooded Skills</u>		
CP Cost	Skill Name	Prerequisite
5	DRAINING TOUCH	Must be Demon-Blooded
4*	ABHORRENT SIGN	Must be Demon-Blooded
10	CAPTIVATING GAZE	Must be Demon-Blooded
5*	SINK INTO DARKNESS	Must be Demon-Blooded

<u>Restricted Dragon-Blooded Skills</u>		
CP Cost	Skill Name	Prerequisite
2*	NATURAL ARMOR: (RANK 1–5)	Must be Dragon-Blooded
4	IRON STOMACH	Must be Dragon-Blooded
4*	DRACONIC ROAR	Must be Dragon-Blooded
8*	BONES OF THE EARTH	Must be Dragon-Blooded

<u>Supernatural Strength</u>		
CP Cost	Skill Name	Prerequisite
10	SUPERNATURAL STRENGTH	Must be Celestial-Blooded, Demon-Blooded, or Dragon-Blooded

WEAPON PROFICIENCIES

Although a character does not technically need a weapon proficiency to wield a weapon—that is, anyone can pick up any weapon and wave it around—when you lack the proper proficiency, you should role-play your character’s lack of training by using that weapon in an inexperienced and clumsy way. Additionally, when you do not have proficiency in the weapon you are holding, you cannot use *any* skills that involve the use of a weapon (like 5-DAMAGE STRIKE, PARRY, BREAK ARM, or even WITTY REPORTEE).

SHORT WEAPONS Cost: 1 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You are trained in the use of short weapons. A “short weapon” is classified as being a hand-held melee weapon that is no more than roughly 20 inches long, from the end of the pommel to the tip of the blade.</p> <p><i>Note—please use caution when fighting with short weapons! It is easy to over-swing and accidentally hit your target with your hand.</i></p>		

ONE-HANDED WEAPONS Cost: 2 CP	Prerequisite: SHORT WEAPONS	
	Returns With: —	Call: —
<p>You are trained in the use of one-handed weapons. A “one-handed weapon” is classified as being a hand-held melee weapon that is no more than roughly 48 inches long, from the end of the pommel to the tip of the blade.</p>		

TWO-HANDED WEAPONS Cost: 3 CP	Prerequisite: ONE-HANDED WEAPONS	
	Returns With: —	Call: —
<p>You are trained in the use of two-handed weapons. A “two-handed weapon” is classified as being a hand-held melee weapon that is <i>more</i> than roughly 48 inches long, from the end of the pommel to the tip of the blade.</p>		

OVERSIZED WEAPON USE Cost: 2 CP	Prerequisite: TWO-HANDED WEAPONS	
	Returns With: —	Call: —
<p>You have built up enough strength and training to be able to use two-handed weapons in one hand. “Two-handed weapons” are classified as being longer than roughly 48 inches; without this skill, characters cannot wield such weapons in one hand, no matter how light they are. It is important to note, though, that weapons of this length will still qualify as “two-handed weapons” for all game-rule purposes, even if you are wielding them in one hand. For instance, the DISARM and FEINT skills can only be used when one is wielding a “one-handed weapon”—for this purpose, actual weapon <i>length</i> is more important than how many hands one happens to be using.</p>		

THROWN WEAPONS Cost: 2 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have practiced the art of using weapons that are intended to be thrown (such as throwing daggers, chakram, and stones). Thrown weapons may be of any size, as long as they have been cleared for safety ahead of time by Twin Mask Staff.</p>		

BOW AND ARROW Cost: 3 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have trained as an archer, such that you can use a bow effectively in combat. In Twin Mask, acceptable bows have a maximum draw strength of 30 pounds, archers may not fire at targets closer than 10 feet, all arrows must have a padded arrow tip larger than an average eye socket, and all arrows must be “pennied” (which means that a penny has been used to cover the end of the arrow shaft, inside the padding, so that the shaft cannot pierce the padding). Additionally, for safety reasons, no crossbows are allowed in Twin Mask. For the full details and rules regarding the use of a bow in Twin Mask, consult the Archery Policy section and the Archery Safety Rules document online.</p>		

TWO-WEAPON FIGHTING: APPRENTICE Cost: 3 CP	Prerequisite: —	
	Returns With: —	Call: —
You have practiced fighting with two weapons at once, to the point that you can wield “short weapons” (no more than 20 inches long) in both hands at the same time. Without this skill, characters cannot equip weapons in both hands.		

TWO-WEAPON FIGHTING: JOURNEYMAN Cost: 3 CP	Prerequisite: TWO-WEAPON FIGHTING: APPRENTICE	
	Returns With: —	Call: —
You have practiced fighting with two weapons at once, to the point that you can wield a “short weapon” (no more than 20 inches long) in one hand while you wield a “one-handed weapon” (between 20 and 48 inches long) in the other hand.		

TWO-WEAPON FIGHTING: MASTER Cost: 3 CP	Prerequisite: TWO-WEAPON FIGHTING: JOURNEYMAN	
	Returns With: —	Call: —
You have practiced fighting with two weapons at once, to the point that you can wield any two weapons, of any length, at the same time.		

[ARMOR PROFICIENCIES](#)

Unlike with weapon proficiencies, your character is not allowed to equip any armor at all—including shields and helmets—unless they have the appropriate armor proficiencies. In *Twin Mask*, shields simply block all weapon attacks that hit them (but don’t do anything against, say, spell packets). Body armor is different: it serves as a kind of “extra Health Point pool” that is depleted by every attack that gets past your guard. (Obviously, though, it is unaffected by healing spells or effects.) Heavier varieties of armor provide larger Armor Values—that is, larger “pools” of extra HP—and all armor can be repaired by armorsmiths back to its full value after being damaged in combat. You can only wear (and benefit from) one suit of armor at a time. For more information about armor, including how much of the body it must cover and what materials it can be made from, consult the [Armor section of chapter 6](#).

ARMORED TRAINING: LIGHT Cost: 2 CP	Prerequisite: —	
	Returns With: —	Call: —
You have trained in the art of wearing light armors in combat, giving you effective mobility while still benefiting from added defense. Light armor is generally constructed of padding, soft leather, or studded leather.		

ARMORED TRAINING: MEDIUM Cost: 2 CP	Prerequisite: ARMORED TRAINING: LIGHT	
	Returns With: —	Call: —
<p>You have trained in the art of wearing medium-weight armors in combat, giving you effective mobility while still benefiting from added defense. Medium-weight armor is generally constructed of hardened leather or chain.</p>		

ARMORED TRAINING: HEAVY Cost: 2 CP	Prerequisite: ARMORED TRAINING: MEDIUM	
	Returns With: —	Call: —
<p>You have trained in the art of wearing heavy armors in combat, giving you effective mobility while still benefiting from added defense. Heavy armor is generally constructed of metal plate.</p>		

SMALL SHIELD Cost: 3 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have practiced using a small shield in combat, allowing you to move and block blows while maintaining your footing in the fight. You may equip a small shield—which is defined as “no longer in any one dimension than its wielder’s torso” if you dedicate an arm to using it. Alternatively, you have the option of using a buckler-sized shield—defined as “no longer in any one dimension than its wielder’s forearm”—by strapping it to your forearm and leaving your hand unoccupied. If you choose to use a buckler, you may use that hand for most martial purposes, including wielding a two-handed weapon, holding a wand, or using TWO-WEAPON FIGHTING. Importantly, though, you cannot use the FEINT or DISARM skills while using a buckler. In Twin Mask, you may only ever equip 1 shield at a time, and any shields not fully wielded (for instance, shields strapped to your back or your belt) will provide you with no benefits whatsoever: they will not block blows, and they will not grant any crafted or magical effects.</p> <p><i>Note—when you are knocked into bleedout or death count, you should avoid placing your shield to actively provide any tactical cover to yourself or others. When you are down, your shield should stop being a factor in the current combat.</i></p>		

MEDIUM SHIELD Cost: 3 CP	Prerequisite: SMALL SHIELD	
	Returns With: —	Call: —
<p>You have practiced using a medium-sized shield in combat, allowing you to move and block blows while maintaining your footing in the fight. You may equip a medium shield—which is defined as “no longer in any one dimension than the distance from its wielder’s navel to the ground” if you dedicate an arm to using it. In Twin Mask, you may only ever equip 1 shield at a time, and any shields not fully wielded (for instance, shields strapped to your back or your belt) will provide you with no benefits whatsoever: they will not block blows, and they will not grant any crafted or magical effects.</p> <p><i>Note—when you are knocked into bleedout or death count, you should avoid placing your shield to actively provide any tactical cover to yourself or others. When you are down, your shield should stop being a factor in the current combat.</i></p>		

HELMET MASTERY Cost: 2 CP	Prerequisite: —	
	Returns With: —	Call: “No Effect”
<p>You have had the opportunity to practice combat while wearing a helmet, such that your fighting style is not thrown off by a helmet’s restrictions on hearing or vision. Wearing a helmet in this way makes you immune to stun effects—when such an attack strikes you, you may call “no effect.” HELMET MASTERY also blocks the secondary stun effect of Massive strikes that knock you into a wall or person.</p> <p><i>Note—for costuming purposes, helmets must be made out of hardened leather, chain mail coif, or metal (or at least do a good job of appearing to be those materials). Other, softer materials are not sufficient to reduce the blunt-force trauma that a stun effect represents.</i></p>		

VISOR MASTERY Cost: 2 CP	Prerequisite: HELMET MASTERY	
	Returns With: —	Call: “No Effect”
<p>You have had the opportunity to practice combat while wearing a closed-faced helmet, such that your fighting style is not thrown off by a visor’s severe restriction of your visual field. Wearing a closed-faced helmet in this way makes you immune to any effects that are delivered by gaze—when an enemy calls a “by my gaze” effect, you may call “no effect.”</p> <p><i>Note—for costuming purposes, the visor must be attached to a helmet (see the HELMET MASTERY skill for more details about acceptable helmets), and it must cover at least 50% of your face.</i></p>		

GENERAL COMBAT SKILLS

TOUGHNESS Cost: 3 CP each	Prerequisite: —	
	Returns With: —	Call: —
<p>Through intense physical training, your body has become more resilient to damage. All player characters (and people in the world of Adetrune) default to a maximum Health Point total of 5—but, each time you take this skill, your character’s maximum Health Point total permanently increases by 1. It is important to note, though, that a character cannot take this skill more than 5 times. (Therefore, characters have an effective “natural” Health Point maximum cap of 10 HP.)</p>		

DODGE Cost: 6 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Dodge”
<p>You have developed your agility to the point that, once in a while, you can suddenly evade almost any direct attack. Immediately after you are hit with any attack that could have been physically avoided (such as any weapon attack, spell packet, or touch attack), you may call “dodge” to avoid suffering any effects from that attack. You do not need to physically leap aside, although some role-playing (perhaps a quick twist of your torso) is encouraged. If you take this skill multiple times, you should always keep track of how many uses of DODGE you still have available, until your character gets a chance to rest and regain their full complement of skills.</p> <p><i>Note—remember that effects with the “Greater” modifier cannot be prevented in this way. Also, effects that are delivered by gesture or ward cannot be avoided with DODGE.</i></p>		

WILLPOWER Cost: 6 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Willpower”
<p>You have developed your mental resilience to the point that, once in a while, you can simply refuse to accept almost any single mind-based or indirect attack. When you would be affected by any attack that <i>cannot</i> be physically dodged—such as effects delivered by voice, gaze, elixir, gesture, or ward—you may instead call “willpower” to avoid suffering any effects from that attack. If you take this skill multiple times, you should always keep track of how many uses of WILLPOWER you still have available, until your character gets a chance to rest and regain their full complement of skills.</p> <p><i>Note—remember that effects with the “Greater” modifier cannot be prevented in this way.</i></p>		

PARRY Cost: 4 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Parry”
<p>You have developed your combat skills to the point that, once in a while, you can use your weapon to block even the quickest or deadliest blows. As long as you are wielding a weapon, immediately after you are hit with a melee weapon attack (or any effect that is <i>delivered</i> by melee weapon attack) by an opponent, you may call “parry” to avoid suffering any effects from that attack. You cannot use this skill if you are not proficient with the weapon you are wielding, and you cannot use this skill to negate attacks delivered by touch. If you take this skill multiple times, you should always keep track of how many uses of PARRY you still have available, until your character gets a chance to rest and regain their full complement of skills.</p> <p><i>Note—remember that effects with the “Greater” modifier cannot be prevented in this way. Also, if you use PARRY to block an attack with the Massive effect, you are still required to take 3 steps backward even though you do not take any damage.</i></p>		
Restriction: must be actively wielding a weapon		

GUARDIAN Cost: 4 CP	Prerequisite: PARRY	
	Returns With: —	Call: “Guard Parry”
<p>You are not just good at protecting yourself in combat—you have practiced fighting in tandem with allies, so you can also protect them from attacks while you are within arm’s reach. As long as you are wielding a weapon, whenever an ally is hit with a melee attack, you may immediately touch that ally and call “guard parry” to prevent them from suffering any effects from the attack. This counts as expending 1 use of the PARRY skill, and you cannot use the GUARDIAN skill if you do not have extra uses of PARRY to spend.</p> <p><i>Note—if you use GUARDIAN to block an attack with the Massive effect, the target of that attack is still required to take 3 steps backward even though they do not take any damage.</i></p>		
Restriction: must be actively wielding a weapon		

STAMINA TRAINING Cost: 2 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have physically conditioned yourself to the point that you can recover more quickly when you are exhausted or shaking off the effects of being gravely injured. Normally, a state of weakness lasts for 3 minutes; by taking this skill, however, you reduce the amount of time your character suffers weakness effects to only 2 minutes.</p>		

GREAT STAMINA Cost: 4 CP	Prerequisite: STAMINA TRAINING	
	Returns With: —	Call: —
<p>You have physically conditioned yourself until you approach the pinnacle of fitness, so you can recover extremely quickly when you are exhausted or shaking off the effects of being gravely injured. Normally, a state of weakness lasts for 3 minutes; by taking this skill, however, you reduce the amount of time your character suffers weakness effects to only 1 minute.</p> <p><i>Note—this skill effectively supersedes the effect of the STAMINA TRAINING skill.</i></p>		

3-DAMAGE STRIKE Cost: 3 CP each	Prerequisite: —	
	Returns With: Rest	Call: “3”
<p>You really know how to put your full effort into a single blow. As you make a ranged weapon attack or melee weapon attack, you may choose to have that attack deal a base amount of 3 damage (and therefore call “3”). If you take this skill multiple times, you should always keep track of how many uses of 3-DAMAGE STRIKE you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		

5-DAMAGE STRIKE Cost: 6 CP each	Prerequisite: —	
	Returns With: Rest	Call: “5”
<p>You know how to strike with both precision and force, dealing a devastating amount of damage with a single blow. As you make a ranged weapon attack or melee weapon attack, you may choose to have that attack deal a base amount of 5 damage (and therefore call “5”). If you take this skill multiple times, you should always keep track of how many uses of 5-DAMAGE STRIKE you still have available, until your character gets a chance to rest and regain their full complement of skills.</p> <p><i>Note—in Twin Mask, there is no way to make an attack deal more than 10 damage, so any enhancements that would make this attack deal more than that amount will have no effect.</i></p>		

STUN Cost: 3 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Stun”
<p>You have learned how to occasionally strike your foes much harder than they expect, knocking them off balance and giving you (and your allies) an opportunity to press the advantage. As you make a ranged weapon attack or melee weapon attack, you may call “stun” once. This produces a stun effect, replacing the damage that your attack would normally deal. If you take this skill multiple times, you should always keep track of how many uses of STUN you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		

[ARCHERY AND WOODCRAFT](#)

Remember that if you plan to have your character focus on archery, you will need an actual bow (with a draw strength less than 30 pounds) and padded arrows to fire. See the BOW AND ARROW skill in the [Weapon Proficiencies](#) section for more details. For the full details and rules regarding the use of a bow in Twin Mask, consult the [Archery Policy](#) section and the [Archery Safety Rules](#) document online.

PRECISION Cost: 7 CP	Prerequisite: BOW AND ARROW, 3-DAMAGE STRIKE ×2	
	Returns With: —	Call: “2”
<p>Through extensive practice with the bow, you have gained the ability to focus your attacks on the weak parts of enemies’ defenses, constantly dealing more damage through accuracy rather than raw force. Whenever you attack with a bow, you deal a base amount of 2 damage (and therefore may call “2”).</p>		
Restriction: must be using a bow		

MASTER PRECISION Cost: 7 CP	Prerequisite: PRECISION, 5-DAMAGE STRIKE ×2	
	Returns With: —	Call: “3”
<p>Through constant practice with the bow, you have become a master archer, with the ability to pierce an enemy’s defenses and strike for significant amounts of damage with every arrow. Whenever you attack with a bow, you deal a base amount of 3 damage (and therefore may call “3”).</p> <p><i>Note—this skill effectively supersedes the effect of the PRECISION skill. Also, in Twin Mask, there is no way to make an attack deal more than 10 damage, so any enhancements that would make this attack deal more than that amount will have no effect.</i></p>		
Restriction: must be using a bow		

RANGED DISARM Cost: 6 CP each	Prerequisite: PRECISION	
	Returns With: —	Call: “Disarm”
<p>With a steady hand and a quick eye, you can knock an enemy’s weapon out of their hands. As you make an attack with a bow, you may call “disarm” once. This produces a disarm effect, replacing the damage that your attack would normally deal. If you take this skill multiple times, you should always keep track of how many uses of RANGED DISARM you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		
Restriction: must be using a bow		

VOLLEY Cost: 10 CP	Prerequisite: MASTER PRECISION	
	Returns With: —	Call: “Loose!” “5”
<p>You have learned to not only use a bow masterfully but also organize <i>other</i> archers to stand together and strike at the perfect time. If you are part of a group of at least 3 archers, each of whom is standing within arm’s reach of another member of the group, you can order all of them to launch arrows at the same time by calling “Loose!” (or perhaps “Volley!” or “Fire!”). If you do, and if at least 3 arrows are simultaneously fired immediately afterward, each of those arrows will deal a base amount of 5 damage (and each archer may therefore call “5”). This process can be repeated as often as all the archers in the VOLLEY can ready another arrow (as long as you call, each time, for a unified strike). To qualify as an “archer” for the purposes of this skill, a character must have the BOW AND ARROW skill, and they must actually have arrows to fire. They do not need to have either PRECISION or MASTER PRECISION.</p> <p><i>Note—in Twin Mask, there is no way to make an attack deal more than 10 damage, so any enhancements that would make this attack deal more than that amount will have no effect.</i></p>		
Restriction: must be using a bow		

FASTER THAN THE EYE Cost: 8 CP	Prerequisite: MASTER PRECISION, STEALTH ATTACK	
	Returns With: —	Call: “Stealth – (normal attack call)”
<p>As an archer, you have learned how to take shots with such swift efficiency that it is impossible for your target to deflect or evade your arrows; your shafts fly so quickly that they are impossible to track in midair. You may call “Stealth” for each attack you make with a bow and arrow, preventing your targets from using PARRY or DODGE to cancel the effects of that attack. Note that this skill can still be used even if the target’s back is not turned.</p>		
Restriction: must be using a bow		

TRACKING Cost: 3 CP	Prerequisite: —	
	Returns With: —	Call: “Bid – Tracking”
<p>You have spent the time needed to practice the art of following tracks—whether they were left by animals or people—in a variety of surroundings. To use this skill, you must call “bid – tracking” and explain your intentions to a Twin Mask Staff member, who will then lead you in the direction that the tracks lead. This skill will almost always be used when you are on a “mod” away from the main space of the Twin Mask game, or perhaps on your way to such a mod, if you are following someone who has left the main game space. (If you are following a fleeing person or animal in this way, you must begin tracking them within 30 minutes of their leaving in order to have any chance of catching up.) TRACKING can generally not be used within the main game space: if the person or animal you intend to track is still “in play,” you must actually search for them, with no active help from Twin Mask Staff.</p> <p><i>Note—to use the TRACKING skill at night, you will need some kind of light source.</i></p>		

MASK TRACKS Cost: 6 CP	Prerequisite: TRACKING	
	Returns With: —	Call: —
<p>Your time carefully looking for others’ tracks has given you insight into what a tracker would look for, so you know how to keep others from finding you. If you have this skill, others cannot use the TRACKING skill to follow your trail.</p>		

MASK TRACKS: GROUP Cost: 4 CP	Prerequisite: MASK TRACKS	
	Returns With: —	Call: —
<p>Your mastery of “leaving no trace” has been honed to the point that, if you put in the effort, you can keep anyone from being able to follow you, even if you are with a group of people. When you use this skill, you must continually role-play the process of sweeping the area behind your group of traces of your passage. If you do, then you can protect a group of up to 6 additional people and yourself from being followed with the TRACKING skill.</p>		

FALSE TRACKS Cost: 6 CP	Prerequisite: MASK TRACKS	
	Returns With: —	Call: —
<p>In addition to sweeping away any traces of your passage, you have practiced the ability to leave misleading tracks in their place. When you use this skill, you must role-play the process of rearranging your tracks and fabricating new ones. If you do, then you can produce tracks that represent a different number of people, a different destination, or a different kind of person (or animal) than your normal tracks would indicate.</p>		

FALSE TRACKS: GROUP Cost: 4 CP	Prerequisite: FALSE TRACKS	
	Returns With: —	Call: —
<p>You have practiced the art of leaving misleading traces of your passage so much that you can replace the tracks of an entire group with completely different ones. When you use this skill, you must role-play the process of rearranging your party's tracks and fabricating new ones. If you do, then you can produce tracks that represent a different number of people, a different destination, or a different kind of person (or animal) than your group's normal tracks would indicate. This skill can affect the tracks of a group of 6 people in addition to yourself.</p>		

SCOUTING Cost: 2 CP	Prerequisite: TRACKING	
	Returns With: —	Call: —
<p>You are stealthy enough to investigate outlying areas on your own, staying safe and not alerting enemies to your presence, so that you can report any likely incursions to your allies ahead of time. To use this skill, you must spend 30 minutes role-playing the process of scouting and patrolling the perimeter of the main Twin Mask game space. After you have done so, you may approach Logistics and ask Staff members 3 yes-or-no questions about what kinds of attacks or other incursions are likely to trouble the main game space within the next 3 hours. Staff members will answer your questions as well as they can, although you should keep in mind that the ever-changing nature of Twin Mask can eventually make those answers less than 100% accurate. The SCOUTING skill can only be used once per game.</p>		

OFFICER TRAINING

SUDDEN MOTIVATION Cost: 1 CP each	Prerequisite: —	
	Returns With: Rest	Call: "Remove Weakness"
<p>You are practiced in the art of persuading an ally to push through temporary weakness—and sometimes a swift slap to the face is the greatest motivator. By role-playing 3 seconds of physical contact with an ally (such as by pretending to slap, shake, or kick them) and saying something motivational (such as "I KNOW this isn't enough to take you down!"), you gain the ability to use a single, touch-based Remove Weakness effect on that ally. If you take this skill multiple times, you should always keep track of how many uses of SUDDEN MOTIVATION you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		

INSPIRATIONAL SPEECH Cost: 2 CP each	Prerequisite: —	
	Returns With: Rest	Call: “By My Voice, Remove Weakness”
<p>You are practiced in the art of motivation—whether you are inspiring people just by shouting your enthusiasm or by weaving a complex web of words, you know how to give a speech that will get people back up on their feet and pushing forward. To use this skill, you must give a 30-second motivational speech to the people around you. If you do, you gain the ability to produce a single, voice-delivered Remove Weakness effect on everyone within earshot. The Remove Weakness call that you make should be at the same volume (or possibly a bit quieter) than the actual speech you gave. If you take this skill multiple times, you should always mentally keep track of how many uses of INSPIRATIONAL SPEECH you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		

DEFENSIVE INSTRUCTION Cost: 4 CP each	Prerequisite: PARRY	
	Returns With: Rest	Call: “Bestow Parry”
<p>You have mastered the art of melee combat, to the point that you can effectively teach others how to block all kinds of blows. After spending 30 seconds role-playing the process of giving an ally focused instruction on how to fight defensively with melee weapons, you gain the ability to use a single, touch-based “bestow parry” effect on that ally. This means that, for the next 30 minutes, that ally may use the Parry ability 1 additional time, as though they had taken the PARRY skill themselves. At the end of this 30-minute period, the bestowed use of PARRY goes away, whether the ally used it or not. If you take this skill multiple times, you should always keep track of how many uses of DEFENSIVE INSTRUCTION you still have available, until your character gets a chance to rest and regain their full complement of skills.</p> <p><i>Note—see Bestowed Effects in chapter 6 for more information on how this skill interacts with others.</i></p>		

EVASIVE INSTRUCTION Cost: 6 CP each	Prerequisite: DODGE	
	Returns With: Rest	Call: “Bestow Dodge”
<p>You have mastered the art of avoiding harm, to the point that you can effectively teach others how to duck out of the way of all kinds of attacks. After spending 30 seconds role-playing the process of giving an ally focused instruction on how to watch for danger and get out of the way, you gain the ability to use a single, touch-based “bestow dodge” effect on that ally. This means that, for the next 30 minutes, that ally may use the DODGE ability 1 additional time, as though they had taken the related skill themselves. At the end of this 30-minute period, the bestowed use of DODGE goes away, whether the ally used it or not. If you take this skill multiple times, you should always keep track of how many uses of EVASIVE INSTRUCTION you still have available, until your character gets a chance to rest and regain their full complement of skills.</p> <p><i>Note—see Bestowed Effects in chapter 6 for more information on how this skill interacts with others.</i></p>		

OFFENSIVE INSTRUCTION Cost: 6 CP each	Prerequisite: 5-DAMAGE STRIKE	
	Returns With: Rest	Call: “Bestow 5-Damage Strike”
<p>You have mastered the art of striking with brutal efficiency, to the point that you can effectively teach others how to make a single attack that will devastate their foes. After spending 30 seconds role-playing the process of giving an ally focused instruction on how to hit others where it hurts the most, you gain the ability to use a single, touch-based “bestow 5-damage strike” effect on that ally. This means that, for the next 30 minutes, that ally may use the 5-DAMAGE STRIKE ability 1 additional time, as though they had taken the related skill themselves. At the end of this 30-minute period, the bestowed use of 5-DAMAGE STRIKE goes away, whether the ally used it or not. If you take this skill multiple times, you should always keep track of how many uses of OFFENSIVE INSTRUCTION you still have available, until your character gets a chance to rest and regain their full complement of skills.</p> <p><i>Note—in Twin Mask, there is no way to make an attack deal more than 10 damage, so any enhancements that would make this attack deal more than that amount will have no effect. Also, see Bestowed Effects in chapter 6 for more information on how this skill interacts with others.</i></p>		

MILITARY DRILL Cost: 10 CP	Prerequisite: DEFENSIVE INSTRUCTION or EVASIVE INSTRUCTION or OFFENSIVE INSTRUCTION	
	Returns With: —	Call: <i>Special</i>
<p>You have spent so much time teaching others how to fight that you can produce some amazing, lasting results when you get people to focus on even a fairly brief drill of combat skills. Once per game, you can spend 30 minutes role-playing through a “combat class” with any number of people, thereby bestowing on them valuable abilities that will last for days. The 30-minute MILITARY DRILL itself can focus on a mixture of any on-theme martial activities, including sparring, defense, offense, tactics, or even just marching. (Part of the drill should involve giving a brief, out-of-character explanation of the benefits that this class will provide: this constitutes the “<i>special</i>” call listed above.) At the end of the MILITARY DRILL, you bestow long-lasting abilities that resemble the effects that you could normally bestow with the DEFENSIVE INSTRUCTION, EVASIVE INSTRUCTION, and OFFENSIVE INSTRUCTION skills. The abilities you can bestow are based on which of those three skills you have: if you have all three, then you can bestow special versions of PARRY, DODGE, and 5-DAMAGE STRIKE on all participants—but if you only have 1 or 2 of those skills, your MILITARY DRILL will be more limited. The abilities bestowed by MILITARY DRILL last for 3 full days, with the added bonus that they gain the “Returns With: Rest” property. This means that, for most intents and purposes, participants can act as though their characters had actually gained the related skills for the entire duration of the game session. Of course, in order to gain these benefits, participants must be directly involved with the full 30 minutes of the drill—although it is worth noting that, if a MILITARY DRILL is interrupted by unplanned combat (such as, for instance, a sudden attack by bandits), the drill can simply resume after the interruption. As long as participants begin drilling again with a gap of less than 3 minutes between real combat and practice, the drill can continue exactly where it left off rather than having to start over.</p> <p><i>Note—the abilities bestowed by MILITARY DRILL are not actually skills, so they cannot be used as prerequisites and cannot enable a character to train anyone. Also, see Bestowed Effects in chapter 6 for more information on how this skill interacts with others.</i></p>		

SELF-OBSERVATION Cost: 4 CP	Prerequisite: DEFENSIVE INSTRUCTION or EVASIVE INSTRUCTION or OFFENSIVE INSTRUCTION	
	Returns With: —	Call: —
<p>They say that the best way to learn something is to teach it—and, as an advanced instructor and drillmaster in the arts of combat, you have the opportunity to constantly remind yourself of basic, effective combat techniques. Whenever you use the DEFENSIVE INSTRUCTION, EVASIVE INSTRUCTION, OFFENSIVE INSTRUCTION, or MILITARY DRILL skills, you gain the same benefit(s) that your students do.</p> <p><i>Note—see Bestowed Effects in chapter 6 for more information on how this skill interacts with others.</i></p>		

THE ART OF DUELING

DISARM Cost: 4 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Disarm”
<p>As a duelist, you have learned how to strike at your foes’ weapons in a way that can knock those weapons to the ground, giving you a huge advantage until your enemies can pick them up again. You may only use this skill if you are wielding a “short” or “one-handed” weapon (that is, a melee weapon that is 48 inches or shorter, from pommel to tip) <i>and</i> have one hand (and its respective arm) totally free, wielding no shield or other item whatsoever. As you make an attack, you may call “disarm” once. This produces a disarm effect, replacing the damage that your attack would normally deal—and it will work whether the enemy blocks it or not, since hitting a weapon or shield can also be part of the plan. If you get through your enemy’s defenses or strike their weapon, then that enemy’s weapon is disarmed; if you hit a shield instead, then that shield is disarmed. If you take this skill multiple times, you should always keep track of how many uses of DISARM you still have available, until your character gets a chance to rest and regain their full complement of skills.</p> <p><i>Note—remember that disarm effects are similar to a Stun effect, but on a weapon or shield: your enemy will have to drop their weapon and not touch it for 3 seconds, or they will have to hold their shield to the side (and not use it) for 3 seconds. See “Effects” in chapter 6 for more details.</i></p>		
Restriction: melee weapon 48 inches or shorter, must have 1 hand/arm free		

FEINT Cost: 1 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Feint”
<p>As a duelist, you have learned how to fool your enemies into thinking that they must expend energy to defend themselves in places you never meant to hit. You may only use this skill if you are wielding a “short” or “one-handed” weapon (that is, a melee weapon that is 48 inches or shorter, from pommel to tip) <i>and</i> have one hand (and its respective arm) totally free, wielding no shield or other item whatsoever. When you use any skill, spell, or bestowed ability to produce a call with a melee attack or touch attack—such as using 5-DAMAGE STRIKE, DISARM, PRESSURE POINT: STUN ARM, or BLADE CASTING a spell—and your opponent calls “dodge” or “parry” to cancel your attack, you may immediately call “feint” to regain the use of your special attack.</p>		

Essentially, this means that your opponent has expended one use of their defensive skill, but you have not expended any uses of your offensive skill or ability. If you were using BLADE CASTING, you retain the mana used to power the spell you were casting. If you take this skill multiple times, you should always keep track of how many uses of FEINT you still have available, until your character gets a chance to rest and regain their full complement of skills.

Restriction: melee weapon 48 inches or shorter, must have 1 hand/arm free

INVOKE CHALLENGE Cost: 5 CP	Prerequisite: —	
	Returns With: Rest	Call: "I Challenge You"
<p>As a duelist, you enjoy the thrill of combat and are energized by the opportunity to focus yourself on a formal test of your prowess. INVOKE CHALLENGE gives you the ability to challenge an opponent (or multiple opponents at once) to a duel; if they accept, then during that duel you may use any of your skills that have the "Returns With: Rest" property as though you were fully rested. Your challenge must be verbal, it must include the word "challenge" specifically, and it has no effect if your opponent(s) do not accept that challenge in a clear-cut and obvious way. If you issue your challenge to multiple opponents, only those who accept will be considered part of the duel. Once you are in a duel, you may use your "Returns With: Rest" skills as though you were fully rested—but only within the confines of the duel. You cannot knowingly use any such skills on targets other than yourself and your duel opponent(s). In fact, the duel is broken if you or your opponents attack anyone outside the confines of the duel, <i>and</i> it is also broken if anyone outside the duel attacks you or your opponents. Even if there is no interference, the duel does not necessarily have to end with death: it also ends if all but one duelist(s) surrender or are incapacitated.</p>		

SALUTE Cost: 4 CP	Prerequisite: —	
	Returns With: Rest	Call: —
<p>As a duelist, you find that giving your opponents a gesture of respect helps you to focus on the fight and therefore enhances your ability to avoid harm. At any point during or immediately before combat, you may perform an elaborate flourish with your weapon, ending in a salute to your opponent. This process should take at least 3 seconds; when you finish, though, you immediately gain 3 points of temporary armor. Because this armor value is not technically "bestowed," it can stack with other sources of temporary armor, and enemies must work through these 3 points before they can deal normal damage to your other armor or Health Points. Unfortunately, though, this temporary armor value will also be removed (if it has not already been broken through) as soon as the current fight is finished.</p>		

STYLISH HAT Cost: 2 CP	Prerequisite: SALUTE	
	Returns With: —	Call: —
<p>As a duelist, you understand that fighting is always more worthwhile when you can look fabulous while doing it. To use this skill, you must be wearing an impressive hat of some kind. If you are, then whenever you use the Salute skill you gain 5 temporary armor points instead of 3.</p>		
<p>Restriction: must wear an impressive hat</p>		

WITTY REPARTEE Cost: 7 CP	Prerequisite: —	
	Returns With: —	Call: <i>Special</i>
<p>As a duelist, you know the role of a well-placed boast or taunt in the midst of combat. To use this skill, you must first compliment yourself or cleverly insult your opponent's fighting prowess. Such banter should consist of at least a complete sentence or two, and it should take at least 3 seconds. If you meet these requirements, you may have your next weapon attack deal 2 extra damage beyond what it would normally deal, as long as that attack is made within 30 seconds of your witty banter. WITTY REPARTEE can only be used during combat, and although it can be used as often as you wish, you must make a distinct boast or taunt between each damage-boosted attack.</p> <p><i>Note—in order to qualify as “witty,” comments should be clever rather than simply offensive or hurtful. When in doubt, you should default to boasting rather than taunting. Comments like “did you know that you face the finest swordswoman in the land? Probably not—you don’t look like you know much!” are the goal. Twin Mask Staff very much encourages players who take this skill to spend some time outside of game thinking of entertaining and witty things to say. Also, remember that attacks are capped at 10 damage, so this extra damage will be wasted if it results in an attack that deals more than 10 damage.</i></p>		

PURE OF HEART Cost: 3 CP	Prerequisite: <i>Special</i>	
	Returns With: —	Call: “Willpower”
<p>As a duelist, you have pledged your service and your devotion to a lady or a gentleman, such that you wear their favor and dedicate your deeds to their honor and glory. In order to take this skill, you must have chosen an individual person that your character will seek to defend, praise, and obey. This person is generally an idealized lover, but they could also be a family member, a leader, or some other person who is ideologically very important to your character. You must also have a physical object (perhaps a ribbon or a badge) that is meaningfully symbolic of this person's favor. As long as you continue to role-play true devotion to this chosen person, and as long as you actively wear their favor, you may treat PURE OF HEART as functionally identical to the WILLPOWER skill. PURE OF HEART is cheaper, of course, but it can only be taken once, and it comes with significant role-playing requirements.</p>		
Restriction: must prominently display symbol of chosen person		

“THE SCHOOL OF SUFFERING”

A style of body-hardening martial arts that was monastic in origin but has since spread to be embraced by assassins’ guilds and gladiatorial brawlers, “The School of Suffering” is also known as “The School of Skyre” (or “Skyre Zet Kalill” in darker circles). This form of martial arts focuses on training and rebuilding one’s body with punishing, brutal effort—but it can also feature much more delicate and thoughtful use of meditation and anatomical knowledge, if one embraces its original monastic traditions.

ARMORED FOREARMS Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
Through intense training and discipline, you have shaped your forearms into shields: their incredibly toughened skin and dense bone are strong enough to stop a blade. To use this skill, you must not be wearing any armor or using any shields, and you may only wield thrown weapons, a bow, or short weapons (which are melee weapons 20 inches or shorter, from pommel to tip). As long as you meet those conditions, you may use your forearms exactly as though they were shields, with the exception that touch-delivered attacks like PRESSURE POINT: STUN ARM will still affect you. All weapon attacks that hit your forearms will have no effect, but, importantly, you are still vulnerable to the BREAK ARM skill. <i>Note—blocking attacks with parts of your body can cause injury, particularly for people with weak joints or other, relevant medical conditions. Exercise caution in taking this skill.</i>		
Restriction: no armor, no shield, no melee weapons longer than 20 inches		

ARMORED SHINS Cost: 9 CP	Prerequisite: ARMORED FOREARMS	
	Returns With: —	Call: —
Through intense training and discipline, you have shaped your shins and feet into shields: their incredibly toughened skin and dense bone are strong enough to stop a blade. To use this skill, you must not be wearing any armor or using any shields, and you may only wield thrown weapons, a bow, or short weapons (which are melee weapons 20 inches or shorter, from pommel to tip). As long as you meet those conditions, you may use your shins and feet exactly as though they were shields, with the exception that touch-delivered attacks like PRESSURE POINT: STUN LEG will still affect you. All weapon attacks that hit your forearms will have no effect, but, importantly, you are still vulnerable to the BREAK LEG skill. <i>Note—blocking attacks with parts of your body can cause injury, particularly for people with weak joints or other, relevant medical conditions. Exercise caution in taking this skill.</i>		
Restriction: no armor, no shield, no melee weapons longer than 20 inches		

PRESSURE POINT: STUN ARM Cost: 2 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Stun Arm”
<p>You have studied the way that energy flows through the body, and as a result you have learned how to touch an opponent’s arm in a way that will make that specific limb go entirely numb for a few seconds. To use this skill, you must not be wearing any armor. As long as you meet that condition, you may deliver a single touch attack to an enemy’s arm and call “stun arm,” making the arm you touched useless for 3 seconds. If you take this skill multiple times, you should always keep track of how many uses of PRESSURE POINT: STUN ARM you still have available, until your character gets a chance to rest and regain their full complement of skills.</p> <p><i>Note—delivering touch attacks can be dangerous, considering how quickly people move their limbs in combat. Exercise caution when using this skill.</i></p>		
Restriction: no armor		

PRESSURE POINT: STUN LEG Cost: 2 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Stun Leg”
<p>You have studied the way that energy flows through the body, and as a result you have learned how to touch an opponent’s leg in a way that will make that specific limb go entirely numb for a few seconds. To use this skill, you must not be wearing any armor. As long as you meet that condition, you may deliver a single touch attack to an enemy’s leg and call “stun leg,” making the leg you touched useless for 3 seconds. If you take this skill multiple times, you should always keep track of how many uses of PRESSURE POINT: STUN LEG you still have available, until your character gets a chance to rest and regain their full complement of skills.</p> <p><i>Note—delivering touch attacks can be dangerous, considering how quickly people move their limbs in combat. Exercise caution when using this skill.</i></p>		
Restriction: no armor		

PRESSURE POINT: LESSER SLEEP Cost: 4 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Lesser Sleep”
<p>You have studied the way that energy flows through the body, and you have learned how to touch opponents in a way that will shut down their consciousness for a few minutes. To use this skill, you must not be wearing any armor. As long as you meet that condition, you may deliver a single touch attack to any part of an enemy’s body and call “lesser sleep,” making them fall into unconsciousness for a full 3 minutes. Keep in mind that, since this is a “Lesser” effect, it will not work on any Returned or other “major” characters. If you take this skill multiple times, you should always keep track of how many uses of PRESSURE POINT: LESSER SLEEP you still have available, until your character gets a chance to rest and regain their full complement of skills.</p> <p><i>Note—delivering touch attacks can be dangerous, considering how quickly people move their limbs in combat. Exercise caution when using this skill.</i></p>		
Restriction: no armor		

SLOW BLEEDING Cost: 3 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>Through a meditative process that brings you to the brink of death, you have learned how to regulate your heartbeat and increase the length of time it takes to bleed to death. Without this skill, the process of bleeding out takes 3 minutes; this skill increases that amount by 3 minutes, up to a total of 6.</p>		

MEDITATIVE STILLNESS Cost: 2 CP	Prerequisite: SLOW BLEEDING	
	Returns With: —	Call: —
<p>Through increasing skill in meditation, you have learned how to control not just your heartbeat but also many of your body's other functions, to the point that you can achieve utter stillness. Even in the midst of great pain, you can make your vital signs fall to a state indistinguishable from death. Though you are still susceptible to TORTURE and other pain-based effects, whenever a skill or spell attempts to determine if you are alive, you may choose to answer "no."</p> <p><i>Note—you may exercise this option even if you are walking around or having a conversation.</i></p>		

SLOW DEATH Cost: 3 CP	Prerequisite: MEDITATIVE STILLNESS	
	Returns With: —	Call: —
<p>Through a meditative process that has let you mentally explore the borderlands of death, you have learned how to force your spirit to remain a bit longer in the realm of the living. Without this skill, your allies have 3 minutes after your death in which to use resurrection magic on you; this skill increases that amount by 3 minutes, up to a total of 6.</p>		

TORTURE RESISTANCE Cost: 3 CP each	Prerequisite: —	
	Returns With: Rest	Call: "Resist"
<p>Whether it is through natural toughness, meditative prowess, or just exposure to a lot of pain, you have started to develop the fortitude needed to keep your secrets to yourself while being tortured. When an enemy uses the TORTURE skill and asks you a question, you may call "resist" rather than answering. (See the TORTURE skill for more details on the process of torture.) If you take this skill multiple times, you should always keep track of how many uses of TORTURE RESISTANCE you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		

TORTURE IMMUNITY Cost: 4 CP	Prerequisite: TORTURE RESISTANCE ×3	
	Returns With: —	Call: "No Effect"
<p>Through painful experience and the drive to push your willpower until it is truly iron-clad, you have become so resistant to torture that you will never tell your tormentors anything you don't want to. When an enemy uses the TORTURE skill and asks you a question, you may call "no effect" rather than answering. (See the TORTURE skill for more details on the process of torture.)</p>		

THE ASSASSIN'S ARTS

Many of the most lethal techniques detailed below had their origin in an early assassin's guild called "The Way." Named after a coded pass-phrase that involved asking possible guild contacts "do you know the way?", this group pioneered techniques, philosophies, and skills that would eventually be adopted by other groups of assassins after it disbanded. The more quick and brutal of these techniques are drawn from the "dirty fighting" of thugs on the streets of Cole, where it is a liability for a fighting style to cling to a sense of honor.

STEALTH ATTACK Cost: 6 CP	Prerequisite: SHORT WEAPONS or THROWN WEAPONS or BOW AND ARROW	
	Returns With: —	Call: "Stealth – (normal attack call)"
<p>You have learned the art of attacking your unsuspecting enemies with both precision and silence, striking in such a way as to leave them with no options but to die. To use this skill, you must not be wearing any armor, and you may only wield short weapons (which are melee weapons 20 inches or shorter, from pommel to tip), a thrown weapon, or a bow. As long as you meet those conditions, you may call "stealth" immediately before any weapon attack you make on someone whose back is turned. As long as your attack lands on your enemy's back, they cannot use PARRY or DODGE to cancel the effects of that attack. Remember that you must be proficient in the weapon you are wielding to use STEALTH.</p> <p><i>Note—when striking an opponent in the back, try to aim between the shoulder blades, both for safety reasons and to avoid any ambiguity. Also, you should note that certain magical defenses can still block a STEALTH ATTACK.</i></p>		
Restriction: no armor, no melee weapons longer than 20 inches		

10-DAMAGE STRIKE Cost: 8 CP each	Prerequisite: SHORT WEAPONS or THROWN WEAPONS	
	Returns With: Rest	Call: "10"
<p>You know how to strike with surgical precision, dealing a devastating amount of damage not through brute force but through unerring accuracy. To use this skill, you must not be wearing any armor, and you may only wield short weapons (which are melee weapons 20 inches or shorter, from pommel to tip) or thrown weapons. As long as you meet those conditions while you make a weapon attack, you may choose to have that attack deal a base amount of 10 damage (and therefore call "10"). Remember that you must be proficient in the weapon you are wielding to use 10-DAMAGE STRIKE. If you take this skill multiple times, you should always keep track of how many uses of 10-DAMAGE STRIKE you still have available, until your character gets a chance to rest and regain their full complement of skills.</p> <p><i>Note—in Twin Mask, there is no way to make an attack deal more than 10 damage, so any enhancements that would make this attack deal more than that amount will have no effect.</i></p>		
Restriction: no armor, no melee weapons longer than 20 inches		

STUDIED KILLER Cost: 6 CP	Prerequisite: STEALTH ATTACK	
	Returns With: —	Call: “Stealth – (normal attack call)”
<p>You have mastered the art of hiding in plain sight, not letting your enemies know your real plans until it is far too late. To use this skill, you must not be wearing any armor, and you may only wield short weapons (which are melee weapons 20 inches or shorter, from pommel to tip). Additionally, you must stay within arm’s reach (roughly 3 feet) of your target for at least 30 seconds. Once that time has elapsed, assuming you meet the other conditions, you may call “stealth” immediately before your next melee attack against that target. That is, as long as you have been close enough for long enough, you may make a stealth attack from plain sight, even if you are right in front of your target. As with the STEALTH ATTACK skill, that target cannot use PARRY or DODGE to cancel the effects of the attack.</p> <p><i>Note—players who attempt to cheat the 30-second timer of this skill, or who consistently count 30 seconds far too quickly, will not be allowed to use this skill. Also, you should note that certain magical defenses can still block a stealth attack.</i></p>		
Restriction: melee weapon 20 inches or shorter, no armor		

TWIST THE KNIFE Cost: 10 CP	Prerequisite: STEALTH ATTACK, 10-DAMAGE STRIKE	
	Returns With: —	Call: “Stealth 5” or “Stealth 10”
<p>You have learned how to really make your stealth attacks hurt—you can take a powerful blow and really grind it into your foe, turning merely “impressive” damage into something truly lethal. If you have this skill, the damage you deal with the 3-DAMAGE STRIKE and/or 5-DAMAGE STRIKE skills is automatically enhanced, as long as you are using a melee weapon to deliver those strikes in conjunction with the STEALTH ATTACK skill. With TWIST THE KNIFE, a 3-DAMAGE STRIKE’s base damage is improved to 5, and a 5-DAMAGE STRIKE’s base damage is improved to 10.</p> <p><i>Note—in Twin Mask, there is no way to make an attack deal more than 10 damage, so any enhancements that would make this attack deal more than that amount will have no effect.</i></p>		
Restriction: must be used with STEALTH ATTACK and a melee weapon		

POISONED RING Cost: 3 CP each	Prerequisite: STEALTH ATTACK, LORE: ALCHEMY	
	Returns With: Rest	Call: “0, Poison 10”
<p>You have studied not only the complex ways that poisons interact with the body, but also the most artful ways to administer them to the unsuspecting. To use this skill, you must be wearing a ring on one of your hands. As long as you are <i>not already in combat</i> with your target, you may choose to touch them with your ring-bearing hand and deliver a powerful time-release poison, calling “0, poison 10.” This means that the target will not take any damage immediately, but they will be aware that they have been poisoned, they will probably not be happy about your treachery... and in 30 seconds, they will take 10 damage, ignoring armor. If you take this skill multiple times, you should always keep track of how many uses of POISONED RING you still have available, until your character gets a chance to rest and regain their full complement of skills.</p> <p><i>Note—in order to be “not already in combat” with your target, they must be in a relatively calm state. If</i></p>		

they are glaring at you, about to draw their sword and attack, you cannot argue that “the sword’s not drawn, so I can use POISONED RING!” Think of using this skill in terms of the element of surprise: the target must be at least a little surprised that you would suddenly initiate combat. Also, remember that DODGE can be used to prevent touch attacks like POISONED RING.

Restriction: only usable *OUTSIDE* of combat

<p>SHIN KICK Cost: 3 CP each</p>	Prerequisite: STUN	
	Returns With: Rest	Call: “Stun”
<p>You know how to surprise a foe with a sudden attack, extending the advantage that the element of surprise gives you. That—or maybe you just like kicking people. As long as you are <i>not already in combat</i> with your target, you may use this skill to deliver a touch attack and call “stun,” making your target ineffective and reeling for 3 seconds. For safety reasons, you should not actually kick anyone, but you are encouraged to pantomime a kick at the same time that you deliver the touch attack. If you take this skill multiple times, you should always keep track of how many uses of SHIN KICK you still have available, until your character gets a chance to rest and regain their full complement of skills.</p> <p><i>Note—in order to be “not already in combat” with your target, they must be in a relatively calm state. If they are glaring at you, about to draw their sword and attack, you cannot argue that “the sword’s not drawn, so I can use SHIN KICK!” Think of using this skill in terms of the element of surprise: the target must be at least a little surprised that you would suddenly initiate combat. Also, remember that DODGE can be used to prevent touch attacks like SHIN KICK.</i></p>		
<p>Restriction: only usable <i>OUTSIDE</i> of combat</p>		

<p>SAND IN YOUR EYES Cost: 3 CP each</p>	Prerequisite: STUN	
	Returns With: Rest	Call: “Stun”
<p>You have learned to take any advantage you can get in a fight, and you are not ashamed if that advantage involves chucking some sand into your enemy’s face. When you use this skill, you may throw a spell packet at an opponent and call “stun,” knocking them reeling for 3 seconds if the packet connects. The spell packet is meant to simulate a handful of sand or dirt—but Twin Mask rules prohibit throwing packets at people’s faces, so you will have to throw it elsewhere. If you take this skill multiple times, you should always keep track of how many uses of SAND IN YOUR EYES you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		

HIDDEN WEAPON Cost: 3 CP	Prerequisite: SHORT WEAPONS	
	Returns With: —	Call: —
<p>When you have been through a lot of fights with a short weapon like a dagger, you start to think of it as an indispensable friend. When people insist that you leave your friend behind while you go to a party, you might want to sneak it in anyway—after all, that dagger has saved your life, and it might be necessary to <i>take</i> a life, too. In order to use HIDDEN WEAPON, you must make a good-faith attempt to conceal a short weapon (which must be 20 inches or shorter, from pommel to tip). As long as you make more than just a token effort, you may successfully stash your weapon just about anywhere: inside an article of your clothing, in a box, under a pillow, inside a birthday cake, etc. Once you have hidden it, you may tie a white headband around that short weapon, indicating that it is officially “hidden.” Such a hidden weapon cannot be detected by other people through any non-magical means; player characters and non-player characters alike will have to role-play not seeing it. With this skill, only 1 weapon at a time can be concealed; additionally, the weapon will automatically move along with whatever article of clothing (or cake, etc.) it is hidden within, unless you choose to move it separately. In order to retrieve the weapon from its hiding place, you must be able to reach it and remove the white headband; if your hands are bound with shackles or the ROPE USE skill, you will be unable to do so.</p>		
Restriction: melee weapons 20 inches or shorter		

LEAP Cost: 2 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Leap”
<p>You have practiced your acrobatic skills to the point that you can occasionally take to the air, leaping over people’s heads in order to move yourself to a better tactical position. To use this skill, you must not be wearing any armor, and you may not be holding a shield. When you use this skill, you raise your hands above your head (which is a signal that you are now airborne) and immediately take 3 steps in a row, to show the distance of your jump. Those steps can be as large as you can make them, but they must be immediate: you cannot delay your steps in order to get increased “air time.” At the end of those three steps, you must role-play the process of landing from a high jump, with at least 3 limbs touching the ground (most people will do a “superhero landing” with 2 feet and 1 hand on the ground). While you are taking your 3 steps with your hands raised, you cannot take any actions or use any skills, and you cannot carry anything particularly heavy, such as a person—but you also cannot be affected by any attacks or spells that can be physically dodged (that is, attacks that could be canceled by the DODGE skill). You can still be affected, however, by attacks delivered by voice, gaze, gesture, or ward. If you take this skill multiple times, you should always keep track of how many uses of LEAP you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		
Restriction: no armor, no shields		

LEAP ATTACK Cost: 3 CP each	Prerequisite: LEAP	
	Returns With: —	Call: (normal attack call)
<p>You have continued training your acrobatic skills, but with a focus on actual combat: you have learned how to use your momentum and height to make an attack in the midst of your incredible leaps. With this skill, whenever you use the LEAP skill, you may make 1 basic melee attack (or use one skill that produces a single melee attack, such as 5-DAMAGE STRIKE or DISARM) during the time you spend “airborne.”</p>		

ROPE USE Cost: 3 CP	Prerequisite: —	
	Returns With: —	Call: <i>Special</i>
<p>You have learned the properties of various kinds of rope, and you have mastered the art of using knots to bind people in a legitimately secure way. Without this skill, any effort that you make to bind somebody with ropes will be shaky at best, and that person will be able to escape if they push themselves to do so (people untrained in ROPE USE should probably use shackles for this purpose). If you have this skill, though, you can spend 3 seconds role-playing the process of tying a person up, using a physical representation of a rope or rope-like object (such as an actual rope, a belt, a long strip of cloth, etc.)—and if you do, those bonds will appropriately restrict the subject’s movement as though they were truly restrained. This means that, if their legs are bound together, they will not be able to separate them; if their arms or hands are bound, they will be unable to do anything requiring freedom of movement in their arms (such as, for instance, retrieving weapons they may have stashed with the HIDDEN WEAPON skill). The only ways to escape one’s bonds are to use the ESCAPE skill, to spend 3 seconds cutting your bonds (if your hands are free and you can wield a bladed weapon), or to have somebody <i>else</i> spend 3 seconds cutting your bonds with a bladed weapon. When you use this skill, while you are role-playing the 3 seconds of binding your subject, you should briefly explain how it works.</p> <p><i>Note—in addition to this standard use of the ROPE USE skill, you should be on the lookout for situations related to rope that may come up during “mods” away from the main space of the Twin Mask game. If you mention that you have the ROPE USE skill during such an event, a Staff member may occasionally have the option to let you take advantage of extra opportunities.</i></p>		

THE HONORED PATH OF THE BERSERKER

Although the tradition of battle-raging berserkers is often derided by “civilized” nations as thoughtless savagery, old and primal cultures such as the Gael give a great deal of respect and honor to those who are capable of stepping beyond the bounds of “normal,” “reasonable” combat. Because of their way of embracing the primeval element of anger and staying in touch with the savagery of nature, berserkers are sometimes seen as barbaric knights, “holy warriors” of the natural order, red in tooth and claw.

BATTLE RAGE Cost: 7 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Rage”
<p>You have mastered the art of accepting your anger as it courses through you, giving you the ability to strike with more ferocity than other people are capable of. To use this skill, you must first let loose a powerful scream of fury, then officially call “rage.” This starts a 10-second period during which all of your attacks will do a base amount of 3 damage, enabling you to call “3” for each such attack. During this period, you should role-play being in a state of unreasoning anger, with very little control over your own destructive impulses. If you take this skill multiple times, you should always keep track of how many uses of BATTLE RAGE you still have available, until your character gets a chance to rest and regain their full complement of skills.</p> <p><i>Note—players who consistently fail to role-play the anger of BATTLE RAGE sufficiently will not be allowed to use this skill.</i></p>		

ENDURING RAGE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: “Heal Self 2”
<p>You are a warrior who has learned to draw inspiration, or perhaps just fuel for the fire of your rage, from the defeat and death of your enemies: whenever you ceremoniously kill an enemy in combat, you give yourself some motivation (in the form of Health Points) to help keep you going. To use this skill, you should take roughly 3 seconds to speak to an enemy that you <i>personally</i> put into a helpless or bleeding-out state, either to taunt them or to say a few words to honor them. If you do, and then administer a deathblow to them, you may call “heal self 2.” Although the game treats this as a normal healing effect, you should role-play it as adrenaline instead: your wounds have not closed or vanished, but you are nonetheless still pushing forward to fight.</p> <p><i>Note—players who consistently fail to role-play the process of properly taunting or praising their enemies will not be allowed to use this skill.</i></p>		

BRUTAL ANGER Cost: 5 CP	Prerequisite: —	
	Returns With: —	Call: “Massive – (normal attack call)”
<p>You have become adept at reaching deep within your own rage and drawing forth the energy needed to make your attacks strong enough to send your enemies flying. To use this skill, you must role-play the process of getting incredibly angry for 3 full seconds. You can, of course, do other things (most probably combat) at the same time, but you should be loud and obvious about your anger. Then, immediately after those 3 seconds, you may add the Massive effect to the next attack you make, which will therefore knock your target back 3 steps, even if they block or PARRY your attack.</p> <p><i>Note—players who consistently fail to role-play the process of getting angry, or who consistently spend less than 3 full seconds using this skill, will not be allowed to use this skill.</i></p>		

HATRED Cost: 4 CP	Prerequisite: BATTLE RAGE	
	Returns With: —	Call: —
<p>Your drive to wade into combat is so strong, and your anger is such a powerful force, that you can rely on that instinct to pull you to your feet for one last push, even if you are suffering from extreme weakness. To use this skill, you must role-play some kind of savage self-motivation effort—for instance, letting out a howl or screaming and hitting yourself in the chest. If you do, you gain the opportunity to immediately use the BATTLE RAGE skill and, if you do, to remove any Weakness effects currently affecting you. This is an exception to the normal rule that you cannot use any skills while suffering from Weakness. (If you do not have any more uses of BATTLE RAGE available, then HATRED has no effect.)</p> <p><i>Note—although bleedout causes characters to suffer from many of the same effects as Weakness, it is not the same, and this skill cannot negate the Weakness-like effects of bleeding out.</i></p>		

SEETHING HATRED Cost: 4 CP	Prerequisite: HATRED	
	Returns With: —	Call: —
<p>You have practiced unleashing your anger in combat so much that you can conjure that same energy and heat even in quieter moments, when you feel weak and need to get back onto your feet. To use this skill, you must role-play some kind of savage self-motivation effort—for instance, letting out a howl or screaming and hitting yourself in the chest. Whenever you do, you may remove any Weakness effects currently affecting you. This is an exception to the normal rule that you cannot use any skills while suffering from Weakness. Afterward, you should role-play being extremely angry until combat has subsided and you get a chance to calm down.</p> <p><i>Note—although bleedout causes characters to suffer from many of the same effects as Weakness, it is not the same, and this skill cannot negate the Weakness-like effects of bleeding out.</i></p>		

BERSERKER Cost: 10 CP	Prerequisite: SEETHING HATRED	
	Returns With: —	Call: “Berserker”
<p>You have finally reached the pinnacle of savage combat, gaining the ability to shrug off even the deadliest wounds through the sheer force of your rage. You may only use this skill once per game—and, to do so, you must have entered a bleedout state <i>within the last 30 seconds</i>. (This is an exception to the normal rule that you cannot use any skills while suffering from Weakness.) If you choose to use this skill during that time, you call “berserker!”, which immediately causes the following effects: 1) you are healed to your normal, maximum Health Point total, which ends your “bleedout” condition; 2) you end any Weakness effects that are affecting you; 3) you gain the Berserk effect, which means that you will attack whoever is closest to you, friend or foe, in a blind rage for 3 minutes; and 4) all weapon attacks you make during the duration of that Berserk effect will deal a base amount of 3 damage (and you may therefore call “3”), unless you are using an attack that has a higher base damage. When the Berserk effect ends in any way—or is canceled before it starts—you automatically lose all of your current HP and drop into bleedout again. (Start a new bleedout count, rather than continuing the previous one.)</p> <p><i>Note—using the BERSERKER skill is an exception to the normal rule that you cannot use any skills while in a “bleedout” state.</i></p>		

BREAK ARM Cost: 5 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Break Arm”
<p>You have mastered the art of summoning up a lot of strength and unleashing it on a single foe—not just to cause indiscriminate damage, but to specifically snap a bone in their arm and ruin their ability to fight. When you use this skill, you make a melee weapon attack and call “break arm.” If you hit your enemy on any part of either arm, then you have broken that specific arm, and they will be unable to use that limb until the bone can be set. If you take this skill multiple times, you should always keep track of how many uses of BREAK ARM you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		

BREAK LEG Cost: 5 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Break Leg”
<p>You have mastered the art of summoning up a lot of strength and unleashing it on a single foe—not just to cause indiscriminate damage, but to specifically snap a bone in their leg and ruin their ability to move around. When you use this skill, you make a melee weapon attack and call “break leg.” If you hit your enemy on any part of either leg, then you have broken that specific leg, and they will be unable to use that limb until the bone can be set. If you take this skill multiple times, you should always keep track of how many uses of BREAK LEG you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		

BREAK SHIELD Cost: 5 CP each	Prerequisite: TWO-HANDED WEAPONS	
	Returns With: Rest	Call: "Break Shield"
<p>You have mastered the art of summoning up a lot of strength and unleashing it on a single, well-defended foe—not just to cause indiscriminate damage, but to specifically shatter their shield and “open them up” to other attacks. When you use this skill, you make a melee weapon attack with a two-handed weapon (that is, a weapon that is longer than 48 inches from pommel to tip) and call “break shield.” If you hit your enemy on any part of the shield they are actively wielding, then that particular shield becomes broken, making it unusable until it can be repaired by a smith. If a player cannot drop their shield to the ground immediately, they can simply hold that shield off to the side rather than using it. If you take this skill multiple times, you should always keep track of how many uses of BREAK SHIELD you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		
Restriction: melee weapons longer than 48 inches		

MUNDANE HEALING

EXAMINE WOUNDS Cost: 2 CP	Prerequisite: —	
	Returns With: —	Call: "Examine Wounds"
<p>You have basic training in the medical arts, such that you can look at a person and get a fairly accurate sense of just how injured they are in specific terms. You have the ability to call “examine wounds” whenever you are within arm’s reach (roughly 3 feet) of your chosen subject. They must tell you if they are living, bleeding out, or dead; if they are not bleeding out or dead, they should also tell you exactly how damaged they are, in numerical terms. (<i>For instance, “I am missing 4 HP.”</i>) If you spend at least 3 seconds touching your subject, you may also determine if any of their prosthetics (such as pointed ears, horns, a tail, or a longer nose) are legitimate parts of their body. This is useful in attempting to see through the effects of the MASTER DISGUISE skill: although there are certain spells or magical items that can obfuscate the results of EXAMINE WOUNDS, a subject without any such magical effects will be forced to truthfully point out whether any prosthetics “don’t feel alive” (and are therefore part of a disguise) or not. See the DISGUISE skill for more information about how disguises generally work in Twin Mask.</p>		

DETECT POISON Cost: 2 CP	Prerequisite: EXAMINE WOUNDS	
	Returns With: —	Call: "Detect Poison"
<p>You have some significant training in the medical arts, such that you can look at a person and determine if they have been poisoned or not. You have the ability to call “detect poison” whenever you are within arm’s reach (roughly 3 feet) of your chosen subject. They must tell you if they are suffering from the effects of a poison—but, unfortunately, they cannot tell you the specific effects of any poisons in their system. This skill only works when it is used on people: you cannot use DETECT POISON to determine if a food, drink, or residue contains poison (see the ALCHEMICAL EXAMINATION skill). If you are involved in an investigation of possible poisons, though, you should mention that your character has the DETECT POISON skill, since Twin Mask Staff members might decide to give you some extra information as a result.</p>		

DETECT DISEASE Cost: 2 CP	Prerequisite: EXAMINE WOUNDS	
	Returns With: —	Call: “Detect Disease”
<p>You have some significant training in the medical arts, such that you can look at a person and determine if they are suffering from a disease. You have the ability to call “detect disease” whenever you are within arm’s reach (roughly 3 feet) of your chosen subject. They must tell you if they have a disease in their system—but, unfortunately, they cannot tell you the specific effects of any diseases they may be suffering from. This skill only works when it is used on people: you cannot use DETECT DISEASE to determine if a food or drink harbors a disease. If you are involved in an investigation of possible diseases, though, you should mention that your character has the DETECT DISEASE skill, since Twin Mask Staff members might decide to give you some extra information as a result.</p>		

APPLY PRESSURE Cost: 1 CP	Prerequisite: EXAMINE WOUNDS	
	Returns With: —	Call: “Slow Bleeding”
<p>You have some significant training in the medical arts, such that you can apply the right kind of first-aid pressure to help stop a person from bleeding out for quite some time. With this skill, you have the ability to call “slow bleeding” whenever you are touching a person who is in bleedout. As long as you maintain physical contact with the subject, you can halt their bleedout count—but you can only use APPLY PRESSURE in this way for up to 3 minutes, after which their bleedout count will continue from where you paused it. For each person, you only get 3 minutes of APPLY PRESSURE, even if that 3 minutes is broken up into smaller periods of contact; that is, there is no way to “reset” a subject’s bleedout count with this skill.</p>		

SET BONE Cost: 3 CP	Prerequisite: APPLY PRESSURE	
	Returns With: —	Call: “Set Bone”
<p>You have advanced training in the medical arts, such that you can determine how a person’s bone is broken, by feel, and then shift that bone back into its proper position to allow it to begin healing. With this skill, you have the ability to call “set bone” whenever you are touching a person who has a broken limb. You should role-play the process of wrenching the limb into place, and the subject should role-play an enormous amount of pain during the process. In fact, whenever you use this ability, you should call “stun by pain” immediately afterward, as the subject is completely unable to do anything for 3 seconds. After a limb is repaired in this way, the subject still cannot start using it immediately; for the next 3 minutes that limb is considered “maimed,” which means that it cannot be used for anything even slightly strenuous.</p>		

BANDAGE Cost: 4 CP	Prerequisite: SET BONE	
	Returns With: —	Call: “Heal 1”
<p>You have advanced training in the medical arts, such that you can apply bandages to wounded people with enough skill to significantly improve their health. With this skill, you have the ability to tie a strip of cloth around a person, then call “heal 1” to restore 1 of their Health Points. You can do this as often as you want, as long as you have enough bandages... but, if you want to apply multiple bandages to the same person, you must wait at least 30 seconds between each application of this skill. Also, there is a limit on how many bandages a person can simultaneously benefit from: each person has 5 total “slots” for bandages, consisting of their 2 arms, their torso, and their 2 legs. (The neck does not count as part of the torso; you may wish to bring some longer bandages, if you anticipate having to bandage someone’s torso.) Each zone cannot have more than one bandage applied to it at any one time. Once applied, a bandage must stay wrapped around the person for 30 minutes—if a bandage is removed before that duration has elapsed, the person will suffer 1 damage as their wound re-opens. This skill works on any living subject... but you must remember to actually tie a strip of fabric around your patient, and you may find that people are bad at getting your bandages back to you, 30 minutes later.</p> <p><i>Note—although the only props necessary to use this skill are strips of fabric to serve as bandages, you are strongly encouraged to also use props representing healing herbs, poultices, or medicinal tonics.</i></p>		

SURGERY Cost: 5 CP	Prerequisite: BANDAGE, LORE: ANATOMY	
	Returns With: —	Call: —
<p>You have master-level training in the medical arts, such that you can perform a wide range of complex surgical procedures without permanently damaging your subjects. SURGERY is, in fact, something of a catch-all skill—any kind of high-difficulty medical procedures (such as reattaching limbs, removing invasive parasites, or grafting materials into a subject’s body) fall under the purview of this skill, and the range of such procedures is limited only by your imagination and the opportunities that occur within the game. SURGERY is often best used alongside healing magic of some variety; for instance, simply using this skill to reattach a severed limb will not make that limb useable unless healing magic can restore its functionality. To use this skill, you must have props representing a doctor’s implements, such as (for example) a needle and thread, a sharp knife, and a magnifying glass. The amount of time required to perform a given surgery will vary by its complexity (ask a Twin Mask Staff member for details), but many will take 3 minutes of intensive role-playing. Additionally, the SURGERY skill can be used to drain blood from dead (or wounded) creatures or people, and it can be used to harvest useful parts of the bodies of various unusual creatures, if you can begin the surgical process very soon after their deaths.</p>		

RELIGIOUS WORSHIP

As discussed in the [Religions](#) section of chapter 2, the gods of Adelrune—and the *other* powerful entities that accept worship in return for power—have a lot of impact on the world. In order to shape that impact and draw benefits from the divine, you need strength of will and training in religious traditions, which are represented by the skills below. To understand how these skills work in the context of game, read the [Divine Magic](#) section of chapter 5.

PRAYER Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have learned how to focus your mind and soul into a quiet, engaged stillness that can help your thoughts, words, and actions echo outward into the realm of the divine. You gain a single “PRAYER action” to use during any given Twin Mask game session: by spending 30 minutes in seeking connection with the gods, you can establish a connection—however small—with spiritual forces beyond your comprehension. Generally, this means that you will spend your 30-minute PRAYER to contribute to (and benefit from) one of the various Rites that are explained in the Divine Magic section of chapter 5. The more people gathered together for a Rite, the more powerful benefits you will be able to draw from that Rite, as long as you are working with a religious leader who has taken at least one version of each of the PRIESTHOOD and RITE MASTERY skills, listed below. Anyone can help contribute to a Rite that matches their faith; with the PRAYER skill, you can actually draw benefits from that Rite.</p>		

SECONDARY PRAYER Cost: 4 CP	Prerequisite: PRIESTHOOD: RANK 2	
	Returns With: —	Call: —
<p>By training yourself in the rites and patterns associated with your god and your overall faith, you have found a deeper connection to the ineffable energies of the divine. With this skill, you get a second “PRAYER action” that works exactly as your first one (from the actual PRAYER skill) does. Notably, you cannot use two PRAYER actions during the same Rite... so you will want to involve yourself in two different Rites during a Twin Mask game session in order to make use of this expanded capability.</p>		

TERTIARY PRAYER Cost: 4 CP	Prerequisite: PRIESTHOOD: RANK 4	
	Returns With: —	Call: —
<p>By delving as deeply as you can into the mysteries and incalculable powers of your god and your overall faith, you have arrived at a depth of devotion, and a connection to the divine, that is almost unmatched among mortals. With this skill, you get a third “PRAYER action” that works exactly as your other ones do. Notably, you cannot use more than one PRAYER action during the same Rite... so you will want to involve yourself in at least three different Rites during a Twin Mask game session in order to make use of this expanded capability.</p>		

PRIESTHOOD: RANK 1 Cost: 6 CP	Prerequisite: PRAYER	
	Returns With: —	Call: —
<p>Most people acknowledge the gods and give them... <i>enough</i> respect, using relatively casual prayers to propitiate the divine beings that hold sway over their day-to-day lives. For you, though, such a <i>laissez-faire</i> connection with such holy power seems woefully insufficient. As such, you have pledged yourself to begin to learn the best ways to make connections with the gods, to channel their energies to make your life—and the lives of your fellow worshippers—better. This skill does nothing on its own; in combination with at least one RITE MASTERY skill, though, it allows you to enact Level 1 religious ceremonies that match a Rite you have learned. In order to enact any Rites, you will have to have a Shrine dedicated to your faith. Additionally, it is very wise to pick up the LORE skill that corresponds to your faith (or your god in particular), since other people are likely to ask you for details about your religion.</p> <p><i>Note—if you ever decide to renounce your religious faith and convert to worshipping a new faith, you do not lose your PRIESTHOOD and RITE MASTERY skills... but you must endure a 6-month moratorium on using those skills, while you build trust with your new god and re-learn the specifics of how to worship.</i></p>		

PRIESTHOOD: RANK 2 Cost: 6 CP	Prerequisite: PRIESTHOOD: RANK 1	
	Returns With: —	Call: —
<p>As you delve beyond the most obvious words and trappings of your religion, you start to understand the deeper purposes of the god and the faith that you serve, and as a result you can involve more people in successfully channeling stronger effects into the world. This skill combines with RITE MASTERY skills to allow you to enact Level 2 religious ceremonies that match a Rite you have learned. In general, a Level 2 Rite requires you to gather 3 people of the same religion together.</p> <p><i>Note—to enact any Rites, you need to have a Shrine dedicated to your faith.</i></p>		

PRIESTHOOD: RANK 3 Cost: 6 CP	Prerequisite: PRIESTHOOD: RANK 2	
	Returns With: —	Call: —
<p>Drawing ever closer to the holy font of power that you can feel in your god's and your faith's presence beyond Adelrune, you have mastered more profound ways to build metaphorical bridges to the divine realms, such that more people can experience what you have. This skill combines with RITE MASTERY skills to allow you to enact Level 3 religious ceremonies that match a Rite you have learned. In general, a Level 3 Rite requires you to gather 6 people of the same religion together.</p> <p><i>Note—to enact any Rites, you need to have a Shrine dedicated to your faith.</i></p>		

PRIESTHOOD: RANK 4 Cost: 6 CP	Prerequisite: PRIESTHOOD: RANK 3	
	Returns With: —	Call: —
<p>Near the pinnacle of mortal connection to the divine, you have mastered the most powerful known ways of drawing godly energy to resonate with and flow through a large group of worshippers. This skill combines with RITE MASTERY skills to allow you to enact Level 4 religious ceremonies that match a Rite you have learned. In general, a Level 4 Rite requires you to gather 9 people of the same religion together.</p> <p><i>Note—to enact any Rites, you need to have a Shrine dedicated to your faith.</i></p>		

RITE MASTERY: (Specify Domain) Cost: 4 CP each	Prerequisite: PRAYER	
	Returns With: —	Call: —
<p>The gods are, in a way, embodiments of ideas: just as much as they are actual, thinking entities with goals and motivations, they are also symbols for some of the deepest principles that constitute mortal existence. Within a faith, then, there is room for a wide variety of different kinds of ceremonies, each focused on a different aspect of the divine, and each producing a different kind of effect. Each time you take this skill, you learn the holy words and ideas that make up one of the 11 different Rites listed in the Divine Magic section of chapter 5: <i>Absolution, Community, Death, Guidance, Life, Mysticism, Nature, Prosperity, Protection, Sanctity, or War</i>. You now have access to that avenue of power, and—as long as you have some ranks of the PRIESTHOOD skill—you can lead religious ceremonies at a Shrine to enact that Rite. The level of these Rites is limited by your ranks of PRIESTHOOD... and the number of people who share your religion that you can get together. See chapter 5’s Divine Magic section for more details on the Rites’ effects.</p> <p><i>Note—if you ever decide to renounce your religious faith and convert to worshipping a new faith, you do not lose your PRIESTHOOD and RITE MASTERY skills... but you must endure a 6-month moratorium on using those skills, while you build trust with your new god and re-learn the specifics of how to worship.</i></p>		

REPENTANCE Cost: 2 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have recognized the depth of the mistakes you made in the past, and all you wish is to be understood and forgiven as a person seeking redemption. In order to take this skill, you must role-play deep and sincere repentance for your character’s evil actions in the past. Taking this skill reduces your character’s “taint score” by 1. (See the TAINTED background flaw for more details on taint as a game mechanic.) Of course, you must also continue to role-play an active desire to make up for your previous actions, and if you ever again do something evil enough to warrant gaining a point of taint, you will receive 1 additional taint as a kind of punishment.</p> <p><i>Note—this skill can only ever be taken once, and it can only remove taint that was accrued through evil actions. The “standard” taint that characters receive when they die cannot be affected by this skill.</i></p>		

THE BARDIC ARTS

Being a bard isn't just about inspiring the crowd... it's also about being the best, and letting everyone know it. Bards can channel sonic energy and a crowd's attention to produce various effects: the Bardic Arts have the power to inspire, to center people's minds, and even to make other people shut up when you need them to. While the people listening to a bard may certainly garner some advantages, make no mistake: the bard is always the center of attention.

COMMANDING PRESENCE Cost: 3 CP each	Prerequisite: —	
	Returns With: Rest	Call: "By My Voice, Stun"
<p>As a bard, you are used to commanding the attention of both good and bad audiences... and you have therefore developed the expertise needed to crash directly into the auditory awareness of everyone around you. To use this skill, you must spend 3 seconds loudly commanding people to be quiet; immediately following those 3 seconds, you may call "by my voice, stun!" as loudly as you wish. (Stunned people cannot use skills, attack, or defend themselves for 3 seconds.) Importantly, this skill <i>may not be used in combat</i>: if weapons have been drawn and brandished in the vicinity, or if combat skills have already been used, you may not use COMMANDING PRESENCE until the conflict dies down again. If you take this skill multiple times, you should always mentally keep track of how many uses of COMMANDING PRESENCE you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		

SERENADE Cost: 8 CP each	Prerequisite: WILLPOWER	
	Returns With: Rest	Call: "Bestow Willpower"
<p>You are excellent and talented, yes... but you are not the only one who matches that description! Indeed, you make a habit of surrounding yourself with the very finest people, and you have developed your bardic talents in such a way as to help fortify those individuals with a proper sense of their own resilience and self-worth. To use this skill, you must spend at least 3 minutes performing a song, inspirational speech, or other bardic talent that is focused on the greatness of a particular person within earshot—and you must have <i>at least 3 spectators, not including the person being serenaded</i>, during your performance. Immediately after your performance, you may call "bestow willpower" to grant that person AND yourself the use of a "Willpower" effect for the next 3 days. Additionally, this Willpower effect gains the "Returns With: Rest" property. This means that, for most intents and purposes, both of you can act as though you had gained one use of the WILLPOWER skill for the rest of the current Twin Mask game session. (You cannot use it as a prerequisite for taking other skills, of course.) If you take this skill multiple times, you should always keep track of how many uses of SERENADE you still have available, until your character gets a chance to rest and regain their full complement of skills.</p> <p><i>Note—see Bestowed Effects in chapter 6 for more information on how this skill interacts with others.</i></p>		

DANCE LESSON Cost: 8 CP each	Prerequisite: DODGE	
	Returns With: Rest	Call: “Bestow Dodge”
<p>By focusing special attention on how you (and other people) move to music, you have gained the ability to translate such movements into graceful and evasive maneuvers that can be helpful even in combat. To use this skill, you must dance with another person for at least 3 minutes; immediately afterward, you may call “bestow dodge” to grant that person AND yourself the use of a “Dodge” effect for the next 3 days. Additionally, this Dodge effect gains the “Returns With: Rest” property. This means that, for most intents and purposes, both of you can act as though you had gained one use of the DODGE skill for the rest of the current Twin Mask game session. (You cannot use it as a prerequisite for taking other skills, of course.) Importantly, the DANCE LESSON skill does not work unless some kind of music is being played for the full 3-minute duration of your dance—but you may provide the music yourself, perhaps by singing or drumming while you dance. If you take this skill multiple times, you should always keep track of how many uses of DANCE LESSON you still have available, until your character gets a chance to rest and regain their full complement of skills.</p> <p><i>Note—see Bestowed Effects in chapter 6 for more information on how this skill interacts with others.</i></p>		

LULLABY Cost: 5 CP each	Prerequisite: —	
	Returns With: Rest	Call: —
<p>Through a mastery of gentle, healing tones in musical performance, you can induce a particular kind of soothing, trance-like sleep in one of your listeners, who will gain significant benefits from even just a few minutes in that state. To use this skill, you must spend at least 3 minutes performing a song or other musical act that promotes restful sleep—and you must stay within arm’s reach (3 feet) of a particular person who intends to sleep. You cannot use this skill on yourself. Immediately after your performance, the chosen person may choose to take the Sleep effect (which causes them to remain unconscious for 3 additional minutes, not waking up even if damaged). If that person remains asleep for the full duration of the Sleep effect, all of their skills that “Return With: Rest” will be refreshed as soon as they wake up. The only exception is the LULLABY skill itself... you cannot refresh LULLABY in this way.</p>		

TRUE GREATNESS Cost: 4 CP each	Prerequisite: —	
	Returns With: Sunrise and Sunset	Call: “Remove Weakness”
<p>You have learned how to understand the true, glorious nature of your own importance: when audiences praise you and your arts, they are not just indulging in flattery. They are simply acknowledging your greatness, and it would be foolish not to believe them. To use this skill, you must spend at least 3 minutes performing a song or other bardic talent that you consider to be among the very finest acts in your repertoire—and you must have <i>at least 3 spectators</i> during your performance. For the 3 hours immediately following your performance, you gain the benefits of a state of “bardic confidence.” While in this state, whenever you receive a verbal compliment of any type, you may immediately call “remove weakness” on yourself. (This, naturally enough, is an exception to the normal rule that you cannot use any skills while suffering from Weakness.) A fitting compliment can be any kind of positive reinforcement,</p>		

whether it is directed at your performance, yourself, your hair style, your clothes, etc. If you take this skill multiple times, you should always mentally keep track of how many uses of TRUE GREATNESS you still have available, until sunrise or sunset refreshes your ability to use this skill.

Note—although bleedout causes characters to suffer from many of the same effects as Weakness, it is not the same, and this skill cannot negate the Weakness-like effects of bleeding out. Compliments will not put any blood back into your body, and you will remain incapacitated.

DRINKING SONG Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have learned the songs, the rhythms, and the attitude needed to draw vigor and intensity from the rowdy energy of a crowd indulging in food and drink. To use this skill, you must spend at least 3 minutes performing a song or other bardic act that is fitting for a celebration, feast, or drinking session—and you must have <i>at least 3 spectators</i> during your performance. You may use this skill as often as you wish. During the 3 minutes immediately following your performance, if you consume a food item (that is, an item produced by the use of a COOKING skill), the <i>first</i> such food item’s effects will be doubled in intensity for their full duration. Note that DRINKING SONG only changes the intensity of a food item’s effects; it cannot influence the duration of those effects. As such, it will unfortunately not affect any bonus duration produced by the “enchantment” property near the top of the Cooking Craft Food Table. That particular property is not affected by DRINKING SONG.</p>		

MEDITATIVE SONG Cost: 10 CP	Prerequisite: MANA FOCUS ×3	
	Returns With: —	Call: “Restore 3 Mana”
<p>You have developed the ability to immerse yourself in the stimulating, flowing precision of music (or dance) to such an impressive extent that you can even refresh your connection to arcane energies through it. To use this skill, you must sing a song (or publicly display some other kind of bardic talent) for at least 3 minutes; immediately afterward, you may call “restore 3 mana” for yourself. After doing so, you may not use this skill again for the next 30 minutes. (Other than this restriction, you may use this skill as often as you wish.) Note that, unlike many bardic skills, MEDITATIVE SONG does not require your performance to have any spectators.</p>		

HYMN Cost: 2 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have studied—or perhaps naturally intuited—various sacred rhythms, gestures, melodies, or words that can call the attention of the gods themselves to the people of Adelrune. Or, in more stereotypically “bardic” terms: your talent has become so divine that even the gods wish to witness your greatness. This skill is used to aid people who are using the PRAYER skill to connect with their gods. To use HYMN, you must spend at least 3 minutes during the beginning of a PRAYER action to perform a song or other bardic display that is dedicated to the particular god or gods that are being invoked. For the HYMN to work, your performance must have <i>at least 3 other spectators</i>, which can include anyone involved in the larger prayer. Once you have performed for at least 3 minutes, the total time needed to complete the communal PRAYER action is reduced</p>		

by 10 minutes. Note that this skill cannot stack with itself; there is no way to use HYMN to reduce a PRAYER's duration by more than 10 minutes, even if multiple bards choose to perform. If you have both PRIESTHOOD and HYMN, though, you can actually use this skill as part of your use of PRIESTHOOD, with your 3-minute HYMN serving “double duty” as both prayer and song at the same time. (This is an exception to the normal rule that you cannot perform two different skills at the same time.)

REQUIEM Cost: 3 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have honed your skills to such a height that even the spirits of the dead are drawn to the edges of death's veil to witness your art. To use this skill, you must spend at least 3 minutes performing a song or other bardic act at a funeral, wake, or other memorial to the recently deceased. You may use this skill as often as you wish, but each such performance must have <i>at least 3 spectators</i> to qualify as an effective use of REQUIEM. After your performance is complete, the spirit of the dead person being honored will be able to hear all words spoken for the full duration of the funeral. While this does not provide any direct mechanical benefits to mourners or the departed, it can be invaluable in helping to provide closure as people say their farewells.</p>		

THE MAGICAL ARTS

A “magical art” (also known as a “school of magic”) is an individual discipline of spellcasting. In *Twin Mask*, there is no “generalist” path for a spellcaster to follow: as your character gains more skills, you must specify the magical arts that they have chosen to develop. Given enough time, characters can advance their skills in two or more magical arts, but training in one art does not provide any help in learning the others. One of the few things that *is* shared between the different magical arts is the pool of energy that spellcasters get from purchasing the MANA FOCUS skill—mana, which replenishes at dawn and dusk, is necessary to cast spells. New players only have access to Sorcery, Channeling, Alchemy, Warding, and Divination, but other magical arts are available in game (if your character can find a teacher), and some of those magical arts may have additional skills that are not listed here. For more information about the magical arts, see [Chapter 5: Magic](#).

MANA FOCUS Cost: 1 CP each	Prerequisite: MAGICAL APTITUDE	
	Returns With: Sunrise and Sunset	Call: —
<p>You have developed your ability to sense, and to work with, the invisible threads of magical energy that infuse the world around you. Every time you take the MANA FOCUS skill, your character's maximum mana capacity goes up by 1. That is, if you have taken the MANA FOCUS skill 5 times, then you have a maximum mana capacity of 5. Every spell you cast depletes your mana by an amount of mana equal to that spell's level, between 1 and 4 (see chapter 5 for more details). Your mana is replenished to its maximum at sunrise and sunset—and you should always mentally keep track of how much mana you still have available.</p>		

APPRENTICE MAGIC: (Specify Magical Art) Cost: 6 CP each	Prerequisite: MANA FOCUS ×5, LORE: (Same Magical Art)	
	Returns With: —	Call: —
<p>Through study and focus, you have learned the basics of a particular magical art (such as Sorcery or Channeling) and can now call up simple effects associated with that art, as long as you have the appropriate scrolls. That is, you can cast 1st-level spells of that magical art. Each time you take this skill, you choose a different magical art for which you have learned the corresponding LORE skill.</p> <p><i>Note—1st-level spells are also called “apprentice-level” and “first-circle.”</i></p>		

JOURNEYMAN MAGIC: (Specify Magical Art) Cost: 6 CP each	Prerequisite: MANA FOCUS ×10, APPRENTICE MAGIC: (Same Magical Art)	
	Returns With: —	Call: —
<p>By standing atop the building blocks of a particular magical art (such as Warding or Alchemy) you have learned how to produce more complex effects associated with that art, as long as you have the appropriate scrolls. That is, you can cast 2nd-level spells of that magical art. Each time you take this skill, you choose a different magical art that you have already learned at the Apprentice level.</p> <p><i>Note—2nd-level spells are also called “journeyman-level,” “second-circle,” and (occasionally) “adept.”</i></p>		

MASTER MAGIC: (Specify Magical Art) Cost: 6 CP each	Prerequisite: MANA FOCUS ×15, JOURNEYMAN MAGIC: (Same Magical Art)	
	Returns With: —	Call: —
<p>By delving even deeper into the mysteries and practical challenges of a particular magical art (such as Sorcery or Warding) you have begun to harness some of the fundamentally powerful aspects of that art—as long as you have the appropriate scrolls. That is, you can cast 3rd-level spells of that magical art. Each time you take this skill, you choose a different magical art that you have already learned at the Journeyman level.</p> <p><i>Note—3rd-level spells are also called “master-level” and “third-circle.”</i></p>		

GRANDMASTER MAGIC: (Specify Magical Art) Cost: 6 CP each	Prerequisite: MANA FOCUS ×20, MASTER MAGIC: (Same Magical Art)	
	Returns With: —	Call: —
<p>Whether it is through intensive study or powerful intuition, you have begun to exceed the limits of your teachers’ knowledge of a particular magical art (such as Channeling or Alchemy) and are now capable of delving into its most arcane depths... as long as you have the appropriate scrolls. That is, you can cast 4th-level spells of that magical art. Each time you take this skill, you choose a different magical art that you have already learned at the Master level.</p> <p><i>Note—4th-level spells are also called “grandmaster-level” and “fourth-circle.”</i></p>		

BLADE CASTING Cost: 8 CP	Prerequisite: MAGICAL APTITUDE	
	Returns With: —	Call: <i>Same as spell</i>
<p>You have blended martial discipline and arcane focus into a powerful ability: you can make the magical effects of your spells flow through the weapon you are wielding. With this skill, any spell you can cast that would normally be delivered by packet can instead be delivered with a swing of your weapon, with the effect of the spell replacing the damage of your attack. You must still spend the mana for the spell, along with spending the amount of time casting the spell would normally take (so, for instance, casting spells that require multiple seconds of concentration in this way can be tricky). Unlike spells that are delivered by packet, though, spells delivered this way will not work if they hit an opponent's shield or weapon. (If you hit a shield or weapon and your spell produces no effect, you will keep the mana you tried to spend on your spell.)</p> <p><i>Note—spells cast in this way can benefit from any Artificer items (see the ARTIFICER skills for more details) that you may be holding in your other hand.</i></p>		

ARMORED CASTING Cost: 6 CP	Prerequisite: ARMORED TRAINING: LIGHT, MAGICAL APTITUDE	
	Returns With: —	Call: —
<p>Through long training and discipline, you have learned how to draw on mana even with the hardened barrier of armor dulling your connection to the world's magic. You may cast spells while wearing armor.</p>		

SHIELD CASTING Cost: 6 CP	Prerequisite: SMALL SHIELD, MAGICAL APTITUDE	
	Returns With: —	Call: —
<p>Through practice with the magical arts and improving your dexterity, you have learned how to draw on mana even while holding a heavy, inert chunk of wood or metal. You may cast spells while wielding a shield.</p>		

COMBAT MIMIC Cost: 4 CP each	Prerequisite: BLADE CASTING	
	Returns With: Rest	Call: "Mimic – (repeat call to be copied)"
<p>You have developed the hard-to-explain ability to feel the 'energy swirls' that are caused by powerful or unusual melee attacks used in close proximity to you. By using your familiarity with BLADE CASTING, you can watch an enemy closely and mimic any weapon-delivered melee attack they perform against you, even if that attack is far beyond your normal capabilities. Within the 3 seconds after an enemy attempts to strike you with such an attack, if you are wielding a melee weapon, you may call "mimic" as you make a retaliatory attack, followed by the exact same call that the enemy used for their attack. (The only weapon-based melee attacks that you cannot mimic are those that use the "Greater" modifier.) If you have multiple uses of COMBAT MIMIC, you can make multiple such attacks in a row, all based on the initial attack against you. If you take this skill multiple times, you should always keep track of how many uses you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		
Restriction: must be actively wielding a melee weapon		

INTERNAL RESERVES Cost: 4 CP	Prerequisite: MANA FOCUS ×10	
	Returns With: —	Call: “Restore 10 Mana”
<p>As a spellcaster, you have learned how to tap into your inner wells of magical power, and, in times of great need, you can even pour an unhealthy amount of your strength into your magical arts. Whenever you choose to use this ability, you must meditate (remaining motionless, with your eyes closed) for 30 seconds. If you do, you can reduce your maximum Health Point total by 1 for the next 3 days in order to immediately call “restore 10 mana” (thereby regaining 10 mana). This reduction in maximum HP total cannot be healed through any normal means, and if you reduce your maximum HP total to 0 in this way, you immediately die.</p>		

ARCANE TUTELAGE Cost: 10 CP	Prerequisite: GRANDMASTER MAGIC: (Any Magical Art), RESEARCH	
	Returns With: —	Call: “Bestow 10 Mana”
<p>After so much time spent doing magical research and perfecting the art of your spellcasting, you have accumulated a great deal of useful information and advice to share with your fellow magic-users. Once per game, you can spend 30 minutes role-playing through a “magic class” with as many spellcasters as are interested in participating, thereby bestowing on them a special, long-lasting boon of 10 additional mana. The 30-minute ARCANE TUTELAGE class itself can focus on any magic-related or scholarly activities, including lectures or moderated discussions (on abstract magical theory, cosmology, recent arcane events, etc.) or possibly field excursions (involving packet-throwing, healing, herbalism, leylines, etc.). At the end of the class, you may call “bestow 10 mana” to affect all <i>other</i> characters (that is, everyone but you) that were involved in the full duration of the class. If an ARCANE TUTELAGE session is interrupted by unplanned combat, the class does not need to restart—as long as you return to class with a gap of no more than 3 minutes after the end of combat, you can resume the class where you left off. Importantly, the extra 10 mana bestowed by ARCANE TUTELAGE lasts for 3 full days, with the added bonus that it will replenish at sunrise and sunset, just as normal mana generated by the MANA FOCUS skill does. In order to gain any benefit from ARCANE TUTELAGE, a character must be a “spellcaster,” which means that they must have taken at least 1 APPRENTICE MAGIC skill. This must be a formal class; merely engaging in casual conversation about magic-related subjects is not sufficient to meet this skill’s requirements. Twin Mask Staff encourages players who take this skill to use visual aides and require their students to take notes, or perhaps even to make their students do “homework.”</p> <p><i>Note—see Bestowed Effects in chapter 6 for more information on how this skill interacts with others.</i></p>		

SKULLDUGGERY

<p style="text-align: center;">DISGUISE Cost: 4 CP</p>	Prerequisite: —	
	Returns With: —	Call: —
<p>You have learned enough about the art of disguise to be able to convince others of your assumed identity through your mannerisms and confidence, even if your appearance is less than completely accurate. Twin Mask costuming and characters rely on a suspension of disbelief, which can make in-game disguises complicated. For instance, if you normally present yourself as female in daily life, but you decide to play a male character in Twin Mask, other players will role-play as though your character is unambiguously male, ignoring their knowledge of your real-life female identity. This willingness to “role-play along” with a character’s intended appearance can make disguises <i>too</i> effective, actually: if you dress up like a Mandalan, for instance, people are generally right to assume that you are playing a new, Mandalan character rather than just your old character in new, Mandalan clothing. To manage the trickiness of this distinction, any player may, at any time, raise a fist above their head (to signal going momentarily out-of-character) and ask another player, “do I recognize you as [character name]?” If you are playing the named character in different clothing, you must answer “yes” to such a question. This is where the DISGUISE skill comes into play: with this skill, you may answer “no” instead. Importantly, though, because prosthetics such as Effendal ears, demon horns, and so on are quite advanced pieces of costuming in the world of Twin Mask, you are not allowed to use such prosthetics as part of your character’s disguise.</p> <p><i>Note—if a character knows that you are wearing a disguise (by using the DETECT DISGUISE skill or similar abilities), they may remove the disguise by role-playing the process for 30 uninterrupted seconds. Of course, if you can interrupt them and therefore foil this process, you are free to do so: this means that the disguise-removal process can only work on people who are tied up, unconscious, asleep, bleeding to death, simply not trying, and so on.</i></p>		

<p style="text-align: center;">MASTER DISGUISE Cost: 6 CP</p>	Prerequisite: DISGUISE	
	Returns With: —	Call: —
<p>You have mastered the art of disguise, to the point that you can acquire and use incredibly lifelike prosthetics as part of your disguises, allowing you to masquerade as a member of a different species. See the DISGUISE skill for more information about how disguises generally work in Twin Mask; if you have the MASTER DISGUISE skill, the restriction on prosthetics as part of your costume no longer applies. You will still have to supply your own prosthetics if you want your character to use them (outside of rare cases in which you might be able to convince Twin Mask Staff to loan you prosthetics).</p> <p><i>Note—you should be aware that characters with the EXAMINE WOUNDS skill will be able to tell, after a brief physical examination, whether or not your prosthetic elements are part of your body or not. If someone touches you for 3 seconds, calls “examine wounds,” and asks about a prosthetic, you must truthfully answer whether or not that prosthetic is a natural part of your character’s body. See the EXAMINE WOUNDS skill for more details. Additionally, other people can remove your disguise by role-playing that process for 30 uninterrupted seconds, as explained in the DISGUISE skill above.</i></p>		

DETECT DISGUISE Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: “Detect Disguise”
<p>You are keenly observant and can spot things that seem out of place with greater ease. As long as you have stayed within 3 feet (arm’s reach) of an individual for 3 minutes, you may call “detect disguise,” and that person is required to truthfully state whether or not they are wearing a disguise, even if they have the DISGUISE or MASTER DISGUISE skills. While this skill will tell you whether or not the person is wearing a disguise, it doesn’t let you see beneath: you must still roleplay ignorance of their true identity unless or until that disguise is removed. (See the note in the DISGUISE skill for details about how to remove the disguise and reveal their identity.) You may use this skill as often as you wish, so long as you spend the requisite 3 minutes each time.</p> <p><i>Special—the EFFENDAL SENSES skill reduces the time it takes to use DETECT DISGUISE by 60 seconds, to a total of 2 minutes.</i></p>		

ESCAPE Cost: 3 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Escape”
<p>You are an escape artist, with the practice needed to squirm your way out of any kinds of ropes, chains, shackles, or grappling holds that others might use to try to pin you down. When you use this skill, you call “escape” and may instantly pull yourself free from any kinds of bonds or snares that were trapping your character (including any Bind effects caused by, for instance, The Binding Spell). You can similarly pull yourself out of any character’s grip, even if they are using the Strength ability to hold you. If you take this skill multiple times, you should always keep track of how many uses of ESCAPE you still have available, until your character gets a chance to rest and regain their full complement of skills.</p> <p><i>Note—this skill, just like DODGE and WILLPOWER, will not work on any effects that have the “Greater” modifier.</i></p>		

POISON RESISTANCE Cost: 2 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Resist”
<p>You have been exposed to poisons enough that you have started to develop a tolerance to their effects. When you use this skill, you call “resist” and immediately end any poison effects that are currently affecting your character. This call may be made at any point during a poison count—but, importantly, it can also be made in <i>response</i> to a poison effect, so that you do not have to take the initial effect of that poison. If you take this skill multiple times, you should always keep track of how many uses of POISON RESISTANCE you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		

POISON IMMUNITY Cost: 4 CP	Prerequisite: POISON RESISTANCE ×3	
	Returns With: —	Call: “No Effect”
<p>After constant exposure to poisons, whether as the result of an organized effort on your part or simply through bad luck, you have built up a complete immunity to their effects. Whenever a poison would affect you, you may instead call “no effect.”</p>		

DISARM TRAPS Cost: 5 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have learned how to spot traps and, given a bit of time, how to use the appropriate tools to disarm them. In Twin Mask, traps consist of small explosive caps that, when disturbed, snap open and make a loud sound, dealing 5 damage to everyone within a small radius. Generally, people use string, tape, and other, similar materials to link those caps to objects that they don't want disturbed. Without this skill, even if you notice a trap before you trigger it, you have no choice to but to avoid it (or just trigger it and take the damage). If you have this skill, though, you can attempt to physically disarm the trap by using any tools that you carry with you. Generally, this means that people with the DISARM TRAPS skill will carry a set of “thieves’ tools” (small scissors, a mirror, a dentist’s hook, needle-nose pliers, etc.) so that they will be more likely to be able to handle any traps they encounter.</p> <p><i>Note—because this skill requires you to actually see and actually disarm traps, you will have to be observant and have some physical dexterity. Although there may be some exceptions that occur during “mods” away from the main space of the Twin Mask game, you should assume that all traps will have to be dealt with in a legitimate, physical way.</i></p>		

SET TRAPS Cost: 2 CP each	Prerequisite: DISARM TRAPS	
	Returns With: —	Call: —
<p>Considering all your experience working with and disarming traps, you have seen plenty of ways to set them up—and now, you are becoming increasingly adept at placing them yourself. For each instance of the SET TRAPS skill you have taken, once per game you may use your own props to set up a trap anywhere you want. (That is, if you have taken this skill 3 times, you may set up 3 traps per game.) Whenever somebody triggers one of your traps, everyone within 3 feet takes 5 damage—and two traps can be set in the same spot to increase the damage to 10, although any further traps there will not provide any additional damage. The damage from traps <i>can</i> be resisted, perhaps through the use of certain magical items or wards, but it <i>cannot</i> be prevented with the DODGE, WILLPOWER, or PARRY skills. The core mechanic of each trap is a small metal housing for an explosive cap—when that housing is disturbed enough to snap open, the cap will explode with a loud crack, alerting people and signaling that anyone close enough should take the appropriate damage. In fact, if you accidentally trigger a cap while setting up a trap, you should take 5 damage yourself. Generally, you should use string, tape, or similar materials to connect the explosive caps to any containers or doors you want to keep safe, such that the traps will explode when they are opened.</p> <p>If you wish to purchase the appropriate caps, they can be found here— https://madhattermagicshop.com/magicshop/product_info.php?products_id=2924 ...and a good metal housing for them can be found here— https://madhattermagicshop.com/magicshop/product_info.php?products_id=634 You can, of course, also find similar caps for sale elsewhere.</p> <p><i>Note—it is against Twin Mask rules to attempt to use traps as an active attack in combat. You cannot run up to an enemy and then detonate a bunch of traps you are holding; if you try to do so, you will be the only one who takes damage.</i></p>		

LOCKPICKING: APPRENTICE Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>As a student of the art of larceny, you have also begun to develop the art of picking locks. To use this skill, you must role-play the process of picking a lock (using an actual lockpick prop) for 3 minutes. Immediately afterward, you may open that lock if it is crafted at an “Apprentice” skill level. (The skill level of any given lock should be listed on its item tag.)</p>		

LOCKPICKING: JOURNEYMAN Cost: 4 CP	Prerequisite: LOCKPICKING: APPRENTICE	
	Returns With: —	Call: —
<p>You have continued to develop the art of picking locks. To use this skill, you must role-play the process of picking a lock (using an actual lockpick prop) for 3 minutes. Immediately afterward, you may open that lock if it is crafted at a “Journeyman” skill level. (The skill level of any given lock should be listed on its item tag.)</p>		

LOCKPICKING: MASTER Cost: 4 CP	Prerequisite: LOCKPICKING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have become truly adept at the art of picking locks. To use this skill, you must role-play the process of picking a lock (using an actual lockpick prop) for 3 minutes. Immediately afterward, you may open that lock if it is crafted at a “Master” skill level. (The skill level of any given lock should be listed on its item tag.)</p>		

LOCKPICKING: GRANDMASTER Cost: 4 CP	Prerequisite: LOCKPICKING: MASTER	
	Returns With: —	Call: —
<p>You have truly mastered the art of picking locks. To use this skill, you must role-play the process of picking a lock (using an actual lockpick prop) for 3 minutes. Immediately afterward, you may open that lock if it is crafted at a “Grandmaster” skill level. (The skill level of any given lock should be listed on its item tag.)</p>		

GAMBLING Cost: 2 CP each	Prerequisite: —	
	Returns With: Sunrise and Sunset	Call: “Gambling”
<p>You have developed a knack (or perhaps the manual dexterity) for getting dice or cards to fall in your favor. When you are playing an in-character game of chance, you may use this skill to re-draw one dealt hand of cards or re-roll one set of rolled dice. You cannot use the GAMBLING skill again on that hand or that roll of the dice: you are stuck with the new results, even if they are worse. Additionally, GAMBLING can also sometimes prove useful on “mods” that occur away from the main space of the Twin Mask game. If you take this skill multiple times, you should always keep track of how many uses of GAMBLING you still have available, until sunset or sunrise arrives and restores your full complement of this skill.</p>		

TORTURE Cost: 2 CP each	Prerequisite: —	
	Returns With: Sunrise and Sunset	Call: “Torture”
<p>You are good at gathering information—and in the process, you have enough practice to avoid killing people while still causing them excruciating pain. To use this skill, you must role-play the process of torturing a helpless, captive character for 3 minutes. The torture can consist of any kind of pain-inducing actions you can think of, as long as they would not kill the subject or make that subject unable to speak. In order to be considered “helpless and captive,” a character must be physically restrained, unable to escape or make any attacks. After the 3 minutes of role-playing, you may call “torture” followed by a single, yes-or-no question. The subject then has a chance to call “resist” or “no effect” (if they have the TORTURE RESISTANCE or TORTURE IMMUNITY skill), but otherwise they must answer the question truthfully. Every time you use TORTURE, you must spend another 3 minutes role-playing before asking your question. If you take this skill multiple times, you should always keep track of how many uses of TORTURE you still have available, until sunset or sunrise arrives and restores your full complement of this skill.</p> <p><i>Note—enough use of the TORTURE skill, or even just exposure to the use of it, can eventually increase your “taint score,” particularly if the torture is very brutal or used against innocent subjects.</i></p>		

KNOWLEDGE

LITERACY Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>At some point in your past—whether as a child or just a few months ago—someone taught you the relatively high-class ability to read and write. (Particularly for most of the working poor of Adelrune, literacy is just not an affordable luxury.) With this skill, you can read in-game documents, use the in-game postal service, write notes to other characters, and produce scholarly works. Without this skill, you must role-play an inability to understand or produce text of any kind, although you can develop a mark or symbol that you can use to “sign” any necessary documents. It is important to note that spellcasting (which requires the use of spell scrolls) is entirely separable from the LITERACY skill: if you have the appropriate LORE and MAGIC skills, you can read and use spell scrolls even without LITERACY, and LITERACY does not give you the ability to read scrolls without those LORE and MAGIC skills.</p> <p><i>Note—even though your character is illiterate, you are still responsible for reading any new rules or out-of-character announcements that are posted at game or between games.</i></p>		

LORE: (Specify Field) Cost: 4 CP each	Prerequisite: —	
	Returns With: —	Call: “Bid – Lore: (Specify Field)”
<p>Whether deep in the library or out gathering data in the wider world, you have spent considerable time studying a particular subject. This entry for the LORE skill actually represents an enormous spread of different possible LORE skills, one for each available field of study—you can choose any of the religions, races, magical arts, creatures, trades, or other categories of Adelrune. (Importantly, however, you may <i>not</i> acquire LORE skills related to the cultures listed in chapter 2. The NATIVE LORE skill fills that role.) To use this skill, you call “Bid – Lore: Poisons” (or “Bid – Lore: Leylines,” or whatever, filling in the field you have chosen) to a Twin Mask Staff member, and that Staff member will provide you with whatever <i>immediately relevant</i> information your character would know about the matter at hand. For example: if you have LORE: DEMONS, you could ask a Staff member about the demon you just encountered, to gather information pertinent to that specific demon. (You could <i>not</i> ask Staff members generic questions about Demons during game; a Staff member might, at their discretion, give you access to a Lore document about Demons between Twin Mask game sessions.) In general, the depth of your character’s knowledge scales with the narrowness of the field that you choose. KNOWLEDGE: ANIMALS will give you a good amount of broad knowledge, but KNOWLEDGE: BURROWING MAMMALS will give you a lot of very specific knowledge about those particular animals. Not every LORE is available to every character; you should check with a Twin Mask Staff member before you attempt to take a particular LORE, to see if access is restricted. You will need training for each LORE skill... the “skills that you have already learned” exception does not apply here.</p> <p><i>Note—keep in mind that certain LORE skills serve as prerequisites for other skills. In order to take APPRENTICE MAGIC: ALCHEMY, for instance, you must first take LORE: ALCHEMY (and the equivalent is true for the other Magical Arts); in order to take SURGERY, you must first take LORE: ANATOMY.</i></p>		

RESEARCH Cost: 6 CP	Prerequisite: LITERACY	
	Returns With: —	Call: —
<p>By tracking down obscure records of interviews, cross-checking possible errors, and searching through dusty tomes, you have developed your ability to draw a great deal of useful information from various secondary and tertiary sources of knowledge, as long as you have a little help. In order to use this skill, you must 1) have access to a Library item tag or a properly-tagged “Research Object: [Name of Subject]” for your intended field of study; 2) have a LORE skill (or NATIVE LORE skill) that corresponds to the subject you want to study; and 3) have at least 2 “research assistants” to aid you in your efforts. Although those assistants do not need to have any particular skills in order to help, they must be present and engaged during the entire duration of the RESEARCH skill, and their fields of expertise might augment your results. If those conditions are met, then you can spend 30 uninterrupted minutes role-playing the process of using the Library or Research Object to investigate your subject (generally, by reading and taking notes, making charts to track correspondences, discussing the subject with your assistants, etc.). It is wise to spend some of this time on deciding exactly what questions you would like to ask Twin Mask Staff members (and perhaps to write those specific questions down)! At the end of that 30-minute period, as long as you are accompanied by your research assistants, you may take the</p>		

Library or Research Object item tag to Logistics, where you can pose your questions to the Story Staff member on duty. At that Staff member’s discretion, the additional LORE (or NATIVE LORE, or BARDIC KNOWLEDGE) skills of your assistants may come into play, producing additional insight.

Note—all RESEARCH actions must be turned in to Logistics before 10:00 PM Saturday night.

Restriction: must have a “Library” or “Research Object” tag matching your LORE skill

APPRAISE Cost: 2 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have always had a knack for identifying valuable objects, and as you have gained more experience, you have learned how to accurately appraise the gems, precious metals, and other treasures around you. If you have this skill, you may seek out a Twin Mask Staff member at any time and ask about the relative value of an object.</p> <p><i>Note—if you take APPRAISE, you should make sure that you understand how the notation system for silver pieces works in the game. The system is based on the number of lines scored onto small gems, and it is not particularly intuitive, but you will be expected to know it if you have APPRAISE.</i></p>		

ALCHEMICAL EXAMINATION Cost: 3 CP	Prerequisite: LORE: ALCHEMY	
	Returns With: —	Call: “Detect Alchemy”
<p>You have studied alchemy, and you have used that knowledge to develop tests that can detect alchemical tampering with various foods and materials. When you use this skill, you must spend at least 3 minutes studying something that you suspect of harboring alchemical additives (a category that includes poisons). You can use this skill to investigate foods, drinks, surfaces (like door handles), people, dead bodies, body parts, and so on. After the 3-minute investigation period, you may find a Twin Mask Staff member and ask for information about any alchemical effects that influenced your subject. The Staff member may dictate that additional investigation time is needed to determine the answer to your question—but, after that added time, they will provide you with the relevant information.</p>		

INFLUENCE

Note that these skills will not be available for use during any character’s *first* game session. That character will still be deceased during the “beginning of the game session” period, which is when these skills operate.

To fully understand how this set of skills will function in game, consult [Chapter 4: Influence](#). In short, they represent your character’s ability to affect the world of Adelrune beyond the scope of what Twin Mask can simulate during a game session. They allow you to collect interpersonal influence, in the form of a number of Influence Cards of varying types, which can then be spent to recruit particular kinds of allies and prompt those allies to perform various tasks for you.

ACADEMIC STANDING: RANK 1 Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have begun to make influential contacts with various scholars, teachers, religious leaders, writers, and experts in many fields. At the beginning of each Twin Mask game session, you gain 1 Academic Influence Card. Generally speaking, you can spend this card to aid in various fields of research, develop new spells and items, gather hidden information, hire spellcasters and scholars to further your concerns, and so on. Consult Chapter 4: Influence for details on how to use Influence cards.</p> <p><i>Note—this skill does not give you any official standing in any academic groups.</i></p>		

ACADEMIC STANDING: RANK 2 Cost: 4 CP	Prerequisite: ACADEMIC STANDING: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to ACADEMIC STANDING: RANK 1, except that you gain 2 Academic Influence Cards at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of ACADEMIC STANDING (that is, even with multiple ACADEMIC STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p>		

ACADEMIC STANDING: RANK 3 Cost: 4 CP	Prerequisite: ACADEMIC STANDING: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to ACADEMIC STANDING: RANK 1, except that you gain 3 Academic Influence Cards at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of ACADEMIC STANDING (that is, even with multiple ACADEMIC STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p>		

ACADEMIC STANDING: RANK 4 Cost: 4 CP	Prerequisite: ACADEMIC STANDING: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to ACADEMIC STANDING: RANK 1, except that you gain 4 Academic Influence Cards at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of ACADEMIC STANDING (that is, even with multiple ACADEMIC STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p>		

ECONOMIC STANDING: RANK 1 Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have begun to make influential contacts with merchants, trading consortiums, and purveyors of specialty goods. At the beginning of each Twin Mask game session, you gain 1 Economic Influence Card. Generally speaking, you can spend this card to make arrangements with NPC merchants, purchase specific types of goods or equipment, repair objects, gather information, and so on. Consult Chapter 4: Influence for details on how to use Influence cards.</p> <p><i>Note—this skill does not give you any official standing in any economic groups.</i></p>		

ECONOMIC STANDING: RANK 2 Cost: 4 CP	Prerequisite: ECONOMIC STANDING: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to ECONOMIC STANDING: RANK 1, except that you gain 2 Economic Influence Cards at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of ECONOMIC STANDING (that is, even with multiple ECONOMIC STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p>		

ECONOMIC STANDING: RANK 3 Cost: 4 CP	Prerequisite: ECONOMIC STANDING: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to ECONOMIC STANDING: RANK 1, except that you gain 3 Economic Influence Cards at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of ECONOMIC STANDING (that is, even with multiple ECONOMIC STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p>		

ECONOMIC STANDING: RANK 4 Cost: 4 CP	Prerequisite: ECONOMIC STANDING: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to ECONOMIC STANDING: RANK 1, except that you gain 4 Economic Influence Cards at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of ECONOMIC STANDING (that is, even with multiple ECONOMIC STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p>		

POLITICAL STANDING: RANK 1 Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have begun to make influential contacts with various governors, courtiers, community leaders, diplomats, and other people connected to the political processes of various nations, (sometimes) all the way up to the top. At the beginning of each Twin Mask game session, you gain 1 Political Influence Card. Generally speaking, you can spend this card to gather politically-relevant information, make contact with influential people, organize parties and other gatherings, send messages, learn proper diplomatic protocols, and so on. Consult Chapter 4: Influence for details on how to use Influence cards.</p> <p><i>Note—this skill does not give you any official standing in any political groups.</i></p>		

POLITICAL STANDING: RANK 2 Cost: 4 CP	Prerequisite: POLITICAL STANDING: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to POLITICAL STANDING: RANK 1, except that you gain 2 Political Influence Cards at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of POLITICAL STANDING (that is, even with multiple POLITICAL STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p>		

POLITICAL STANDING: RANK 3 Cost: 4 CP	Prerequisite: POLITICAL STANDING: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to POLITICAL STANDING: RANK 1, except that you gain 3 Political Influence Cards at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of POLITICAL STANDING (that is, even with multiple POLITICAL STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p>		

POLITICAL STANDING: RANK 4 Cost: 4 CP	Prerequisite: POLITICAL STANDING: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to POLITICAL STANDING: RANK 1, except that you gain 4 Political Influence Cards at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of POLITICAL STANDING (that is, even with multiple POLITICAL STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p>		

UNDERWORLD STANDING: RANK 1 Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have begun to make influential contacts with various smugglers, crime lords, assassins, informants, spies, and resistance groups. At the beginning of each Twin Mask game session, you gain 1 Underworld Influence Card. Generally speaking, you can spend this card to arrange for chances to assassinate people, cause damage and distractions, buy illegal or smuggled goods, have spies gather information for you, and so on. Consult Chapter 4: Influence for details on how to use Influence cards.</p> <p><i>Note—this skill does not give you any official standing in any criminal or underworld groups.</i></p>		

UNDERWORLD STANDING: RANK 2 Cost: 4 CP	Prerequisite: UNDERWORLD STANDING: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to UNDERWORLD STANDING: RANK 1, except that you gain 2 Underworld Influence Cards at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of UNDERWORLD STANDING (that is, even with multiple UNDERWORLD STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p>		

UNDERWORLD STANDING: RANK 3 Cost: 4 CP	Prerequisite: UNDERWORLD STANDING: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to UNDERWORLD STANDING: RANK 1, except that you gain 3 Underworld Influence Cards at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of UNDERWORLD STANDING (that is, even with multiple UNDERWORLD STANDING skills, you will only gain cards equal to the highest rank you have achieved.)</p>		

UNDERWORLD STANDING: RANK 4 Cost: 4 CP	Prerequisite: UNDERWORLD STANDING: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to UNDERWORLD STANDING: RANK 1, except that you gain 4 Underworld Influence Cards at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of UNDERWORLD STANDING (that is, even with multiple UNDERWORLD STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p>		

MILITARY STANDING: RANK 1 Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have begun to make influential contacts with military administrators, mercenary leaders, commanders, and soldiers in the field. At the beginning of each Twin Mask game session, you gain 1 Military Influence Card. Generally speaking, you can spend this card to recruit and train soldiers and knights, help carry out military maneuvers in the field, hire mercenaries, and so on. Consult Chapter 4: Influence for details on how to use Influence cards.</p> <p><i>Note—this skill does not give you any official standing in any military groups.</i></p>		

MILITARY STANDING: RANK 2 Cost: 4 CP	Prerequisite: MILITARY STANDING: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to MILITARY STANDING: RANK 1, except that you gain 2 Military Influence Cards at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of MILITARY STANDING (that is, even with multiple MILITARY STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p>		

MILITARY STANDING: RANK 3 Cost: 4 CP	Prerequisite: MILITARY STANDING: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to MILITARY STANDING: RANK 1, except that you gain 3 Military Influence Cards at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of MILITARY STANDING (that is, even with multiple MILITARY STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p>		

MILITARY STANDING: RANK 4 Cost: 4 CP	Prerequisite: MILITARY STANDING: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to MILITARY STANDING: RANK 1, except that you gain 4 Military Influence Cards at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of MILITARY STANDING (that is, even with multiple MILITARY STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p>		

GATHERING

Note that all Gathering skills will not be available for use during any character’s *first* game session. That character will still be deceased during the “beginning of the game session” period, which is when these skills operate.

<p style="text-align: center;">MINING: RANK 1 Cost: 3 CP</p>	Prerequisite: —
	Returns With: — Call: —
<p>You have begun to learn, develop, and master efficient ways to extract precious stones and metals from the earth, and you devote some of your time to delving into caves and mines in order to do so. At the beginning of each Twin Mask game session, you gain 1 “Mining Point” to spend on gaining materials from the table below. You cannot save these points between different Twin Mask games—so, for instance, the only way to get Obsidian (a 4-point item) is to have MINING: RANK 4 and then choose to spend all 4 of your resulting points, all at once, to receive Obsidian ×1. With this skill at Rank 1, you can get either Coal ×1, Salt ×1, or Stone ×1.</p> <p><i>Note—in addition to this standard use of the MINING skill, you should be on the lookout for situations related to mining that may come up during “mods” away from the main space of the Twin Mask game. If you mention that you have the MINING skill during such an event, a Staff member may occasionally have the option to let you acquire extra materials or excavate certain areas.</i></p>	
1 Point: <i>Coal, Salt, or Stone</i>	
2 Points: <i>Iron, Quartz, Copper, or Marble</i>	
3 Points: <i>Mercury, Sulfur, Silver, or Manganese</i>	
4 Points: <i>Obsidian, Gold, a Soul Gem, or a Spell Crystal</i>	

<p style="text-align: center;">MINING: RANK 2 Cost: 3 CP</p>	Prerequisite: MINING: RANK 1
	Returns With: — Call: —
<p>This skill is effectively identical to MINING: RANK 1, except that you gain 2 “Mining Points” to spend at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of MINING (that is, you only get a total of 2 points’ worth of materials, rather than a cumulative sum of all your MINING skills). With this skill, you can get either a single 2-point material (such as iron ×1) or two 1-point materials (such as stone ×2).</p>	

<p style="text-align: center;">MINING: RANK 3 Cost: 3 CP</p>	Prerequisite: MINING: RANK 2
	Returns With: — Call: —
<p>This skill is effectively identical to MINING: RANK 1, except that you gain 3 “Mining Points” to spend at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of MINING (that is, you only get a total of 3 points’ worth of materials, rather than a cumulative sum of all your MINING skills). With this skill, you can get a single 3-point material, such as mercury ×1, or some combination of less valuable materials.</p>	

MINING: RANK 4 Cost: 3 CP	Prerequisite: MINING: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to MINING: RANK 1, except that you gain 4 “Mining Points” to spend at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of MINING (that is, you only get a total of 4 points’ worth of materials, rather than a cumulative sum of all your MINING skills). With this skill, you can get either a single 4-point material, such as obsidian ×1, or some combination of less valuable materials.</p>		

HERBALISM: RANK 1 Cost: 3 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have learned which plants in the surrounding area have value as alchemical reagents and crafting materials, and therefore you spend some of your time ranging through the countryside to find them. At the beginning of each Twin Mask game session, you gain 1 random, valuable Herb item tag (which usually contains 5 uses of that particular herb). These herbs are useful for making potions using the STABLE ALCHEMY skill, creating foods with the COOKING skills, and crafting various other objects with other skills. Below, there is a representative sample of various different herbs you can find with this skill—there are many more herbs than these to find. Each herb, however, will consistently have one or more of the following 11 properties: <i>Enchantment, Enhancement, Entropic, Hallucination, Healing, Poisonous, Purification, Sedative, Spiritual, Stimulant, and Rejuvenation</i>. When you use an herb in a potion or crafting recipe, you choose one of its properties and ignore the others.</p> <p><i>Note—in addition to this standard use of the HERBALISM skill, you should be on the lookout for herb-gathering opportunities that may come up during “mods” away from the main space of the Twin Mask game. If you mention that you have the HERBALISM skill during such an event, a Staff member may occasionally have the option to let you acquire extra materials.</i></p>		
Agrimony <i>Purification</i>	Belladonna <i>Hallucination, Poisonous, Sedative</i>	Blood Root <i>Healing, Poisonous</i>
Caraway Seed <i>Enchantment, Enhancement</i>	Daffodil <i>Entropic, Poisonous</i>	Dandelion <i>Hallucination, Healing, Rejuvenation</i>
Eucalyptus <i>Enchantment, Purification, Spiritual</i>	Foxglove <i>Poisonous, Stimulant</i>	Mistletoe <i>Enchantment, Stimulant</i>

HERBALISM: RANK 2 Cost: 3 CP	Prerequisite: HERBALISM: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to HERBALISM: RANK 1, except that you get 2 random herbs at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of HERBALISM (that is, you only get a total of 2 herbs, rather than a cumulative sum based on all of your HERBALISM skills).</p>		

HERBALISM: RANK 3 Cost: 3 CP	Prerequisite: HERBALISM: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to HERBALISM: RANK 1, except that you get 3 random herbs at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of HERBALISM (that is, you only get a total of 3 herbs, rather than a cumulative sum based on all of your HERBALISM skills).</p>		

HERBALISM: RANK 4 Cost: 3 CP	Prerequisite: HERBALISM: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to HERBALISM: RANK 1, except that you get 4 random herbs at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of HERBALISM (that is, you only get a total of 4 herbs, rather than a cumulative sum based on all of your HERBALISM skills).</p>		

WOODCUTTING: RANK 1 Cost: 3 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You know how to properly fell trees and saw them into useable planks of wood, and you spend some of your time working through the surrounding woodlands in order to do so. At the beginning of each Twin Mask game session, you gain 1 random, valuable Wood item tag. These planks of wood are useful for crafting various goods and materials, as listed in the crafting skills later in this chapter. Below, there is a representative sample of various different kinds of wood you can get with this skill—there are many more kinds of wood than these. Each plank, however, will consistently have one or more of the following 5 properties: <i>Dense</i>, <i>Durable</i>, <i>Flexible</i>, <i>Lightweight</i>, and <i>Strong</i>.</p> <p><i>Note—if a crafting recipe calls for wood that has a combination of properties (such as “Wood (Strong + Durable)”</i>), you can technically use two or more different pieces of wood—one that is <i>Strong</i> and another that is <i>Durable</i>, for instance—to fulfill that requirement. When recipes call for specific wood properties, too, you may also use wood that has additional properties; it is fine to “go over” the minimum requirements. Along with standard uses of the WOODCUTTING skill, you should be on the lookout for wood-gathering opportunities that may come up during “mods” away from the main space of the Twin Mask game. If you mention that you have the WOODCUTTING skill during such an event, a Staff member may occasionally have the option to let you acquire extra materials.</p>		
Ash <i>Dense, Durable, Flexible, Strong</i>	Blackwood <i>Dense, Durable, Strong</i>	Chestnut <i>Durable</i>
Fig <i>Flexible</i>	Oak <i>Dense, Durable, Strong</i>	Pear <i>Dense</i>
Pine <i>Flexible, Lightweight</i>	Sycamore <i>Dense, Lightweight, Strong</i>	Willow <i>Flexible, Lightweight</i>

WOODCUTTING: RANK 2 Cost: 3 CP	Prerequisite: WOODCUTTING: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to WOODCUTTING: RANK 1, except that you get 2 random Wood item tags at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of WOODCUTTING (that is, you only get a total of 2 planks of wood, rather than a cumulative sum based on all of your WOODCUTTING skills).</p>		

WOODCUTTING: RANK 3 Cost: 3 CP	Prerequisite: WOODCUTTING: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to WOODCUTTING: RANK 1, except that you get 3 random Wood item tags at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of WOODCUTTING (that is, you only get a total of 3 planks of wood, rather than a cumulative sum based on all of your WOODCUTTING skills).</p>		

WOODCUTTING: RANK 4 Cost: 3 CP	Prerequisite: WOODCUTTING: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to WOODCUTTING: RANK 1, except that you get 4 random Wood item tags at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of WOODCUTTING (that is, you only get a total of 4 planks of wood, rather than a cumulative sum based on all of your WOODCUTTING skills).</p>		

HUNTING: RANK 1 Cost: 3 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You are at home in the woods and fields with a bow or a spear—silent enough to ambush your prey, lethal enough to deal grievous wounds when you strike, and dogged enough to follow wounded prey if necessary. At the beginning of each Twin Mask game session, you gain 1 “Hunting Point” to spend on gaining materials from the table below. You cannot save these points between different Twin Mask games—so, for instance, the only way to get Troll Hide (a 4-point item) is to have HUNTING: RANK 4 and then choose to spend all 4 of your resulting points, all at once, to receive Troll Hide ×1. With this skill at Rank 1, you can get either Bone ×1, Feathers ×1, Honey ×1, or Food ×1.</p> <p><i>Note—in addition to this standard use of the HUNTING skill, you should be on the lookout for situations related to hunting that may come up during “mods” away from the main Twin Mask game space. If you mention that you have the HUNTING skill during such an event, a Staff member may have the option to let you acquire extra materials. Also, if you kill a foe (such as a troll) that might produce one of the materials below, you might be able to acquire such materials by “skinning” (that is, searching) its body.</i></p>		
1 Point: Bone, Feathers, Honey, or Food (with 1-month expiration)		
2 Points: Soft Pelt or Demon Blood		
3 Points: Large Hide or Celestial Blood		
4 Points: Troll Hide or Fae Blood		

HUNTING: RANK 2 Cost: 3 CP	Prerequisite: HUNTING: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to HUNTING: RANK 1, except that you gain 2 “Hunting Points” to spend at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of HUNTING (that is, you only get a total of 2 points’ worth of materials, rather than a cumulative sum of all your HUNTING skills). With this skill, you can get either a single 2-point material (such as a soft pelt ×1) or two 1-point materials (such as feathers ×2).</p>		

HUNTING: RANK 3 Cost: 3 CP	Prerequisite: HUNTING: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to HUNTING: RANK 1, except that you gain 3 “Hunting Points” to spend at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of HUNTING (that is, you only get a total of 3 points’ worth of materials, rather than a cumulative sum of all your HUNTING skills). With this skill, you can get a single 3-point material, such as celestial blood ×1, or some combination of less valuable materials.</p>		

HUNTING: RANK 4 Cost: 3 CP	Prerequisite: HUNTING: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to HUNTING: RANK 1, except that you gain 4 “Hunting Points” to spend at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of HUNTING (that is, you only get a total of 4 points’ worth of materials, rather than a cumulative sum of all your HUNTING skills). With this skill, you can get a single 4-point material, such as troll hide ×1, or some combination of less valuable materials.</p>		

MERCANTILE: RANK 1 Cost: 3 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have learned where to get excellent prices on your purchases, where to sell different kinds of goods, and whom to talk to when you have to exchange currency or track a shipment. At the beginning of each Twin Mask game session, you gain 1 “Mercantile Point” to spend on gaining materials from the table below. You cannot save these points between different Twin Mask games—so, for instance, the only way to get a Ritual Component (a 4-point item) is to have MERCANTILE: RANK 4 and then choose to spend all 4 of your resulting points, all at once, to receive a Ritual Component ×1. With this skill at Rank 1, you can get either Cloth ×1, Postage ×1, or Food ×1.</p> <p><i>Note—in addition to this standard use of the MERCANTILE skill, you should be on the lookout for mercantile opportunities that may come up during “mods” away from the main space of the Twin Mask game. If you mention that you have the MERCANTILE skill during such an event, a Staff member may occasionally have the option to let you acquire extra materials.</i></p>		
1 Point: Cloth, 5 Postage (Domestic), or Food (with 1-month expiration)		
2 Points: Glass, Blood Ink, or 5 Postage (Overseas)		
3 Points: Sanctified Water		
4 Points: Ritual Component		

MERCANTILE: RANK 2 Cost: 3 CP	Prerequisite: MERCANTILE: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to MERCANTILE: RANK 1, except that you gain 2 “Mercantile Points” to spend at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of MERCANTILE (that is, you only get a total of 2 points’ worth of materials, rather than a cumulative sum of all your MREcantile skills). With this skill, you can get either a single 2-point material (such as blood ink ×1) or two 1-point materials (such as cloth ×2).</p>		

MERCANTILE: RANK 3 Cost: 3 CP	Prerequisite: MERCANTILE: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to MERCANTILE: RANK 1, except that you gain 3 “Mercantile Points” to spend at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of MERCANTILE (that is, you only get a total of 3 points’ worth of materials, rather than a cumulative sum of all your MERCANTILE skills). With this skill, you can get a single 3-point material (sanctified water ×1) or some combination of less valuable materials.</p>		

MERCANTILE: RANK 4 Cost: 3 CP	Prerequisite: MERCANTILE: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to MERCANTILE: RANK 1, except that you gain 4 “Mercantile Points” to spend at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of MERCANTILE (that is, you only get a total of 4 points’ worth of materials, rather than a cumulative sum of all your MERCANTILE skills). With this skill, you can get a single 4-point material (ritual component ×1) or some combination of less valuable materials.</p>		

BLACK MARKET: RANK 1 Cost: 3 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have made several contacts in the underworld; as a result, you can access a thriving system of trade that operates outside of legal channels, acquiring new materials regularly and with relatively little risk to yourself. At the beginning of each Twin Mask game session, you gain 1 “Black Market Point” to spend on gaining materials from the table below. You cannot save these points between different Twin Mask games—so, for instance, the only way to get Zye Blood Parasites (a 4-point item) is to have BLACK MARKET: RANK 4 and then choose to spend all 4 of your resulting points, all at once, to receive Zye Blood Parasites ×1. With this skill at Rank 1, you can only get Bone ×1. And, of course, since making contact with this kind of illicit marketplace is often against the law of the land, there may possibly be in-game consequences for characters who are known to do so.</p> <p><i>Note—in addition to this standard use of the BLACK MARKET skill, you should be on the lookout for mercantile opportunities that may come up during “mods” away from the main space of the Twin Mask game. If you mention that you have the BLACK MARKET skill during such an event, a Staff member may occasionally have the option to let you acquire extra materials.</i></p>		
1 Point: <i>Bone</i>		
2 Points: <i>Blood Ink or Demon Blood</i>		
3 Points: <i>Zye Scarab or Celestial Blood</i>		
4 Points: <i>Zye Blood Parasites, Fae Blood, Child’s Tears, or Any 2-Point Item from MINING, HUNTING, or MERCANTILE</i>		

BLACK MARKET: RANK 2 Cost: 3 CP	Prerequisite: BLACK MARKET: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to BLACK MARKET: RANK 1, except that you gain 2 “Black Market Points” to spend at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of BLACK MARKET (that is, you only get a total of 2 points’ worth of materials, rather than a cumulative sum of all your BLACK MARKET skills). With this skill, you can get either a single 2-point material (demon blood ×1) or two 1-point materials (bone ×2).</p>		

BLACK MARKET: RANK 3 Cost: 3 CP	Prerequisite: BLACK MARKET: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to BLACK MARKET: RANK 1, except that you gain 3 “Black Market Points” to spend at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of BLACK MARKET (that is, you only get a total of 3 points’ worth of materials, rather than a cumulative sum of all your BLACK MARKET skills). With this skill, you can get a single 3-point material (such as sanctified water ×1) or some combination of less valuable materials.</p>		

BLACK MARKET: RANK 4 Cost: 3 CP	Prerequisite: BLACK MARKET: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to BLACK MARKET: RANK 1, except that you gain 4 “Black Market Points” to spend at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of BLACK MARKET (that is, you only get a total of 4 points’ worth of materials, rather than a cumulative sum of all your BLACK MARKET skills). With this skill, you can get a single 4-point material (such as child’s tears ×1) or some combination of less valuable materials.</p>		

ENTREPRENEUR: RANK 1 Cost: 3 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>Whether through native intelligence or dumb luck, you have found a niche in the world of business, and you have begun to make fairly good money by supplying a needed good or service to those around you. In order to take the ENTREPRENEUR skill, you must role-play the process of starting a business or trade—you can buy and sell goods as a merchant, provide metalwork as a blacksmith, sell secrets as a freelance spy, or engage in any other trade that will provide you with money. In addition to any money that you may gain in the process of role-playing your business, you gain money at the beginning of every Twin Mask game session (to represent continuing your business outside the scope of the game). At the beginning of each game, you earn 1 silver piece. <i>(Silver pieces are the standard currency of Tear.)</i></p>		

ENTREPRENEUR: RANK 2 Cost: 3 CP	Prerequisite: ENTREPRENEUR: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to ENTREPRENEUR: RANK 1, except that you gain 2 silver pieces at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of ENTREPRENEUR (that is, you only get a total of 2 silver pieces, rather than a cumulative sum of all your ENTREPRENEUR skills).</p>		

ENTREPRENEUR: RANK 3 Cost: 3 CP	Prerequisite: ENTREPRENEUR: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to ENTREPRENEUR: RANK 1, except that you gain 3 silver pieces at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of ENTREPRENEUR (that is, you only get a total of 3 silver pieces, rather than a cumulative sum of all your ENTREPRENEUR skills).</p>		

ENTREPRENEUR: RANK 4 Cost: 3 CP	Prerequisite: ENTREPRENEUR: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to ENTREPRENEUR: RANK 1, except that you gain 4 silver pieces at the beginning of each game instead of 1. This skill supersedes all lower-ranked versions of ENTREPRENEUR (that is, you only get a total of 4 silver pieces, rather than a cumulative sum of all your ENTREPRENEUR skills).</p>		

CRAFTING—METALWORKING

BLACKSMITHING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have begun to master the art of working the forge—not in a flashy way, to make shining swords or shields or jewelry, but rather to make things that people need in their everyday lives. A blacksmith helps everyone else do their jobs better. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Blacksmith Craft Item that has a total skill level of 1 or less. More specifically, you will spend 30 minutes at the location of your Forge, then take the “Forge” Structure tag—along with any tagged materials you are expending to make your item—to Logistics, where you will turn in the materials and be given the resulting item card.</p> <p><i>Note—crafted items and magical items do not work immediately when you first get them; you must hold them for 30 minutes to let them “attune” to you. If an item has limits on how often it can be used, you must check on its “recharge” status when you are handed an item that might currently be expended.</i></p>		

BLACKSMITHING: JOURNEYMAN Cost: 6 CP	Prerequisite: BLACKSMITHING: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as a blacksmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Blacksmith Craft Item that has total skill level of 2 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Blacksmith Craft Item, up to a maximum total skill level of 2.</p>		

BLACKSMITHING: MASTER Cost: 6 CP	Prerequisite: BLACKSMITHING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as a blacksmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Blacksmith Craft Item that has total skill level of 3 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Blacksmith Craft Item, up to a maximum total skill level of 3.</p>		

BLACKSMITHING: GRANDMASTER Cost: 6 CP	Prerequisite: BLACKSMITHING: MASTER	
	Returns With: —	Call: —
<p>You have progressed to Grandmaster level as a blacksmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Blacksmith Craft Item that has total skill level of 4 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Blacksmith Craft Item, up to a maximum total skill level of 4.</p>		

CRAFTING EXPLANATION

On the table below, calculate the “total skill level” of an item by adding up the Skill Levels involved—the base item, plus all properties you add onto it. Entries marked with a “♦” are Base Items and cannot be combined with other Base Items. Entries marked with a “+” are Additional Properties and can be added to a Base Item. (And those marked with a “++” can be added *multiple* times to the same Base Item.) Unless marked otherwise, each Base Item has an active “life” of 1 year—after that amount of time, it will become useless. If a player already has a prop that they would like to use to represent a Craft Item, you can simply take that prop, work on it for the appropriate amount of time (along with spending the correct materials), and then treat it as a newly-crafted item that will last for 1 year. And, naturally enough, you can use that same prop and “rebuild” the properties of that crafted item after those properties expire.

—Blacksmith Craft Item Table—				
Craft Item Name		Skill Level	Materials	Effect
♦	Animal Traps	1	Iron×4	Whenever you use the HUNTING skill to gain materials during check-in, you gain 1 additional <i>Food (with 1-month expiration)</i> ; each Animal Traps can only be used once per game
♦	Cooking Pot	1	Copper×3, Wood (<i>Strong + Durable</i>)×1	Whenever you use a COOKING skill to make a food from the Cooking Craft Table, you produce 1 additional serving; you can only use 1 Cooking Pot per COOKING action
♦	Whetstone	1	Stone×1	Produces an tag with 5 uses; each use takes 30 seconds to apply to a weapon, granting it +1 extra damage to all attacks for 30 minutes; this effect does not stack with itself, but it does stack with other sources of extra damage (<i>remember: attacks are capped at 10 damage</i>)

◆	Smith's Hammer	2	Iron×3, Wood (<i>Strong + Durable</i>)×1	Using a BLACKSMITHING, WEAPONSMITHING, ARMORSMITHING, or SHIELDSMITHING skill takes only 15 minutes rather than 30
◆	Repair Hammer	2	Iron×3, Wood (<i>Strong + Durable</i>)×1	Using the REPAIR ARMOR or REPAIR SHIELD skill takes only 1½ minutes, and using the FIELD REPAIR skill takes only 15 seconds rather than 30 (<i>these changes do NOT apply when you are working on light armor or clothing</i>)
◆	Sharp-Pointed Pliers	2	Iron×3, Wood (<i>Strong + Durable</i>)×1	Using a LOCKSMITHING or ENCHANTING skill takes only 15 minutes rather than 30
◆	Etched Carving Knife	2	Iron×3, Wood (<i>Strong + Durable</i>)×1	Using an ARTIFICER or FLETCHING skill takes only 15 minutes rather than 30
◆	Mortar and Pestle	2	Marble×3	Using a STABLE ALCHEMY skill takes only 15 minutes rather than 30
◆	Calligraphy Set	2	Silver×1, Feathers×1, Wood (<i>Flexible</i>)×1	Using a SCROLL SCRIBING skill takes only 15 minutes rather than 30
◆	Quick-Stitch Needles	2	Iron×1, Cloth×3	Using a TAILORING skill takes only 15 minutes, using REPAIR ARMOR on clothing or light armor takes only 1½ minutes, and using FIELD REPAIR on clothing or light armor takes only 15 seconds
◆	Mason's Chisel	2	Iron×3, Wood (<i>Strong + Durable</i>)×1	As you use an ENGINEERING skill to produce something from the Engineering Craft Structure Table, you may reduce the total cost of that structure by up to "Stone×2" (<i>to a minimum of "Stone×1"</i>)
◆	Surgeon's Razor	2	Silver×1, Herb (<i>Purification</i>)×1	Using the SURGERY skill takes 30 seconds less than it normally would
◆	Surgeon's Clamps	2	Iron×1, Herb (<i>Purification</i>)×1	Allows you to use the APPLY PRESSURE and SURGERY skills at the same time
◆	Plague Mask	2	Large Hide×1, Herb (<i>Purification</i>)×1	You may call "no effect" when exposed to an airborne disease
◆	Plague Gloves	2	Soft Pelt×1, Cloth×1, Herb (<i>Purification</i>)×1	You may call "no effect" when exposed to a touch-transmitted disease
++	Lasting	1	Coal×1, Iron×1, Manganese×1	The item endures for 1 additional year (<i>these materials are used to produce steel</i>)
◆	Arsenal: Superior Equipment	1	2 Economic Influence Cards	Produces a tag that can be attached to an Ally card for Battle ; increases the Ally's BP by 1*

*See the "[Arsenals](#)" section at the end of chapter 4 for more specific rules regarding these items.

WEAPONSMITHING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —

You have begun to dedicate your time to the fine art of building weapons, learning how to work your forge in a way that will produce truly original, powerful swords and spears and axes—weapons with enough individuality that they deserve personalized names. If you expend the necessary materials, you may spend 30 minutes role-playing at a [Forge](#) to produce any Weaponsmith Craft Item that has a total skill level of 1. More specifically, you will spend 30 minutes at the location of your Forge, then take the "Forge" Structure tag—along with any tagged materials you are expending to make your weapon—to Logistics, where you will turn in the materials and be given the resulting weapon item card.

Note—crafted items and magical items do not work immediately when you first get them; you must hold them for 30 minutes to let them “attune” to you. If an item has limits on how often it can be used, you must check on its “recharge” status when you are handed an item that might currently be expended.

WEAPONSMITHING: JOURNEYMAN Cost: 6 CP	Prerequisite: WEAPONSMITHING: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as a weaponsmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Weaponsmith Craft Item that has total skill level of 2 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Weaponsmith Craft Item, up to a maximum total skill level of 2.</p>		

WEAPONSMITHING: MASTER Cost: 6 CP	Prerequisite: WEAPONSMITHING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as a weaponsmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Weaponsmith Craft Item that has total skill level of 3 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Weaponsmith Craft Item, up to a maximum total skill level of 3.</p>		

WEAPONSMITHING: GRANDMASTER Cost: 6 CP	Prerequisite: WEAPONSMITHING: MASTER	
	Returns With: —	Call: —
<p>You have progressed to Grandmaster level as a weaponsmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Weaponsmith Craft Item that has total skill level of 4 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Weaponsmith Craft Item, up to a maximum total skill level of 4.</p>		

CRAFTING EXPLANATION

On the table below, calculate the “total skill level” of an item by adding up the Skill Levels involved—the base item, plus all properties you add onto it. Entries marked with a “♦” are Base Items and cannot be combined with other Base Items. Entries marked with a “+” are Additional Properties and can be added to a Base Item. (And those marked with a “++” can be added *multiple* times to the same Base Item.) Unless marked otherwise, each Base Item has an active “life” of 1 year—after that amount of time, it will become useless. If a player already has a prop that they would like to use to represent a Craft Item, you can simply take that prop, work on it for the appropriate amount of time (along with spending the correct materials), and then treat it as a newly-crafted item that will last for 1 year. And, naturally enough, you can use that same prop and “rebuild” the properties of that crafted item after those properties expire.

—Weaponsmith Craft Item Table—			
Craft Item Name	Skill Level	Materials	Effect
◆ Basic Weapon	0	—	Produces any normal melee weapon, ready to have properties applied to it
+ Iron	0	Iron×3	When you attack, you call “iron” along with weapon damage*
+ Silver	1	Silver×3, Sanctified Water×1, Herb (<i>Purification</i>)×3	When you attack, you call “silver” along with weapon damage*
+ Gold	1	Gold×3, Sanctified Water×1, Herb (<i>Purification</i>)×3	When you attack, you call “gold” along with weapon damage*
+ Blade Casting	1	Mercury×1, Silver×1, Herb (<i>Enhancement</i>)×1	Equivalent of having the BLADE CASTING skill, but only with this weapon
++ Lasting	1	Coal×1, Iron×1, Manganese×1	The weapon endures for 1 additional year (<i>these materials are used to produce steel</i>)
+ Perfect Grip	2	Iron×3, Soft Pelt×1, Wood (<i>Durable + Flexible</i>)×1	You may call “no effect” when others try to disarm this weapon
+ Blood Iron	2	Iron×4, Sulfur×3, Fae Blood×3, Herb (<i>Enhancement</i>)×1, Herb (<i>Entropic</i>)×3, Herb (<i>Stimulant</i>)×5	When you attack, you call “life” along with weapon damage, thereby bypassing armor and damaging Health directly*
++ Elemental	2	Coal×6, Mercury×2, Sulfur×2, Spell Crystal×1, Herb (<i>Enhancement</i>)×2, Herb (<i>Entropic</i>)×3	Choose <i>Fire, Ice, Lightning, or Acid</i> at time of creation; when you attack, you call that element along with weapon damage*
++ Barbed	2	Coal×2, Iron×2, Manganese×2	When used in a STEALTH ATTACK, this weapon deals 2 extra damage (<i>remember: attacks are capped at 10 damage</i>)
++ Lethal	2	Coal×2, Iron×2, Manganese×2	This weapon adds 1 extra damage to all attacks (<i>remember: attacks are capped at 10 damage</i>)
++ Spell Storing	1–4	Mercury×1, Obsidian×1, Spell Crystal×1, Ritual Component×1, Herb (<i>Enhancement</i>)×1	At time of creation, choose a maximum spell level (from 1–4), which becomes the Skill Level; the weapon can “store” any single spell of up to that level if one is cast into it; holding the weapon, you can “cast” that spell for free at any later time, freeing the storage for another spell
++ Spell-Like Ability	1–4	Mercury×1, Sulfur×1, Obsidian×1, Soul Gem×1, Ritual Component×1, Herb (<i>Enhancement</i>)×1, Spell Scroll (of the spell to be included)×1	At time of creation, choose a specific spell (whose level, 1–4, becomes the Skill Level); holding the weapon, you can “cast” that spell once for free; the ability to cast that spell has the “Returns With: Rest” property
◆ Arsenal: Iron Weapons	1	1 Economic Influence Card	Produces a tag that can be attached to an Ally card for Battle ; increases the Ally’s BP by 2 while it is facing Fae enemies**
◆ Arsenal: Silver Weapons	1	1 Economic Influence Card	Identical to “Iron Arsenal,” but effective against Demon enemies rather than Fae**
◆ Arsenal: Gold Weapons	1	2 Economic Influence Cards	Identical to “Iron Arsenal,” but effective against Celestial enemies rather than Fae**
◆ Arsenal: Superior Weapons	1	2 Economic Influence Cards	Produces a tag that can be attached to an Ally card for Battle ; increases the Ally’s BP by 1**

*Note that, if your weapon can produce multiple damage types (like *silver* and *fire*), choose only one to call for each swing.
 **See the “[Arsenals](#)” section at the end of chapter 4 for more specific rules regarding these items.

ARMORSMITHING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have begun to learn the art of crafting beautiful and functional armor, pushing the forge to produce medium and heavy armors that will be fit for true heroes. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Armorsmith Craft Item that has a total skill level of 1. More specifically, you will spend 30 minutes at the location of your Forge, then take the “Forge” Structure tag—along with any tagged materials you are expending to make your armor—to Logistics, where you will turn in the materials and be given the resulting armor item card.</p> <p><i>Note—it is impossible to wear (and to benefit from) more than 1 “Armor” item at once. Also, crafted items and magical items do not work immediately when you first get them; you must hold them for 30 minutes to let them “attune” to you. If an item has limits on how often it can be used, you must check on its “recharge” status when you are handed an item that might currently be expended.</i></p>		

ARMORSMITHING: JOURNEYMAN Cost: 6 CP	Prerequisite: ARMORSMITHING: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as an armorsmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Armorsmith Craft Item that has total skill level of 2 or less—or you can add Additional Properties (from the table below) to enhance an existing Armorsmith Craft Item, up to a maximum total skill level of 2.</p> <p><i>Note—it is impossible to wear (and to benefit from) more than 1 “Armor” item at once.</i></p>		

ARMORSMITHING: MASTER Cost: 6 CP	Prerequisite: ARMORSMITHING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as an armorsmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Armorsmith Craft Item that has total skill level of 3 or less—or you can add Additional Properties (from the table below) to enhance an existing Armorsmith Craft Item, up to a maximum total skill level of 3.</p> <p><i>Note—it is impossible to wear (and to benefit from) more than 1 “Armor” item at once.</i></p>		

ARMORSMITHING: GRANDMASTER Cost: 6 CP	Prerequisite: ARMORSMITHING: MASTER	
	Returns With: —	Call: —
<p>You have progressed to Grandmaster level as an armorsmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Armorsmith Craft Item that has total skill level of 4 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Armorsmith Craft Item, up to a maximum total skill level of 4.</p> <p><i>Note—it is impossible to wear (and to benefit from) more than 1 “Armor” item at once.</i></p>		

<h3>CRAFTING EXPLANATION</h3> <p>On the table below, calculate the “total skill level” of an item by adding up the Skill Levels involved—the base item, plus all properties you add onto it. Entries marked with a “♦” are Base Items and cannot be combined with other Base Items. Entries marked with a “+” are Additional Properties and can be added to a Base Item. (And those marked with a “++” can be added <i>multiple</i> times to the same Base Item.) Unless marked otherwise, each Base Item has an active “life” of 1 year—after that amount of time, it will become useless. If a player already has a prop that they would like to use to represent a Craft Item, you can simply take that prop, work on it for the appropriate amount of time (along with spending the correct materials), and then treat it as a newly-crafted item that will last for 1 year. And, naturally enough, you can use that same prop and “rebuild” the properties of that crafted item after those properties expire.</p>

—Armorsmith Craft Item Table—				
Craft Item Name		Skill Level	Materials	Effect
♦	Basic Medium Armor	0	—	Produces a normal type of medium armor , with an Armor Value of 10, ready to have properties applied to it; it is impossible to wear (and benefit from) more than 1 Armor at a time
♦	Basic Heavy Armor	0	—	Produces a normal type of heavy armor , with an Armor Value of 15, ready to have properties applied to it; it is impossible to wear (and benefit from) more than 1 Armor at a time
++	Reinforced (Medium)	1	Coal×2, Iron×1, Manganese×1	May only be applied to medium armor; increases its Armor Value by 2
++	Reinforced (Heavy)	1	Coal×2, Iron×1, Manganese×1	May only be applied to heavy armor; increases its Armor Value by 3
++	Lasting	1	Coal×1, Iron×1, Manganese×1	The armor endures for 1 additional year (<i>these materials are used to produce steel</i>)
+	Fortified	2	Coal×4, Iron×2, Manganese×2	You may call “no effect” when others hit you with Stun effects delivered by weapon attacks
+	Spellcasting	2	Mercury×1, Silver×1, Herb (<i>Enhancement</i>)×1	Equivalent of having the ARMORED CASTING skill, but only in this armor

+	Life-Bonded	2	Salt×2, Bone×3, Demon Blood×4, Large Hide×1, Herb (<i>Enhancement</i>)×1, Herb (<i>Rejuvenation</i>)×1, Herb (<i>Stimulant</i>)×3, Zye Scarab×1, Zye Blood Parasites×1	The Armor Value of this armor is considered to be part of your Health Point total; healing spells will work on it, but REPAIR ARMOR and FIELD REPAIR will not
+	Glyph-Guarded	2	Salt×1, Quartz×1, Mercury×1, Ritual Component×1, Herb (<i>Enhancement</i>)×1	You may call “no effect” when others hit you with Break Limb effects
++	Spirit Protection	2	Coal×1, Mercury×2, Silver×3, Sanctified Water×1, Herb (<i>Enhancement</i>)×2, Herb (<i>Purification</i>)×1	Up to <i>three times</i> , you may call “resist” to prevent a Drain Life effect that hits you (note that such attacks are different from “life” attacks); this ability has the “Returns With: Rest” property
++	Physically Resistant	2	Coal×4, Iron×2, Manganese×2	You may call “resist” to prevent any one weapon attack that hits you; this ability has the “Returns With: Rest” property
++	Magically Resistant	2	Coal×1, Salt×1, Quartz×1, Copper×2, Manganese×1, Spell Crystal×1, Herb (<i>Enhancement</i>)×1	You may call “resist” to prevent any one non-weapon attack that hits you; this ability has the “Returns With: Rest” property
+	Mind-Shielding	3	Coal×1, Mercury×2, Gold×3, Celestial Blood×1, Herb (<i>Enhancement</i>)×1, Herb (<i>Purification</i>)×2	Up to <i>three times</i> , you may call “resist” to prevent a Dominate effect that hits you; this ability has the “Returns With: Rest” property
◆	Arsenal: Full Armor	1	3 Economic Influence Cards	Produces a tag that can be attached to an Ally card for Battle ; increases the Ally’s BP by 1; whenever the Ally takes damage, this tag is destroyed to Absorb Damage for the attached Ally*
*See the “Arsenals” section at the end of chapter 4 for more specific rules regarding these items.				

REPAIR ARMOR Cost: 3 CP	Prerequisite: ARMORSMITHING: APPRENTICE or TAILORING: APPRENTICE	
	Returns With: —	Call: —
<p>You have spent enough time working with armor or clothing to know exactly how to repair any damage it may have taken, in a fraction of the time it would take to make that armor or clothing anew. To use this skill to repair clothing or light armor, you must have access to a Work Table; to use it to repair medium armor or heavy armor, you need access to a Forge. After 3 minutes of role-playing the process of fixing armor at a Work Table or Forge, you may restore an amount of Armor Value to that armor equal to your relative rank in ARMORSMITHING or TAILORING (whichever is relevant to the armor at hand):</p> <p>ARMORSMITHING: APPRENTICE (or TAILORING: APPRENTICE) — 1 point repaired ARMORSMITHING: JOURNEYMAN (or TAILORING: JOURNEYMAN) — 2 points repaired ARMORSMITHING: MASTER (or TAILORING: MASTER) — 3 points repaired ARMORSMITHING: GRANDMASTER (or TAILORING: GRANDMASTER) — 4 points repaired</p> <p>This skill may be used any number of times per day.</p>		

FIELD REPAIR Cost: 2 CP each	Prerequisite: REPAIR ARMOR	
	Returns With: Sunrise and Sunset	Call: "Restore Armor"
<p>You have worked on armor so much that, even in a battlefield situation, you can find and repair the specific weak spots that are hindering an armor's performance. To use this skill, you must role-play the process of repairing a suit of armor (or clothing, if it has an Armor Value) for at least 30 seconds, using tools that are appropriate to the job at hand. You can do so even if somebody is still wearing that suit of armor, as long as they do not move around too much during the process. Once you have spent the necessary 30 seconds, you may call "restore armor" to restore the Armor Value of that suit of armor (or clothing) to its full, maximum total. This skill can only be used on any given suit of armor once every 30 minutes. If you take this skill multiple times, you should always keep track of how many uses of FIELD REPAIR you still have available, until sunset or sunrise arrives and restores your full complement of this skill.</p> <p><i>Note—players who consistently fail to spend 30 seconds using this skill, or who cannot role-play the process in a convincing way, will not be allowed to use this skill.</i></p>		

SHIELDSMITHING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>As an apprentice in the art of making shields, you have started a journey toward making truly memorable shields that will guard great heroes, deflecting much more dangerous things than mere swords. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Shieldsmith Craft Item that has a total skill level of 1. More specifically, you will spend 30 minutes at the location of your Forge, then take the "Forge" Structure tag—along with any tagged materials you are expending to make your shield—to Logistics, where you will turn in the materials and be given the resulting shield item card.</p> <p><i>Note—it is impossible to equip (and to benefit from) more than 1 "Shield" item at once. That is, a shield strapped to your back won't provide any benefits whatsoever; you need to be holding it in your hand. Also, crafted items and magical items do not work immediately when you first get them; you must hold them for 30 minutes to let them "attune" to you. If an item has limits on how often it can be used, you must check on its "recharge" status when you are handed an item that might currently be expended.</i></p>		

SHIELDSMITHING: JOURNEYMAN Cost: 6 CP	Prerequisite: SHIELDSMITHING: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as a shieldsmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Shieldsmith Craft Item that has total skill level of 2 or less—or you can add Additional Properties (from the table below) to enhance an existing Shieldsmith Craft Item, up to a maximum total skill level of 2.</p> <p><i>Note—it is impossible to equip (and to benefit from) more than 1 "Shield" item at once. That is, a shield strapped to your back won't provide any benefits whatsoever; you need to be holding it in your hand.</i></p>		

SHIELDSMITHING: MASTER Cost: 6 CP	Prerequisite: SHIELDSMITHING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as a shieldsmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Shieldsmith Craft Item that has total skill level of 3 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Shieldsmith Craft Item, up to a maximum total skill level of 3.</p> <p><i>Note—it is impossible to equip (and to benefit from) more than 1 “Shield” item at once. That is, a shield strapped to your back won’t provide any benefits whatsoever; you need to be holding it in your hand.</i></p>		

SHIELDSMITHING: GRANDMASTER Cost: 6 CP	Prerequisite: SHIELDSMITHING: MASTER	
	Returns With: —	Call: —
<p>You have progressed to Grandmaster level as a shieldsmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Shieldsmith Craft Item that has total skill level of 4 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Shieldsmith Craft Item, up to a maximum total skill level of 4.</p> <p><i>Note—it is impossible to equip (and to benefit from) more than 1 “Shield” item at once. That is, a shield strapped to your back won’t provide any benefits whatsoever; you need to be holding it in your hand.</i></p>		

CRAFTING EXPLANATION

On the table below, calculate the “total skill level” of an item by adding up the Skill Levels involved—the base item, plus all properties you add onto it. Entries marked with a “♦” are Base Items and cannot be combined with other Base Items. Entries marked with a “+” are Additional Properties and can be added to a Base Item. (And those marked with a “++” can be added *multiple* times to the same Base Item.) Unless marked otherwise, each Base Item has an active “life” of 1 year—after that amount of time, it will become useless. If a player already has a prop that they would like to use to represent a Craft Item, you can simply take that prop, work on it for the appropriate amount of time (along with spending the correct materials), and then treat it as a newly-crafted item that will last for 1 year. And, naturally enough, you can use that same prop and “rebuild” the properties of that crafted item after those properties expire.

—Shieldsmith Craft Item Table—				
Craft Item Name		Skill Level	Materials	Effect
♦	Basic Shield	0	—	Produces a normal shield of any size; it is impossible to equip (and benefit from) more than 1 Shield at a time
+	Perfect Grip	1	Iron×3, Soft Pelt×1, Wood (<i>Flexible + Durable</i>)×1	You may call “no effect” when others try to disarm this shield
++	Lasting	1	Coal×1, Iron×1, Manganese×1	The shield endures for 1 additional year (<i>these materials are used to produce steel</i>)
+	Spellcasting	2	Mercury×1, Silver×1, Herb (<i>Enhancement</i>)×1	Equivalent of having the SHIELD CASTING skill, but only with this shield

+	Glyph-Guarded	2	Salt×1, Quartz×1, Mercury×1, Ritual Component×1, Herb (<i>Enhancement</i>)×1	You may call “no effect” when others hit your shield with Break Shield effects
++	Elemental Blocking	2	Mercury×1, Sulfur×1, Herb (<i>Enhancement</i>)×1, Wood (<i>Dense + Durable + Strong</i>)×1	Choose <i>Fire, Ice, Lightning, or Acid</i> at time of creation; when this shield is hit by a packet-delivered attack of that element, you take 0 damage from it
++	Magically Resistant	2	Coal×1, Salt×1, Quartz×1, Copper×2, Manganese×1, Spell Crystal×1, Herb (<i>Enhancement</i>)×1	You may call “ resist ” to cancel any one packet-delivered attack that hits this shield; this ability has the “Returns With: Rest” property
+	Anchor-Weight	3	Coal×4, Iron×2, Manganese×2	When you are hit with a Massive attack, you may call “no effect” instead of taking 3 steps back (you still take the damage of the attack, if you didn’t block)
+	Mirroring	4	Silver×2, Glass×2, Sanctified Water×1, Herb (<i>Purification</i>)×3, Wood (<i>Durable + Dense + Lightweight</i>)×1	This shield reflects all gaze attacks; whenever you would be hit by a gaze-delivered attack, you may call “ resist – reflect gaze,” then call the same effect against your attacker

REPAIR SHIELD Cost: 3 CP	Prerequisite: SHIELDSMITHING: APPRENTICE	
	Returns With: —	Call: —
<p>You have spent enough time working with shields to know exactly how to repair any damage they may have taken, in a fraction of the time it would take to make that shield anew. To use this skill, you must have access to a Forge. After 3 minutes of role-playing the process of fixing a broken shield at the Forge, you may restore it to its full function. (This skill is generally used to reverse the effect of the BREAK SHIELD skill.) REPAIR SHIELD may be used any number of times per day.</p>		

LOCKSMITHING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have started to learn the fine, delicate skills necessary to work on some of the most demanding and complex tools that smiths can make: locks and keys. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Locksmith Craft Item that has a total skill level of 1. More specifically, you will spend 30 minutes at the location of your Work Table, then take the “Work Table” Structure tag—along with any tagged materials you are expending to make your lock—to Logistics, where you will turn in the materials and be given the resulting lock item card.</p> <p><i>Note—unlike most crafted or magical items, items produced with LOCKSMITHING can be used without having to “attune” to a person.</i></p>		

LOCKSMITHING: JOURNEYMAN Cost: 6 CP	Prerequisite: LOCKSMITHING: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as a locksmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Locksmith Craft Item that has total skill level of 2 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Locksmith Craft Item, up to a maximum total skill level of 2.</p>		

LOCKSMITHING: MASTER Cost: 6 CP	Prerequisite: LOCKSMITHING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as a locksmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Locksmith Craft Item that has total skill level of 3 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Locksmith Craft Item, up to a maximum total skill level of 3.</p>		

LOCKSMITHING: GRANDMASTER Cost: 6 CP	Prerequisite: LOCKSMITHING: MASTER	
	Returns With: —	Call: —
<p>You have progressed to Grandmaster level as a locksmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Locksmith Craft Item that has total skill level of 4 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Locksmith Craft Item, up to a maximum total skill level of 4.</p>		

CRAFTING EXPLANATION

On the table below, calculate the “total skill level” of an item by adding up the Skill Levels involved—the base item, plus all properties you add onto it. Entries marked with a “♦” are Base Items and cannot be combined with other Base Items. Entries marked with a “+” are Additional Properties and can be added to a Base Item. (And those marked with a “++” can be added *multiple* times to the same Base Item.) **Unlike other Craft Items, the items in this table do not expire after a limited “life.”**

—Locksmith Craft Item Table—			
Craft Item Name	Skill Level	Materials	Effect
♦ Lock	0	Coal×2, Iron×1, and Manganese×1 <i>(plus cost of Keys chosen; see below)</i>	Produces a Lock that cannot be opened without keys made specifically for it; those keys are produced as part of the action taken to make the Lock; also, when you make a Lock, note your current skill level [Apprentice to Grandmaster] in LOCKSMITHING, which determines its LOCKPICKING difficulty
♦ Shackles	0	Iron×3 <i>(plus cost of Keys chosen; see below)</i>	Produces a set of shackles that can lock together any two limbs of a subject; otherwise, same as Lock (above)

◆	Keys	0	Iron×1 <i>or</i> Silver×1 <i>or</i> Gold×1	Produces 2 keys that open the Lock they are built for, as part of the action of producing that Lock; alternatively, you can make 2 copies of a key in your possession; keys will match whatever metal was used to make them, which (for duplicates) must match the original
◆	Lockpick	0	Iron×1 <i>or</i> Silver×1 <i>or</i> Gold×1	Produces a lockpick of whatever metal you chose as its material; will work on any Lock, but may fall prey to different Trap Mechanisms (see below); used in combination with the LOCKPICKING skills
◆	Explosive Key	3	Sulfur×2, Glass×1, Spell Crystal×1, Herb (<i>Entropic</i>)×1	Produces 1 special-looking key that, when inserted into a lock, simply destroys the lock and itself
++	Complex	1	Iron×1	This property can be applied only to Locks or Shackles; this Lock or Shackles take an additional 3 minutes to pick
+	Iron Trap Mechanism	2	Iron×3, Sulfur×1, Herb (<i>Entropic</i>)×3	This property can be applied only to Locks or Shackles; when a non-iron key or a non-iron lockpick is inserted into this item, that key or lockpick is destroyed
+	Silver Trap Mechanism	2	Sulfur×1, Silver×3, Herb (<i>Entropic</i>)×3	This property can be applied only to Locks or Shackles; when a non-silver key or a non-silver lockpick is inserted into this item, that key or lockpick is destroyed
+	Gold Trap Mechanism	2	Sulfur×1, Gold×3, Herb (<i>Entropic</i>)×3	This property can be applied only to Locks or Shackles; when a non-gold key or a non-gold lockpick is inserted into this item, that key or lockpick is destroyed
+	Glyph-Guarded	2	Salt×1, Quartz×1, Mercury×1, Ritual Component×1, Herb (<i>Enhancement</i>)×1	This property can be applied only to Locks or Shackles; this item is immune to Explosive Keys, physical attacks, and all but the most powerful destructive spells

CRAFTING — ARCANE

ENCHANTING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have learned how to work with the leather, wire, gems, molten metals, and paper that are the raw materials of many ornaments and curios... but, more importantly, you have also begun to learn the best ways that strands of magic can be coaxed to flow through and around such materials in useful patterns. These are items that can be <i>worn</i>: they will produce magical benefits as long as they are visibly displayed by their bearers. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Enchanting Item that has a total skill level of 1. More specifically, you will spend 30 minutes at the location of your Work Table, then take the “Work Table” Structure tag—along with any tagged materials you are expending to make your enchanted item—to Logistics, where you will turn in the materials and be given the resulting item card.</p> <p><i>Note—crafted items and magical items do not work immediately when you first get them; you must hold them for 30 minutes to let them “attune” to you. If an item has limits on how often it can be used, you must check on its “recharge” status when you are handed an item that might currently be expended.</i></p>		

ENCHANTING: JOURNEYMAN Cost: 6 CP	Prerequisite: ENCHANTING: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as a crafter of magical items. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Enchanting Item that has total skill level of 2 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Enchanting Item, up to a maximum total skill level of 2.</p>		

ENCHANTING: MASTER Cost: 6 CP	Prerequisite: ENCHANTING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as a crafter of magical items. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Enchanting Item that has total skill level of 3 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Enchanting Item, up to a maximum total skill level of 3.</p>		

ENCHANTING: GRANDMASTER Cost: 6 CP	Prerequisite: ENCHANTING: MASTER	
	Returns With: —	Call: —
<p>You have progressed to Grandmaster level as a crafter of magical items. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Enchanting Item that has total skill level of 4 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Enchanting Item, up to a maximum total skill level of 4.</p>		

CRAFTING EXPLANATION

On the table below, calculate the “total skill level” of an item by adding up the Skill Levels involved—the base item, plus all properties you add onto it. Entries marked with a “♦” are Base Items and cannot be combined with other Base Items. Entries marked with a “+” are Additional Properties and can be added to a Base Item. (And those marked with a “++” can be added *multiple* times to the same Base Item.) Unless marked otherwise, each Base Item has an active “life” of 1 year—after that amount of time, it will become useless. If a player already has a prop that they would like to use to represent a Craft Item, you can simply take that prop, work on it for the appropriate amount of time (along with spending the correct materials), and then treat it as a newly-crafted item that will last for 1 year. And, naturally enough, you can use that same prop and “rebuild” the properties of that crafted item after those properties expire.

—Enchanting Item Table—

Craft Item Name		Skill Level	Materials	Effect
◆	Enchantment-Ready Ornament	0	—	Produces an ornament or object (such as a trinket, belt, ring, charm, necklace, earring, diadem, hat, pair of boots, etc.) that is ready to be enchanted with properties; it must be openly worn (or held) to provide its effect
◆	Secure Tome	1	Quartz×1, Soft Pelt×1, Herb (<i>Enchantment</i>)×2, Herb (<i>Spiritual</i>)×2, Wood (<i>Durable</i>)×3	Can be filled with up to 10 crafting recipes or rituals; they cannot be stolen, given away, or damaged once committed to this book, unless you choose to break it apart*
◆	Traveling Spellbook or Scroll Case	1	Quartz×1, Bone×2, Herb (<i>Enchantment</i>)×2, Herb (<i>Spiritual</i>)×2, Wood (<i>Flexible</i> + <i>Lightweight</i>)×2	Can be filled with up to 10 spell scrolls; they cannot be stolen, given away, or damaged once committed to this receptacle, unless you choose to break it apart; when a scroll is added, you are <i>immediately</i> attuned to it*
◆	Specialist's Spellbook or Scroll Case	1	Quartz×1, Bone×2, Soft Pelt×1, Herb (<i>Enchantment</i>)×2, Herb (<i>Spiritual</i>)×2, Wood (<i>Flexible</i> + <i>Lightweight</i>)×4	Can be filled with any number of spell scrolls from a single Magical Art; they cannot be stolen, given away, or damaged once committed to this receptacle, unless you choose to break it apart; when a scroll is added, you are <i>immediately</i> attuned to it*
◆	Master Spellbook or Scroll Case	2	Soul Gem×1, Bone×2, Soft Pelt×2, Cloth×2, Herb (<i>Enchantment</i>)×5, Herb (<i>Spiritual</i>)×5, Wood (<i>Flexible</i> + <i>Lightweight</i>)×5	Can be filled with any spell scrolls; they cannot be stolen, given away, or damaged once committed to this receptacle, unless you choose to break it apart; when a scroll is added, you are <i>immediately</i> attuned to it*
+	Illuminating	1	Salt×3, Quartz×1, Glass×1, Herb (<i>Purification</i>)×2, Herb (<i>Spiritual</i>)×2	The enchanted object emits light, either constantly or at your command; see the “ Light Sources ” policy for more details
+	Intuitive	1	Bone×1, Demon Blood×1, Herb (<i>Hallucination</i>)×1, Herb (<i>Purification</i>)×1, Any 1 Spell Scroll	You may read any spell scroll, even if you do not possess the relevant LORE skill... but you still cannot cast that spell if you do not have the correct MAGIC skill
++	Lasting	1	Coal×1, Iron×1, Manganese×1	The item endures for 1 additional year (<i>these materials are used to produce steel</i>)
+	Geometer	2	Coal×2, Stone×2, Marble×2, Obsidian×1, Bone×2	You may pick up and move one of your ward stones while it is actively forming a warding line , as long as you constantly keep it within your arm-span's length of another ward stone
++	Wakeful	2	Mercury×1, Spell Crystal×1, Feather×1, Ritual Component×1, Herb (<i>Stimulant</i>)×2	Up to <i>three times</i> , you may call “ resist ” to prevent a Sleep effect that hits you; this ability has the “Returns With: Rest” property
++	Flowing	2	Copper×1, Mercury×2, Spell Crystal×1, Ritual Component×1, Herb (<i>Enhancement</i>)×1, Herb (<i>Entropic</i>)×1, Herb (<i>Stimulant</i>)×3	Up to <i>three times</i> , you may call “ resist ” to prevent a Paralyze effect that hits you; this ability has the “Returns With: Rest” property
++	Magically Resistant	2	Coal×1, Salt×1, Quartz×1, Copper×2, Manganese×1, Spell Crystal×1, Herb (<i>Enhancement</i>)×1	You may call “ resist ” to prevent any one non-weapon attack that hits you; this ability has the “Returns With: Rest” property

+	Mind-Shielding	3	Mercury×2, Gold×3, Soft Pelt×1, Celestial Blood×1, Herb (Enhancement)×1, Herb (Purification)×1	Up to <i>three times</i> , you may call “resist” to prevent a Dominate effect that hits you; this ability has the “Returns With: Rest” property
+	Calm	3	Salt×1, Mercury×1, Sulfur×1, Soul Gem×1, Bone×3, Demon Blood×2, Ritual Component×1, Herb (Sedative)×5	Up to <i>three times</i> , you may call “resist” to prevent a Berserk effect that hits you; this ability has the “Returns With: Rest” property
+	Life-Anchored	4	Salt×1, Mercury×2, Sulfur×1, Silver×1, Soul Gem×1, Bone×1, Celestial Blood×3, Ritual Component×1, Herb (Rejuvenation)×1	Up to <i>three times</i> , you may call “resist” to prevent a Death effect that hits you; this ability has the “Returns With: Rest” property

*Spellbooks, scroll cases, and tomes are enchanted to be directly connected to you, so they cannot be stolen. As such, for logistical rule-enforcement reasons, they must prominently display their ENCHANTING Item tags: 1) on the inside cover of books, or 2) clearly connected to the cap of scroll cases. Additionally, they cannot contain ANY other objects or item tags, except for purely decorative drawings or writings with no mechanical significance. Tucking random money, influence, item tags, or other things into such a scroll case or book is a form of cheating, and it will be dealt with harshly. Scrolls, recipes, and rituals cannot be removed from these items once committed... however, exclusively for purposes of SCROLL SCRIBING, you can loan such a document to a scribe for as long as it takes to copy. [This exception is basically an out-of-character concession to the fact that scribes must gather scrolls and take them to Logistics to make copies. For all in-game purposes, your scroll is still bound in your book or case and cannot be stolen.] Once a document is committed to one of these items, it cannot be removed unless you destroy the magic holding together your scroll case or book (and rip up the ENCHANTING Item tag) to release all documents that it once held. (When your character dies, too, you have the option to unbind your book or case and make its contents available to others.)

SCROLL SCRIBING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>Through study and practice in the magical arts, you have begun to develop your ability to write and copy the scrolls that are necessary for all spellcasters to produce magical effects. To use this skill, you must spend 30 minutes role-playing the painstaking process of copying a magical scroll at a Laboratory. After that 30-minute period, you may expend 1 vial of blood ink to produce a copy of any 1st-level (Apprentice) spell scroll in your possession. More specifically, you will spend 30 minutes at the location of your Laboratory, then take the “Laboratory” Structure tag—along with the blood ink and the scrolls to be copied—to Logistics, where you will turn in the blood ink and be given the resulting scrolls.</p> <p><i>Note—you can still copy a scroll even if you do not have the LORE skill needed to read it.</i></p>		

SCROLL SCRIBING: JOURNEYMAN Cost: 6 CP	Prerequisite: SCROLL SCRIBING: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as a scribe of scrolls. To use this skill, you must spend 30 minutes role-playing the painstaking process of copying a magical scroll at a Laboratory. After that 30-minute period, you may expend 2 vials of blood ink to produce a copy of any 2nd-level (Journeyman) spell scroll in your possession.</p> <p><i>Note—you can still copy a scroll even if you do not have the LORE skill needed to read it.</i></p>		

SCROLL SCRIBING: MASTER Cost: 6 CP	Prerequisite: SCROLL SCRIBING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as a scribe of scrolls. To use this skill, you must spend 30 minutes role-playing the painstaking process of copying a magical scroll at a Laboratory. After that 30-minute period, you may expend 3 vials of blood ink to produce a copy of any 3rd-level (Master) spell scroll in your possession.</p> <p><i>Note—you can still copy a scroll even if you do not have the LORE skill needed to read it.</i></p>		

SCROLL SCRIBING: GRANDMASTER Cost: 6 CP	Prerequisite: SCROLL SCRIBING: MASTER	
	Returns With: —	Call: —
<p>You have progressed to Grandmaster level as a scribe of scrolls. To use this skill, you must spend 30 minutes role-playing the painstaking process of copying a magical scroll at a Laboratory. After that 30-minute period, you may expend 4 vials of blood ink to produce a copy of any 4th-level (Grandmaster) spell scroll in your possession.</p> <p><i>Note—you can still copy a scroll even if you do not have the LORE skill needed to read it.</i></p>		

ARTIFICER: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have begun to understand the complex ways in which arcane energies can twine, shift, and be magnified through the physical structures and geometric patterns of wands, orbs, books, statuettes, and other arcane implements. These are items that must be <i>held</i>: they will only produce their magical benefits if you are devoting at least one hand to wielding them. If you expend the necessary materials, you may spend 30 minutes role-playing at a Laboratory to produce any Artificer Craft Item that has a total skill level of 1. More specifically, you will spend 30 minutes at the location of your Laboratory, then take the “Laboratory” Structure tag—along with any tagged materials you are expending to make your artifact—to Logistics, where you will turn in the materials and be given the resulting item card.</p> <p><i>Note—crafted items and magical items do not work immediately when you first get them; you must hold them for 30 minutes to let them “attune” to you. If an item has limits on how often it can be used, you must check on its “recharge” status when you are handed an item that might currently be expended.</i></p>		

ARTIFICER: JOURNEYMAN Cost: 6 CP	Prerequisite: ARTIFICER: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as a worker of magically-infused artifacts. If you expend the necessary materials, you may spend 30 minutes role-playing at a Laboratory to produce any Artificer Craft Item that has total skill level of 2 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Artificer Craft Item, up to a maximum total skill level of 2.</p>		

ARTIFICER: MASTER Cost: 6 CP	Prerequisite: ARTIFICER: JOURNEYMAN	
	Returns With: —	Call: —
You have progressed to Master level as a worker of magically-infused artifacts. If you expend the necessary materials, you may spend 30 minutes role-playing at a Laboratory to produce any Artificer Craft Item that has total skill level of 3 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Artificer Craft Item, up to a maximum total skill level of 3.		

ARTIFICER: GRANDMASTER Cost: 6 CP	Prerequisite: ARTIFICER: MASTER	
	Returns With: —	Call: —
You have progressed to Grandmaster level as a worker of magically-infused artifacts. If you expend the necessary materials, you may spend 30 minutes role-playing at a Laboratory to produce any Artificer Craft Item that has total skill level of 4 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Artificer Craft Item, up to a maximum total skill level of 4.		

CRAFTING EXPLANATION

On the table below, calculate the “total skill level” of an item by adding up the Skill Levels involved—the base item, plus all properties you add onto it. Entries marked with a “♦” are Base Items and cannot be combined with other Base Items. Entries marked with a “+” are Additional Properties and can be added to a Base Item. (And those marked with a “++” can be added *multiple* times to the same Base Item.) Unless marked otherwise, each Base Item has an active “life” of 1 year—after that amount of time, it will become useless. If a player already has a prop that they would like to use to represent a Craft Item, you can simply take that prop, work on it for the appropriate amount of time (along with spending the correct materials), and then treat it as a newly-crafted item that will last for 1 year. And, naturally enough, you can use that same prop and “rebuild” the properties of that crafted item after those properties expire.

—Artificer Craft Item Table—

Craft Item Name	Skill Level	Materials	Effect
♦ Hand-Held Artifact	0	—	Produces an item that can have magical properties (below) added to it; for it to provide any benefits, at least one hand must be exclusively dedicated to holding it, and you cannot benefit from two or more at once. With the exception of staves, these artifacts cannot be used as melee weapons, ranged weapons, shields, or armor.
+ Dichotomous	1	Demon Blood×1, Celestial Blood×1, Herb (<i>Entropic</i>)×3, Herb (<i>Healing</i>)×3	While holding this artifact, you can concentrate for 3 seconds, then choose “Light” or “Darkness” to imbue your next weapon attack (within 3 seconds) with that element

++	Levitating	1	Mercury×1, Bone×1, Feathers×4, Herb (<i>Enhancement</i>)×2, Wood (<i>Lightweight</i>)×2	You may perform a “floating” variant of LEAP; it is identical to that skill, except: 1) you cannot take <i>any</i> steps away from your position until you land, 2) you may delay landing for up to 30 seconds, and 3) you must repeat the words “ <i>I’m floating</i> ” every few seconds; this ability has the “Returns With: Sunrise and Sunset” property
++	Lasting	1	Coal×1, Iron×1, Manganese×1	The artifact endures for 1 additional year (<i>these materials are used to produce steel</i>)
+	Living	2	Soul Gem×1, Bone×1, Feathers×1, Wood (<i>Dense + Durable + Strong</i>)×1, Wood (<i>Flexible + Lightweight</i>)×1	You may use CHANNELING spells as though you were in constant contact with a tree; this item must incorporate (or appear to incorporate) a living plant in its design
+	Detective	2	Quartz×2, Silver×1, Cloth×1, Zye Scarab×1, Herb (<i>Hallucination</i>)×3, Herb (<i>Spiritual</i>)×3	If you have the LORE: DIVINATION skill, you may spend 5 mana to choose one of the following skills and use it for the following 3 minutes: EXAMINE WOUNDS, DETECT POISON, DETECT DISEASE, DETECT DISGUISE, APPRAISE, or ALCHEMICAL EXAMINATION
++	Power-Focus	2	Quartz×2, Mercury×1, Sulfur×1	When you use a MAGIC skill to cast a spell that deals direct numerical damage (to HP), add 1 to that damage; this does not affect Drain Life effects (<i>remember: attacks are capped at 10 damage</i>)
++	Spell Storing	1–4	Obsidian×1, Spell Crystal×1, Ritual Component×1, Herb (<i>Enhancement</i>)×1, Wood (<i>Dense + Flexible</i>)×1	At time of creation, choose a maximum spell level (from 1–4), which becomes the Skill Level; the artifact can “store” any single spell of up to that level if one is cast into it; while holding the artifact, you can “cast” that spell without spending mana at any later time, freeing the storage for another spell
++	Spell-Like Ability	1–4	Obsidian×1, Soul Gem×1, Ritual Component×1, Herb (<i>Enhancement</i>)×1, Wood (<i>Dense + Durable</i>)×1, Spell Scroll (of the spell to be included)×1	At time of creation, choose a specific spell (whose level, 1–4, becomes the Skill Level); while holding the artifact, you can “cast” that spell once without spending mana; the ability to cast that spell has the “Returns With: Rest” property

CRAFTING—EDIBLE

COOKING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
More than merely <i>enjoying</i> food, you have begun to learn how to combine ingredients, preparation methods, and cooking times into truly flavorful dishes, unlocking the mystical properties of various herbs by both experimenting and following recipes. If you expend the necessary herbs, you may spend 3 minutes role-playing food preparation at a Kitchen to produce any Cooking Craft Food that has a total skill level of 1. More specifically, you will spend 3 minutes at the location of your Kitchen, then discard the herbs you used to produce your food; when other people <i>eat</i> that food (within 30 minutes), you explain the food’s specific effects. <i>Note—unlike most crafted items, you do not need to “attune” to food. That would be silly.</i>		

COOKING: JOURNEYMAN Cost: 6 CP	Prerequisite: COOKING: APPRENTICE	
	Returns With: —	Call: —
You have progressed to Journeyman level as a cook. If you expend the necessary herbs, you may spend 3 minutes role-playing food preparation at a Kitchen to produce any Cooking Craft Food that has a total skill level of 2.		

COOKING: MASTER Cost: 6 CP	Prerequisite: COOKING: JOURNEYMAN	
	Returns With: —	Call: —
You have progressed to Master level as a cook. If you expend the necessary herbs, you may spend 3 minutes role-playing food preparation at a Kitchen to produce any Cooking Craft Food that has a total skill level of 3.		

COOKING: GRANDMASTER Cost: 6 CP	Prerequisite: COOKING: MASTER	
	Returns With: —	Call: —
You have progressed to Grandmaster level as a cook. If you expend the necessary herbs, you may spend 3 minutes role-playing food preparation at a Kitchen to produce any Cooking Craft Food that has a total skill level of 4.		

CRAFTING EXPLANATION

On the table below, calculate the “total skill level” of an item by adding up the Skill Levels involved—the base food (with a skill level of 0), plus all properties you add onto it. The entry marked with a “♦” is the Base Food, which can be any kind of edible object. All entries marked with a “++” are Additional Properties and can be added, multiple times if desired, onto that Base Food.

Unlike other Craft Items, the foods in this table have a very short “life”—if they are not eaten within 30 minutes of being made, they lose their effectiveness. And, once the food is eaten, the resulting effects will **last for 3 hours**. (Adding the same property multiple times will not affect this duration, unless otherwise specified.)

If a player wants to use COOKING skills, they are not actually required to produce real, edible food—role-playing is technically enough. However, we encourage people who take COOKING skills to provide some real food props to help enhance the experience for everyone.

—Cooking Craft Food Table—

Craft Item Name	Skill Level	Materials	Effect
♦ Food or Drink	0	—	Produces a dish or beverage with no particular arcane effects; the number of servings is determined by your COOKING level: APPRENTICE = 1 serving, JOURNEYMAN = 2, MASTER = 3, and GRANDMASTER = 4 servings
++ Enchantment	1	Herb (<i>Enchantment</i>)×1	All of this food’s other effects last for 3 additional hours
++ Enhancement	1	Herb (<i>Enhancement</i>)×1	Your maximum Health Point total is increased by 1, and you are immediately healed by 1 HP (to keep pace with the new maximum)
++ Entropic	1	Herb (<i>Entropic</i>)×1	Your maximum Health Point total is reduced by 1; if this brings your maximum to 0 or less, you immediately die
++ Hallucination	1	Herb (<i>Hallucination</i>)×1	If mixed into alcohol, one serving of that alcohol is considered “1 drink stronger” (if a wine glass is normally “1 drink,” it would become 2 drinks’ worth of alcohol)
++ Healing	1	Herb (<i>Healing</i>)×1	Every 30 minutes, you are healed 1 HP
++ Poisonous	1	Herb (<i>Poisonous</i>)×1	Every 30 minutes, you take 1 poison damage (treat as a normal poison effect, except for duration)
++ Purification	1	Herb (<i>Purification</i>)×1	Immediately lessens the duration of all currently active COOKING-based effects by 3 hours (typically used as an antidote to ongoing, negative food effects)
++ Sedative	1	Herb (<i>Sedative</i>)×1	Adds 30 seconds to the length of your Bleedout count
++ Spiritual	1	Herb (<i>Spiritual</i>)×1	Adds 30 seconds to the length of your Death count
++ Stimulant	1	Herb (<i>Stimulant</i>)×1	Shortens your Weakness count by 30 seconds
++ Rejuvenation	1	Herb (<i>Rejuvenation</i>)×1	Every 30 minutes, you regain 1 mana

Note—all effects in this table are “bestow” effects; see [Bestowed Effects](#) in chapter 6 for more information on how they interact with other effects. Importantly, though, COOKING’s effects can compound within the same food. Eating a food that was made with 3 Healing Herbs means that you will be healed for 3 HP every 30 minutes. If you eat another serving of that same food (or a similar one), though, it will not increase the amount of HP you recover every 30 minutes, although it can “top up” the effect’s ongoing duration.

STABLE ALCHEMY: APPRENTICE Cost: 6 CP	Prerequisite: LORE: ALCHEMY	
	Returns With: —	Call: —
<p>Even without the spur of magical power, you are fascinated by the process of combining herbs, reagents, and complex liquids into powerful alchemical potions. This skill does not work like other Crafting skills: to make anything with STABLE ALCHEMY, you must have a spell scroll for a MAGIC: ALCHEMY spell (or, very rarely, a special alchemical recipe). See chapter 5’s Alchemy section for a few examples of such scrolls; each one has a “crafting” list of herb properties, and if you are advanced enough in the art of STABLE ALCHEMY, you can combine the necessary herbs to make the potion described on the scroll—with the added feature that your STABLE ALCHEMY potion will last indefinitely until it is used, and it will often contain 5 “doses.” With this skill, you can spend 30 minutes role-playing the process of mixing materials in a Laboratory (and expend the necessary ingredients) to produce the potion described on a Circle 1 (Apprentice-level) scroll. More specifically, you will spend 30 minutes at the location of your Laboratory, then take the “Laboratory” Structure tag—along with any herbs or other materials you are expending to make your potion—to Logistics, where you will turn in the herbs/materials and be given the resulting potion item card.</p> <p><i>Note—to consume a potion, characters must either drink an actual liquid you have prepared... or pantomime drinking from a prop bottle. If they pantomime, drinking the potion will take 3 seconds; if they physically drink a prepared liquid, they may finish faster than that. It is impossible to force-feed a potion to someone unless they are asleep or in bleedout. Also, unlike other crafted or magical items, you do not need to “attune” to a potion before drinking it.</i></p>		

STABLE ALCHEMY: JOURNEYMAN Cost: 6 CP	Prerequisite: STABLE ALCHEMY: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as a practitioner of STABLE ALCHEMY. (See STABLE ALCHEMY: APPRENTICE for more details.) With this skill, you can spend 30 minutes role-playing the process of mixing materials in a Laboratory (and expend the necessary ingredients) to produce the potion described on a Circle 2 (Journeyman-level) scroll. Potions produced with STABLE ALCHEMY last indefinitely until they are used and generally contain 5 “doses.”</p>		

STABLE ALCHEMY: MASTER Cost: 6 CP	Prerequisite: STABLE ALCHEMY: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as a practitioner of STABLE ALCHEMY. (See STABLE ALCHEMY: APPRENTICE for more details.) With this skill, you can spend 30 minutes role-playing the process of mixing materials in a Laboratory (and expend the necessary ingredients) to produce the potion described on a Circle 3 (Master-level) scroll. Potions produced with STABLE ALCHEMY last indefinitely until they are used and generally contain 5 “doses.”</p>		

STABLE ALCHEMY: GRANDMASTER Cost: 6 CP	Prerequisite: STABLE ALCHEMY: MASTER	
	Returns With: —	Call: —
<p>You have progressed to Grandmaster level as a practitioner of STABLE ALCHEMY. (See STABLE ALCHEMY: APPRENTICE for more details.) With this skill, you can spend 30 minutes role-playing the process of mixing materials in a Laboratory (and expend the necessary ingredients) to produce the potion described on a Circle 4 (Grandmaster-level) scroll. Potions produced with STABLE ALCHEMY last indefinitely until they are used and generally contain 5 “doses.”</p>		

CRAFTING—OTHER

TAILORING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You are beginning to develop the art of working with fabric and leather, learning how to craft durable pieces that can flow and move as their wearers’ bodies do—and can, in the case of light armor, actually provide meaningful protection in a fight. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Tailoring Craft Item that has a total skill level of 1. More specifically, you will spend 30 minutes at the location of your Craft Table, then take the “Craft Table” Structure tag—along with any tagged materials you are expending to make your clothing—to Logistics, where you will turn in the materials and be given the resulting clothing item card.</p> <p><i>Note—it is impossible to wear (and to benefit from) more than 1 “Armor” item at once. Also, crafted items and magical items do not work immediately when you first get them; you must hold them for 30 minutes to let them “attune” to you. If an item has limits on how often it can be used, you must check on its “recharge” status when you are handed an item that might currently be expended.</i></p>		

TAILORING: JOURNEYMAN Cost: 6 CP	Prerequisite: TAILORING: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as a tailor. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Tailoring Craft Item that has total skill level of 2 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Tailoring Craft Item, up to a maximum total skill level of 2.</p> <p><i>Note—it is impossible to wear (and to benefit from) more than 1 “Armor” item at once.</i></p>		

TAILORING: MASTER Cost: 6 CP	Prerequisite: TAILORING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as a tailor. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Tailoring Craft Item that has total skill level of 3 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Tailoring Craft Item, up to a maximum total skill level of 3.</p> <p><i>Note—it is impossible to wear (and to benefit from) more than 1 “Armor” item at once.</i></p>		

TAILORING: GRANDMASTER	Prerequisite: TAILORING: MASTER	
Cost: 6 CP	Returns With: —	Call: —
<p>You have progressed to Grandmaster level as a tailor. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Tailoring Craft Item that has total skill level of 4 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Tailoring Craft Item, up to a maximum total skill level of 4.</p> <p><i>Note—it is impossible to wear (and to benefit from) more than 1 “Armor” item at once.</i></p>		

CRAFTING EXPLANATION

On the table below, calculate the “total skill level” of an item by adding up the Skill Levels involved—the base item, plus all properties you add onto it. Entries marked with a “♦” are Base Items and cannot be combined with other Base Items. Entries marked with a “+” are Additional Properties and can be added to a Base Item. (And those marked with a “++” can be added *multiple* times to the same Base Item.) Unless marked otherwise, each Base Item has an active “life” of 1 year—after that amount of time, it will become useless. If a player already has a prop that they would like to use to represent a Craft Item, you can simply take that prop, work on it for the appropriate amount of time (along with spending the correct materials), and then treat it as a newly-crafted item that will last for 1 year. And, naturally enough, you can use that same prop and “rebuild” the properties of that crafted item after those properties expire.

—Tailoring Craft Item Table—

Craft Item Name	Skill Level	Materials	Effect
♦ Basic Clothing	0	—	Produces any normal type of clothing, with an Armor Value of 0; it is impossible to wear (and benefit from) more than 1 Armor at a time
♦ Basic Light Armor	0	—	Produces any normal type of light armor , with an Armor Value of 5; it is impossible to wear (and benefit from) more than 1 Armor at a time
++ Reinforced	1	Large Hide×1, Cloth×1	Increases the Armor Value of the clothing or armor by 1
++ Lasting	1	Coal×1, Iron×1, Manganese×1	The gear endures for 1 additional year (<i>these materials are used to produce steel</i>)
+ Disguise	2	Soft Pelt×2, Cloth×2	While wearing this clothing or armor, you are considered to have the DISGUISE skill (see the description of that skill; you will still have to wear a convincing costume for this to do anything)
+ Fortified	2	Honey×4, Large Hide×2	You may call “no effect” when others hit you with Stun effects delivered by weapon attacks
+ Spellcasting	2	Mercury×1, Silver×1, Herb (<i>Enhancement</i>)×1	May only be applied to light armor; equivalent of having the ARMORED CASTING skill, but only in this armor

++	Spirit Protection	2	Mercury×1, Silver×3, Soft Pelt×1, Sanctified Water×1, Herb (<i>Enhancement</i>)×1, Herb (<i>Purification</i>)×3	Up to <i>three times</i> , you may call “ resist ” to prevent a Drain Life effect that hits you (note that such attacks are different from “life” attacks); this ability has the “Returns With: Rest” property
+	Self-Repairing	2	Bone×3, Demon Blood×4, Troll Hide×3, Zye Blood Parasites×1, Herb (<i>Healing</i>)×2, Herb (<i>Rejuvenation</i>)×2, Herb (<i>Stimulant</i>)×2	Whenever you Rest (spend 30 minutes with no combat or strenuous activity), this clothing or armor is automatically restored to its full Armor Value
+	Glyph-Guarded	2	Salt×1, Quartz×1, Mercury×1, Ritual Component×1, Herb (<i>Enhancement</i>)×1	You may call “no effect” when others hit you with Break Limb effects
++	Physically Resistant	2	Honey×4, Large Hide×2	You may call “ resist ” to prevent any one weapon attack that hits you; this ability has the “Returns With: Rest” property
++	Magically Resistant	2	Coal×1, Salt×1, Quartz×1, Copper×2, Manganese×1, Spell Crystal×1, Herb (<i>Enhancement</i>)×1	You may call “ resist ” to prevent any one non-weapon attack that hits you; this ability has the “Returns With: Rest” property

FLETCHING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have not only learned how to make true-flying arrows—you have also learned how to infuse powerful magical charms into the quivers that hold those arrows, granting certain powers to any arrows that are drawn from them. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Fletching Craft Item that has a total skill level of 1. More specifically, you will spend 30 minutes at the location of your Work Table, then take the “Work Table” Structure tag—along with any tagged materials you are expending to make your arrows—to Logistics, where you will turn in the materials and be given the resulting “quiver” item card.</p> <p><i>Note—crafted items and magical items do not work immediately when you first get them; you must hold them for 30 minutes to let them “attune” to you. If an item has limits on how often it can be used, you must check on its “recharge” status when you are handed an item that might currently be expended.</i></p>		

FLETCHING: JOURNEYMAN Cost: 6 CP	Prerequisite: FLETCHING: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as a fletcher (crafter of arrows). If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Fletching Craft Item that has total skill level of 2 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Fletching Craft Item, up to a maximum total skill level of 2.</p>		

FLETCHING: MASTER Cost: 6 CP	Prerequisite: FLETCHING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as a fletcher (crafter of arrows). If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Fletching Craft Item that has total skill level of 3 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Fletching Craft Item, up to a maximum total skill level of 3.</p>		

FLETCHING: GRANDMASTER Cost: 6 CP	Prerequisite: FLETCHING: MASTER	
	Returns With: —	Call: —
<p>You have progressed to Grandmaster level as a fletcher (crafter of arrows). If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Fletching Craft Item that has total skill level of 4 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Fletching Craft Item, up to a maximum total skill level of 4.</p>		

CRAFTING EXPLANATION

On the table below, calculate the “total skill level” of an item by adding up the Skill Levels involved—the base item, plus all properties you add onto it. Entries marked with a “♦” are Base Items and cannot be combined with other Base Items. Entries marked with a “+” are Additional Properties and can be added to a Base Item. (And those marked with a “++” can be added *multiple* times to the same Base Item.) Unless marked otherwise, each Base Item has an active “life” of 1 year—after that amount of time, it will become useless. If a player already has a prop that they would like to use to represent a Craft Item, you can simply take that prop, work on it for the appropriate amount of time (along with spending the correct materials), and then treat it as a newly-crafted item that will last for 1 year. And, naturally enough, you can use that same prop and “rebuild” the properties of that crafted item after those properties expire.

—Fletching Craft Item Table—

Craft Item Name	Skill Level	Materials	Effect
♦ Basic Quiver of Arrows	0	—	Produces a normal quiver of arrows with no special properties; if properties are added, though, all arrows drawn from this quiver gain those properties
+ Iron	0	Iron×1, Feathers×1, Wood (<i>Lightweight</i>)×1	When you attack, you call “iron” along with arrow damage*
+ Silver	1	Silver×1, Feathers×1, Sanctified Water×1, Herb (<i>Purification</i>)×3, Wood (<i>Lightweight</i>)×1	When you attack, you call “silver” along with arrow damage*
+ Gold	1	Gold×1, Feathers×1, Sanctified Water×1, Herb (<i>Purification</i>)×3, Wood (<i>Lightweight</i>)×1	When you attack, you call “gold” along with arrow damage*

++	Lasting	1	Coal×1, Iron×1, Manganese×1	The quiver endures for 1 additional year <i>(these materials are used to produce steel)</i>
+	Blood Iron	2	Iron×2, Sulfur×1, Feathers×1, Fae Blood×3, Herb (<i>Enhancement</i>)×1, Herb (<i>Entropic</i>)×3, Herb (<i>Stimulant</i>)×5, Wood (<i>Lightweight</i>)×1	When you attack, you call “life” along with arrow damage, thereby bypassing armor and damaging Health directly*
+	Elemental	2	Coal×2, Mercury×2, Sulfur×2, Spell Crystal×1, Feathers×1, Herb (<i>Enhancement</i>)×2	Choose <i>Fire, Ice, Lightning, or Acid</i> at time of creation; when you attack, you call that element along with arrow damage*
++	Lethal	2	Coal×2, Iron×2, Manganese×2	Arrows add 1 extra damage to all attacks <i>(remember: attacks are capped at 10 damage)</i>
++	Spell Storing	1–4	Mercury×1, Obsidian×1, Spell Crystal×1, Ritual Component×1, Herb (<i>Enhancement</i>)×1	At time of creation, choose a maximum spell level (from 1–4), which becomes the Skill Level; the quiver can “store” any single spell of up to that level if one is cast into it; you can “cast” that spell for free at any later time as you fire an arrow, freeing the storage for another spell
++	Spell-Like Ability	1-4	Mercury×1, Sulfur×1, Obsidian×1, Soul Gem×1, Ritual Component×1, Herb (<i>Enhancement</i>)×1, Spell Scroll (of the spell to be included)×1	At time of creation, choose a specific spell (whose level, 1–4, becomes the Skill Level); you can “cast” that spell for free once as you fire an arrow; the ability to cast that spell has the “Returns With: Rest” property

*Note: if your weapon can produce multiple damage types (like *iron* and *ice*), choose only 1 to call for each attack.

ENGINEERING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have begun to master the most literally “foundational” of all the crafting skills: the ability to plan and then actually perform the work needed to construct large-scale structures. Without your talents, your town would not be able to get very much done. If you expend the necessary materials, you may spend 30 minutes role-playing in an area of town to produce any Engineering Craft Structure from the table below. That structure will remain usable for 1 year before it must be refurbished (that is, essentially rebuilt). More specifically, you will spend 30 minutes at the appropriate location, then take any tagged materials needed to build the structure to Logistics, where you will be given the resulting, blue “Structure” card.</p> <p><i>Note: When you first build any structure other than a ship, choose an unoccupied location for it on the Twin Mask campsite. You must provide some kind of physical representation of that structure. At the beginning of every subsequent game, you must choose a place for that structure to occupy, on a “first-come-first-served” basis. Once placed, your structure cannot be moved for the duration of the game. Structures cannot be stolen. Also, unlike other crafted items, you do not need to “attune” to structures before using them.</i></p>		

ENGINEERING: JOURNEYMAN Cost: 6 CP	Prerequisite: ENGINEERING: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as an engineer. If you expend the necessary materials, you may spend 30 minutes role-playing in an area of town to produce any Engineering Craft Structure from the table below. That structure will remain usable for 2 years before it must be refurbished (that is, essentially rebuilt). For more details about structures, see the note on the ENGINEERING: APPRENTICE skill.</p>		

ENGINEERING: MASTER Cost: 6 CP	Prerequisite: ENGINEERING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as an engineer. If you expend the necessary materials, you may spend 30 minutes role-playing in an area of town to produce any Engineering Craft Structure from the table below. That structure will remain usable for 3 years before it must be refurbished (that is, essentially rebuilt). For more details about structures, see the note on the ENGINEERING: APPRENTICE skill.</p>		

ENGINEERING: GRANDMASTER Cost: 6 CP	Prerequisite: ENGINEERING: MASTER	
	Returns With: —	Call: —
<p>You have progressed to Grandmaster level as an engineer. If you expend the necessary materials, you may spend 30 minutes role-playing in an area of town to produce any Engineering Craft Structure from the table below. That structure will remain usable for 4 years before it must be refurbished (that is, essentially rebuilt). For more details about structures, see the note on the ENGINEERING: APPRENTICE skill.</p>		

—Engineering Craft Structure Table—		
Craft Structure Name	Materials	Effect
◆ Forge	Coal×20, Stone×10, Iron×10	Necessary for the use of BLACKSMITHING, WEAPONSMITHING, ARMORSMITHING, and SHIELDSMITHING skills
+ Enhanced Furnace	Forge×1, Coal×1, Stone×1, Iron×2, Wood (<i>Strong + Durable</i>)×1	Serves as a Forge and must be built atop that foundation; also, whenever you use a BLACKSMITHING skill to make a new item, you may pay the discounted price of “Coal×1” for up to one copy of the “Lasting” property
◆ Kitchen	Coal×10, Salt×10, Stone×10, Iron×4, Marble×2, Herb (Purification)×5, Wood (<i>Dense + Durable</i>)×10	Necessary for the use of COOKING skills
◆ Shrine	Stone×4, Sanctified Water×1, Herb (<i>Purification</i>)×3	Necessary for the use of PRIESTHOOD and RITE MASTERY skills; see the Divine Magic section of chapter 5 for more details

◆	Work Table	Iron×8, Large Hide×3, Wood (<i>Dense + Durable</i>)×10	Necessary for the use of LOCKSMITHING, ENCHANTING, TAILORING, and FLETCHING skills
◆	Laboratory	Coal×4, Salt×2, Copper×2, Marble×1, Mercury×3, Sulfur×6, Spell Crystal×1, Herb (<i>Poisonous</i>)×3, Herb (<i>Purification</i>)×3	Necessary for the use of ARTIFICER, SCROLL SCRIBING, and STABLE ALCHEMY skills
◆	Alchemical Distillery	Quartz×2, Copper×1, Marble×2, Glass×5, Herb (<i>Enchantment</i>)×2, Herb (<i>Enhancement</i>)×2, Herb (<i>Entropic</i>)×2, Herb (<i>Hallucination</i>)×2, Herb (<i>Healing</i>)×2, Herb (<i>Poisonous</i>)×2, Herb (<i>Purification</i>)×2, Herb (<i>Sedative</i>)×2, Herb (<i>Spiritual</i>)×2, Herb (<i>Stimulant</i>)×2, Herb (<i>Rejuvenation</i>)×2, Wood (<i>Flexible</i>)×5	Whenever you use a STABLE ALCHEMY skill, you may also instantly make 2 additional potions based on ANY recipes you have access to (you must still expend all necessary materials for those additional potions)
◆	Library	Iron×2, Feathers×3, Wood (<i>Durable</i>)×20	When used with the RESEARCH skill, serves as a “Research Object” for all possible fields of study
◆	Printing Press	Iron×5, Wood (<i>Durable</i>)×20	Whenever you use a SCROLL SCRIBING skill, you may also instantly make 2 copies of ANY scrolls in your possession (you must still expend Blood Ink for those scrolls)
◆	Jail	Stone×20, Iron×10	Allows for the detainment of captured NPCs; can hold up to 10
+	Dungeon	Jail×1, Stone×20, Iron×10, Herb (<i>Healing</i>)×5, Herb (<i>Poisonous</i>)×5	Must be built atop the foundation of a Jail, and acts as a Jail for up to 100 people; captured NPCs may not use ESCAPE or LOCKPICKING skills; you may employ double your normal uses of TORTURE on captured NPCs
◆	Hideout	Iron×4, Wood (<i>Durable</i>)×15	The 5 first people who enter this building every day gain the automatic use of the MASK TRACKS skill for the day
◆	Tavern	Stone×15, Food (any variety)×10, Glass×2, Wood (any variety)×15	After every 30 minutes of rest (no combat or strenuous activity) inside this building, you regain 1 mana
◆	Healer’s Tent	Large Hide×5, Cloth×3, Herb (<i>Healing</i>)×10, Herb (<i>Purification</i>)×5, Herb (<i>Rejuvenation</i>)×3, Herb (<i>Sedative</i>)×3, Herb (<i>Stimulant</i>)×5	After 30 minutes of rest (no combat or strenuous activity) inside this building, you are healed to full health; this effect only changes HP, not broken or missing limbs
◆	Wooden Fortified Building	Iron×4, Glass×1, Wood (<i>Durable</i>)×15	Those inside this building cannot be affected by any effects delivered “by voice” (even if, out of character, those effects are heard)
+	Stone Fortified Building	Wooden Fortified Building×1, Stone×15, Iron×6	Must be built to enhance a Wooden Fortified Building; prevents “by voice” calls for those inside, just like a Wooden Building; additionally, cannot be burned down
◆	Ballista	Iron×4, Wood (<i>Dense + Durable + Strong</i>)×7, Wood (<i>Flexible + Strong</i>)×2	Enormous, mostly-stationary bow that can fire once every 30 seconds, calling “10 massive” for damage; it can be moved by 3 people (or only 2, if one of them has Strength), but takes 3 minutes of work to set up in a new location

◆	Ship	Workers×10, Iron×2, Cloth×6, Wood (<i>Durable</i>)×10	Allows you and your chosen guests to travel by sea to any ocean-accessible location; you are immune to any use of the TRACKING skill while traveling this way; the Workers “spent” during construction become the ship’s crew
+	Warship	Ship×1, Iron×6, Manganese×2, Cloth×4, Wood (<i>Strong</i>)×4	Must be built to enhance a basic Ship, adding new functions; superior in naval combat, providing 3 BP (see the Battle section for details)
+	Cargo Ship	Ship×1, Iron×3, Cloth×4, Wood (<i>Dense</i>)×4, Wood (<i>Strong</i>)×4	Must be built to enhance a basic Ship, adding new functions; use at check-in to gain 2 Points worth of goods from the MERCANTILE skill table; each Cargo Ship can only be used once per game
+	Fishing Ship	Ship×1, Iron×2, Cloth×4, Wood (<i>Dense</i>)×5, Wood (<i>Strong</i>)×5	Must be built to enhance a basic Ship, adding new functions; use at check-in to gain 3 “Fish” food item tags with 1-month expiration; each Fishing Ship can only be used once per game
+	Smuggler’s Skiff	Ship×1, Iron×2, Manganese×2, Cloth×8, Wood (<i>Lightweight</i>)×4	Must be built to enhance a basic Ship, adding new functions; in addition to normal passengers, can sneak up to 10 people (or equivalent goods) past a blockade, guard checkpoint, or similar obstacle
+	Luxury Ship	Ship×1, Silver×4, Gold×3, Cloth×3, Glass×3, Wood (<i>Flexible</i>)×7	Must be built to enhance a basic Ship, adding new opulence... this ship looks <i>very</i> pretty

RESTRICTED HUMAN SKILLS

Note that these skills do not require training... as long as you spend 30 minutes during game, roleplaying the process of teaching them to yourself.

STIPEND: (Rank 1–4) Cost: 2 CP each	Prerequisite: Must be Human, plus NOBILITY or MILITARY EXPERIENCE	
	Returns With: —	Call: —
<p>As a human with ties to one of Adelfrune’s major cultures or military organizations, you are connected to wealthy people who have an interest in supporting you—as long as you stay on favorable terms with those people or organizations, you can draw a basic income from that connection. Every time you take this skill, you increase your rank by 1, up to a maximum of Rank 4. Then, at the beginning of each Twin Mask game, you earn 1 silver piece for each rank of STIPEND you have. (<i>Silver pieces are the standard currency of Tear.</i>)</p> <p><i>Note—the prerequisites for this skill are both Background Features, so you should plan ahead if you intend to take STIPEND.</i></p>		

UNBURDENED Cost: 3 CP	Prerequisite: Must be Human	
	Returns With: —	Call: —
<p>As a human, you have a shorter memory than people of longer-lived races do, and you place greater emphasis on pushing to achieve what you can in the short term. This means that, as a Returned, your spirit is less weighed down by death and by your misdeeds—you find it easy to forgive yourself and to justify your actions. Taking this skill reduces your character’s “taint score” by 1. (See the TAINTED background flaw for more details on taint as a game mechanic.)</p> <p><i>Note—this skill can only ever be taken once.</i></p>		

GOOD ENOUGH Cost: 4 CP	Prerequisite: Must be Human	
	Returns With: —	Call: —
<p>As a human, your sense of time is much narrower than that of other races, and you are therefore much more willing to put up with things that are merely “good enough” rather than perfect. If you have this skill, you may subtract 5 minutes (to a minimum of 10 minutes) from the time required to use any of the following skills: BLACKSMITHING, WEAPONSMITHING, ARMORSMITHING, SHIELDSMITHING, LOCKSMITHING, ENCHANTING, SCROLL SCRIBING, ARTIFICER, STABLE ALCHEMY, TAILORING, FLETCHING, or ENGINEERING. (That is, all crafting skills except for COOKING.)</p>		

PILLAR OF THE COMMUNITY Cost: 2 CP	Prerequisite: Must be Human	
	Returns With: —	Call: —
<p>As a human, you have inherited a social drive that pushes you to think of culture as something that must be actively built and maintained rather than merely inherited or taken for granted. In order to use this skill, you must have a recognized, official position in the government or maintenance of Solace. The list of such positions is: Governor, Lieutenant Governor, Ambassador, Magistrate, Sheriff, Seneschal, Steward, Executioner, Herald, Town Cryer, and member of the Guard (including both Guard Captain and rank-and-file guards). At the beginning of each Twin Mask game, if you occupy such a position, you earn either 1 Academic Influence, 1 Economic Influence, 1 Political Influence, 1 Underworld Influence, or 1 Military Influence.</p> <p><i>Note—positions of authority in independent guilds or organizations do not qualify as a sufficient for the use of this skill.</i></p>		

[RESTRICTED EFFENDAL SKILLS](#)

Note that these skills do not require training... as long as you spend 30 minutes during game, roleplaying the process of teaching them to yourself.

EFFENDAL SENSES Cost: 2 CP	Prerequisite: Must be Effendal	
	Returns With: —	Call: “Effendal Senses”
<p>As an Effendal, your sight, hearing, touch, taste, and smell are much keener than a human’s, particularly when you are focusing intently on the natural world. Along with the opportunity for some entertaining role-playing, this skill enhances your ability to follow creatures and people</p>		

using the **TRACKING** skill; when you use that skill, you may also call “Effendal senses” to the Twin Mask Staff member who is attending your efforts, and you will receive more information than you otherwise would. You can track with no light source, you can tell the relative weights of anyone you are tracking, you can determine their speed with more accuracy, and so on. **EFFENDAL SENSES** also reduces the time needed to utilize the **DETECT DISGUISE** skill.

*Note—in addition to this standard use of the **EFFENDAL SENSES** skill, you should be on the lookout for situations that may come up during “mods” away from the main space of the Twin Mask game. If you mention that you have the **EFFENDAL SENSES** skill during such an event, a Staff member may occasionally have the option to give you additional information based on your perceptions.*

EFFENDAL AGILITY Cost: 2 CP	Prerequisite: Must be Effendal	
	Returns With: —	Call: —
As an Effendal, you are light on your feet and can perform acrobatic maneuvers that would be impossible for people of any other race. Along with the opportunity for some entertaining role-playing, this skill enhances your use of the LEAP skill. Whenever you use LEAP , you may take 4 total steps to represent the distance of your jump, rather than just 3.		
<i>Note—in addition to this standard use of the EFFENDAL AGILITY skill, you should be on the lookout for opportunities that may come up during “mods” away from the main space of the Twin Mask game. If you run into a situation that might call for impressive agility, you should mention that you have the EFFENDAL AGILITY skill to the attending Staff member, and they will sometimes be able to give you additional options based on that fact.</i>		

PATIENCE Cost: 4 CP	Prerequisite: Must be Effendal	
	Returns With: —	Call: —
As an Effendal, you have extra time in which to focus on any crafts that you decide to learn. With this skill, you may choose to double the amount of time required to use any of the following skills: BLACKSMITHING , WEAPONSMITHING , ARMORSMITHING , SHIELDSMITHING , LOCKSMITHING , ENCHANTING , SCROLL SCRIBING , ARTIFICER , COOKING , STABLE ALCHEMY , TAILORING , FLETCHING , or ENGINEERING . (That is, all crafting skills.) If you do, then you may use the appropriate skill as though you were 1 level more accomplished than you actually are, up to an effective level of Grandmaster. You must be of at least Apprentice level in a crafting skill in order to use PATIENCE to enhance that skill, and PATIENCE has no effect if you are already of Grandmaster level in the chosen skill.		
<i>Note—when this skill is combined with BLACKSMITHING items (or any effects that reduce the time required to use various crafting skills), the crafting time is first doubled by PATIENCE, then reduced by the amount that the time-reduction effect would normally save. (Often, this means that crafting will take 45 minutes, as the 30-minute base time is doubled to 1 hour, then reduced by 15 minutes.)</i>		

WEAPON MASTER Cost: 6 CP	Prerequisite: Must be Effendal	
	Returns With: —	Call: —
<p>As an Effendal, you have spent some of your long life practicing the ability to wield various weapons, with the result that your breadth of proficiency is well beyond what most humans ever achieve. This skill gives you the ability to use any weapon, although it does not grant any skill in two-weapon fighting. (That is, WEAPON MASTER is the equivalent of the following skills: SHORT WEAPONS, ONE-HANDED WEAPONS, TWO-HANDED WEAPONS, OVERSIZED WEAPON USE, THROWN WEAPONS, and BOW AND ARROW.)</p>		

RESTRICTED FAE-BLOODED SKILLS

Note that these skills do not require training... as long as you spend 30 minutes during game, roleplaying the process of teaching them to yourself.

SLIPPERY Cost: 4 CP	Prerequisite: Must be Fae-Blooded, ESCAPE	
	Returns With: —	Call: “Escape”
<p>As a descendant of the Fae, you have inherited a facility for being elusive, such that it is near-impossible to capture or bind you. Whenever you use this skill, you call “escape” and instantly pull yourself free from any bonds or snares that were trapping your character (including Bind effects caused by, for instance, The Binding Spell). This lets you “Escape” from any character’s grip, even if they are using the Strength ability to hold you. You may use SLIPPERY as often as you wish.</p>		

MAGIC-RESISTANT Cost: 5 CP each	Prerequisite: Must be Fae-Blooded	
	Returns With: Rest	Call: “Resist”
<p>As a descendant of the Fae, you have a natural affinity for the flow of magic in the world around you; by “leaning in” to that flow, you can cause any magical effect to slip past you with no effect. When you would be affected by any non-weapon attack, you may instead use this skill and call “resist” to avoid suffering any effects from that attack. If you take this skill multiple times, you should always keep track of how many uses of MAGIC-RESISTANT you still have available, until your character gets a chance to rest and regain their full complement of skills.</p> <p><i>Note—remember that effects with the “Greater” modifier cannot be prevented in this way.</i></p>		

ATTRACTIVE GESTURE Cost: 3 CP each	Prerequisite: Must be Fae-Blooded	
	Returns With: Rest	Call: “By My Gesture, Attract”
<p>As a descendant of the Fae, you have inherited the ability to influence the minds and bodies of those around you by pulling on the strands of reality. When you use this skill, you make a “come hither” gesture at someone and call “by my gesture, attract,” which forces them to take 3 steps toward you. If you take this skill multiple times, you should always keep track of how many uses of ATTRACTIVE GESTURE you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		

REPELLENT GESTURE Cost: 3 CP each	Prerequisite: Must be Fae-Blooded	
	Returns With: Rest	Call: "By My Gesture, Repel"
<p>As a descendant of the Fae, you have inherited the ability to influence the minds and bodies of those around you by pushing on the strands of reality. When you use this skill, you make a dismissive gesture at someone and call "by my gesture, repel," which forces them to take 3 steps directly away from you. If you take this skill multiple times, you should always keep track of how many uses of REPELLENT GESTURE you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		

DOMINATING GESTURE Cost: 10 CP each	Prerequisite: Must be Fae-Blooded	
	Returns With: Rest	Call: "By My Gesture, Lesser Dominate"
<p>As a descendant of the Fae, you have inherited the ability to influence the minds and bodies of those around you by manipulating the strands of reality. When you use this skill, you point at someone and call "by my gesture, lesser dominate," which means that the affected creature or person must do your bidding for 3 minutes. Keep in mind that, since this is a "Lesser" effect, it will not work on any Returned or other "major" characters. If you take this skill multiple times, you should always keep track of how many uses of DOMINATING GESTURE you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		

RESTRICTED CELESTIAL-BLOODED SKILLS

Note that these skills do not require training... as long as you spend 30 minutes during game, roleplaying the process of teaching them to yourself. Also, remember that Celestial-blooded characters have access to the [Supernatural Strength](#) skill.

RALLYING CRY Cost: 3 CP each	Prerequisite: Must be Celestial-Blooded	
	Returns With: Rest	Call: "By My Voice, Remove Weakness"
<p>As a person with Celestial blood, you have inherited the ability to channel positive emotions through your voice, inspiring and invigorating those around you. When you use this skill, you call "by my voice, remove weakness," thereby producing a Remove Weakness effect on everyone within earshot. If you take this skill multiple times, you should always mentally keep track of how many uses of RALLYING CRY you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		

HEALING TOUCH Cost: 6 CP each	Prerequisite: Must be Celestial-Blooded	
	Returns With: Rest	Call: "Heal 10"
<p>As a person with Celestial blood, you have inherited the ability to channel positive energy through your hands, closing even the most grievous wounds with your touch. You may touch a person or creature and call "heal 10" once. If you take this skill multiple times, you should always mentally keep track of how many uses of HEALING TOUCH you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		

RESURRECTION Cost: 10 CP each	Prerequisite: Must be Celestial-Blooded	
	Returns With: Rest	Call: "Life"
<p>As a person with Celestial blood, you have inherited the ability to reach after a person's departing spirit and use a powerful burst of energy to pull them back into the world. To use this skill, you must touch a dead body, roleplay a moment of painful exertion, and call "life," which returns your subject to their full Health Point total (although they must still endure a 3-minute Weakness count because of the shock of resurrection). Using this skill reduces your maximum Health Point total by 1 for the next 3 days; this reduction in maximum HP total cannot be healed through any normal means, and if you reduce your maximum HP total to 0 in this way, you immediately die. If you take this skill multiple times, you should always mentally keep track of how many uses of RESURRECTION you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		

RISE TOWARD THE LIGHT Cost: 5 CP each	Prerequisite: Must be Celestial-Blooded	
	Returns With: Sunrise and Sunset	Call: "Bestow Light"
<p>As a person with Celestial blood, you can feel (even if only slightly) the call of the Golden Realms, where the stern Celestials connected to your heritage sing in constant radiance. With this skill, you can focus on that connection and temporarily let the light of those Realms flow through you, enabling you to smite your enemies with furious righteousness. To use this skill, you must first meditate (or speak in a trance-like, focused way) on the subject of Celestial light and justice for 30 seconds. Then, you may call "bestow light" on yourself... which begins a 3-minute period during which all of your weapon attacks will do a base amount of 3 damage. Additionally, all weapon attacks you make will be infused with the "light" element, enabling you to call "3 light" for each such attack. During this period, you should role-play a feeling of glorious ascendancy. If you take this skill multiple times, you should always keep track of how many uses of RISE TOWARD THE LIGHT you still have available, until sunrise or sunset refreshes your ability to use this skill.</p>		

RESTRICTED DEMON-BLOODED SKILLS

Note that these skills do not require training... as long as you spend 30 minutes during game, roleplaying the process of teaching them to yourself. Also, remember that Demon-blooded characters have access to the [Supernatural Strength](#) skill.

DRAINING TOUCH Cost: 5 CP	Prerequisite: Must be Demon-Blooded	
	Returns With: —	Call: “Drain Life 1”
<p>As a person with Demon blood, you have inherited an affinity for draining the energy of those around you in subtle but persistent ways. To use this skill, you must touch a person or creature, concentrate for 1 full second, and call “drain life 1.” Unless this effect is negated, they lose 1 Health Point (regardless of armor) and you regain 1 Health Point. You can use this skill as often as you wish, and you can actually use it while you are in bleedout or suffering from a Weakness effect. This is an exception to the normal rule that you cannot use any skills while in bleedout or suffering from Weakness.</p>		

ABHORRENT SIGN Cost: 4 CP each	Prerequisite: Must be Demon-Blooded	
	Returns With: Rest	Call: “By My Gesture, Stun by Pain”
<p>As a person with Demon blood, you have inherited the ability to trace a hellish sigil in the air between you and an opponent, thereby rending their spirit and causing immense pain. To use this skill, you must gesture at your target and call “by my gesture, stun by pain,” causing them to be Stunned and reeling in agony for 3 seconds. If you take this skill multiple times, you should always mentally keep track of how many uses of ABHORRENT SIGN you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		

CAPTIVATING GAZE Cost: 10 CP	Prerequisite: Must be Demon-Blooded	
	Returns With: —	Call: “By My Gaze, Lesser Dominate”
<p>As a person with Demon blood, you have inherited the ability to bend weak-minded people or creatures to your will, whether through raw domination or allure. To use this skill, you must make eye contact for 3 consecutive seconds with your target, then call “by my gaze, lesser dominate,” producing a 3-minute period during which the affected creature or person must do your bidding. Keep in mind that, since this is a “Lesser” effect, it will not work on any Returned or other “major” characters. You may use this skill as often as you wish.</p> <p><i>Note—players who consistently count the 3-second requirement of this skill too quickly will not be allowed to continue using this skill.</i></p>		

SINK INTO DARKNESS Cost: 5 CP each	Prerequisite: Must be Demon-Blooded	
	Returns With: Sunrise and Sunset	Call: “Bestow Darkness”
<p>As a person with Demonic blood, you can feel (even if only slightly) the call of the Abyss, where the scheming and ravaging demons connected to your heritage weave plots of deepest darkness. With this skill, you can focus on that connection and temporarily let the shadows of the Abyss flow through you, enabling you to cut down your enemies with terrifying, brutal effectiveness. To use this skill, you must first meditate (or speak in a focused, tortured way) on the subject of Demonic darkness and malice for 30 seconds. Then, you may call “bestow darkness” on yourself.. which begins a 3-minute period during which all of your weapon attacks will do a base amount of 3 damage. Additionally, all weapon attacks you make will be infused with the “darkness” element, enabling you to call “3 darkness” for each such attack. During this period, you should role-play a feeling of malicious savagery. If you take this skill multiple times, you should always keep track of how many uses of SINK INTO DARKNESS you still have available, until sunrise or sunset refreshes your ability to use this skill.</p>		

RESTRICTED DRAGON-BLOODED SKILLS

Note that these skills do not require training... as long as you spend 30 minutes during game, roleplaying the process of teaching them to yourself. Also, note that Dragon-blooded characters have access to the [Supernatural Strength](#) skill.

NATURAL ARMOR: (Rank 1–5) Cost: 2 CP each	Prerequisite: Must be Dragon-Blooded	
	Returns With: Rest	Call: —
<p>As a person with Draconic blood, you have inherited the scaled skin of your forebears, with the result that you are much more resistant to damage than people of other races. Every time you take this skill, you increase your rank by 1, up to a maximum of Rank 5; each rank provides you with 1 point of Armor Value. Unlike normal armor, though, this NATURAL ARMOR is automatically restored to its full Armor Value whenever you Rest (spend 30 minutes with no combat or strenuous activity). This Armor Value can stack with any other sources of armor, and enemies must work through your NATURAL ARMOR before they can deal damage to your other armor or Health Points.</p> <p><i>Note—NATURAL ARMOR is not considered “armor” for purposes of skill restrictions or effects. That is, you can use it in tandem with skills that have a “no armor” restriction, such as ARMORED FOREARMS, STEALTH ATTACK, LEAP, or the various PRESSURE POINT skills.</i></p>		

IRON STOMACH Cost: 4 CP	Prerequisite: Must be Dragon-Blooded	
	Returns With: —	Call: —
<p>As a person with Draconic blood, you have inherited the incredibly hardy and versatile digestive system of your draconic forebears, such that you can eat foods that weaker people would be unable to stomach. With this skill, you can eat expired food items, which are otherwise completely useless (for those without an IRON STOMACH). This skill does not enable you to eat</p>		

things that are not considered “foods.”

Note—just because an expired food item is palatable and useful to you does not make it appetizing.

DRACONIC ROAR Cost: 4 CP each	Prerequisite: Must be Dragon-Blooded	
	Returns With: Rest	Call: “By My Voice, Stun”
<p>As a person with Draconic blood, you have inherited the commanding presence and hardened vocal cords of your forebears; as a result, you can let out a roar that will temporarily knock everyone around you into a reeling, overwhelmed state. To use this skill, you must (loudly) call “by my voice, stun,” which will make everyone within earshot incapable of using skills, attacking, or defending themselves for 3 seconds. If you take this skill multiple times, you should always mentally keep track of how many uses of DRACONIC ROAR you still have available, until your character gets a chance to rest and regain their full complement of skills.</p>		

BONES OF THE EARTH Cost: 8 CP each	Prerequisite: Must be Dragon-Blooded	
	Returns With: Rest	Call: “Resist”
<p>As a person with Draconic blood, you are surprisingly tough. It is not merely that your skin is scaled and hardened... it is also that you have a bone-deep connection to the resilience of Adelfune itself. With this skill, you have developed your ability to shrug off physical attacks that might be lethal to others. Immediately after you are hit by any weapon attack (but <i>not</i> a touch attack), you may call “resist” to avoid suffering any effects from that attack. If you take this skill multiple times, you should always keep track of how many uses of BONES OF THE EARTH you still have available, until your character gets a chance to rest and regain their full complement of skills.</p> <p><i>Note—remember that effects with the “Greater” modifier cannot be prevented in this way.</i></p>		

SUPERNATURAL STRENGTH

Note that Supernatural Strength, below, does not require training... as long as you spend 30 minutes during game, roleplaying the process of teaching it to yourself.

SUPERNATURAL STRENGTH Cost: 10 CP	Prerequisite: Must be Celestial-Blooded, Demon-Blooded, or Dragon-Blooded	
	Returns With: —	Call: “Strength”
<p>As the scion of a race with the capability to manifest great physical strength, you can do things that mere humans or Effendal are absolutely incapable of. With this skill, you can produce Strength effects whenever you wish to—for instance, you can lift up and throw people with one hand, you can run while holding a person, you can attempt to bash through doors, and so on. (Consult “Effects” in chapter 6 for more details about Strength effects.)</p>		

CHAPTER 4: INFLUENCE

“I am no stranger to magic. Part of the first generation born inside the city walls of Ad Decimum, I have developed the skill and scholarship needed to be called an Archmage. My theories and discoveries have been quoted across Adetrune, wherever wizards value productive research—but you know what? There is a deeper and more powerful magic underlying all of that: influence. I talk to people, I support others, and I organize cooperative efforts. It is exactly what I learned as a diplomat, and it’s how all of the really important work of life gets done. I don’t spend much time in battle... because I am smart enough to work behind the scenes, trying to stop battles before they start. Before you learn how to fight with the strength of ten men, or cast spells with the power of ten mages, you should learn how to build a team and do the work of ten people... with ten actual people. Indeed, my personal theory is that Ad Decimum gets its name and its strength from exactly this principle...”

—Kenrin Arakai, Governor of Solace and Rector of the Guild of Academics

THE INFLUENCE SYSTEM

Twin Mask, as a LARP, obviously cannot simulate every aspect of life in Adetrune. After your character Returns to life and begins to find their place in the world, the scope of their interests may extend far beyond the other Returned and the NPCs that you see around you, no matter how action-packed each game may be. Certain skills can do a limited job of representing players’ activities between games (for instance, the “Gathering” skills such as MINING, ENTREPRENEUR, or BLACK MARKET), but none of

them fulfill this role as thoroughly as the “Influence” or **STANDING** skills. As explained briefly in chapter 3, this set of five skill types based on Influence—ACADEMIC STANDING, ECONOMIC STANDING, POLITICAL STANDING, UNDERWORLD STANDING, and MILITARY STANDING—allow you to shape the world on a larger scale.

These skills provide you with Influence Cards of five different types. You can spend those cards to produce all kinds of valuable effects, largely by hiring people to work for you and then directing them toward the projects that you think are most important. Once you have spent Influence Cards to build up a team of NPCs, you can use any further cards to acquire items and resources, conduct research, shape the actions of notable NPCs in game, gather information, conduct warfare, and so on.



The Types of Influence				
Academic	Economic	Political	Underworld	Military

In the world of Adelrune, Influence Cards are an accepted and unremarkable way for people to acquire, trade, and spend interpersonal favors. The cards are in-character items: they can be damaged, lost, or stolen, just like silver pieces or anything else. That is, these are not just a LARP's way of quantifying and tracking something abstract, like Item Tags or Health Points. They are a native and natural part of Adelrune, and they can therefore be acknowledged and discussed in-character just like money or food. Of course, though, they are not the end-all or be-all of trading favors with one another. Twin Mask players, and their Returned characters, can (and probably *should*) also deal with one another in more casual ways, exchanging promises and hospitality in a traditional web of mutual support. You *could* trade Influence Cards for help from other Player Characters (PCs)... but, most of the time, you will want to save these cards for dealing with NPCs.

If you have STANDING skills, you will receive Influence Cards at the beginning of each Twin Mask game session. It is easy to spend those cards during a game: just walk into the Logistics building, show that you have hired any necessary **Ally** NPCs, and then hand in the Influence Cards needed to perform one of the Actions listed below. Hiring different Allies and using them to perform Actions have pre-set, specific costs in Influence, as detailed on the following pages. These Allies are “off-camera” NPCs, people in the world of Adelrune who are friendly to your character and interested in working with you... and, as such, whenever you spend Influence to hire a High-Rank Ally, you should choose a name for that individual.

(Technically, at Twin Mask Staff discretion, one or more such High-Rank Allies could, one day, actually come into game as embodied and fully-fledged NPCs, even if only briefly. As such, you are encouraged to not only name them... but also develop a bit of personality for them, including a note on their history with your character. Please do not name your Allies in ways that could break players' immersion, of course: avoid puns and references to real-world people.)

Before we get to the full lists, there is one particular Action involving Influence that is always available to you, even without any specific Allies or any particular type of Influence Cards. Additionally, **this Action is *not* used during a Twin Mask game session, like all others are.**

<i>Allied Instruction</i>	Required Allies: —
	Activation Cost: 1 of any Influence Card
	Risk Chance: 0%
<p>Knowing people has its benefits. Rather than having to spend precious time and effort tracking down a fellow Returned to teach you a particular skill during a Gathering, you can arrange for training from an expert during your “down time.” Unlike most Actions, using this Action does not require you to notify a Logistics Staff member during game. Instead, you write the skill you are picking up on the back of your character sheet, as normal—but you simply write “1 Political Influence” (<i>or</i> whichever Influence Card type you want to spend) next to it, where your trainer’s signature would normally go. You must then attach the relevant Influence Card to your character sheet as you turn it in. You cannot use this Action to learn any LORE skills. Due to current in-character restrictions, you also cannot use it to learn any Dream Magic skills.</p> <p><i>Note—the kind of Influence Card spent to use this Action has no bearing on the skill you are learning; for example, even an Academic Influence Card could get you training in the BERSERKER skill.</i></p>	

All Actions, like the one above, have 1) a minimum number of involved Ally cards, 2) an activation cost that (almost always) consists of Influence Cards, and 3) a Risk Chance.

The “**Risk Chance**” needs some explanation. Every time you use an Action with a Risk Chance above 0%, it is possible for things to go wrong. When you use such an Action, you also roll percentile dice... and if your roll falls within the listed percentage, you will have to go through a **Loss Check**. A Loss Check can be terrible or very mild, depending on your luck: it consists of flipping a coin (or rolling dice with a 50% chance) for every Ally card that was involved in the Action, then destroying the involved Allies on every card that lost its flip. Roughly speaking, then, a Loss Check means you lose half of the involved people... but you could instead lose all of them, or none at all, depending on your coin flips (or dice rolls).

To explain Loss Checks further with an example: if you want to perform the *Trade Caravan* Economic Action, you need to commit 10 Merchants, 5 Soldiers, and 4 Animals to the Action. The cards for all of these Allies (Merchants and Animals from Economic, Soldiers from Military) contain 5 individuals per card. If you roll below the 40% Risk Chance of *Trade Caravan*, then, and have to face a Loss Check...

Let’s say that you had 2 Ally Cards of Merchants, each fully stocked with 5 Merchants per card. You flip a coin for the first one, and you win! You don’t lose any of those 5 Merchants. You flip a coin for the second one, and you lose... so you lose all 5 Merchants on that second card, since they were all involved in the *Trade Caravan*. Next, let’s say that you have 2 Ally Cards of Soldiers... one partially filled with 4 Soldiers, and one partially filled with 3 Soldiers. To get up to the necessary 5 Soldiers, you committed the card of 4 and ONE of the Soldiers from the card of 3. You flip a coin for the card of 4 Soldiers, and you win, so you don’t lose any of them. Then you flip a coin for the card of 3 Soldiers, and you lose... so the 1 involved Soldier on that card is lost, leaving 2 on the card. You have one full card of 5 Animals, with 4 of them committed to the Action, and you lose the flip... so 4 of those Animals are lost, leaving just 1 Animal on that card to be used later.

It is worth noting that **Story Staff may sometimes announce other ways to spend your influence, beyond the Actions listed below.** At the beginning of each game session, if any such options are available, Story Staff will let you know.

IMPORTANT DISCLAIMER

Influence Actions often involve interacting with, and gathering information from, Twin Mask’s Story Staff (or Logistical Staff) members. Unfortunately, those people are also *very* busy during game. This means that you may not get the information or the attention that you need—or at least not immediately. Particularly if your query is complicated or dependent on larger plot concerns, we reserve the right to deal with it by **contacting you between Twin Mask game sessions.** Sometimes, too, your Influence Actions may interact in unpredictable ways with the current shape of the game’s various plotlines. When this happens, **Twin Mask Staff can temporarily change how any given Influence Action works: modifying its costs, its Risk Chance, or even declaring that it will not function under the current circumstances.** (When an Action is modified in this way, you will receive all appropriate refunds of Influence or Ally Cards.)

Finally, too, it is important to note that during a Twin Mask game, all Influence Actions must be initiated while Logistics is *still open*. Past a certain point on Saturday night (or the “wee hours” of Sunday morning), there simply won’t be anyone who can properly handle your requests. Also, any Action that requires Staff to send an NPC into game must be initiated **before sundown on Saturday.**

LETTERS AND THE POSTAL SYSTEM

As you will see below, various Influence Actions can send messages to NPCs—*during* a Twin Mask game session. If you want to send a letter to somebody **between game sessions**, you will have to use the postal system of Adelrune. In general, letters must be sent **no later than the Sunday before each Twin Mask game, at noon.** (You can also use the postal system *during* game, by turning letters and postage in to Logistics.)

There are two kinds of postage: 1) Local / Domestic (which can send a letter to someone on Tear) and 2) Overseas (which can send a letter to anyone in Adelrune). You may purchase postage from NPCs during game, or through the **MERCANTILE** skill at check-in; then, to use it between games, you will need to “bank” some (or all) of it **by attaching it to your character sheet** at the end of a game. To send a letter using such “banked postage,” simply follow this link to the [In-Character Letter Form](#) and select the appropriate kind of postage. Along with the “NPC Letter Recipient,” you will need to provide something like an address or location for the delivery; mail couriers cannot track people down for you. Once you have done so, your message is guaranteed to be delivered safely, in all but the *most* extreme situations. While there is always a chance that a message will “slip through the cracks,” such failures are kept at an absolute minimum.

ACADEMIC INFLUENCE

Once you have made a few connections to friendly scholars, wizards, libraries, and institutions of learning, you will start to realize that Adetrune hosts a thriving network of informational exchange. From the towers of Ad Decimum to the Library of Alexander in Cestral, from the Loremasters of the Celestine Empire to the deep archives of the Amalgamation's Church of Chorus, from the mercantile records of Dace to the far-flung Solace Guild of Academics... if you know the right people, letters and books and ideas are constantly streaming from one scholar to another. For anyone interested in research, archaeology, ancient languages, the magical arts, or developing new crafting techniques, there is much to be gained by tapping into this invisible web of knowledge.

ACADEMIC ALLIES

	<i>Cost</i>	<i>Card Received</i>
Low Rank	1 Academic Influence	5 Students
Middle Rank	3 Academic Influence	5 Scholars
	3 Academic Influence	5 Healers
High Rank	3 Academic Influence	1 Professor
	4 Academic Influence + 1 Economic Influence	1 Mage

At any point, you can approach Twin Mask Logistics and spend Influence Cards to buy Academic Allies, as shown above. Once you have some allies with knowledge and talents you can draw on, the world of scholarship opens up to you: with the right team, you can do anything from gathering background information to researching new spells or magical items.

ACADEMIC ACTIONS QUICK REFERENCE:

Academic Action	Activation Cost	Required Allies	Risk
Student's Punishment	0 Influence Cards	1 Student	100%
Due Diligence	1 Academic	0 Ally Cards	0%
Second Opinion	1 Academic	Any 1 Ally Card	0%
Messenger Bird	1 Academic	1 Animal	10%
Channel Life Energy	1 Academic	1 Healer	0%
Bone Setting	1 Academic	1 Healer	0%
Archival Backup	1 Academic	5 Scholars	0%
Channel Mana	1 Academic	1 Mage	0%
Trace Magical Energy	1 Academic	1 Mage	0%

Detect Poison	1 Academic	1 Mage	0%
Destroy Corpse	1 Academic	1 Mage	0%
Communications Ritual	1 Academic	1 Mage	20%
Background Research	2 Academic	0 Ally Cards	0%
Limb Regeneration	2 Academic	1 Healer	0%
Consult an Expert	2 Academic	1 Professor	0%
Investigate History	2 Academic	15 Students, 2 Scholars, 1 Professor	0%
“I’ve Read About It!”	2 Academic	20 Scholars, 1 Professor	0%
Bestiary Analysis	2 Academic	10 Scholars, 1 Professor, 1 Mage	10%
Arcane Proclamation	3 Academic	1 Mage	20%
One-Word Translation	3 Academic	3 Scholars, 1 Professor	0%
Contact Scholars	4 Academic, 1 Political	0 Ally Cards	0%
Spell Research Team	5 Academic	20 Students, 10 Scholars, 1 Professor	25%
Craft Research Team	5 Academic	20 Workers, 10 Scholars, 5 Craftsmen	25%
Authorial Intent	10 Academic, 1 Economic	0 Ally Cards	0%

ACADEMIC ACTIONS

<i>Student’s Punishment</i>	Required Allies: 1 Student
	Activation Cost: —
	Risk Chance: 100%
<p>Sometimes, you need a letter delivered with greater speed and security than the standard postal service can provide... and you can think of the perfect student who could really use the disciplinary action of having to work as a courier. This Action allows you to send a paper letter to anyone in Adelfrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service). Considering the 100% Risk Chance, though, it’s basically a coin flip whether you will see that student again.</p> <p><i>Note—there is no need to assume that the chosen student will die. Unless they were sent somewhere dangerous, they will likely live... but will simply not be counted among your active students any more.</i></p>	

<i>Due Diligence</i>	Required Allies: —
	Activation Cost: 1 Academic Influence
	Risk Chance: 0%
<p>Sometimes, spending just a little extra time on thinking things through can save a lot of trouble down the line. When used in conjunction with another Academic Action, <i>Due Diligence</i> reduces that Action’s “Risk Chance” by 10%. <i>Due Diligence</i> can only be used once per Action, and it cannot be used in conjunction with any other way to reduce Risk Chance.</p>	

<i>Second Opinion</i>	Required Allies: Any 1 Ally Card
	Activation Cost: 1 Academic Influence
	Risk Chance: 0%
<p>You may be confident in your opinions... but you know that, as a Returned, you may sometimes live in a bit of a “bubble,” without a good way to see the perspective of the common people. By handing off a bit of Academic Influence to a particular Ally, you can learn that person’s opinion on any subject of your choice. Generally speaking, the higher the rank of the Ally, the more educated the opinion it will provide.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Messenger Bird</i>	Required Allies: 1 Animal
	Activation Cost: 1 Academic Influence
	Risk Chance: 10%
<p>Sometimes, you need a letter delivered with greater speed and security than the standard postal service can provide... and you have invested in some homing birds that can perform that service for you. This Action allows you to send a paper letter to anyone in Adelfrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service).</p>	

<i>Channel Life Energy</i>	Required Allies: 1 Healer
	Activation Cost: 1 Academic Influence
	Risk Chance: 0%
<p>Sometimes—particularly on Tear—field research can get dangerous, and you just need somebody to patch you up. When you use this Action, one of your Healer Allies will help you by using whatever “Mending” spells are necessary to restore you or another person you designate to your full complement of Health Points. If you use this Action to aid somebody other than yourself, that person must join you in visiting Logistics.</p>	

<i>Bone Setting</i>	Required Allies: 1 Healer
	Activation Cost: 1 Academic Influence
	Risk Chance: 0%
<p>Magic can reveal and re-shape the underlying structures of things... including people’s bodies. When you use this Action, one of your Healer Allies will go through the painful ordeal of casting the “Mend Bone” spell to set a broken limb for you or for another person you designate. If you use this Action to aid somebody other than yourself, that person must join you in visiting Logistics.</p>	

<i>Archival Backup</i>	Required Allies: 5 Scholars
	Activation Cost: 1 Academic Influence
	Risk Chance: 0%
<p>A single document, no matter how well-guarded, can always be the target of malicious efforts to destroy the truth it holds. When you use this Action, choose a nation of Adetrune; <i>Archival Backup</i> will send that nation’s record-keepers a perfect copy of any one document for safekeeping, so that the loss of a single book or scroll can be remedied by re-copying it. (In order to do so, you must send a copy of the document—whether as a photo, as a scan, or as text—to Twin Mask Staff, probably between this game session and the next.) Unfortunately, this Action cannot be used to make copies of any spell scrolls, rituals, or other inherently magical text: arcane energy cannot be copied, and without it, such transcriptions would be garbled and useless. <i>Note—this Action is dependent on the specific circumstances of the text, it and might work differently in different situations; see the Disclaimer earlier in this chapter.</i></p>	

<i>Channel Mana</i>	Required Allies: 1 Mage
	Activation Cost: 1 Academic Influence
	Risk Chance: 0%
<p>Many scholars, given the opportunity, will pick up a bit of the magical art of Channeling, even if only to better understand the flow of magical energy. When you use this Action, one of your Mage Allies will helpfully use the “Transfer Magic” spell to give you, or another person you designate, a refill of up to 5 mana (limited, of course, by the recipient’s maximum mana reserves). If you use this Action to aid somebody other than yourself, that person must join you in visiting Logistics.</p>	

<i>Trace Magical Energy</i>	Required Allies: 1 Mage
	Activation Cost: 1 Academic Influence
	Risk Chance: 0%
<p>Research into the nature of magic—along with addressing the various, mysterious emergencies that frequently seem to befall the Returned—often requires the ability to see the patterns of magical energy. When you use this Action, one of your Mage Allies will use the “Sense the Arcane” spell to attempt to track the nature and the flow of whatever kinds of magical effects might be influencing, or inherent within, a person or thing. To use this Action, you must be able to move the person or thing you wish to investigate to Logistics.</p>	

<i>Detect Poison</i>	Required Allies: 1 Mage
	Activation Cost: 1 Academic Influence
	Risk Chance: 0%
<p>Competition can be venomous in academic circles, but <i>usually</i> not to the point of using actual poison... right? When you use this Action, one of your Mage Allies will take the time to use the “Detect Poison” spell to determine if something or somebody is poisoned. To use this Action, you must be able to move the person or thing you wish to investigate to Logistics.</p>	

<i>Destroy Corpse</i>	Required Allies: 1 Mage
	Activation Cost: 1 Academic Influence
	Risk Chance: 0%
<p>Some scholars believe that, when an experiment has the wrong outcome, you might want to conveniently remove a few “data points” to smooth out your results. When you use this Action, one of your Mage Allies will helpfully use the “Decay Corpse” spell to destroy any one dead body. To use this Action, you must be able to carry or otherwise move the corpse to Logistics.</p>	

<i>Communications Ritual</i>	Required Allies: 1 Mage
	Activation Cost: 1 Academic Influence
	Risk Chance: 20%
<p>Sometimes, the speed and security of a normal letter is just not enough, no matter its courier... but you have the magical connections needed to bypass all of that and transmit information more directly. This Action allows you to magically send a paper letter to anyone in Adelrune during a Twin Mask game session, without having to use any postage. Your letter will appear instantaneously out of nowhere, in midair, wherever that person happens to be. (Of course, in order to narrow down the magical energy involved, you will need to know the person’s name or title and have a general sense of where they are.)</p> <p><i>Note—the Risk Chance of this Action represents the possibility of a magical backlash that hurts or kills the Mage performing the ritual. In the case of such a backlash, though, the message will still be sent.</i></p>	

<i>Background Research</i>	Required Allies: —
	Activation Cost: 2 Academic Influence
	Risk Chance: 0%
<p>With all the letters and papers that authors, professors, and researchers exchange, you can glean a lot of information about particular groups if you know the right ways to ask and follow paper trails. This Action lets you choose any one faction, even if it is not primarily academic in nature, and learn about its connections to the realm of knowledge: you gain insight into its research, connections to particular scholars, most-viewed books, and place in the international world of academics.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Limb Regeneration</i>	Required Allies: 1 Healer
	Activation Cost: 2 Academic Influence
	Risk Chance: 0%
<p>Studying the flow of life energy can be fascinating—and sometimes essential to saving life and limb. When you use this Action, one of your Healer Allies will go through the painful ordeal of casting the “Regenerate Limb” spell to re-grow a severed limb for you or for another person you designate. If you use this Action to aid somebody other than yourself, that person must join you in visiting Logistics.</p>	

<i>Consult an Expert</i>	Required Allies: 1 Professor
	Activation Cost: 2 Academic Influence
	Risk Chance: 0%
<p>When you are delving into particularly abstruse subjects, sometimes you need to bring in an expert who has devoted more time to it than you have. Using this Action allows you to use the RESEARCH skill as though you had an in-depth Research Tag for any one LORE skill that a scholar could reasonably be expected to know.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Investigate History</i>	Required Allies: 15 Students, 2 Scholars, and 1 Professor
	Activation Cost: 2 Academic Influence
	Risk Chance: 0%
<p>You direct your allies to hit the history books, digging for general information on any historical person, place, or thing that you propose. Of course, your allies do not have access to sources that contain any secrets or insights beyond what a well-stocked library can deliver; they will deliver whatever information is represented in the historical record, which may not necessarily be the absolute truth.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>“I’ve Read About It!”</i>	Required Allies: 20 Scholars and 1 Professor
	Activation Cost: 2 Academic Influence
	Risk Chance: 0%
<p>While some people may laugh at a tendency to spend more time reading and learning than actually applying your knowledge to the real world, there is no denying that a well-stocked mind can lead, in a pinch, to all kinds of creative solutions to problems. When you use this Action, you immediately gain 1 Influence Card of any type. (Essentially, this lets you trade 2 Academic Influence for 1 of another type.)</p>	

<i>Bestiary Analysis</i>	Required Allies: 10 Scholars, 1 Professor, and 1 Mage
	Activation Cost: 2 Academic Influence
	Risk Chance: 10%
<p>Many strange and dangerous creatures roam across the dark corners of Adelrune... but that does not mean they are necessarily unknown to scholars. Some researchers dedicate their lives to cataloging such terrors, and a good academic network can allow you to find the books, scrolls, and bard’s tales that speak of them. <i>Bestiary Analysis</i> allows you to identify the proper name (if any) generally used by scholars for a particular creature or monster you have captured or seen, along with two randomly-chosen facts about its habits, strengths, weaknesses, origins, or ecological niche. In order to use this Action, you must be able to bring a specimen (generally restrained or dead) to Logistics—<i>or</i> you may bring to Logistics three different people willing to give accurate, first-hand accounts of the creature you wish to investigate.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Arcane Proclamation</i>	Required Allies: 1 Mage
	Activation Cost: 3 Academic Influence
	Risk Chance: 20%
<p>On Adelrune, communication can be slow and unreliable... unless you happen to be friends with a mage who has mastered the art of instantaneously transmitting your words across any distance. This Action allows you to magically send a verbal message during a Twin Mask game session to any person or location, where your words will immediately be spoken in a relatively loud and public way. If you choose to center your proclamation on a person’s location, this Action will unerringly transmit your words to wherever they are, as long as they are not protected from Divination magic. If you choose to specify a particular place (instead of a person) for your proclamation, you can fine-tune the positioning and location of your message a bit if you know the layout and details of the chosen place. Your message cannot exceed 1 minute in length. (Because Staff members need to be able to respond as though they had actively heard the message, you will also need to write down your message for later reference.)</p> <p><i>Note—the Risk Chance of this Action represents the possibility of a magical backlash that hurts or kills the Mage performing the ritual. In the case of such a backlash, though, the message will still be sent.</i></p>	

<i>One-Word Translation</i>	Required Allies: 3 Scholars and 1 Professor
	Activation Cost: 3 Academic Influence
	Risk Chance: 0%
<p>Some languages, especially in the absence of a dictionary, can be incredibly difficult to translate and understand, often requiring a team of experts to work out all the factors behind the meaning of any of its words. This Action allows you to translate any one word of a Demonic, Celestial, Draconic, or Fae language into the common tongue.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Contact Scholars</i>	Required Allies: —
	Activation Cost: 4 Academic Influence + 1 Political Influence
	Risk Chance: 0%
<p>When your own team of researchers is not enough to answer a complicated question or break through to the next level of insight, sometimes you must seek expertise among other groups. This Action allows you to contact a group of scholars and arrange for a meeting with a representative of their choice within the next 12 hours. If they are based in a location too far away to make such a meeting feasible, they will instead contact you by letter or by magical ritual. Note that this Action only establishes contact: if you wish to ask for certain information or actions from the group of scholars, you may need to negotiate some kind of mutually-beneficial exchange.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Spell Research Team</i>	Required Allies: 20 Students, 10 Scholars, and 1 Professor
	Activation Cost: 5 Academic Influence
	Risk Chance: 25%
<p>The spells known to mages and arcanists have long and complicated histories. Many magical practices have been lost to time, their discoverers dying alone with their secrets. In this new Age, however, you have the chance to unlock new potential in the twisting magical energies flowing through the world... and you are going to make sure that your arts do not perish with you, for your research is a team effort, drawn from many insights. This Action counts as one additional RESEARCH action toward completing new-spell research, as detailed in the Researching New Spells section of chapter 5.</p>	

<i>Craft Research Team</i>	Required Allies: 20 Workers, 10 Scholars, and 5 Craftsmen
	Activation Cost: 5 Academic Influence
	Risk Chance: 25%
<p>Considering the dizzying variety of extraordinary and magical items that can be found in lost crypts and ancient hoards, it can be saddening to think of the limited options available to modern mages and craftspeople. You see that lack as a challenge rather than a tragedy, though, and have put together a team dedicated to working out the specifics of new kinds of crafted items. This Action counts as one additional RESEARCH action toward completing new-item research, as detailed in the Researching New Craft Items subsection of chapter 5.</p>	

<i>Authorial Intent</i>	Required Allies: —
	Activation Cost: 10 Academic Influence + 1 Economic Influence
	Risk Chance: 0%
<p>Sometimes, the library just doesn't have enough information on a particular subject. As a scholar and an adventurer of sorts, though, you might have access to a lot of knowledge that hasn't been written down—<i>yet</i>. With this Action, you can create a book that serves as an in-depth Research Item Tag for any LORE skill that you possess. (The book will allow people to use the RESEARCH skill to answer in-depth questions on that particular subject.) Of course, you will need to provide some kind of physical book (or scroll) to represent the Research Tag... which means that you will have to write down some actual information on the subject. If you don't feel that you can provide enough canonical insight to put together a book (even a very short one), you can collaborate with Twin Mask players who have been involved in the game for longer than you have, or you can ask Twin Mask Staff members for basic information that can serve as the basis of the book.</p>	

[\[Return to Beginning of Chapter 4\]](#)

ECONOMIC INFLUENCE

Trade is the lifeblood of Adelfrune. Each nation, city-state, and bloodline needs different things, produces different goods, and has its own specialties. These differences produce a complex map of disparate surpluses and shortages all over the world. Merchants' ships, wagon caravans, and small-scale peddlers go from city to town to village, riding the contours of that map to supply people's needs... and line their own pockets in the process. From the lavish merchant ships of Dace (with the Silver Fleet backing them) to the yak-pelt weavers of the northernmost Wilds, from the silks of Mandala to the musical instruments of Cestral... there is always a better price to be found for whatever you might want, and somebody will be happy to arrange for such a sale. If you are looking to get your hands on raw materials, crafted goods, effective labor, or even just a pile of money, the best plan is always to make contact with the networks that merchants have built all over the world. After all, as a Returned on Tear, you are fortuitously situated in the grandest "melting pot" in history, where many different cultures interact. There has *got* to be a way to make some good money from that.

ECONOMIC ALLIES

	<i>Cost</i>	<i>Card Received</i>
Low Rank	1 Economic Influence	5 Animals
	1 Economic Influence	5 Workers
Middle Rank	3 Economic Influence	5 Craftsmen
	3 Economic Influence	5 Merchants
High Rank	3 Economic Influence	1 Foreman

At any point, you can approach Twin Mask Logistics and spend Influence Cards to buy Economic Allies, as shown above. Once you have some allies with connections to the world's mercantile concerns, a whole realm of economic advantage opens up to you: with the right team, you can collect materials, craft finished products, increase the value of your business, make use of livestock, or accrue any number of other benefits.

ECONOMIC ACTIONS QUICK REFERENCE:

Economic Action	Activation Cost	Required Allies	Risk
Budget Courier	0 Influence Cards	1 Worker	100%
Creative Accounting	0 Influence Cards	1 Foreman	30%
Trade Caravan	0 Influence Cards	10 Merchants, 5 Soldiers, 4 Animals	40%

Well-Paid Messenger	1 Economic	1 Worker	10%
War Animals	1 Economic	5 Animals, 1 Worker	0%
Hunting Dogs	1 Economic	10 Animals	75%
Armor Repair	1 Economic	1 Craftsman	0%
Shield Repair	1 Economic	1 Craftsman	0%
Preserve Perishables	1 Economic	10 Workers, 5 Craftsmen	0%
Appraisal	1 Economic	1 Craftsman, 1 Merchant	0%
Mundane Craftsmanship	1 Economic	10 Workers, 5 Craftsmen, 1 Foreman	0%
Magical Craftsmanship	1 Economic	10 Workers, 5 Craftsmen, 1 Mage	0%
Slaughter Livestock	1 Economic, lose 1 Animal	0 Ally Cards	0%
Exotic Gift	1 Economic, lose 1 Animal	1 Ambassador	0%
Follow the Money	2 Economic	0 Ally Cards	0%
Bribery	2 Economic	1 Merchant	0%
Investigate Object	2 Economic	15 Workers, 2 Craftsmen, 1 Merchant	0%
Apprentice Deals	2 Economic	5 Workers, 5 Merchants	0%
Speaking Fees	4 Economic	0 Ally Cards	0%
Journeyman Deals	4 Economic	10 Workers, 5 Merchants, 1 Foreman	0%
Focused Foraging	4 Economic	10 Workers, 5 Merchants, 1 Foreman	0%
Contact Merchants	4 Economic, 1 Academic	0 Ally Cards	0%
Structure Repair	5 Economic	20 Workers, 10 Craftsmen, 1 Foreman	25%
Give Me the Goods!	12 Economic	10 Workers, 5 Merchants, 1 Ambassador	0%

ECONOMIC ACTIONS

<i>Budget Courier</i>	Required Allies: 1 Worker
	Activation Cost: —
	Risk Chance: 100%
<p>There are official, fancy ways to send letters... but those take postage, which is an expense, and you can never be entirely sure if anyone is snooping on your letters. Sometimes, it is just wiser to send a person to deliver your letter directly. This Action allows you to send a paper letter to anyone in Adelfrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service). Considering the 100% Risk Chance, though, it is entirely possible that you will not retain the services of the worker you send.</p> <p><i>Note—there is no need to assume that the chosen worker will die. Unless they were sent somewhere dangerous, they will likely live... but will simply not be counted among your active employees any more.</i></p>	

<i>Creative Accounting</i>	Required Allies: 1 Foreman
	Activation Cost: —
	Risk Chance: 30%
<p>If you can hire some smart people, there is always a better way to go about doing business. No matter what kind of mercantile venture you may be involved in, ordering an experienced manager into the thick of things will make losses much less likely. When used in conjunction with another Economic Action, <i>Creative Accounting</i> reduces that Action’s “Risk Chance” by 10%. <i>Creative Accounting</i> can only be used once per Action, and it cannot be used in conjunction with any other way to reduce Risk Chance.</p>	

<i>Trade Caravan</i>	Required Allies: 10 Merchants, 5 Soldiers, and 4 Animals
	Activation Cost: —
	Risk Chance: 40%
<p>You already have a business that makes you a tidy profit... but you aren’t the type to settle for just a “tidy” profit. If you can put together enough merchants and protection for them, you know that a traveling group of wagons can take your business to the next level. This Action can only be used at check-in, at the same time that you are receiving money from the ENTREPRENEUR skill; <i>Trade Caravan</i> doubles the amount of money that you receive from that particular source. You can only use <i>Trade Caravan</i> once per game.</p>	

<i>Well-Paid Messenger</i>	Required Allies: 1 Worker
	Activation Cost: 1 Economic Influence
	Risk Chance: 10%
<p>Quite a few steps up from throwing a letter at an employee and pushing them out the door... if you retain the services of a professional messenger, you can ensure the speed and security of your missives. This Action allows you to send a paper letter to anyone in Adelfrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service).</p>	

<i>War Animals</i>	Required Allies: 5 Animals and 1 Worker
	Activation Cost: 1 Economic Influence
	Risk Chance: 0%
<p>Animals can be immensely useful in war, as long as you can devote the workers needed to train and manage them. This Action is a bit different from the others in this list: it is intended to be used multiple times at once. Essentially, for every Economic Influence you spend and every Worker you commit to the effort, you may field 5 Animals to a particular military encounter. For the duration of the encounter, those Animals count as Soldiers, providing 2 Battle Points per card. (Consult the Battle section for more information.)</p> <p><i>Note—although this Action has a Risk Chance of 0%, the lives of any Animals sent into war will naturally be at risk, just as Soldiers' would be.</i></p>	

<i>Hunting Dogs</i>	Required Allies: 10 Animals
	Activation Cost: 1 Economic Influence
	Risk Chance: 75%
<p>Whenever you send out a hunting party, it is wise to make sure that the individuals with the sharpest senses and swiftest legs are at the front... and that often means <i>loosing the hounds</i>. Although hunting on Tear can be fairly dangerous, there is sometimes no substitute for the skills of hunting dogs. When you use this Action, you immediately gain 2 food item tags, each with a 1-month expiration.</p>	

<i>Armor Repair</i>	Required Allies: 1 Craftsman
	Activation Cost: 1 Economic Influence
	Risk Chance: 0%
<p>Particularly in a place like Tear, you might need armor patched up quickly so you can get back to the fight; fortunately, you happen to know a friendly armorsmith down an out-of-the-way alley. This Action allows you to restore the Armor Value of a suit of armor (or clothing) to its full, maximum total, exactly as though you had used the FIELD REPAIR skill on it. To use this Action, you must bring the suit of armor (or clothing)—and the item tag representing it—to Logistics. This Action can still be used even if the armor is currently being worn by yourself or somebody else.</p>	

<i>Shield Repair</i>	Required Allies: 1 Craftsman
	Activation Cost: 1 Economic Influence
	Risk Chance: 0%
<p>With people swinging huge, ridiculous weapons around, sometimes your shield isn't entirely up to the challenge; fortunately, you are friends with a smith who can help you with that, as long as you track him down at the edges of the city. This Action allows you to restore the full functionality of a shield that has been damaged, exactly as though you had used the REPAIR SHIELD skill on it. (Generally, this means reversing the effect of the BREAK SHIELD skill.) To use this Action, you must bring the shield—and the item tag representing it—to Logistics.</p>	

<i>Preserve Perishables</i>	Required Allies: 10 Workers and 5 Craftsmen
	Activation Cost: 1 Economic Influence
	Risk Chance: 0%
<p>It can be hard to keep things fresh, especially when ice and other preservatives are a luxury beyond the common people's reach. Fortunately, you are not a common person, and you are in contact with the kind of people who can keep food from spoiling. When you use this Action, up to 3 perishable food tags will have their expiration dates extended by 6 months each. Note that this does not work on any crafted items, including those produced by COOKING.</p>	

<i>Appraisal</i>	Required Allies: 1 Craftsman and 1 Merchant
	Activation Cost: 1 Economic Influence
	Risk Chance: 0%
<p>Everything is worth something to somebody. Determining exactly how much, though, can be a problem... so, when you have a strange coin, or a jewel-encrusted skull, or the rare antler of a mythical beast, you want to get your very best people to help in determining its market value. When you use this Action, you gain information about a particular object's value, exactly as if you had used the APPRAISE skill. Additionally, though, your allies can tell you what they personally think of the likely value of rarer and more mysterious items, which APPRAISE wouldn't tell you anything about. (Of course, the information you get regarding unique and truly unusual items might be extremely varied, considering the viewpoints of your Allies.) To use this Action, you must bring the item to be appraised—and the item tag representing it, if it has one—to Logistics.</p>	

<i>Mundane Craftsmanship</i>	Required Allies: 10 Workers, 5 Craftsmen, and 1 Foreman
	Activation Cost: 1 Economic Influence
	Risk Chance: 0%
<p>Adelrune is a complex and often dangerous place, and being able to acquire the right tools can be essential to surviving and thriving: it's fortunate, then, that you have established contact with a friendly consortium of artisans that can help build all kinds of things for you. The idea behind this Action is that you can use your allies and merchant contracts to get a custom Craft item made. Essentially, you get to choose any item that could be constructed by a Journeyman-level practitioner of a mundane Crafting skill—that is, BLACKSMITHING, WEAPONSMITHING, ARMORSMITHING, SHIELDSMITHING, LOCKSMITHING, COOKING, TAILORING, FLETCHING, or ENGINEERING—and immediately acquire a single copy of that item. Importantly, though, you will still have to spend the materials that would be needed to craft that item.</p> <p><i>Note—if you are requesting an item whose recipe is not included in this rulebook (such as, for instance, a special kind of sword that has been researched by a player), you will need to present an official copy of that recipe in order to get that item made.</i></p>	

<i>Magical Craftsmanship</i>	Required Allies: 10 Workers, 5 Craftsmen, and 1 Mage
	Activation Cost: 1 Economic Influence
	Risk Chance: 0%
<p>Adelrune is a magical place, where having the right potion, spell, or glowing bauble might be the key to surviving and thriving when things get weird; it's fortunate, then, that you are in contact with a friendly consortium of magical artisans that can help you build or acquire the necessary mystic items. The idea behind this Action is that you can use your mercantile allies and contacts with arcane craftspeople to get a custom Craft item made. Essentially, you get to choose any item that could be constructed by a Journeyman-level practitioner of a magical Crafting skill—that is, ENCHANTING, SCROLL SCRIBING, ARTIFICER, and STABLE ALCHEMY—and immediately acquire a single copy of that item. Importantly, though, you will still have to spend the materials that would be needed to craft that item... and if you are copying a spell scroll, you will also need to present a copy of that scroll.</p> <p><i>Note—if you are requesting an item whose recipe is not included in this rulebook (which includes, most notably, any Stable Alchemy potions), you will need to present an official copy of that recipe or scroll in order to get that item made.</i></p>	

<i>Slaughter Livestock</i>	Required Allies: —
	Activation Cost: 1 Economic Influence, plus lose 1 Animal
	Risk Chance: 0%
<p>Herd animals have been an important part of society since time immemorial; sometimes, when people are going hungry, it is time to slaughter some of your livestock for meat. This Action allows you to feed the entire family of a chosen NPC until the next Twin Mask game session. Doing so does not provide you with any direct, mechanical benefit—for instance, it does not provide you with any food item tags—but it can earn you a great deal of goodwill.</p>	

<i>Exotic Gift</i>	Required Allies: 1 Ambassador
	Activation Cost: 1 Economic Influence, plus lose 1 Animal
	Risk Chance: 0%
<p>The Isles of Tear were separated from the mainland of the Expanse for hundreds of years, with connection and commerce only becoming possible again quite recently. As long as you can put the right political spin on it, the gift of an animal from this “exotic land” can be worth some serious political capital. This Action allows you to spend 1 Economic Influence and give 1 Animal away to gain 1 Political Influence Card. This Action can only be used once per Twin Mask game session.</p>	

<i>Follow the Money</i>	Required Allies: —
	Activation Cost: 2 Economic Influence
	Risk Chance: 0%
<p>Merchants tend to keep good records, which means that a lot of information is tied up in shipping ledgers and balanced budget-books, if you know how to read them. Even very secretive groups might display more information than they want to, for anyone who goes digging into their finances. This Action lets you choose any one faction, even if it is not primarily economic in nature, and learn about its connections to the realm of money and trade: you gain insight into its sources of funding, spending habits, noteworthy expenditures, connections to merchants’ guilds, possible debts, and so on.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Bribery</i>	Required Allies: 1 Merchant
	Activation Cost: 2 Economic Influence
	Risk Chance: 0%
<p>Money makes the world go round, if you can get it to the right places at the right times. Sometimes, that means appealing to people’s entirely natural sense of self-interest. When you use this Action, you immediately gain 1 Influence Card of any type. (Essentially, this lets you trade 2 Economic Influence for 1 of another type.)</p>	

<i>Investigate Object</i>	Required Allies: 15 Workers, 2 Craftsmen, and 1 Merchant
	Activation Cost: 2 Economic Influence
	Risk Chance: 0%
<p>The web of merchants' caravans crisscrossing Adelrune is, of course, incredibly valuable for generating wealth ... but it's also worth noting that most merchants keep very careful records. By tapping into the shipping manifests and research of your merchant allies, you can begin to uncover some of the history of a particular object that has found its way to you. Of course, your merchant allies may not be able to provide a complete backstory for particularly rare and unusual things, but you might be surprised at how much information they can splice together. The information gained this way is not guaranteed to be absolutely true, though: it will be a combination of verifiable information and "what people say." To use this Action, you must bring the item to be appraised—and the item tag representing it, if it has one—to Logistics.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Apprentice Deals</i>	Required Allies: 5 Workers and 5 Merchants
	Activation Cost: 2 Economic Influence
	Risk Chance: 0%
<p>There is a constant flow of raw materials all around you: basic shops have to be supplied, after all, and many apprentice merchants busily work to meet those needs. With the right connections to some of those apprentice merchants, you can quickly get some useful materials. When you use this Action, you immediately gain a single 1-Point item that could be acquired through any of the Gathering skills: MINING, HERBALISM, WOODCUTTING, HUNTING, MERCANTILE, or BLACK MARKET. Note that if you choose to gain herbs or lumber, you will receive 1 <i>random</i> appropriate item tag, just as though you were of Apprentice level in HERBALISM or WOODCUTTING.</p>	

<i>Speaking Fees</i>	Required Allies: —
	Activation Cost: 4 Economic Influence
	Risk Chance: 0%
<p>The individuals who populate cults, shady merchant guilds, criminal syndicates, smuggling rings, and other antagonistic groups are generally pretty tight-lipped, since their interests are directly opposed to your own... but money talks, and it can often convince such people to talk as well. When you use this Action, you have managed to successfully bribe a rank-and-file member of any (relatively) nearby faction to voluntarily show up and tell you information about the faction they work for. While there is no guarantee that you will get all the information you want, you have made it worth this person's while to answer your questions.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Journeyman Deals</i>	Required Allies: 10 Workers, 5 Merchants, and 1 Foreman
	Activation Cost: 4 Economic Influence
	Risk Chance: 0%
<p>There is a constant flow of valuable raw materials all around you: fancy shops and artisans have to be supplied, after all, and many merchants busily work to meet those needs. With the right connections to some of those merchants, you can quickly get some higher-value materials. When you use this Action, you immediately gain a single 2-Point item that could be acquired through any of the non-random Gathering skills: MINING, HUNTING, MERCANTILE, or BLACK MARKET.</p>	

<i>Focused Foraging</i>	Required Allies: 10 Workers, 5 Merchants, and 1 Foreman
	Activation Cost: 4 Economic Influence
	Risk Chance: 0%
<p>Whether they are free agents supporting themselves or representatives of trading companies, some people spend long periods away from towns and cities, making a living by gathering herbs and valuable lumber. With enough mercantile connections, you can contact such people and request particular kinds of plants, for a price. When you use this Action, you choose a single WOODCUTTING property (<i>Dense, Durable, Flexible, Lightweight, or Strong</i>) or a single HERBALISM property (<i>Enchantment, Enhancement, Entropic, Hallucination, Healing, Poisonous, Purification, Sedative, Spiritual, Stimulant, or Rejuvenation</i>)... and immediately gain a single, randomly-determined HERBALISM or WOODCUTTING item tag that includes that property.</p> <p><i>Note—keep in mind that HERBALISM tags contain 5 uses each, so if you choose to get herbs with this Action, you are getting at least 5 uses of the chosen property.</i></p>	

<i>Contact Merchants</i>	Required Allies: —
	Activation Cost: 4 Economic Influence, 1 Academic Influence
	Risk Chance: 0%
<p>When you want to buy something, you may have connections with some of the local merchants, or even some overseas shipping organizations... but there is always value in widening your network of connections. Sometimes, you want to reach outside of your own sphere of influence and talk to some other “movers and shakers.” This Action allows you to contact a group of merchants—usually a trading company or Guild—and arrange for a meeting with a representative of their choice within the next 12 hours. If they are based in a location too far away to make such a meeting feasible, they will instead contact you by letter or by magical ritual. Note that this Action does not guarantee that you can buy particular items: if you wish for the merchants to bring any specific goods to your meeting, you may request a general class of purchasable objects, but there is no guarantee that you will get exactly what you want. Indeed, some types of goods might be impossible for a given group to procure, considering its contacts and mercantile focus.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Structure Repair</i>	Required Allies: 20 Workers, 10 Craftsmen, and 1 Foreman
	Activation Cost: 5 Economic Influence
	Risk Chance: 25%
<p>On Tear, there are a lot of troubles that can befall your home, whether it happens to be a building or a ship. With enormous monsters stomping around, magical explosions, pirates, waves of Dream energy, the possibility of war... it's hard to know the right kind of insurance to get. Fortunately, if you have connections to the right kind of masons and shipwrights, with a good team of contractors, you can always rebuild. This Action allows you to choose any local building, structure, or ship that has been damaged and repair it to full functionality.</p>	

<i>Give Me the Goods!</i>	Required Allies: 10 Workers, 5 Merchants, and 1 Ambassador
	Activation Cost: 12 Economic Influence
	Risk Chance: 0%
<p>Sometimes, there just isn't time to wait for the normal mercantile process; sometimes, you just absolutely need a particular material in hand <i>right now</i>, and you are willing to pay your economic and political contacts extra for an immediate response. When you use this skill, you immediately gain ANY single resource item that could be acquired through any of the Gathering skills: MINING, HERBALISM, WOODCUTTING, HUNTING, MERCANTILE, or BLACK MARKET. Note that if you choose to gain herbs or lumber, you may specify one exact kind of tag, including any existing combination of properties, and you will get it.</p> <p><i>Note—any HERBALISM or WOODCUTTING tags that are restricted by Story Staff for plot purposes (such as, for instance, the bark of some particular, miraculous tree) may still be inaccessible with this Action.</i></p>	

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POLITICAL INFLUENCE

Once you have begun to make connections with local government officials, courtiers in various courts, ambassadors, and nobles, you start to see *just how much* the political connections between people (and among organizations) actually shape the way that everyone lives their lives. The decisions made at such levels of authority are hugely important, and so it is wise to begin to shape those decisions yourself, if you can. From the shining court of the Queen of the Celestine Empire to the byzantine halls and customs of Mandala, from the formal meritocracy of the Effendal Houses to the “Great Game” of the playing-card Kings and Queens of Cole, from the centralized tyranny of the Nadine Empire to the sprawling “melting pot” of Solace and Unity... if you can prove that you are capable of handling the reins of power, you can start to make important things happen. For anyone interested in sending messages, understanding different cultures, investigating prominent figures, delaying important events, or even just throwing really good parties, a position of political influence is exactly where you want to be.

POLITICAL ALLIES

	<i>Cost</i>	<i>Card Received</i>
Low Rank	1 Political Influence	5 Servants
Middle Rank	3 Political Influence	5 Courtiers
	3 Political Influence	5 Bards
High Rank	3 Political Influence	1 Seneschal
	4 Political Influence + 1 Underworld Influence	1 Ambassador

At any point, you can approach Twin Mask Logistics and spend Influence Cards to buy Political Allies, as shown above. Once you have some allies who can use their social skills, musical skills, and personal connections to further your agendas, a lot of options open up to you: with the right team, you can do anything from gathering background information to actually elevating your family line to nobility.

POLITICAL ACTIONS QUICK REFERENCE:

Political Action	Activation Cost	Required Allies	Risk
Errand Boy	0 Influence Cards	1 Servant	50%
Gather Leverage	0 Influence Cards	5 Bards	30%
Fashion First	1 Political	0 Ally Cards	0%
Gourmet Food	1 Political	1 Servant	0%
Food Taster	1 Political	1 Servant	?

Musical Message	1 Political	1 Bard	20%
Bardic Tidings	1 Political	1 Bard	0%
Etiquette	1 Political	3 Courtiers	0%
Legal Code	1 Political	1 Seneschal	0%
Noble Missive	1 Political	1 Ambassador	0%
Political Insight	2 Political	0 Ally Cards	0%
Safe Passage	2 Political	0 Ally Cards	0%
Eavesdrop	2 Political	5 Servants	30%
State of the Court	2 Political	5 Servants, 1 Courtier	20%
Spread through Song	2 Political	5 Bards	10%
Friends in High Places	2 Political	1 Ambassador	0%
Royal Message	2 Political	1 Bard, 1 Ambassador	0%
Cultural Understanding	2 Political	5 Courtiers, 1 Ambassador	25%
Investigate Alliances	2 Political	5 Courtiers, 1 Ambassador	25%
Investigate Rivals	2 Political	5 Courtiers, 1 Ambassador	30%
Investigate Scandals	2 Political	10 Servants, 5 Courtiers, 3 Bards	60%
Investigate Wealth	2 Political	10 Servants, 10 Courtiers	40%
Investigate Fame	2 Political	10 Courtiers, 5 Bards	10%
Investigate Noble Lineage	2 Political	10 Courtiers, 1 Bard, 1 Ambassador	20%
Investigate Prominent Figures	3 Political	20 Servants, 5 Courtiers, 1 Ambassador	0%
Investigate Prominent Groups	3 Political	20 Servants, 5 Courtiers, 1 Ambassadors	0%
Public Announcement	4 Political	1 Ambassador	0%
Contact the Influential	4 Political, 1 Military	0 Ally Cards	0%
Run Interference	10 Political	20 Courtiers, 3 Seneschals, 1 Ambassador	50%
Well-Planned Event	10 Political	0 Ally Cards	0%
Ploy: Guest List	2 Political	0 Ally Cards	0%
Ploy: Scholastic Invitation	2 Political, 1 Academic	0 Ally Cards	0%
Ploy: Common Invitation	2 Political, 1 Economic	0 Ally Cards	0%
Ploy: Underworld Invitation	2 Political, 1 Underworld	0 Ally Cards	0%
Ploy: Military Invitation	2 Political, 1 Military	0 Ally Cards	0%
Ploy: High-Class Invitation	3 Political	0 Ally Cards	0%
Ploy: Ply with Gifts	2 Economic	1 Servant	20%

Ploy: Ply with Drinks	4 Economic	1 Servant	20%
Ploy: Ply with... Severed Heads	2 Underworld	1 Assassin	50%
Ploy: Ply with a Beating	3 Underworld	5 Thugs	75%
Ploy: Hired Help	5 Political	0 Ally Cards	0%
Ploy: Planted Guest	5 Political	0 Ally Cards	0%
Found Noble House	60 Political, 20 Academic, 20 Economic, 20 Underworld, 20 Military	0 Ally Cards	0%

POLITICAL ACTIONS

<i>Errand Boy</i>	Required Allies: 1 Servant
	Activation Cost: —
	Risk Chance: 50%
<p>Politics is built on information: where it is, who knows it, and what can be done with it. The common thread in all successful politics, then, is swift and sure communication. This Action allows you to send a paper letter to anyone in Adetrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service). Considering the relatively high Risk Chance, though, it is entirely possible that you will not retain the services of the servant you send.</p> <p><i>Note—there is no need to assume that the chosen servant will die. Unless they were sent somewhere dangerous, they will likely live... but will simply not be counted among your active servants any more.</i></p>	

<i>Gather Leverage</i>	Required Allies: 5 Bards
	Activation Cost: —
	Risk Chance: 30%
<p>Bards are known for a lot of things: song, silliness, self-confidence, seduction... and secrets. With a few connections to friendly bards, you can get some privileged information that might grease the right palms or smooth things over in exactly the direction you want them to go. When used in conjunction with another Political Action, <i>Gather Leverage</i> reduces that Action's "Risk Chance" by 10%. <i>Gather Leverage</i> can only be used once per Action, and it cannot be used in conjunction with any other way to reduce Risk Chance.</p>	

<i>Fashion First</i>	Required Allies: —
	Activation Cost: 1 Political Influence
	Risk Chance: 0%
<p>Presenting the right kind of “look” is an important part of being a political figure, whether one is dealing with one’s subordinates or one’s betters. This action allows you to present a single crafted item tag at Logistics... and have it changed into a “fancy” version of the same item. For instance, a “Blood Iron Sword” might become a “<i>Ceremonial</i> Blood Iron Sword,” or a “Fortified Shirt” might become a “<i>Fashionably Tailored</i> Fortified Shirt.” You may make suggestions regarding the particular way that your item is upgraded. Keep in mind that this enhancement does not have any mechanical effect, in strict game terms: “<i>Ornately Decorated</i> Life-Bonded Armor” does not protect you any better than a normal suit of Life-Bonded armor.</p>	

<i>Gourmet Food</i>	Required Allies: 1 Servant
	Activation Cost: 1 Political Influence
	Risk Chance: 0%
<p>As a political figure, you understand that having the very finest foods available can be important not only for your digestion but also for the appearances you must maintain. This action allows you to present up to 5 food item tags at Logistics... and have them changed into “fancy” versions of the same items. For instance, a “Cake” food item tag might become “Fancy Cake,” or a “Honey” food item tag might become “Pure Clover Honey.” You may make suggestions regarding the particular ways that your food tags are upgraded. Keep in mind that this enhancement does not have any mechanical effect, in strict game terms: a Fancy Cake does not feed any more people, or last any longer, than a normal Cake.</p>	

<i>Food Taster</i>	Required Allies: 1 Servant
	Activation Cost: 1 Political Influence
	Risk Chance: Special (See Below)
<p>Servants, by definition, do things for you: laundry, cleaning, running errands, and so on. Sadly, if you are a high-profile target for possible assassination, that job-description list can include <i>dying</i> for you. When you use this Action, you can immediately discern if a food or drink item is poisoned in any way... since your Servant has tasted it. This effect is generally identical to the Channeling spell “Detect Poison,” except that you also gain some clues regarding the function of the poison by watching its effects on your Servant. Normal rules for Risk Chance and Loss Checks do not apply to this Action: if the food or drink was poisoned, you lose your Servant immediately, with no coin flips. (If the food or drink was not poisoned, your Servant faces no risk.) Generally, this Action requires you to move the food or drink to Logistics... but, if you have 1 Political Influence Card on your person and there is a Staff member nearby, that Staff member may sometimes decide to allow you to use this Action without leaving the meal.</p>	

<i>Musical Message</i>	Required Allies: 1 Bard
	Activation Cost: 1 Political Influence
	Risk Chance: 20%
<p>Some messages—perhaps because of their contents, or perhaps because of their intended recipient—take a little extra <i>handling</i> to ensure that they will be received in the proper spirit. This is where the creativity of a bard can be invaluable. This Action allows you to send a paper letter to anyone in Adetrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service). Additionally, the letter’s contents will be performed as a song in a style that you choose.</p> <p><i>Note—if you use this Action to send a letter during a Gathering to a player character, the performance of the song (and the style) you chose must necessarily be limited by the people available on NPC shift.</i></p>	

<i>Bardic Tidings</i>	Required Allies: 1 Bard
	Activation Cost: 1 Political Influence
	Risk Chance: 0%
<p>In addition to their obvious musical talents, Bards can be incredibly valuable to have around, as their travels and their collections of historical (or not-so-historical) stories are basically treasure troves of information. This Action can serve as a single use of the BARDIC KNOWLEDGE skill, allowing you to pick up various kinds of information, a bit unpredictably, about legends, customs, or history regarding a particular subject.</p>	

<i>Etiquette</i>	Required Allies: 3 Courtiers
	Activation Cost: 1 Political Influence
	Risk Chance: 0%
<p>What might be considered standard procedure in the Nadine Empire could be incredibly rude in any Celestine Empire court; as a politician, it is essential to know the mores and norms that are expected in any given political arena. This Action allows you to get detailed information about the appropriateness of a certain action, or <i>type</i> of action, in a specific nation.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Legal Code</i>	Required Allies: 1 Seneschal
	Activation Cost: 1 Political Influence
	Risk Chance: 0%
<p>Considering the many nations of Adetrune, it can be hard to remember the specifics of each court’s legal distinctions. What is illegal in Mandala might be actively encouraged in Cestrals... so it is often worthwhile to check on certain laws ahead of time. This Action allows you to get detailed information about the legality of a certain action, or <i>type</i> of action, in a specific nation.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Noble Missive</i>	Required Allies: 1 Ambassador
	Activation Cost: 1 Political Influence
	Risk Chance: 0%
<p>For nobles who are used to a certain standard of treatment, simply being handed a piece of paper might not even register as a message... you are going to have to try a little harder to give them a letter in a way befitting their station, and you fortunately have the people to do so. This Action allows you to send a paper letter to anyone in Adelfrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service). Additionally, the letter will be delivered with full, courtly etiquette: all the proper respect will be shown, according to the culture of the recipient.</p>	

<i>Political Insight</i>	Required Allies: —
	Activation Cost: 2 Political Influence
	Risk Chance: 0%
<p>Sometimes, in order to start moving your game pieces on the table, you need to have a good sense of where your opponents' pieces are. This Action provides you with the basic facts, known rumors, and a significant amount of contextual insight regarding the political position of a chosen individual or group. As part of this fundamental endowment of knowledge, you learn about their approach to politics, political leanings, partisan actions, diplomatic presence, and general involvement in the world of governance.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Safe Passage</i>	Required Allies: —
	Activation Cost: 2 Political Influence
	Risk Chance: 0%
<p>Even when things seem very grim, some standards need to be maintained: for instance, if you do not allow for the safe travel of diplomats, there is no chance for tension and trouble ever to be eased, except through total and devastating war. This Action arranges for the right of safe passage for up to 5 individuals through a civilized nation (that is, one that follows the Rules of Society). The person activating this Action must currently be on good, or at least passable, terms with the chosen nation. <i>Safe Passage</i> does not work when applied to nations that are currently in a state of war; the protections it grants are only applicable during the current Gathering of the Returned; and some bandits may choose to ignore those protections (although, of course, soldiers will typically abide by the terms of your agreement).</p>	

<i>Eavesdrop</i>	Required Allies: 5 Servants
	Activation Cost: 2 Political Influence
	Risk Chance: 30%
<p>In great houses, servants are like ghosts: constantly floating at the edges of one’s vision, silently moving things when you turn away, or invisibly whispering somewhere in the walls or cellar or attic. Fortunately for one’s political opponents, though, servants also love to talk once their day’s duties are over. This Action allows you to dig up whatever rumors are circulating about an NPC political figure or prominent person. Notably, though, <i>Eavesdrop</i> does not work if the chosen person does not employ any servants themselves.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>State of the Court</i>	Required Allies: 5 Servants and 1 Courtier
	Activation Cost: 2 Political Influence
	Risk Chance: 20%
<p>Political courts are hotbeds of rumor, trending subjects, and vital intelligence; you can gain a lot of information about a nation’s current concerns by knowing what its courtiers talk about. When you use this Action, choose a non-savage nation (that is, one that adheres to the Rules of Society). You immediately gain basic knowledge about the current topics of conversation in that nation’s courts.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Spread through Song</i>	Required Allies: 5 Bards
	Activation Cost: 2 Political Influence
	Risk Chance: 10%
<p>Rhythm and rhyme are the most effective ways to make something memorable—something that you might just happen to hum to yourself without thinking about it, while going about your day. Bards, of course, are the perfect people to translate a story into music in this way... and then to saturate a city with it, popularizing that music and that story through focused performance. This Action allows you to choose a particular story and make it well-known and relatively popular (in musical form) in a region roughly the size of a large city. In general, this process will take at least a month.</p>	

<i>Friends in High Places</i>	Required Allies: 1 Ambassador
	Activation Cost: 2 Political Influence
	Risk Chance: 0%
<p>With connections in various organizations and political courts, you can usually find somebody who is willing to scratch your back, as long as you are willing to scratch theirs. When you use this Action, you immediately gain 1 Influence Card of any type. (Essentially, this lets you trade 2 Political Influence for 1 of another type.)</p>	

<i>Royal Message</i>	Required Allies: 1 Bard and 1 Ambassador
	Activation Cost: 2 Political Influence
	Risk Chance: 0%
<p>One does not simply send letters to monarchs, as one would send a letter to a grocer or a mercenary. To draw the eye of a royal figure to one’s message, and to honor that ruler properly with the manner of one’s address, one must go a bit above and beyond. This Action allows you to send a paper letter to anyone in Adelrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service). Additionally, the letter will be delivered with truly splendid pomp and circumstance, in the grandest and most impressive style, literally fit for a king.</p>	

<i>Cultural Understanding</i>	Required Allies: 5 Courtiers and 1 Ambassador
	Activation Cost: 2 Political Influence
	Risk Chance: 25%
<p>Sometimes, you have questions about a culture that would simply be too rude, too far-reaching, or too ridiculous to ask an acquaintance from that culture. With this Action, you can get an accurate answer to any one question about a foreign nation or culture, no matter how sensitive the subject may be. Of course, too, there are certain top-secret topics that you may not be able to get definitive information on.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Investigate Alliances</i>	Required Allies: 5 Courtiers and 1 Ambassador
	Activation Cost: 2 Political Influence
	Risk Chance: 25%
<p>The web of international relations that links the various nations of Adelrune can be very complex, based on factors both public and hidden. With this Action, you can get a generally-accurate sense of any one nation’s alliances, connections, and other relationships with various other nations. The information you receive, of course, may omit certain secrets: you will learn what is “generally accepted” as the truth, which might leave certain top-secret facts out of the reckoning.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Investigate Rivals</i>	Required Allies: 5 Courtiers and 1 Ambassador
	Activation Cost: 2 Political Influence
	Risk Chance: 30%
<p>In the great game of politics, it is always good to try to make friends... but there is no avoiding making enemies, for the very nature of the competition pushes people to work against one another's interests. With this Action, you can get a generally-accurate sense of any one individual's (or group's) enemies and rivals. This information will likely go a bit beyond what is "generally known," but there may be some enemies or secrets that cannot be revealed with <i>Investigate Rivals</i>.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Investigate Scandals</i>	Required Allies: 10 Servants, 5 Courtiers, and 3 Bards
	Activation Cost: 2 Political Influence
	Risk Chance: 60%
<p>Anyone who lives for a significant amount of time in an elevated position will accumulate some parts of their history that they would prefer to keep quiet. With this Action, you can get a generally-accurate sense of any one individual's (or group's) scandals and embarrassments, both current and historical. Considering the Risk Chance and the sensitive nature of the information you are seeking, <i>Investigate Scandals</i> will generally be able to dig a bit deeper than the most public information, but it will still focus primarily on more widely-known information. Particularly well-hidden scandals may not be uncovered by this Action.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Investigate Wealth</i>	Required Allies: 10 Servants and 10 Courtiers
	Activation Cost: 2 Political Influence
	Risk Chance: 40%
<p>Maintaining certain lifestyles takes a lot of money, but it can also be considered "vulgar" for prominent people to openly discuss the sources of their wealth. Indeed, quite a few wealthy people benefit directly from this cultural norm... since they have something to hide. With this Action, you can get a generally-accurate sense of any one individual's (or group's) current amount of wealth, and you may also learn something about how exactly they make their money. Note that <i>particularly</i> secretive revenue streams may not be revealed by <i>Investigate Wealth</i>.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Investigate Fame</i>	Required Allies: 10 Courtiers and 5 Bards
	Activation Cost: 2 Political Influence
	Risk Chance: 10%
<p>With bards and troubadours going from town to town, Adelfrune hosts a thriving trade in hero stories and gossip about famous people. You may recognize certain names from somewhere, but it can be hard to track down exactly why they are so well known. With this Action, you can get a generally-accurate description of the circumstances and actions that caused any one individual's (or group's) rise to fame. Additionally, you will get a sense of what actions they have done in the public's eye since then, to maintain their relevance and importance.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Investigate Political Stance</i>	Required Allies: 10 Courtiers and 1 Ambassador
	Activation Cost: 2 Political Influence
	Risk Chance: 20%
<p>Many political figures play their Influence Cards close to their chests, supporting various movements in quiet ways rather than definitively announcing their support or condemnation—commitment, after all, can make life difficult later on. With this Action, you can get a generally-accurate sense of any one individual's stance on a particular topic. You will primarily gain insight into the person's official views; they might have private opinions they have not shared with others, and <i>Investigate Political Stance</i> obviously cannot reveal such opinions.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Investigate Noble Lineage</i>	Required Allies: 10 Courtiers, 1 Bard, and 1 Ambassador
	Activation Cost: 2 Political Influence
	Risk Chance: 20%
<p>In the Rules of Society, the punishments for impersonating an individual of higher caste are so severe because the entire system hinges on the clear understanding of people's roles: when a person claims nobility or royalty, it is imperative that they be telling the truth. With this Action, you can choose a single person and get a simple yes-or-no answer to one question: is this person of at least the Noble caste? (That is, of Noble or Royal caste?) <i>Investigate Noble Lineage</i> does not give you any information about the particular line of descent of the person, but it can answer its single question with unerring accuracy.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Investigate Prominent Figures</i>	Required Allies: 20 Servants, 5 Courtiers, and 1 Ambassador
	Activation Cost: 3 Political Influence
	Risk Chance: 0%
<p>Unless you are a bureaucrat or courtier in a particular nation, it can be incredibly difficult to keep all of the important people straight. Even if you are originally from that nation, political appointments can always shift and change, which can make it frustrating to try to address letters and appeals to the right names. This Action allows you to choose a civilized nation (that is, one that abides by the Rules of Society) and then provides you with a list of the 10 most prominent people of that nation, filling these particular roles: Ruler, Spouse of Ruler, Heir Apparent, Head of Military, Head of the Arcane, Head of Religion, Head of Finances, Head of the Law, Spymaster, and Royal Seneschal.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Investigate Prominent Groups</i>	Required Allies: 20 Servants, 5 Courtiers, and 1 Ambassador
	Activation Cost: 3 Political Influence
	Risk Chance: 0%
<p>Governments, as anyone who actually lives in the world can tell you, are not the only—or even the primary—powers in many nations. Whenever people collect their talents and efforts into groups, they can have enormous significance for the functioning of a civilization. This Action allows you to choose a civilized nation (that is, one that abides by the Rules of Society) and then provides you with a list of the 10 most prominent organized groups of that nation. These are the guilds, mercenary companies, arcane colleges, bureaucratic offices, military branches, civic leagues, mercantile and shipping concerns, theater groups, advisors’ councils, <i>etc.</i> that do the most to shape the perspective and the influence of that nation.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Public Announcements</i>	Required Allies: 1 Ambassador
	Activation Cost: 4 Political Influence
	Risk Chance: 0%
<p>During the Gatherings of the Returned, it can be hard to make sure that everyone is on the same page. One of the few focal points that can help build consensus is the Court session at sundown on Saturday, where the highest-profile political events often take place. This Action allows you to arrange for a courier/herald NPC to make an announcement at the Court session during a Gathering of the Returned. You must provide the announcement ahead of time as a written document no longer than 1 page.</p> <p><i>Note—it is very wise to remind Story Staff, shortly before Court begins, of the fact that you have paid for a Public Announcement. And, of course, this Action must necessarily be limited by current Twin Mask Staff-member availability; if it is not possible to send an NPC to Court, you will be informed and the Influence spent on this Action will be refunded.</i></p>	

<i>Contact the Influential</i>	Required Allies: —
	Activation Cost: 4 Political Influence, 1 Military Influence
	Risk Chance: 0%
<p>When it comes to dealing with “movers and shakers,” there is sometimes no substitute for sitting down at a table and talking through your differing perspectives and options. This Action allows you to contact a specific, important person—perhaps the leader of an organization or an influential politician—and arrange for a meeting with a person representing that individual’s interests (or, if you are lucky, the person themselves) within the next 12 hours. Since the most common result of this Action is to sit down with a servant or representative of the chosen person, this Action only works if that person is influential enough to have such underlings. If the person’s organization is based in a location too far away to make such a meeting feasible, they will instead contact you by letter or by magical ritual. Note that this Action does not guarantee any particular outcome or agreement as a result of your meeting; it just sets up a point of contact, and what you do with that contact is up to you.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Run Interference</i>	Required Allies: 20 Courtiers, 3 Seneschals, and 1 Ambassador
	Activation Cost: 10 Political Influence
	Risk Chance: 50%
<p>During the Gatherings of the Returned, a LOT can happen in the political arena, often too fast for anyone to be able to think things through and arrange for a measured response. This Action allows you to temporarily delay a political action or decision (such as a declaration of war, a planned execution, the signing of a treaty, the formation of a new alliance, etc.) for a month or so: as long as the political event has not already progressed too far to be delayed, <i>Run Interference</i> will push it back to the next Gathering. Any particular political action can never be delayed more than 1 Gathering through the use of this Action.</p> <p><i>Note—of course, some events are too profoundly tied into the workings of Twin Mask’s plot to be delayed with this Action, but such events will be very few and far between.</i></p>	

<i>Well-Planned Event</i>	Required Allies: —
	Activation Cost: 10 Political Influence
	Risk Chance: 0%
<p>A lot tends to happen during Gatherings... but, when you are well-connected and enthusiastic about interpersonal plans, you can always make room for a get-together of influential people anyway, as long as you have the wherewithal to plan it properly ahead of time. This Action allows you to transform an event that you are organizing (with at least 3 other players) into a more formal affair that will be embraced and planned around by Twin Mask’s Story Staff. As soon as you apply this Action to a planned event, all lawful guests who attend are automatically protected under the rules of hospitality: if any undue harm comes to them, your reputation will suffer commensurately. There are two primary benefits of <i>Well-Planned Event</i>. First, any NPCs that attend the event will accept Political Influence Cards as though they were Influence Cards of any type; for instance, an NPC military leader can allow you to recruit Soldiers (a Military Ally)</p>	

with Political Influence rather than Military Influence. Second, a *Well-Planned Event* allows you to use any of the various Economic “Ploy” Actions listed below to modify the way that NPC guests are invited and managed during the social gathering. When you use this Action, you must inform Twin Mask Staff whether the event will be open to the public or invitation-only.

Note—to make proper use of this Action, it is HIGHLY recommended that you inform Twin Mask Staff ahead of time, ideally during the period between game sessions. You can always run events without using this Action, too!

<i>Ploy: Guest List</i>	Required Allies: —
	Activation Cost: 2 Political Influence
	Risk Chance: 0%

This Ploy Action can only be used in conjunction with Well-Planned Event.

Party-crashers become more and more of a problem as your events become more appealing, influential, and high-profile. At a certain point, you have to take some kind of action to ensure that the “wrong sort” of person doesn’t slip into your *soirees*. When you use this Action as part of a *Well-Planned Event*, you gain the ability to use the DETECT DISGUISE skill as often as you wish over the duration of your event (up to a maximum limit of 3 hours), as long as you are actually on the event’s premises. When the event ends, you immediately lose access to this bestowed skill. (See [Bestowed Effects](#) in chapter 6 for more information.)

<i>Ploy: Scholastic Invitation</i>	Required Allies: —
	Activation Cost: 2 Political Influence, 1 Academic Influence
	Risk Chance: 0%

This Ploy Action can only be used in conjunction with Well-Planned Event.

Sometimes, you want to invite some people to your party who are more “smart” than “smartly dressed.” This Ploy will attract the attention of a randomly-determined, influential person from the world of academia, who will decide to attend your *Well-Planned Event*. You may not request a particular individual. The academic NPC who responds to your *Scholastic Invitation* will stay for roughly 1–3 hours. If you use this Action multiple times, it will stack with itself to successfully invite multiple people of academic importance.

Note—if you use this Action, you must remind Story Staff roughly 1 hour before your event... and, of course, use of this Action is necessarily limited by current Twin Mask NPC availability. If it isn’t possible to send an NPC, the Influence spent on this Action will be refunded. The earlier that you use this Action, and the more warning you give Staff members (particularly if you can avoid scheduling your party at often-busy times), the better the chance that it will work.

Ploy: Common Invitation	Required Allies: —
	Activation Cost: 2 Political Influence, 1 Economic Influence
	Risk Chance: 0%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>Sometimes, it is important to invite people of the peasant caste to your party, either to make a point, get a “ground-level” perspective, or hear some legitimately funny jokes. This Ploy will attract the attention of a randomly-determined, influential person from the common world of everyday work, who will decide to attend your <i>Well-Planned Event</i>. You may not request a particular individual. The NPC who responds to your <i>Common Invitation</i> will stay for roughly 1–3 hours. If you use this Action multiple times, it will stack with itself to successfully invite multiple people of everyday prominence.</p> <p><i>Note—if you use this Action, you must remind Story Staff roughly 1 hour before your event... and, of course, use of this Action is necessarily limited by current Twin Mask NPC availability. If it isn’t possible to send an NPC, the Influence spent on this Action will be refunded. The earlier that you use this Action, and the more warning you give Staff members (particularly if you can avoid scheduling your party at often-busy times), the better the chance that it will work.</i></p>	

Ploy: Underworld Invitation	Required Allies: —
	Activation Cost: 2 Political Influence, 1 Underworld Influence
	Risk Chance: 0%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>Sometimes, you want to invite some dangerous people to your party, either to make a deal... or just to add a little “spice” to the guest list. This Ploy will attract the attention of a randomly-determined, influential person from the underworld, who will decide to attend your <i>Well-Planned Event</i>. You may not request a particular individual. The shady NPC who responds to your <i>Underworld Invitation</i> will stay for roughly 1–3 hours. If you use this Action multiple times, it will stack with itself to successfully invite multiple people of importance in the underworld.</p> <p><i>Note—if you use this Action, you must remind Story Staff roughly 1 hour before your event... and, of course, use of this Action is necessarily limited by current Twin Mask NPC availability. If it isn’t possible to send an NPC, the Influence spent on this Action will be refunded. The earlier that you use this Action, and the more warning you give Staff members (particularly if you can avoid scheduling your party at often-busy times), the better the chance that it will work.</i></p>	

Ploy: Military Invitation	Required Allies: —
	Activation Cost: 2 Political Influence, 1 Military Influence
	Risk Chance: 0%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>Sometimes, it is very wise to invite generals, commanders, and other powerful people in uniform to your party. This Ploy will attract the attention of a randomly-determined, influential person from the world of the military, who will decide to attend your <i>Well-Planned Event</i>. You may not request a particular individual. The military NPC who responds to your <i>Military Invitation</i> will</p>	

stay for roughly 1–3 hours. If you use this Action multiple times, it will stack with itself to successfully invite multiple people of military importance.

Note—if you use this Action, you must remind Story Staff roughly 1 hour before your event... and, of course, use of this Action is necessarily limited by current Twin Mask NPC availability. If it isn't possible to send an NPC, the Influence spent on this Action will be refunded. The earlier that you use this Action, and the more warning you give Staff members (particularly if you can avoid scheduling your party at often-busy times), the better the chance that it will work.

Ploy: High-Class Invitation	Required Allies: —
	Activation Cost: 3 Political Influence
	Risk Chance: 0%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>Sometimes, the entire point of a party is to get high-profile political figures mingling with one another. This Ploy will attract the attention of a randomly-determined, influential person from the world of politics, who will decide to attend your <i>Well-Planned Event</i>. You may not request a particular individual. The influential NPC who responds to your <i>High-Class Invitation</i> will stay for roughly 1–3 hours. If you use this Action multiple times, it will stack with itself to successfully invite multiple people of political importance.</p> <p><i>Note—if you use this Action, you must remind Story Staff roughly 1 hour before your event... and, of course, use of this Action is necessarily limited by current Twin Mask NPC availability. If it isn't possible to send an NPC, the Influence spent on this Action will be refunded. The earlier that you use this Action, and the more warning you give Staff members (particularly if you can avoid scheduling your party at often-busy times), the better the chance that it will work.</i></p>	

Ploy: Formal Invitation	Required Allies: —
	Activation Cost: 5 Political Influence
	Risk Chance: 0%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>You want your parties to be appealing enough to be popular... but, more important than popularity, you want to make sure that the <i>right</i> people attend. This Ploy is used to invite a specific, prominent person who lives (or is visiting) nearby enough to reasonably consider attending your event. If your event is of a sort that would be appealing to that particular NPC, there is a much higher chance that they will actually decide to show up.</p> <p><i>Note—if you use this Action, you must remind Story Staff roughly 1 hour before your event... and, of course, use of this Action is necessarily limited by current Twin Mask NPC availability. If it isn't possible or practical to send the chosen NPC, the Influence spent on this Action will be refunded. The earlier that you use this Action, and the more warning you give Staff members (particularly if you can avoid scheduling your party at often-busy times), the better the chance that it will work.</i></p>	

<i>Ploy: Ply with Gifts</i>	Required Allies: 1 Servant
	Activation Cost: 2 Economic Influence
	Risk Chance: 20%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>Sometimes, good old-fashioned generosity is the best way to make a positive impression. This Ploy arranges for a gift to be sent to a particular person who means to attend your <i>Well-Planned Event</i>, with excellent timing: that person will receive your gift immediately before they arrive. The default gift is a beautifully-presented basket full of fruits and delicacies; you may customize the gift, though, to match the individual, as long as the value is roughly equivalent to the default. This Ploy can be applied to any NPC (or type of NPC) that you know will attend; as such, it is generally used in conjunction with <i>Formal Invitation</i>, but it can also work with <i>Scholastic</i>, <i>Common</i>, <i>High-Class</i>, <i>Underworld</i>, or <i>Military Invitation(s)</i>, even though those Ploys do not give you advance warning of the exact person whom you have invited: the person attracted by one of those Ploys—whoever he or she happens to be—will get the gift.</p> <p><i>Note—since this Action works in combination with Ploys that are dependent on NPC availability, you may end up getting the Influence spent on this Action refunded, if it turns out that the NPC cannot show up to your Event.</i></p>	

<i>Ploy: Ply with Drinks</i>	Required Allies: 1 Servant
	Activation Cost: 4 Economic Influence
	Risk Chance: 20%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>Making sure that your guests have a few beverages is one of the best ways to make absolutely sure that they enjoy their time at your event... and, perhaps, lower their social defenses a little. This Ploy arranges for a particular person who means to attend your <i>Well-Planned Event</i> to be offered quite a few alcoholic drinks right before arriving, with the goal of getting that person quite drunk. This does not always work, of course. If the person is not the sort that would ever choose to drink alcohol to excess, then <i>Ply with Drinks</i> will have no effect. This Ploy can be applied to any NPC (or type of NPC) that you know will attend; as such, it is generally used in conjunction with <i>Formal Invitation</i>, but it can also work with <i>Scholastic</i>, <i>Common</i>, <i>High-Class</i>, <i>Underworld</i>, or <i>Military Invitation(s)</i>, even though those Ploys do not give you advance warning of the exact person whom you have invited: the person attracted by one of those Ploys—whoever he or she happens to be—will be offered a lot of drinks in a very convivial atmosphere.</p> <p><i>Note—since this Action works in combination with Ploys that are dependent on NPC availability, you may end up getting the Influence spent on this Action refunded, if it turns out that the NPC cannot show up to your Event.</i></p>	

<i>Ploy: Ply with... Severed Heads</i>	Required Allies: 1 Assassin
	Activation Cost: 2 Underworld Influence
	Risk Chance: 50%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>Not everyone who comes to an event is there for fun and games. Sometimes, you want to make a truly unmistakable point. This Ploy arranges for the murder of one of the low-status servants, guards, or minions of a particular person who means to attend your <i>Well-Planned Event...</i> and then for that servant's severed head to be presented to the person just as they arrive. This intimidating Ploy can be applied to any NPC (or type of NPC) that you know will attend; as such, it is generally used in conjunction with <i>Formal Invitation</i>, but it can also work with <i>Scholastic</i>, <i>Common</i>, <i>High-Class</i>, <i>Underworld</i>, or <i>Military Invitation(s)</i>, even though those Ploys do not give you advance warning of the exact person whom you have invited: the person attracted by one of those Ploys—whoever he or she happens to be—will be presented with the head of their servant as they arrive.</p> <p><i>Note—since this Action works in combination with Ploys that are dependent on NPC availability, you may end up getting the Influence spent on this Action refunded, if it turns out that the NPC cannot show up to your Event.</i></p>	

<i>Ploy: Ply with a Beating</i>	Required Allies: 5 Thugs
	Activation Cost: 3 Underworld Influence
	Risk Chance: 75%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>Some people don't respond to drinks or fun or honeyed words: some people only respond to violence. This Ploy arranges for a person who means to attend your <i>Well-Planned Event</i> to be beaten with clubs and fists immediately before they arrive. This Ploy has some restrictions on whom it can be applied to: it will only work on "lesser NPCs," so (generally speaking) any NPC who is already named—and therefore known to the Twin Mask player base—is off-limits for <i>Ply with a Beating</i>. As such, it is often used in conjunction with <i>Scholastic</i>, <i>Common</i>, <i>High-Class</i>, <i>Underworld</i>, or <i>Military Invitation(s)</i>, rather than <i>Formal Invitation</i> (which, of course, invites specific people by name). You can also use this Ploy on somebody who has been invited more casually (that is, simply by word of mouth rather than through Influence), as long as you can confirm that they are intending to attend.</p> <p><i>Note—since this Action works in combination with Ploys that are dependent on NPC availability, you may end up getting the Influence spent on this Action refunded, if it turns out that a certain kind of NPC cannot show up to your Event.</i></p>	

<i>Ploy: Hired Help</i>	Required Allies: —
	Activation Cost: 5 Political Influence
	Risk Chance: 0%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>Whether you are hosting or attending a social event, you are likely important enough that there are better things for you to do than making sure people’s drinks are full and their coats are properly hung. This Ploy allows you to hire a servant NPC to arrive at a social event of your choice and tend to the needs of the guests. You may request a certain kind of person or personality, although there is no true guarantee that such requests will be fulfilled. Actually, there is one exception: if you request that your hired servant be literate, they will be skilled in LITERACY. Generally, though, your servant will be relatively unremarkable, without any pins of status. They will stay in play for 1–3 hours, depending on the event.</p> <p><i>Note—if you use this Action, you must remind Story Staff roughly 1 hour before the NPC is intended to arrive in game; and, of course, use of this Action must necessarily be limited by current Twin Mask NPC availability. If it is not possible to send an NPC, the Influence spent on this Action will be refunded.</i></p>	

<i>Ploy: Planted Guest</i>	Required Allies: —
	Activation Cost: 5 Political Influence
	Risk Chance: 0%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>When you are the host of an event, or even when you are just attending one, you generally hope that things will go in a certain way: that particular individuals will talk to each other, that a subject will be discussed, <i>etc.</i> This Ploy allows you to hire an NPC (a commoner) to arrive at a social event of your choice and exert a bit of pressure on the guests, as a way of pushing for things to go the way you want them to. Although you may request certain traits in your chosen NPC, there are only 2 particular requests that will definitely be honored: 1) the NPC will be trained in LITERACY if you request it, and 2) the NPC will perform a specific, non-illegal task (that does not threaten their life) at some point during the event. For example, your <i>Planted Guest</i> could raise a controversial topic with a particular party-goer, or they could cause a distraction when you give them a signal. They will stay in play for 1–3 hours, depending on the event, or until they have completed their task (whichever is shorter).</p> <p><i>Note—if you use this Action, you must remind Story Staff roughly 1 hour before the NPC is intended to arrive in game; and, of course, use of this Action is necessarily limited by current Twin Mask NPC availability. If it isn’t possible to send an NPC, the Influence spent on this Action will be refunded.</i></p>	

<i>Found Noble House</i>	Required Allies: —
	Activation Cost: 60 Political Influence, 20 Academic Influence, 20 Economic Influence, 20 Underworld Influence, and 20 Military Influence
	Risk Chance: 0%
<p>Although it may often seem that Adelerune's caste system of royalty, nobility, and peasantry is eternal and inflexible, such an assumption is often the product of a limited perspective. Seen from a wider viewpoint, different nations' noble houses are constantly shifting, like the gradual drift of the seasons or of the stars... and your own house is definitely on the <i>rise</i>. This Action allows you to permanently elevate your family to become a lesser Noble House of a particular nation. In order to successfully pursue this Action, you must have the express approval of the chosen nation, along with the recommendation and support of an already-established Noble House of that nation. You automatically gain the NOBILITY Background Feature when you take this Action.</p>	

[\[Return to Beginning of Chapter 4\]](#)

UNDERWORLD INFLUENCE

The worlds of academia, economics, politics, and the military are grand and globe-spanning in their own ways, featuring all kinds of busy people doing what is, no doubt, very important work. Underlying all of them, though, there are the sewers: conduits for the filthy realities that most people are happy to ignore. When you are willing to get your hands dirty, you can explore exactly where those conduits go, and you can get things done that would never be possible for people who slavishly follow the rules. From the assassins and necromancers of the Nadine Empire to the “gray markets” of Dace, from the Churchwood’s bandits to the smugglers of Cestral, from the crime lords of Edge to the pirates of Cole... once you can establish contact with the right kind of unsavory individuals, you have access to a whole world of secret trade and “problem solving.” For anyone interested in thievery, chaos, assassination, or spycraft, a connection to the underworld is indispensable.

UNDERWORLD ALLIES

	<i>Cost</i>	<i>Card Received</i>
Low Rank	1 Underworld Influence	5 Thugs
Middle Rank	3 Underworld Influence	5 Thieves
	3 Underworld Influence	5 Spies
High Rank	3 Underworld Influence	1 Gang Boss
	4 Underworld Influence + 1 Military Influence	1 Assassin

At any point, you can approach Twin Mask Logistics and spend Influence Cards to buy Underworld Allies, as shown above. Once you are connected to some allies that know how to pull the invisible strings of the underworld, you can get up to all kinds of shenanigans: with the right team, you can do anything from gathering hidden information about people, extorting money from people, wreaking havoc on various places, or setting up just the *perfect* assassination.

UNDERWORLD ACTIONS QUICK REFERENCE:

Underworld Action	Activation Cost	Required Allies	Risk
Distract the Mark	0 Influence Cards	5 Thieves	25%
Healthy Paranoia	1 Underworld	0 Ally Cards	0%
Gang War	1 Underworld	5 Thugs	0%
Mysterious Messenger	1 Underworld	1 Thief	10%
Dispose of the Body	1 Underworld	1 Spy	10%

Unseen Messenger	1 Underworld	1 Spy	10%
Post a Lookout	1 Underworld	10 Thugs, 1 Spy	40%
Bring the Pain	1 Underworld	1 Gang Boss	0%
Thug's Message	1 Underworld	5 Thugs, 1 Gang Boss	20%
Safehouse	1 Underworld	10 Thugs, 1 Gang Boss	15%
Vandal's Message	1 Underworld	5 Thieves, 1 Gang Boss	40%
Road Tax	1 Underworld	20 Thugs, 1 Gang Boss	75%
Assassin's Message	1 Underworld	1 Assassin	20%
Underworld Insight	2 Underworld	0 Ally Cards	0%
Investigate Rumors	2 Underworld	1 Spy	10%
Blackmail	2 Underworld	1 Spy	0%
Black Market Contact	2 Underworld	10 Thugs, 5 Thieves	25%
Abduction	2 Underworld	20 Thugs, 1 Gang Boss	60%
Investigate Loved Ones	3 Underworld	5 Spies	75%
Investigate Enemies	3 Underworld	5 Spies	75%
Investigate Criminal History	3 Underworld	5 Spies	75%
Investigate Vices and Routine	3 Underworld	5 Spies	75%
Contact the Underworld	4 Underworld, 1 Economic	0 Ally Cards	0%
Civil Disobedience	5 Underworld	20 Thugs, 1 Gang Boss	100%
Anarchy	5 Underworld	20 Thugs, 1 Gang Boss	100%
If You Can't Buy It, Steal It	8 Underworld	20 Thieves, 5 Spies, 1 Gang Boss	50%
Assassination Plot	10 Underworld	10 Spies, 1 Assassin	75%
Ploy: Killing Time	6 Underworld	10 Spies, 1 Assassin	75%
Ploy: On Your Mark	6 Underworld	10 Spies, 1 Assassin	75%
Ploy: Assassin's Arrow	3 Underworld	1 Assassin	75%
Ploy: Clear the Way	6 Underworld	10 Spies, 1 Assassin	75%

UNDERWORLD ACTIONS

<i>Distract the Mark</i>	Required Allies: 5 Thieves
	Activation Cost: —
	Risk Chance: 25%
<p>Odds are good that, if you are making contact with the underworld, you don't really want anybody to see what you're up to. It turns out that the best way to ensure that people don't look at you... is to make them look the other way, right into a distraction that you have arranged. When used in conjunction with another Underworld Action, <i>Distract the Mark</i> reduces that Action's "Risk Chance" by 10%. <i>Distract the Mark</i> can only be used once per Action, and it cannot be used in conjunction with any other way to reduce Risk Chance.</p>	

<i>Healthy Paranoia</i>	Required Allies: —
	Activation Cost: 1 Underworld Influence
	Risk Chance: 0%
<p>While notoriety and infamy can make your name into a legend that haunts people's nightmares... honestly, it's a bit amateurish to let anyone know you have ties to the underworld at all. It's generally more effective and safe to be as unobtrusive as possible. When used in conjunction with another Underworld Action, <i>Healthy Paranoia</i> makes it impossible for other people to discover that you were responsible for ordering that Action. This includes any efforts to use Divination spells to attempt to trace your involvement.</p>	

<i>Gang War</i>	Required Allies: 5 Thugs
	Activation Cost: 1 Underworld Influence
	Risk Chance: 0%
<p>Times of war are usually when a city's criminals and thugs slink into the background, ready to profit from whatever they can and to pick up as many pieces as possible once the fighting stops. In truly important conflicts, though, you might decide that some of your hired muscle might be needed on the field, with some proper weapons and the zeal of the newly-conscripted. This Action is a bit different from the others in this list: it is intended to be used multiple times at once. Essentially, for every Underworld Influence you spend, you may field 5 Thugs to a particular military encounter. For the duration of the encounter, those Thugs count as Soldiers, providing 2 Battle Points per card. (Consult the Battle section for more information.)</p> <p><i>Note—although this Action has a Risk Chance of 0%, the lives of any Thugs sent into war will naturally be at risk, just as Soldiers' would be.</i></p>	

<i>Mysterious Messenger</i>	Required Allies: 1 Thief
	Activation Cost: 1 Underworld Influence
	Risk Chance: 10%
<p>Communication is the lifeblood of a lot of behind-the-scenes actions: sometimes, you just have to make sure that the right people have the right information, and it is worth sending a messenger who has practice at, say, getting through windows. This Action allows you to send a paper letter to anyone in Adelfrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service). The letter will reach its destination even if its delivery means reaching a relatively private or moderately guarded location.</p>	

<i>Dispose of the Body</i>	Required Allies: 1 Spy
	Activation Cost: 1 Underworld Influence
	Risk Chance: 10%
<p>In a lot of ways, Divination and Necromancy make getting away with murder more awkward than you would like... it is fortunate, then, that you know people who are good at completely eliminating the physical remains that <i>some</i> people might consider evidence of a crime. In order to use this Action, you must be able to transport a corpse to Logistics; once it is there, this Action will hand off that body to one of your Spies, who will immediately reduce those remains into fertilizer by using non-magical methods.</p>	

<i>Unseen Messenger</i>	Required Allies: 1 Spy
	Activation Cost: 1 Underworld Influence
	Risk Chance: 10%
<p>In the underworld, there are very few proclamations; most of the time, information passes from individual to individual, with secrecy and caution making sure that certain ideas are limited to those who "need to know." This Action allows you to send a paper letter to anyone in Adelfrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service). The letter will be folded to take up very little space, and it will be delivered in a way that emphasizes secrecy. As such, your message will be placed in a private location that would generally only be seen by whomever your message is intended for: it might appear beneath their pillow, for instance, or be tucked within a book that they are reading.</p>	

<i>Post a Lookout</i>	Required Allies: 10 Thugs and 1 Spy
	Activation Cost: 1 Underworld Influence
	Risk Chance: 40%
<p>One of the first rules of “getting away with it” is simple: make sure to notice other people, particularly if they wish you harm, before they notice you. By posting a couple of lookouts who can scan for trouble around the city center, you can get advance warning before combat comes knocking on your door. When you use this Action, you get to ask Twin Mask Staff members in Logistics whether or not any dangerous threats (assassins, cultists, demons, major antagonist NPCs, etc. etc.) are likely to enter the main Twin Mask game space within the next 30 minutes. They may have to consult with Story Staff members, but they will get you an answer. Additionally, if the answer is “yes,” you may ask a single yes-or-no question about the nature of that threat. Keep in mind that any information you gain from this Action will be limited to whatever a well-placed lookout could reasonably figure out.</p> <p><i>Note—Staff members will answer your question as well as they can, but you should keep in mind that the ever-changing nature of Twin Mask can eventually make that answer less than 100% accurate.</i></p>	

<i>Bring the Pain</i>	Required Allies: 1 Gang Boss
	Activation Cost: 1 Underworld Influence
	Risk Chance: 0%
<p>From your enemies’ perspective, it is totally reasonable to hide information from you. It is important to let your enemies know, though, that it is ALSO quite reasonable for them to spill everything they know... because that will make the intense pain stop, while they can still eat food without assistance. This Action allow you to have a Gang Boss in your employ use the TORTURE skill once on a captured person. To use this Action, you must be able to move the person you wish to torture to Logistics.</p>	

<i>Thug’s Message</i>	Required Allies: 5 Thugs and 1 Gang Boss
	Activation Cost: 1 Underworld Influence
	Risk Chance: 20%
<p>Sometimes, you don’t want to merely send a message—you really want to <i>send a message</i>. This Action allows you to send a paper letter to a particular group of people anywhere in Adadrune during a Twin Mask game session. It only works if that group of people has a fairly large number of members, hirelings, or associates, though... because your message will actually be delivered by a low-ranking member of that group, after your Thugs have savagely beaten that person. Obviously, this Action is mostly used to deliver threats, ultimatums, warnings, or messages associated with violence, for the “messenger” will have broken joints, a damaged face, or some other stark reminder of the damage you are willing to inflict on members of the chosen group.</p>	

<i>Safehouse</i>	Required Allies: 10 Thugs and 1 Gang Boss
	Activation Cost: 1 Underworld Influence
	Risk Chance: 15%
<p>Since the underworld can reach its fingers into every nook and cranny of Adelfrune, there is no such thing as a truly safe place: any fortress can be infiltrated, if you try hard enough. In order to keep a person safe, then, it is wise to work <i>with</i> the underworld instead of against it. This Action allows you to establish a safe, hidden place for an NPC to hide out during the next 3 days, sheltered from the investigatory efforts of both law-abiding and lawless people. Since this “safehouse” is outside of the normal Twin Mask game space, you will need to escort the NPC to Logistics in order to send them there, and PCs cannot join them at that location. Note that this Action does <i>not</i> prevent the NPC from being successfully investigated with Divination spells.</p>	

<i>Vandal’s Message</i>	Required Allies: 5 Thieves and 1 Gang Boss
	Activation Cost: 1 Underworld Influence
	Risk Chance: 40%
<p>When you want to make a public statement, there is no better way to get people’s attention than to write on something that is already in the public eye. This Action lets you send out a team of vandals to emblazon a one-sentence message onto some prominent landmark or building, anywhere in Adelfrune, during a Twin Mask game session. The message will generally be painted (in a color that you choose) onto the surface of that landmark or building, but if you can come up with other, creative ways to write the message, your vandals can follow any instructions that do not require too much expenditure of time or money. (For instance, they could smash windows in a pattern that spells out “DIE,” if a building has enough windows for such a plan to be feasible.) When you use this Action, you can choose whether your vandals will actively damage their target; their default, of course, is to cause a bit of destruction to go along with their painting.</p>	

<i>Road Tax</i>	Required Allies: 20 Thugs and 1 Gang Boss
	Activation Cost: 1 Underworld Influence
	Risk Chance: 75%
<p>Among the sort of people you generally deal with, money is the universal language that allows things to <i>get done</i>. To be effective, then, you need to get your hands on some silver pieces... and, in a pinch, there is no faster way to do so than simply taking it from people. When you use this Action, you order a local road to be blocked by your Thugs, who will only allow people to pass if they pay a toll. As a result, you gain a randomized amount of silver pieces from 1 to 10 as your “cut” of the extortion. This Action can only be used once per Twin Mask game session.</p> <p><i>Note—when you use this Action, you cannot choose which road will be “taxed”; additionally, the blockade and extortion will typically happen “off camera,” outside the Twin Mask game space. As such, this Action cannot be used to direct or hamper street traffic in a relevant way. Also, of course, this Action qualifies as illegal banditry, and if it is traced back to you, you may face in-game legal consequences.</i></p>	

<i>Assassin's Message</i>	Required Allies: 1 Assassin
	Activation Cost: 1 Underworld Influence
	Risk Chance: 20%
<p>Some messages are so important that you need to make <i>dead sure</i> that they are delivered in the proper fashion. This Action allows you to send a paper letter to an individual—or a particular group of people—anywhere in Adelrune during a Twin Mask game session. Just as with <i>Thug's Message</i>, though, it only works if that person or group has a fairly large number of hirelings or associates... because your message will actually be found (by its intended recipient) pinned with a knife to an assassinated, low-ranking member of the targeted organization. Your Assassin will identify, hunt down, kill, and arrange the body of the underling so that the target will generally be the first to see the corpse and the message. Such efforts, obviously enough, lend themselves to sending messages that are threatening in some way.</p>	

<i>Underworld Insight</i>	Required Allies: —
	Activation Cost: 2 Underworld Influence
	Risk Chance: 0%
<p>When you deal with matters that are often cloaked in shadow and secrecy, it can be hard to choose the right moves to get exactly what you want; by using some of your influence, though, you can shed some light on the shady dealings you need to meddle with. This Action provides you with the basic facts, known rumors, and a significant amount of contextual insight regarding the position and goals of a chosen individual or group that is active in the underworld. As part of this fundamental endowment of knowledge, you learn about their general place in the network of illegal activity around them, their reputation for honesty (or lack thereof), any locations associated with them, the general area and extent of their influence, and so on.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Investigate Rumors</i>	Required Allies: 1 Spy
	Activation Cost: 2 Underworld Influence
	Risk Chance: 10%
<p>The underworld is built on secrecy, but it is also built on trust: you keep quiet about all kinds of skullduggery, but you also go out of your way to share hot tips and necessary warnings with your cronies and friends. As it turns out, these are optimal conditions for brewing up a cauldron full of swirling rumors. This Action allows you to choose a particular person or organization and learn more about any rumors that people are sharing about them. When you use this Action, you must choose one of two options: 1) you can ask your underworld contacts to collect any and <i>all</i> available rumors about your target, or 2) you can ask them to dig deeper into a <i>particular</i> rumor that has already reached your ears. Keep in mind that any information you gain is not guaranteed to be true; it will be based on what is generally believed, which could be inaccurate if the people you are investigating have invested very heavily into secrecy or misdirection.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Blackmail</i>	Required Allies: 1 Spy
	Activation Cost: 2 Underworld Influence
	Risk Chance: 0%
<p>Everyone has secrets, but not everyone knows that you have eyes and ears at every wall and window, looking to collect those secrets. Once your spies have done their work, it is simply a matter of gently reminding powerful people what a <i>good friend</i> you are for keeping things quiet... and you can collect and exert all kinds of influence. When you use this Action, you immediately gain 1 Influence Card of any type. (Essentially, this lets you trade 2 Underworld Influence for 1 of another type.)</p>	

<i>Black Market Contact</i>	Required Allies: 10 Thugs and 5 Thieves
	Activation Cost: 2 Underworld Influence
	Risk Chance: 25%
<p>People in the underworld have embraced the true ideal of a mercantile system: if something has value, that means that people want it and are willing to pay for it... so why <i>shouldn't</i> somebody step in and arrange for goods to end up where they are valued most? When you use this Action, you immediately gain a single 1-Point item that could be acquired through the BLACK MARKET Gathering skill. Importantly, though, you can combine multiple, consecutive uses of this Action to acquire BLACK MARKET items with higher Point values. For instance, if you use this Action three times in a row, you could get a “Zye Scarab” (a 3-Point item) rather than three copies of the “Bone” item.</p>	

<i>Abduction</i>	Required Allies: 20 Thugs and 1 Gang Boss
	Activation Cost: 2 Underworld Influence
	Risk Chance: 60%
<p>Trying to approach matters second-hand or remotely is often not going to get things done to your satisfaction: it is generally a good idea to reach out and make personal contact with a representative of an organization, to see some real results. When you use this Action, you choose a person or group that you know to be active in a relatively nearby area... and you send your Thugs to capture a person associated with them. Of course, this only works if that person or group has a fairly large number of hirelings or associates, since your Thugs will not have access to anyone more important than the “rank and file.” Additionally, this Action may take a while to carry out (while Twin Mask Staff members arrange for an NPC to play the captured underling)... but once the job is done, you will be alerted and will have the opportunity to interrogate the unfortunate underling directly. Of course, you are not limited to merely interrogating them: you can use your imagination to determine the best course, once you are face to face with them.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter. Also, this Action cannot be used on Player Characters or named NPCs.</i></p>	

<i>Investigate Loved Ones</i>	Required Allies: 5 Spies
	Activation Cost: 3 Underworld Influence
	Risk Chance: 75%
<p>Sometimes, a person is so cautious that there is almost no way to get leverage over them... but, if you look very closely, almost every castle has a heart-shaped hole in it somewhere. One way or another, we all crave contact with other people, and that craving can be made to betray us. By using this Action, you can get a generally-accurate sense of any one individual's family life, love life, and romantic interests: you will learn whom this person cares about, why, and the overall shape of each such relationship. This Action cannot provide you with information that is extremely well-guarded, but it can give you a good starting-point for deeper investigation.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter. Also, this Action cannot be used on Player Characters.</i></p>	

<i>Investigate Enemies</i>	Required Allies: 5 Spies
	Activation Cost: 3 Underworld Influence
	Risk Chance: 75%
<p>People in the underworld (and, perhaps, other people too) might have all kinds of supporters and acquaintances, convenient alliances and fair-weather friends... but they are truly defined by their enemies. By using this Action, you can get a generally-accurate sense of any one individual's enemies and outstanding grudges. You will get the names and the motivations of any particular groups or people who have affronted, harmed, or betrayed the person—or, conversely, that the person has wronged in similar ways. This Action cannot provide you with information that is extremely well-guarded, but it can give you a good starting-point for deeper investigation.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter. Also, this Action cannot be used on Player Characters.</i></p>	

<i>Investigate Criminal History</i>	Required Allies: 5 Spies
	Activation Cost: 3 Underworld Influence
	Risk Chance: 75%
<p>We have all done things that we are not proud of—and when one's enemies have widespread contacts in the underworld, such “skeletons in the closet” can end up hurting much more than one's pride. By using this Action, you can get a generally-accurate sense of any one individual's past illegal actions and associations. You will get a fairly complete list of any underworld groups they have been a part of, along with any illicit trades, rumored (and confirmed) murders, swindles, misdemeanors (and so on) that are generally believed to be associated with the person. This Action cannot provide you with information that is extremely well-guarded, but it can give you a good starting-point for deeper investigation.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter. Also, this Action cannot be used on Player Characters.</i></p>	

<i>Investigate Vices and Routine</i>	Required Allies: 5 Spies
	Activation Cost: 3 Underworld Influence
	Risk Chance: 75%
<p>When you are considering espionage, assassination, blackmail, or any number of other ways of coercing other people, it makes a world of difference to know as many details as you can about your target's life. By using this Action, you can get a generally-accurate sense of any one individual's current routine, habits, and personality traits. In addition to the target's run-of-the-mill and repeated behavior, the information provided by this Action will naturally center on the most negative, exploitable parts of their conduct: their guilty pleasures, addictions, sexual predilections, and deplorable personality traits. This Action cannot provide you with information that is extremely well-guarded, but it can give you a good starting-point for deeper investigation.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter. Also, this Action cannot be used on Player Characters.</i></p>	

<i>Contact the Underworld</i>	Required Allies: —
	Activation Cost: 4 Underworld Influence, 1 Economic Influence
	Risk Chance: 0%
<p>It can certainly be fun to play with shadow puppets, feinting and dodging in the twisted politics of the underworld... but often, to really get things done, you need to drop the charade and actually meet with somebody face to face. This Action allows you to contact a known group in the underworld—such as an assassins' guild or a smuggler's operation—and arrange for a meeting with a representative of their choice within the next 12 hours. If they are based in a location too far away to make such a meeting feasible, they will instead contact you by letter or by magical ritual. Note that this Action does not guarantee that you can arrange for any particular goods or services: if you wish to do business, you can indicate the general terms of your interest ahead of time, but there is no guarantee that the group is willing or able to get you what you want.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Civil Disobedience</i>	Required Allies: 20 Thugs and 1 Gang Boss
	Activation Cost: 5 Underworld Influence
	Risk Chance: 100%
<p>A city or a town is a delicate machine, with a lot of moving parts that are required to interact smoothly in order to keep people's lives on track. Often, then, the best way to bring attention to a problem, create a distraction, or just piss people off... is to throw a wrench into that delicate machine. This Action allows you to create some chaos in a settlement of your choice (anywhere in Adelfrune) by getting people to disrupt the normal order and refuse to cooperate with authorities. This can involve shouting at nobles or dignitaries, blocking off essential roads, engaging in some light vandalism, noisily occupying important buildings, and so on. These actions will be mostly harmless, although of course some people can accidentally be hurt. The Risk Chance associated with this Action largely represents the fact that anyone participating in such <i>Civil Disobedience</i> can expect to be arrested by morning, thus ending the disruption.</p>	

<i>Anarchy</i>	Required Allies: 20 Thugs and 1 Gang Boss
	Activation Cost: 5 Underworld Influence
	Risk Chance: 100%
<p>Any kind of settlement is a labor of love: it takes a lot of time, effort, and planning to grow a village up from the bare dirt and turn it into a hub of civilization. It would be shame if something were to <i>happen to it</i>. This Action allows you to create a lot of chaos in a settlement of your choice (anywhere in Adelrune) by producing a random and significant act of destruction. Your Thugs will target a part of the city or town basically at random (although you can specify a few structures for them to avoid)... and they will wreak havoc on it. This often means that a random building will get severely damaged or destroyed, but sometimes the destruction might take a different turn, like the flooding of a road or the burning of a field of crops. In any case, the destruction is sure to capture the attention of all the settlement's authorities and directly inspire fear and anger among the common people.</p>	

<i>If You Can't Buy It, Steal It</i>	Required Allies: 20 Thieves, 5 Spies, and 1 Gang Boss
	Activation Cost: 8 Underworld Influence
	Risk Chance: 50%
<p>The rich, influential, and powerful people around you own a staggering variety of important and valuable things, from soul gems to troll hides to ritual components. It is fortunate, then, that those people's possessions can be transferred to <i>your</i> pockets at a moment's notice. When you use this skill, you immediately gain ANY single resource item that could be acquired through any of the Gathering skills: MINING, HERBALISM, WOODCUTTING, HUNTING, MERCANTILE, or BLACK MARKET. Note that if you choose to gain herbs or lumber, you may specify one exact kind of tag, including any existing combination of properties, and you will get it.</p> <p><i>Note—any HERBALISM or WOODCUTTING tags that are restricted by Story Staff for plot purposes (such as, for instance, the bark of some particular, miraculous tree) may still be inaccessible with this Action.</i></p>	

<i>Assassination Plot</i>	Required Allies: 10 Spies and 1 Assassin
	Activation Cost: 10 Underworld Influence
	Risk Chance: 75%
<p>There are some situations so troublesome, some problems so direly persistent, that the normal ways of handling them—with politics, money, information, or soldiers—simply do not work. This is where your spies and assassins come in: very often, a single person is the crux of the problem, and their removal will let everything else begin to drift back toward its proper course. This Action allows you to set up an opportunity to assassinate a prominent NPC. You will still have to muster enough force to successfully attack and kill the targeted person, whether by stealth, combat prowess, or sheer numbers... but you can use this Action to draw out that NPC, to push them to make an appearance in a local and relatively low-security setting. You must use this Action between Twin Mask events, or during the first night of such an event. Once you do, the targeted NPC will make an appearance, somewhere within the main Twin Mask game area, during that following game session (or during the remainder of the current game session).</p>	

Naturally, this will only work if the NPC is fairly close to the in-character location of that Gathering: it would simply take too long for somebody in the Amalgamation, for example, to travel to Tear. The targeted NPC will generally believe that they are attending the Gathering for some *other* reason, as established by your Spies and Assassins.

Additionally, one of the primary functions of *Assassination Plot* is to allow you to use any of the various Underworld “Ploy” actions listed below to modify the way that the targeted NPC will appear during the game session. If the 10 Spies and 1 Assassin you used to activate this Action survive the Risk Chance, you may use those same Allies on any Ploys you combine with this.

Note—if it is not possible to have the targeted NPC appear in game (perhaps because the Staff member who plays that character is unavailable), any Influence you spent (and/or Losses you incurred) to activate this Action and associated Ploys will be refunded. Of course, too, this Action cannot be used on Player Characters.

<i>Ploy: Killing Time</i>	Required Allies: 10 Spies and 1 Assassin
	Activation Cost: 6 Underworld Influence
	Risk Chance: 75%

This Ploy Action can only be used in conjunction with Assassination Plot.

Just because you have drawn your quarry onto your home turf doesn’t mean that you can easily strike at them. You know that they will make an appearance at *some* point... but you can’t realistically have all of your forces on full alert for the next 3 days. This Ploy, then, allows you to dictate the time that the targeted NPC will appear in the Twin Mask game space—or, if that is not possible, to learn roughly when the NPC will make an appearance. (When you use this Ploy, you will coordinate with Twin Mask Story Staff to find a time for the NPC’s appearance that works both for them and for you. While the Staff member will have the final say, they will try to cooperate with your needs or desires. Keep in mind that, since Twin Mask game sessions are ever-changing in nature, there may need to be some flexibility on when, exactly, the NPC arrives.)

Note—if you use this Ploy as part of an Assassination Plot, you must remind Story Staff on the same day that the NPC’s arrival is planned, at least 1 hour before it is supposed to happen.

<i>Ploy: On Your Mark</i>	Required Allies: 10 Spies and 1 Assassin
	Activation Cost: 6 Underworld Influence
	Risk Chance: 75%

This Ploy Action can only be used in conjunction with Assassination Plot.

Assassination is, when done correctly, a very clean and surgical operation: find the one person whose death would benefit you most, then take them out with no collateral damage. A city is a big place, though, and sometimes it can be very hard to spot your target among a sea of innocent bystanders. This Ploy, then, allows you to dictate the place that the targeted NPC will appear in the Twin Mask game space—or, if that is not possible, to at least learn the rough area where the NPC will make an appearance. (When you use this Ploy, you will coordinate with Twin Mask Story Staff to choose a place for the NPC’s appearance. While the Staff member will have the final say, they will try to cooperate with your needs or desires.)

<i>Ploy: Assassin's Arrow</i>	Required Allies: 1 Assassin
	Activation Cost: 3 Underworld Influence
	Risk Chance: 75%
<p><i>This Ploy Action can only be used in conjunction with Assassination Plot AND Ploy: Killing Time AND Ploy: On Your Mark. All 3 of these Actions need to be involved before you can use Ploy: Assassin's Arrow. This Ploy can only be used once per Assassination Plot.</i></p> <p>Once you have your target out in the open, it is time to bring your strongest friends' attacks to bear on them... which can include, of course, deadly bow-fire from an assassin you have concealed in exactly the right spot. Assuming that you know the time and the location that your target will appear, this Ploy allows you to arrange for an assassin with a powerful, long-range bow to take a sniper-style shot at the targeted NPC during an <i>Assassination Plot</i>. The target will be struck by an arrow that deals "stealth 5" in damage. This attack will be made at the beginning of any encounter with the targeted NPC at the chosen location; alternatively, however, you may specify certain cues that your Assassin should follow in deciding when to take their shot. You may indicate that the shot should happen when you snap your fingers, for instance, or when the targeted NPC draws their weapon. Such cues must be based on observable phenomena that a concealed assassin could realistically see. When using this Ploy Action, you must specify a feasible hiding spot with line of sight to the planned location of the assassination.</p>	

<i>Ploy: Clear the Way</i>	Required Allies: 10 Spies and 1 Assassin
	Activation Cost: 6 Underworld Influence
	Risk Chance: 75%
<p><i>This Ploy Action can only be used in conjunction with Assassination Plot, and only once per use of that Action.</i></p> <p>Any one person, when caught alone, has limited resources with which to defend themselves. When a person actively fears attack, though, they can use money and contacts to surround themselves with walls of plate mail and swords, keeping a perimeter of guards around them wherever they go. This Ploy, then, allows you to lull the targeted NPC into a false sense of security, or at least to distract many of their guards toward what might seem like some other pressing problem. As a result, the targeted NPC's retinue of guards will be roughly halved, in either strength or numbers, in comparison to the security that they would normally have.</p>	

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MILITARY INFLUENCE

Once you have established that you can command troops and officers in a martial setting, the wider world of military organization starts to become much more comprehensible. From the Rose Knights of the Celestine Empire to the undead shock-troops of the Nadine Empire, from the berserkers of the Gael to the Silver Fleet of Dace, from the demon-hunters of Castle Thorn to the raiding ships of the Vicaul... if you are capable and respected enough to make good use of military command, you can change the world. For anyone interested in fighting wars or conflicts of any scale, or even just in arranging for scouts to gather information in dangerous areas or situations, there is much to be gained by making connections to the fighting men and women of Adelrune's military organizations.

MILITARY ALLIES

	<i>Cost</i>	<i>Card Received</i>
Low Rank	1 Military Influence	5 Recruits
Middle Rank	3 Military Influence	5 Soldiers
	3 Military Influence	5 Scouts
High Rank	3 Military Influence	1 Officer
	4 Military Influence + 1 Political Influence	1 Knight*

(*See "[Absorbing Damage](#)," near the end of this chapter, for more on Knights' properties in [Battle](#))

At any point, you can approach Twin Mask Logistics and spend Influence Cards to buy Military Allies, as shown above. Once you have some troops to organize and command, whether on a battlefield or just to maintain standard peacekeeping operations, a world of military options opens up to you: with the right people, you can do anything from scouting a field of engagement, coordinating naval attacks, using siege weapons or blasts of magic to defeat your foes, and so on.

MILITARY ACTIONS QUICK REFERENCE:

Military Action	Activation Cost	Required Allies	Risk
Distraction	0 Influence Cards	5 Recruits	75%
Elaborate Distraction	0 Influence Cards	20 Recruits	100%
Tactical Oversight	0 Influence Cards	1 Officer	0%
Basic Scouting	0 Influence Cards	5 Scouts, 1 Officer	40%
Release the Hounds	1 Military	10 Animals	30%
Guard Duty	1 Military	(Variable)	?

Dispatch Orders	1 Military	1 Scout	10%
Urgent Message	1 Military	1 Scout, 1 Animal	25%
Capture Mission	1 Military	5 Scouts, 1 Officer	50%
Peasant Levy	1 Military	Any 1–5 Ally Cards	0%
Investigate Region	1 Economic	10 Scouts, 1 Officer, (1 Ship)	40%
Military Insight	2 Military	0 Ally Cards	0%
Sole Survivor	2 Military	1 Soldier (with restrictions)	?
Show of Force	2 Military	20 Soldiers, 1 Officer	0%
Contact Soldiers	4 Military, 1 Underworld	0 Ally Cards	0%

(Also note that there are various *other* Military Actions called “**maneuvers**” that can only be used during battle. They will be listed and discussed at the end of the “**Battle**” section later in this chapter.)

MILITARY ACTIONS

<i>Distraction</i>	Required Allies: 5 Recruits
	Activation Cost: —
	Risk Chance: 75%
<p>Warfare is a shifting, fluid thing that often hinges on local, tactical imbalances of power that can spiral outward to affect the larger conflict... which means that drawing the enemy’s attention to the wrong place at the right time can be invaluable. When used in conjunction with another Military Action, <i>Distraction</i> reduces that Action’s “Risk Chance” by 10%. <i>Distraction</i> can only be used once per Action, and it cannot be used in conjunction with any other way to reduce Risk Chance.</p>	

<i>Elaborate Distraction</i>	Required Allies: 20 Recruits
	Activation Cost: —
	Risk Chance: 100%
<p>In war, a distraction can sometimes be absolutely crucial: sometimes, keeping your true plans hidden is so important that it can be worth risking serious losses to achieve effective misdirection. When used in conjunction with another Military Action, <i>Elaborate Distraction</i> reduces that Action’s “Risk Chance” by 20%. <i>Elaborate Distraction</i> can only be used once per Action, and it cannot be used in conjunction with any other way to reduce Risk Chance.</p>	

<i>Tactical Oversight</i>	Required Allies: 1 Officer
	Activation Cost: —
	Risk Chance: 0%
<p>In many ways, warfare is the “purest” test of management and coordination, as large numbers of people must be quickly, successfully organized to meet complex and multi-step objectives. This Action allows you to attach a supervisory Officer to a Military Action you are attempting. This reduces that Action’s “Risk Chance” by 10%—but it also includes the Officer in any potential Loss Checks that the Action will incur if things still manage to go wrong. <i>Tactical Oversight</i> can only be used once per Action, and it cannot be used in conjunction with any other way to reduce Risk Chance.</p>	

<i>Basic Scouting</i>	Required Allies: 5 Scouts and 1 Officer
	Activation Cost: —
	Risk Chance: 40%
<p>The more information you have in a fight, the better. Before you start investigating trivial things, though, it is wise to start with broader strokes, to get a good general idea of what you are facing. When you use this Action, choose one nearby region or one nearby group of people such as a military force, town, or guard post. This Action allows you to ask one yes-or-no question about that area or group, and Twin Mask Staff will do their best to answer the question accurately. Keep in mind, though, that the information you gain with this Action is limited to whatever a capable group of Scouts would reasonably be able to discern.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Release the Hounds</i>	Required Allies: 10 Animals
	Activation Cost: 1 Military Influence
	Risk Chance: 30%
<p>Since most people are so overwhelmingly <i>visual</i> in the way they perceive the world, it can be very easy to lose track of one’s friends or foes when they are out of sight. Fortunately, you have some canine allies that can help with that. When you use this Action, you may use your trained dogs (Animals) to aid you in tracking somebody by following their scent. (This means that you must have the TRACKING skill in order to benefit from <i>Release the Hounds</i>; Twin Mask Staff will alert you once your dogs have “picked up the scent” of your quarry, allowing you to take over with normal TRACKING.) One major benefit of tracking by scent is that, except in extraordinary circumstances, the MASK TRACKS skill will not foil your enhanced tracking. This Action’s effect will continue for a single TRACKING effort, within reason: after anything more than a couple of hours, you will lose the services of the tracking dogs. Additionally, they will not be able to follow an individual’s scent over water or through particularly civilized / populated areas.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Guard Duty</i>	Required Allies: (Variable)
	Activation Cost: 1 Military Influence
	Risk Chance: Special (See Below)
<p>Assassins, hostile military forces, cultists, undead, demons... there are a lot of threats that can endanger the people who are central to your plans' success, especially when those people are moving from one safe location to another. This Action allows you to choose any number of Military Allies and order them to accompany a particular person as they travel to a relatively nearby location. Since your Military Allies are not represented in the main Twin Mask game space, this Action can only be used to protect people who are <i>outside</i> of that space. The Risk Chance will depend on the actual threats encountered during the trip: if nothing attacks the group, the Risk Chance will be 0%. If your guards are attacked by a force that is weaker than them, the Risk Chance will be 25%. If your guards are attacked by a <i>stronger</i> force, then the Risk Chance jumps to 100%. These numbers may be adjusted by Staff based on the specific scenario that your guards face... including, of course, playing out an actual Battle, which would mean deciding losses through that system rather than using a standard Risk Chance at all.</p>	

<i>Dispatch Orders</i>	Required Allies: 1 Scout
	Activation Cost: 1 Military Influence
	Risk Chance: 10%
<p>At a strategic level, information is crucial: without being able to communicate effectively with others, your overall plans can fall apart quickly. This Action allows you to send a paper letter to anyone in Adelfrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service).</p>	

<i>Urgent Message</i>	Required Allies: 1 Scout and 1 Animal
	Activation Cost: 1 Military Influence
	Risk Chance: 25%
<p>At a tactical level, information is more crucial than anything: when time is of the essence, you need to be able to see and communicate any momentary opportunities without fail. This Action allows you to send a paper letter during a Twin Mask game session to a person in any nearby region, without having to use any postage (or expose that letter to any potential problems with the security of the postal service). Additionally, it ensures that the letter will reach its destination as quickly as possible.</p>	

<i>Capture Mission</i>	Required Allies: 5 Scouts and 1 Officer
	Activation Cost: 1 Military Influence
	Risk Chance: 50%
<p>From the outside, it can be hard to get an accurate sense of the inner workings of an enemy military operation... but, if you think about it, each enemy foot-soldier walking around is like a little knowledge bank, if you know the trick of extracting that information from them. When you use this Action, you send some of your Scouts to capture a low-level member of a relatively local fighting force. This only works if that force has a large number of members—but, assuming that it does, your Scouts will have captured one within the day. The standard approach to such a captured soldier is to interrogate them, but you could theoretically put them to other uses, as well.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Peasant Levy</i>	Required Allies: Any 1–5 Ally Cards
	Activation Cost: 1 Military Influence
	Risk Chance: 0%
<p>Sometimes, training and equipment and strategy are the most important factors in a battle, the things that turn the tide in your favor... but, a lot of the time, you just need a bunch of bodies on the battlefield instead. When you use this Action, you can choose any 5 Ally cards (or fewer) and field them in a Battle as though they were Recruits. For the duration of the encounter, those Allies will act exactly as though they were Recruits—which means they will have a BP value of 0 and contribute by (hopefully) taking hits that might otherwise eliminate your Soldiers and Knights. (Consult the Battle section for more information.) Of course, this means that it is wise to field the least valuable units you can, like Workers or Students. In fact, high-rank Allies will serve this role <i>less</i> effectively: a Mage or an Assassin would only be able to take 1 damage, whereas a card of Thugs can take up to 5.</p> <p><i>Note—although this Action has a Risk Chance of 0%, the lives of any Allies sent into war will naturally be at risk, just as Recruits' would be.</i></p>	

<i>Investigate Region</i>	Required Allies: 10 Scouts, 1 Officer, (and 1 Ship)
	Activation Cost: 1 Economic Influence
	Risk Chance: 40%
<p>Whenever you must consider military operations in an unfamiliar place, you will probably run into a lot of unnecessary trouble if you have not gathered enough information ahead of time. Fortunately, that is exactly why you have scouts. This Action can only be used at the very beginning of a Twin Mask game session, to represent the time needed for your Scouts to travel “off-camera” between games to whatever place they will be investigating. When you use this Action, choose one region or one large group of people such as a military force, town, or guard post. There are no limitations on how far away this area or group can be, but this Action will require a Ship (an ENGINEERING craft item) if you are sending your Scouts across any oceans. Each time you use <i>Investigate Region</i>, it will allow you to ask one yes-or-no question about that area or group, and Twin Mask Staff will do their best to answer the question accurately. Keep in mind, though, that the information you gain with this Action is limited to whatever a capable group of Scouts would reasonably be able to discern.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Military Insight</i>	Required Allies: —
	Activation Cost: 2 Military Influence
	Risk Chance: 0%
<p>Adelrune is not a place of black-and-white conflicts, with two opposing sides lined up cleanly opposite each other on a chessboard. There are innumerable fighting forces around the world, each with its own history, goals, methods, strengths, and weaknesses. This Action provides you with the basic facts, known rumors, and a significant amount of contextual insight regarding the features and goals of a chosen military faction. As part of this fundamental endowment of knowledge, you learn about the faction’s overall fighting strength, numbers, command structure, fortified positions, special units, logistical supply chains, and so on.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

<i>Sole Survivor</i>	Required Allies: 1 Soldier (with restrictions)
	Activation Cost: 2 Military Influence
	Risk Chance: Special (See Below)
<p>Becoming an effective military officer generally takes a mixture of different traits, from charisma to organizational skills to confidence, but the one thing that is absolutely necessary is <i>experience</i>. This Action allows you to use a Soldier’s experience—of surviving an active battlefield or an Action gone wrong—to upgrade that Soldier to an Officer. This Action only works if the chosen Soldier is the last remaining individual on their Military Ally card. That is, whenever you acquire new Soldiers, they will be on Ally cards comprised of five Soldiers... and if four of those Soldiers have been lost, for whatever reason, then you can promote the final one. This Action cannot be used during a Battle. Risk Chance does not apply to this Action, since the involved Soldier will automatically be replaced with an Officer card.</p>	

<i>Show of Force</i>	Required Allies: 20 Soldiers and 1 Officer
	Activation Cost: 2 Military Influence
	Risk Chance: 0%
<p>Military force, just like wealth or reputation or knowledge, is a kind of power, and it would be profoundly foolish to disregard the effects that it can have. When necessary, then, it can stand in for other kinds of influence. When you use this Action, you immediately gain 1 Influence Card of any type. (Essentially, this lets you trade 2 Military Influence for 1 of another type.)</p>	

<i>Contact Combatants</i>	Required Allies: —
	Activation Cost: 4 Military Influence + 1 Underworld Influence
	Risk Chance: 0%
<p>In any military conflict, the majority of one's time is not actually spent swinging one's sword: nearly all of the advantages that help to determine a war's outcome happen in quieter moments, in the scouting, espionage, planning, and negotiations that shape a conflict. This Action allows you to contact a military group such as an army, navy, or mercenary company and arrange for a meeting with a representative of their choice within the next 12 hours. If they are based in a location too far away to make such a meeting feasible, they will instead contact you by letter or by magical ritual. Note that this Action only establishes contact: if you wish to ask for certain concessions or agreements, you may need to negotiate some kind of mutually-beneficial exchange.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this chapter.</i></p>	

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BATTLE

The Military Actions listed above are centered on minimizing risks, gathering information, and performing other tasks that generally happen *before* a fight. As for actually deciding the results and the casualties of any large-scale combat, though... that is what Twin Mask's Battle rules are for. This is essentially a kind of "mini game" within Twin Mask, designed to allow players to shape the semi-random course of a battle through the intelligent use of their Military Allies. When the situation calls for Battle, you will gather your troops in the form of cards, deploy them (and re-deploy them) from your hand to a battlefield consisting of various fronts, and roll dice to determine exactly how successful they are during each Round of combat.

First, we should explain some terms. Your "reserve" is your hand of cards, full of Allies ready to be deployed to the battlefield. The "battlefield" is the overall arena of the conflict, generally consisting of multiple fronts. A "front" is a particular location, a subsection of the battlefield, to which you can actually deploy your troops. Both sides of the conflict will field various Military Allies at each front; the collection of your troops (or your enemy's troops) at any single front is called a "company." In general, direct interaction in a Battle will be between the two opposing companies at each front.

Battle Points (BP) are the key measure of your military might. Battles will involve directly comparing the BP of your company to the BP of your opponent's company at each front. It is worth noting, though, that very few Allies actually contribute to your BP total. **Only the following Allies can be fielded in a Battle...** and one of them doesn't even provide any BP!

- A **Recruits** card is worth **0 BP**... but it can be very useful to stack some of them with your more valuable troops, so that the Recruits can take some damage without dropping your overall BP!
- A **Soldiers** card is worth **2 BP**, even if it only has 1 individual left on it.
- A **Knight** is worth **3 BP**, even if it is wounded.*
- The *War Animals* and *Gang War* Actions can allow you to field Animals and Thugs, respectively, as though they were Soldiers (for 2 BP per card), as long as you pay extra Economic or Underworld Influence in the process. These Allies will be treated, and will interact with [maneuvers](#), exactly as though they were Soldiers for the duration of a single Battle.
- Any **upgraded Ship** (from the [ENGINEERING](#) skill)—that is, a Cargo Ship, Fishing Ship, Smuggler's Skiff, or Luxury Ship—is worth **2 BP**, even if it is damaged,* but can only be used in naval battles.
- A **Warship** (from the [ENGINEERING](#) skill) is worth **3 BP**, even if it is damaged,* but can only be used in naval Battles.

(* See "[Absorbing Damage](#)," below, for more on how these combatants work.)

This means that everything else *does not contribute* to your BP totals. A few particular Allies—such as your Scouts, Officers, Mages, Assassins, *etc.*—can be used in various ways to support your core troops, but they do not contribute to your fundamental presence in Battle. See the [Maneuvers](#) section, at the end of this chapter, to see how other Allies can help swing a Battle in your favor.

Battle is fought in a series of “rounds,” with each round consisting of 5 phases. Until one side of a Battle flees, surrenders, or is defeated, you automatically start a new round when the previous one is completed.

Battle Round Phases
Phase 1: Scouting
Phase 2: Deployment
Phase 3: Withdrawal
Phase 4: Reveal Strength
Phase 5: Dice and Damage

Phase 1: Scouting

This phase allows you to gather information about the battlefield or the enemies you are facing. It does not have any particular mechanics associated with it; your options will vary widely with the specifics of each individual Battle, at the discretion of the Twin Mask Staff member adjudicating it. This is when you can send your Scouts to investigate things, and it is when you can use the “Discover Enemies” maneuver.

(Note that, since this phase comes before Deployment, the “Discover Enemies” maneuver can only gain information about enemy Ally cards that were already in place at the beginning of the round.)

Phase 2: Deployment

In this phase, you may take any number of Allies from your hand (that is, your reserve) and place them on the various fronts of the battlefield to form companies. (Remember that a “company” is the stack of troops at any given front.) Distance does not matter: as long as you have an Ally card in your hand, you can place it on any available front. Importantly, your cards (and those of your foes) are stacked face-down and placed simultaneously, so you will not be able to see your enemy’s full strength or new troop placements when you make your choices. Similarly, any Maneuvers used in this phase (such as “Flank” or “Cavalry Charge”) will be revealed at the same time that your enemy reveals their choices.

Phase 3: Withdrawal

In this phase, you may take any number of Allies from the various fronts on the battlefield and return them to your reserve (that is, your hand), either to protect them or to get them ready for re-deployment somewhere else on the following turn. During this phase, you will know the *number* of cards stacked up in each enemy company, but you may not know each company’s actual strength, since the newly-played cards will be face-down.

Phase 4: Reveal Strength

At this point, the face-down Ally cards at each front will be revealed, so that you can add up the strength (in Battle Points) of each allied and opposing company. This phase is also when the mechanical effects of any battlefield variables will be revealed—for instance, you will learn exactly how much benefit a certain company will get for having the high ground. After the cards and numbers are revealed, you and your foe will both have the chance to use Phase-Four maneuvers, such as “Tactical Reposition,” to shift the allocation of troops.

First, the enemy (that is, the Twin Mask Staff member who is making decisions for the opposition) gets a chance to either use a single maneuver or “pass.” Then, you will get the same choice. If both you and your enemy “pass” consecutively—at any point in this process—then you immediately move to Phase 5. Whenever either of you uses a maneuver, though, that person’s foe always gets a chance to follow up with a maneuver of their own (or, of course, to “pass”). Do not move on until both parties have consecutively chosen to “pass.”

Phase 5: Dice and Damage

In this phase, each company will roll dice to determine how much damage it deals to its opposition (that is, the enemy company at its front), then inflict and suffer the appropriate losses. This happens in a series of steps:

- Step 1—Officially determine how many dice to roll for a company’s damage. A company gets **one six-sided die (1d6) for every 10 BP, rounded up**. Additionally, the company with the **higher BP at that front gets one extra die**, and it gets an **additional die if it has double** (or more) its opponent’s BP.

(For instance: a company with BP 12 would deal a base of 2d6 damage... but if it is facing a BP 4 foe at its particular front, it would get +1d6 for having the higher BP, and an additional +1d6 [to a total of 4d6] for having double [or more] the BP of its enemy.)

- Step 2—Roll the appropriate number of dice for each company, then note the totals.
(Certain maneuvers can be used immediately after Step 2; they will note this Step in their descriptions.)
- Step 3—Each company deals the noted amount of damage to the company opposing it. When your company takes damage, you take losses randomly: pick up the stack of cards that represents your company, shuffle it, and then reveal the top card. Each point of damage will eliminate one of the boxes on that card (typically, each box represents an individual Soldier). If a card suffers enough damage to run through all of its boxes, then it is destroyed, and you move on to the next card in the stack, continuing until you have taken the appropriate amount of damage. If there is still remaining damage after you have run through *all* the cards in your company, shuffle any Ally cards at that front that just Absorbed damage, then apply the remaining damage to them. See “[Absorbing Damage](#),” below, for more information about this process, particularly regarding Knights and Ships.
(Certain maneuvers can be used immediately after Step 3; they will note this Step in their descriptions.)

ABSORBING DAMAGE

Knights and all kinds of Ships have the ability to Absorb a chunk of damage, which makes them more resilient—in a complicated way—than Soldiers or Recruits. **Knights and Ships can each take up to 5 damage**, just as though they were fully-stocked “Soldiers” cards (which have 5 boxes), soaking up that much damage before you move onto the next card in a stack. Because these special Allies do not have “boxes” to divide each of them into multiple individuals, however, they can take *up to 5* damage but **will be destroyed by *any* damage...** unless they can Absorb the hit.

That is, as long as Knights and Ships are unwounded (undamaged), they get a free instance of “Damage Absorption” when they take damage. Again, note that any damage is enough to trigger the Absorption effect: even if an unwounded Knight takes only 1 or 2 damage, it will still have to go through the entire Absorption process.

To Absorb damage on an Ally card, perform the following steps:

- 1) Remove it from the stack of cards currently receiving damage and set it aside. It still takes the damage, but it does not get destroyed (Knights & Ships) or lose individual boxes (Soldiers & Recruits). It remains at its current front, with the rest of its company... but (as noted in Phase 5 Step 3, above), an Ally that has Absorbed damage in a round will only come back “into the line of fire” after all other Allies at that front have taken damage. In other words, damage must march sequentially through all of the Allies at a front... and only *afterward* can it circle back around to hurt Allies that Absorbed damage during that same round.
- 2) If the Absorbing card has a reverse side that designates it as “Wounded” or “Damaged,” flip it to that reverse side. For Knights and Ships, this means that they will no longer have access to their free instance of Damage Absorption, so they are back to their base state of “take *up to 5* damage but destroyed by *any* damage.” Soldiers and Recruits, notably, do not have “Wounded” reverse sides to their cards, but they might still benefit from a Damage Absorption effect through the use of the *Bodyguard* maneuver (below) or the “Arsenal: Full Armor” [ARMORSMITHING](#) item.

MILITARY SUPPORT MANEUVERS:

Maneuver	Usable in Phase	Activation Cost	Effect
Discover Enemies	1	Exhaust 1 “Scouts” Card	Choose a single front—for each individual Scout on the card you exhausted, reveal 1 previously-unknown enemy card that is already deployed there
Flank	2	Exhaust 1 Officer	Attach the exhausted Officer to a single deployed Ally; until the end of this round, that Ally provides 5 additional BP
Cavalry Charge	2	Exhaust 1 “Animals” Card	Attach the exhausted Animals to a single deployed Ally (with no animals already attached to it); until the end of this round, that Ally provides additional BP equal to the number of individual Animals that were exhausted; use this Maneuver only during the first round of a Battle

Mend Wounds	2	Exhaust 1 “Healers” Card	Choose a single wounded Knight in your reserve and clear their wounds, flipping them to “Undamaged” again
Tactical Reposition	4	Exhaust 1 Officer	Move any willing Allies from one front to another; attach the exhausted Officer to one of the Allies that moved
Forced March	4	Exhaust 1 Officer	Immediately deploy any number of willing Allies from your reserve to a single front; attach the exhausted Officer to one of the newly-deployed Allies
Naval Transport	4	Exhaust 1 Ship of any type	Move any number of willing Allies from one front to another, as long as both fronts are near navigable waters
Sabotage	4	Exhaust 1 “Spies” Card	Choose a single enemy company; this round, it will roll one less six-sided die when determining its damage
Rapid Healing	5	Exhaust 1 “Healers” Card	Prevent 1 damage that a single enemy company would deal this round for each individual Healer on the exhausted card (<i>Step 2</i>)
Strategy Shift	5	Exhaust 1 Officer	Reroll all damage dice you have rolled during this phase (<i>Step 2</i>)
Bodyguard	5	Sacrifice 1 “Soldiers” Card from Reserve	When an Ally takes damage, you can use this maneuver in the middle of Step 3 to grant that Ally one instance of Damage Absorption
Magical Blast	5	Exhaust 1 Mage	Deal 1d6 damage to a single company (<i>Step 3</i>)
Ballista Shot	5	Exhaust 1 Ballista	Deal 3d6 damage to a single company (<i>Step 3</i>)
Naval Bombardment	5	Exhaust 1 Warship	Deal 3d6 damage to a single company; can only be used near navigable waters (<i>Step 3</i>)
Assassin’s Strike	5	Exhaust 1 Assassin	“Finish off” an enemy Ally card that already suffered at least 1 damage this round; can only be used once per round (<i>Step 3</i>)

To “**exhaust**” an Ally means that you have used up its ability to contribute to the current fight. Exhausted Allies are removed from your reserve (or the battlefield) and put into a separate discard pile exclusively for exhausted Allies. They will be refreshed and returned to you when the current series of Battles (usually a full “mod”) ends.

To “**attach**” an Ally to another means that you have bound it to the second Ally; if the “host” Ally is lost, then the attached Ally will be lost as well. This is generally signified by slipping the attached Ally into the card-sleeve of the host Ally (in a way that does not obscure the statistics of the host Ally). Note: if a maneuver calls for exhausting an Ally *and* attaching it to another Ally, the exhausted Ally stays wherever the host Ally is, rather than going to a discard pile, and is therefore likely to still be in danger.

ARSENALS

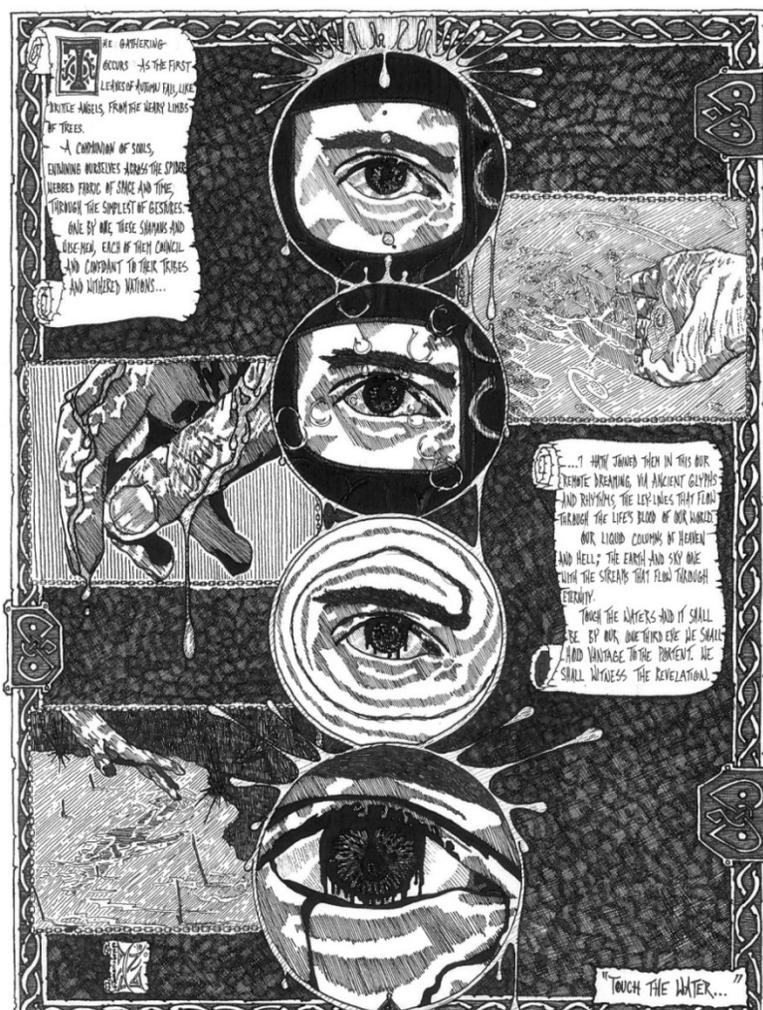
Each of these items (which are made with the [BLACKSMITHING](#), [WEAPONSMITHING](#), and [ARMORSMITHING](#) skills) can be attached to any Recruit, Soldier, or Knight Ally card to give a constant bonus in Battle. Each Ally card can hold a maximum of one “Equipment” tag, one “Weapons” tag, and one “Armor” tag... and if the Ally is destroyed, any Arsenal items it was carrying are lost with it. These items can be moved freely outside of Battle, but are “locked in” during each series of Battles.

CHAPTER 5: MAGIC

“They say there is a style of magic for every hour of the day, but, truth be told, the more you learn about these so-called ‘magi,’ the more you learn that their craft is little different than most other sciences. For instance, to the Effendal, a ballista or catapult might seem like a monstrous and magical contraption, capable of hurling boulders over mountains. They may think that we employ huge hulking beasts in our armies, but we would laugh at such statements. So too would most magicians find humor in most people’s fearful and uninformed assumptions about their craft.

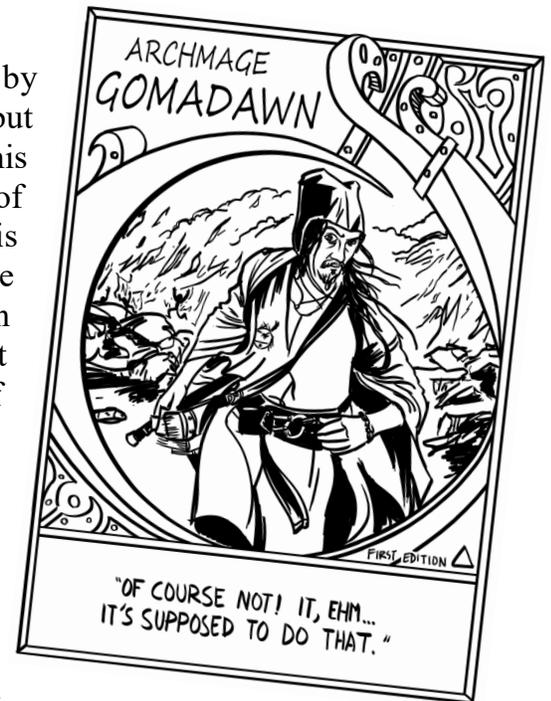
Each of the magical arts vary dramatically in how they ‘cast,’ ‘perform,’ or ‘invoke,’ their magic, but there are often commonalities between them as well. Some arts are purely Alchemical and academic, some tap into native ley lines that are common to places or events, and others use their own form and life’s blood to manipulate the world around them.”

—EXCERPT FROM *The World of Ruin* BY LOREMASTER CEJEL NENULIO



Many mages throughout history have introduced their arts by pointing out that “magic is feared by the peasantry... but exploited by the nobility.” There is a lot of truth to this sentiment, as it is unusual for the common people of Adelrune to come into contact with a spellcaster, and it is natural to fear the strange and the unknown. Also, there are enough necromancers, blood mages, and summoners with evil intentions to warrant any fear that a peasant might have. For this reason among others, many practitioners of magic keep to themselves.

(As hinted at above, there are several other schools of magic available for your character to learn as you explore Adelrune further... but **only the ones listed here are available at character creation.**)



STARTING SCHOOLS OF MAGIC:

Alchemy: A magical art that involves mixing unstable chemicals to create amazing effects. It is important to realize that there are two basic forms of alchemy in Adelrune: this magical art (which is sometimes also known as “unstable alchemy”), and a more long-term, chemical-focused version (which is generally known as STABLE ALCHEMY). Magical alchemists have the most efficient form of healing magic, but the unstable potions they create will lose their potency fairly quickly—usually within 30 minutes.

Channeling: Channelers take life energy from one source, channel it through their very being, and deliver it to another. Channelers generally focus their abilities on healing and empowering others, such that they are often said to be workers of miracles, yet their spells always come with a cost.

Warding: Wardens manipulate ley lines to produce connections between the ward-stones they carry—and are then able to trigger certain effects whenever creatures cross the resulting line of connection. Additionally, they can draw wards directly on a person’s skin to provide beneficial augmentations.

Sorcery: Sorcery is the most common form of magic; its practitioners can produce a variety of effects but often focus on relatively straightforward destructive magic, hurled at enemies in the form of wrapped, cloth packets that become bolts of magical energy.

Divination: Diviners focus on using magic to learn more about the past, present, and future. They can detect the traces of magic and strong emotion on objects and in areas, and they can see portents of the future in order to protect both themselves and others from various dangers.

ARCANE MAGIC

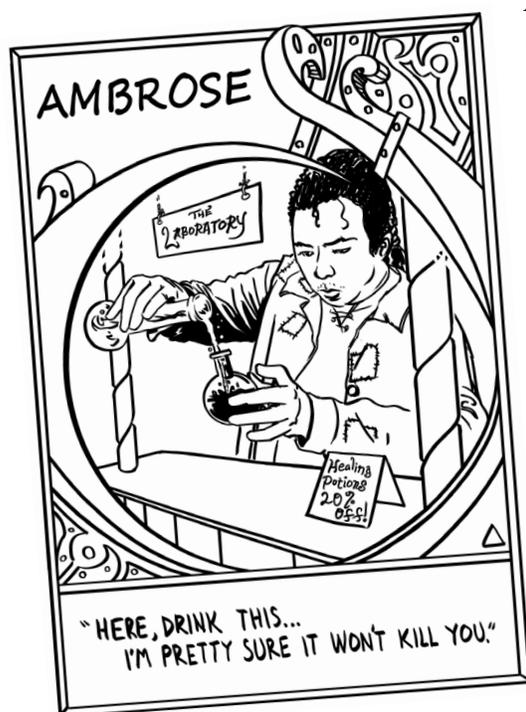
In order to cast any spell in Twin Mask, **you must carry a scroll detailing that spell**—that is, if you do not have the scroll on your person (in a spellbook, in a scroll case, or otherwise traveling with you), then you cannot cast the spell. Once you get a new scroll, you must wait 30 minutes with it in your possession, to “attune” to it... but then you may immediately begin casting the spell it describes, as long as you possess that scroll. Additionally, you must have purchased the skills necessary to cast spells of that school and level. For instance, to cast Journeyman-level Sorcery spells, you must have the following skills: MAGICAL APTITUDE, LORE: SORCERY, 10 instances of MANA FOCUS, APPRENTICE MAGIC: SORCERY, and JOURNEYMAN MAGIC: SORCERY.

And, of course, you must have enough remaining mana to cast the spell. Mana is replenished at sunrise and sunset, and it fuels all arcane spellcasting: if your character is skilled in both Warding and Alchemy, for instance, he or she uses the same pool of mana to cast spells of both schools. A spell’s mana cost is always equal to its level. That is, Apprentice (Level 1) spells cost 1 mana to cast, Journeyman (Level 2) spells cost 2 mana, Master (Level 3) spells cost 3 mana, and Grandmaster (Level 4) spells cost 4 mana.

Magic-using characters can cast spells while holding weapons, but they cannot cast spells while wearing armor or wielding a shield (unless they bypass these restrictions by purchasing the ARMORED CASTING and/or SHIELD CASTING skills). Even if you have purchased those skills, any spells that require “concentration” are interrupted and ended when you or your armor take damage.

Spells can be delivered by one of the following methods, depending on the details explained on each individual scroll: Touch, Packet, Gesture, Voice, Ward, Elixir, Gaze, or Blade.

At the beginning of your first game session with a new character, Twin Mask Staff will provide you with several randomly-determined scrolls, to represent the spells that your character has managed to hold onto, even in death. For each Magical Art your character possesses, they will get 4 Apprentice scrolls, 3 Journeyman scrolls, 2 Master scrolls, and 1 Grandmaster scroll... but only if they are capable of casting spells of that level. If your character is only be capable of casting Apprentice-level spells of a single Magical Art, for instance, they will enter game with only 4 Apprentice scrolls.



ALCHEMY

*“There’s stable alchemy, and then there’s **TRUE** alchemy. With the magical version, you actually have to know what you’re doing: you can’t just spend hours in your little study mixing your potions together. You need to know, in the heat of battle, what to throw together in the pot to be able to heal your fallen companions, awaken the sleeping warrior that was supposed to help guard you, or restore your friend’s mana in a pinch. I’m one of the most important people at the beginning of a big fight. Everyone crowds around me to get one of my bottles to use later.”*

—Bernia Karsson, Master Alchemist

Alchemists use potions to administer a variety of effects. To do so, they must cast the appropriate spell (expending mana just as any other spellcasting does), and they must *also* work with different ingredients and bottles to produce a potion. If they can do so safely and hygienically, they should combine *actual* liquids and ingredients in a bottle, even if only on a very small scale. However, considering the difficulty of keeping things clean at the site of Twin Mask, it is often wiser to merely pantomime this process for 30 seconds or so, ending up with a sealed bottle of interesting-looking liquid. Once an alchemist has produced a potion in this way, **it will be potent for 30 minutes...** if somebody drinks the potion within that time limit, its effects will immediately activate. Of course, hygiene and safety are important here, too, so it is generally wise to pantomime drinking the potion for 3 seconds rather than actually consuming it. (Technically, if a person actually drinks a potion, they can do so faster than 3 seconds.) Note that **it is impossible to force-feed a potion to someone unless they are asleep or in bleedout.**

When you actually mix a drinkable potion, it must contain 1 different ingredient per “Circle” (level) of the spell it represents. Here are a few ground rules for alchemists who want to challenge themselves by making drinkable potions:

- ◆ All potions must begin with sterile (clean) bottles.
- ◆ All potions must start with a base liquid. The base liquid may be any relatively pleasant liquid such as water, Kool-Aid, etc.
- ◆ Allowable ingredients include:
 - Food Coloring (each color counts as a separate ingredient)
 - Pop Rocks (each flavor counts as a separate ingredient)
 - Decorative Sugar (each color counts as a separate ingredient)
 - Other (ingredients must be approved by Staff)

EXAMPLE, LOW-LEVEL ALCHEMY SPELLS:

HEALING DRAUGHT

School: Alchemy
Circle: Lvl 1
Requires: As by delivery
Delivery: Elixir
Call: "Heal 2"
Casting: As by delivery
Crafting: Healing, Rejuvenation

Description:

"This is the simplest version of the healing draught. This potion restores 2 health points when consumed."

WAKING POTION

School: Alchemy
Circle: Lvl 1
Requires: As by delivery
Delivery: Elixir
Call: "Remove Sleep"
Casting: As by delivery
Crafting: Stimulant, Enchantment

Description:

"This is a simple concoction that delivers a potent agent that will awaken someone, even under enchanted circumstances."

POISON-SLOWING DRAUGHT

School: Alchemy
Circle: Lvl 1
Requires: As by delivery
Delivery: Elixir
Call: "Slow Poison"
Casting: As by delivery
Crafting: Sedative, Rejuvenation

Description:

"This elixir slows how quickly a poison moves through a subject's body, adding 3 minutes to their **poison** count."

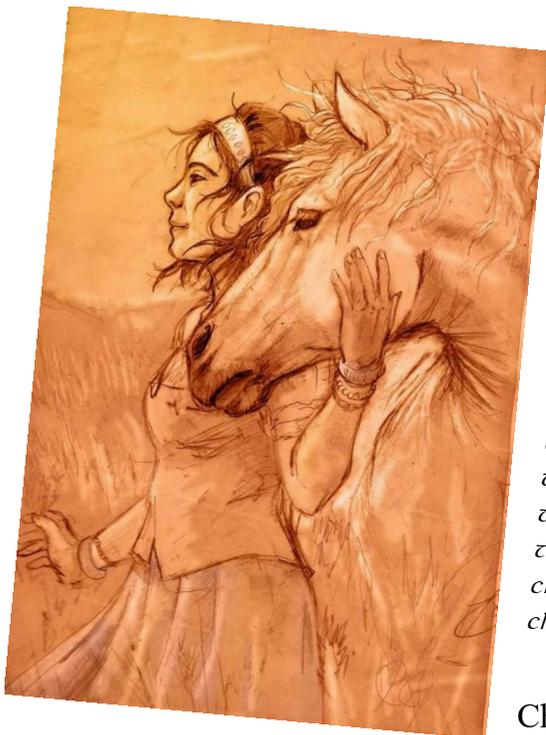
Note: You may use this spell multiple times to continue to delay a poison count.

ANTIDOTE

School: Alchemy
Circle: Lvl 2
Requires: As by delivery
Delivery: Elixir
Call: "Remove Poison"
Casting: As by delivery
Crafting: Stimulant, Entropic, Enhancement

Description:

"This elixir rapidly courses through its subject's veins, eliminating all traces of most common toxins."



CHANNELING

“As a channeler, you become more sensitive to the subtle forces that flow through every living thing. You become especially aware of how mana and life force can be manipulated or even transferred from one body to another. Of course, the bodies that you deal with do not have to be those of people; energy is inherent in every form of life, even the earth itself. Actually, most channelers use the earth as a source of power, taking from it in order to give to the injured and the sick. There are some among us that believe this to be a crime against nature, however, because no one ever thinks to give back the essence that is taken. It is for the individual channeler to decide where the balance lies. With each taking, or channeling, of power, a wound is left behind... remember that.”

—Lorraine Delfine

Channelers move energy between living things, generally by drawing life from a tree or the earth itself and then using that energy to heal the people around them. To draw energy from the earth, they must be able to **physically touch dirt or a large, living plant (like a tree) with some part of their bodies**; shoes or gloves are enough to block the connection, and materials like concrete or brick are not valid sources of energy.

EXAMPLE, LOW-LEVEL CHANNELING SPELLS:

THE MENDING SPELL

School: Channeling
Circle: Lvl 1
Requires: Concentration, Living Source (Any)
Delivery: Touch
Call: “Heal 1”
Casting: You must hold the subject to be healed and the subject to be harmed (typically the earth, a tree, or other plant life). Then by concentrating for 1 second, you may cast the spell.

Description:

“This is the simplest version of the mending spell. Each casting restores 1 point of damage.”

Note: If you choose to draw life from a creature rather than the earth, that creature takes ‘1 life’ in damage.

THE DRAINING SPELL

School: Channeling
Circle: Lvl 1
Requires: None
Delivery: Packet
Call: "Drain Mana 1"
Casting: No Preparation Needed

Description:

"This is the simplest version of the draining spell. This spell steals 1 mana from a target and gives it to you."

Note: This means that you are spending 1 mana to drain 1 mana. In short, you end up with the same amount of mana you had before, but it reduces your opponent's mana pool.

TRANSFER MAGIC

School: Channeling
Circle: Lvl 1
Requires: Concentration, Living Source (Any Willing)
Delivery: Touch
Call: "Transfer mana 1, transfer mana 2..."
Casting: You must concentrate for the duration of the mana transfer, and you must be in physical contact with both the willing source of mana and the target receiving mana.

Description:

"You can transfer any amount of mana from one willing subject to another."

DETECT POISON

School: Channeling
Circle: Lvl 1
Requires: Concentration
Delivery: Touch
Call: "Detect poison"
Casting: No preparation needed

Description:

"By absorbing the faintest amount of poison into your blood stream, you can tell if a person or substance is poisoned without becoming poisoned yourself... usually."

WARDING

"I honestly never thought that, in my line of work, I would have ever picked up any kind of magic. You'd be surprised, though, how handy it is to be able to undo other people's wards when you're trying to break into their mansions. Not only that: if I ever think I might have trouble with house guards, I can set wards of my own to blow them up if they chase me. All I have to do is carry around my handy ward stones, and I'm good to go! It really only took one unsuccessful heist for me to realize that the good stuff is always harder to get to, so sometimes you need to put some effort into it."

—Wood Rat

Warding magic generally involves placing specially-marked stones in order to form invisible "warding lines" between them on the ground—or, of course, drawing runes directly on people's skin in order to protect those people in some way. Importantly, the mana used to cast a warding spell is only spent when the stones are placed or the runes are drawn. Once the wards are in place, you can call the associated effect over and over, as often as somebody crosses the line, without spending any additional mana. **Wardens may use a total amount of ward stones equal to 1 plus their circle level**—from 2 total stones at Apprentice level to 5 total stones at Grandmaster level.

EXAMPLE, LOW-LEVEL WARDING SPELLS:

SANGUINE WARD

School: Warding

Circle: Lvl 1

Requires: Concentration

Delivery: Self

Call: None

Casting: You must paint the ward on a target's skin in a location that is exposed to the air

Description:

"This spell slows an individual's blood, giving them an additional 3 minutes when they go into bleedout."

Note: The actual spell scroll includes a particular pattern that must be drawn on the target's skin.

ELEMENTAL WARD

School: Warding
Circle: Lvl 1
Requires: Concentration
Delivery: Ward
Call: "Ward 2 <Select Element>"
Casting: As by delivery

Description:

"This spell allows you to cause 2 damage of an elemental type of your choosing (Fire, Ice, Lightning, or Acid) to anyone who passes your ward."

DETECT WARD

School: Warding
Circle: Lvl 1
Requires: Concentration
Delivery: Touch
Call: "Detect Ward"
Casting: You must concentrate for 1 second with your hand within 3 inches of the ward or glyph you wish to identify.

Description:

"This spell allows you to roughly determine the strength and type of any ward or glyph within 3 inches of you."

Example: "This is a powerful glyph that seems to be aligned to cause destructive effects when triggered."

DISMISS WARD

School: Warding
Circle: Lvl 1
Requires: Concentration
Delivery: Touch
Call: "Dismiss Ward"
Casting: After concentrating for 1 second, you may move the ward stones that you wish to disrupt.

Description:

"This spell allows you to dismiss a ward of any level. This spell has no effect on glyphs."

SORCERY

“As a way of achieving mastery of the elements, sorcery is truly the oldest, most primal of magical forces still known to the world. To be able to call lightning and fire down upon your foes...with simple gestures, you can blast your opponents into pieces. Having raw power at your very fingertips—some say that the power can corrupt easily. I say that’s ridiculous! I mean, there are other things you can do as well. For example: some guy shoves me, so I use ‘Repel’ to knock him out of my way. Not so scrawny and book-wormy anymore, now am I?”

—Arch-Magus Zacathan Belammy

Also known as ‘Warlocks,’ ‘Wizards,’ ‘Mages,’ and ‘Arcanists,’ sorcerers are generally considered the masters of destructive magic. Even though sorcery is capable of channeling arcane power from the environment to produce a wide variety of effects, bolts of fire and lightning tend to attract the most attention, so practitioners of this art are the most sought-after in times of war. In times of peace, however, they are sometimes persecuted and driven from society because of the common people’s fear.

(Interestingly, many sorcerers have also advanced the idea that people’s beliefs regarding magic can influence the power and effect of a spell. In this theory, the effect of a spell on a target could be partially or entirely negated by that target’s disbelief. As such, many sorcerers make a point of emphasizing the “dread power” of their art, wrapping themselves in intriguingly mysterious practices—since, as they see it, if the world stopped believing in their spells they would lose all power.)



Sorcery is very complex and has, over the millennia it has been studied, amassed quite a body of scholarship around it. Many sorcery spells involve taking components of various types and binding them together into something that looks like a poultice wrapped in a thin cloth. These spell-component pouches are each custom-built for a specific spell the sorcerer needs to cast, but each spell also interacts with the spirit and elemental affiliation of its intended target and the surrounding environment at the time of casting. The combination of so many factors can occasionally make sorcery spells unreliable. **(Players who wish to play Sorcerers should bring such “spell packets”—cloth squares filled with birdseed and tied into small “bean bags”—with them to game, or, for their first game, at least contact a Staff member and ask to borrow some.)**

EXAMPLE, LOW-LEVEL SORCERY SPELLS:

ELEMENTAL BLAST

School: Sorcery
Circle: Lvl 1
Requires: No Preparation
Delivery: Packet
Call: "2 <Specify Element>"
Casting: You hurl a spell component packet at your opponent.

Description:

"By hurling a spell packet at a target, you unleash a set of chain reactions that, when the packet connects with its target, get unleashed to create destructive effects. Elemental Blast does 2 damage of an elemental type of your choosing."

Note: Valid elemental types include fire, ice, lightning, and acid.

SUSTAINED ELEMENTAL BLAST

School: Sorcery
Circle: Lvl 1
Requires: No Preparation
Delivery: Packet
Call: "1 <Specify Element>"
Casting: You concentrate for 1 second, then hurl a spell component packet at your opponent.
*Special: Casting this spell does **not** consume any mana.*

Description:

"Despite the slow nature of this spell, you can concentrate and modify a spell packet's components such that, when the packet connects with its target, it will unleash a set of chain reactions that create destructive effects. Sustained Elemental Blast does 1 damage of an elemental type of your choosing. Unlike most other spells, this spell does not consume mana."

Note: Valid elemental types include fire, ice, lightning, and acid.

PURIFY LIQUID

School: Sorcery

Circle: Lvl 1

Requires: Concentration, A Liquid

Delivery: Touch

Call: "Remove Poison"

Casting: After concentrating for 1 second on a liquid, you may remove all impurities from it.

Description:

"This spell is remarkable in that it seeks out and boils away all of the impurities of a liquid, while leaving all other aspects of the liquid intact. Unfortunately, this spell also ruins any alcoholic substance."

THE BINDING SPELL

School: Sorcery

Circle: Lvl 1

Requires: No Preparation

Delivery: Packet

Call: "Bind"

Casting: You hurl a spell component packet at your opponent.

Description:

"By hurling a spell packet at a target, you unleash a set of chain reactions that, when the packet connects with its target, get unleashed to animate the plant life in the soil beneath the target's feet. These plants will suddenly grow and grapple with the target's feet for 3 seconds."

Note: Obviously, this spell's targets will not stop immediately if they were in a full sprint, but they must slow down as quickly as they safely can. Once they are at a stop, the 3-second countdown of the bind effect will begin. In addition, the ESCAPE skill may be used at any time by the target to immediately slip out of the 3-second grapple effect.

DIVINATION

“As any one of them can tell you, diviners are among the most intelligent of spell casters—but it just so happens that many of them are insane. They can use their magic to look at any situation and spot important details that others have missed, but the powerful visions that give them such power can also overwhelm them. While diviners are certainly not all-knowing (though some would have you believe otherwise), they are certainly useful as aides and advisors.”

— Archmagister Lanith

Divination is a magical art that focuses on gathering hidden or forgotten information, and therefore many of its spells allow you to consult with the “portents” and “auras” that surround all the different aspects of the world. Practically speaking, this often means that diviners will have to speak with Twin Mask Staff after casting a spell, since Staff members are generally the only ones who know that “hidden” information. Additionally, all diviners must have a “focus object” such as a crystal ball, mirror, scrying basin, or other eye-catching device—many divination spells require such a focus object, and choosing one that fits your character can be a satisfying way to express that character’s personality.

EXAMPLE, LOW-LEVEL DIVINATION SPELLS:

FORETELL DANGER

School: Divination

Circle: Lvl 1

Requires: Concentration, Focus Object

Delivery: Self

Call: None

Casting: You must concentrate for 30 second while interacting with your focus object.

Description:

“This is the weakest of the foretelling spells. You may glimpse into the very near future (the next 30 minutes or so) and determine if there is imminent danger – and oftentimes how severe the danger is.”

Note: If a Staff member is not available, then “the answer to the divination is unclear,” and the diviner must “ponder the signs.” (And then ask a Staff member, when they become available.) Visions almost always take time to reflect upon.

SENSE AURA

School: Divination
Circle: Lvl 1
Requires: Concentration
Delivery: Self
Call: "Sense <Emotion>"
Casting: You must concentrate for 1 second while within 3 inches of the target being investigated. A specific emotion must be specified.

Description:

"This spell allows the diviner to sense if a particular emotion is tied to an object. (For example, a toy may have traces of love tied to it. A sword may have traces of anger, justice, or even cowardice.) This spell does not work on living creatures, as their emotions are in such constant flux."

Note: If a Staff member is not available, then "the answer to the divination is unclear," and the diviner must "ponder the signs." (And then ask a Staff member, when they become available.) Visions almost always take time to reflect upon.

SENSE THE ARCANUM

School: Divination
Circle: Lvl 1
Requires: Concentration
Delivery: Self
Call: "Sense Magic"
Casting: You must concentrate for 1 second while within 3 inches of the target being investigated.

Description:

"This spell allows the diviner to sense magic that radiates around a person or thing."
(*Note: This will not generally assist you in determining a creature's bloodline.*)

Note: If a Staff member is not available, then "the answer to the divination is unclear," and the diviner must "ponder the signs." (And then ask a Staff member, when they become available.) Visions almost always take time to reflect upon.

CREATE LIGHT

School: Divination

Circle: Lvl 1

Requires: Concentration, A Dim Light Source (e.g. a glow stick)

Delivery: Touch

Call: "Create Light"

Casting: After concentrating for 1 second, you may cause an object to glow.

Description:

"This spell creates a dim light source for a time."

Note: The duration of this spell is based on the prop used. Players who intend to cast this spell must bring their own props to provide light. Approved, artificial sources may be "turned off" or dismissed at will; however, a new light spell must be cast to reignite it. Consult the "[Light Sources](#)" policy for more information.

RESEARCHING NEW SPELLS



In Twin Mask, the magical arts have a long history. Indeed, certain spells have been part of the arcane canon for so long that not even the most ancient books record the first person to use them. Not all spells are timeless, though. Some magical effects that used to be possible for mages are now seemingly impossible, in the modern Age of Adelrune. In recent years, too, there has been a shifting of the relations between the various realms of existence... and new spells have proliferated in the wake of that change. Now, individuals and teams of researchers are excited to delve into whatever new possibilities the magical arts may hold, as research gives them the chance to develop entirely novel ways of manipulating the energies flowing invisibly through the world.

Researching a new spell is a very time-consuming endeavor, but it can allow you to permanently make your mark on Adelrune while also gaining your character a valuable, personalized spellcasting option (that you can choose to share with others). In order to research a new spell, you must follow these steps:

- 1) Come up with a general idea for your spell and choose its Magical Art; your character must be of at least Apprentice levels of skill in that Art. We are looking for a fairly vague level of detail... like “A Divination spell that allows silent communication between people” or “A Channeling spell that hurts you but makes you invisible for a while.” At this point, you can also propose a name for your spell.
- 2) Use the RESEARCH skill during a game to check on the feasibility of your idea. This is technically research on your chosen Magical Art, so you will need a Research Item Tag that relates to that Art. (*A “Library” building tag fulfills this need.*)
- 3) Wait to hear back from Twin Mask’s Story Staff about whether your idea is feasible. Most of the time, you will receive this judgment **after** the current game session. (*After all, Staff has more time between games to make game-balance decisions.*) If your idea is approved, a Staff member will also tell you what level your proposed spell would be, from Apprentice (Level 1) to Grandmaster (Level 4). This will generally involve some out-of-game communication, as you and a Staff representative work out what you intend the spell to be able to do.
- 4) If your idea is approved and you want to pursue it, then you can start committing RESEARCH actions toward that goal. Based on the level of the spell, it will take anywhere from 10 to 30 such actions to finish, according to the table below; Staff will maintain a tally of the RESEARCH actions dedicated to this goal over multiple game sessions. During this entire process, you will not know the exact, specific, in-game implementation of your spell (including any numbers for damage, healing, duration, and so on). You can work with Staff members to try to tailor the spell

toward the particular effects you want, but the details will technically remain uncertain until all the research is completed.

Spell Level	Required Research Actions
Apprentice	10
Journeyman	15
Master	20
Grandmaster	30

- 5) As soon as you have finished the requisite number of RESEARCH actions, you will be given a scroll of your new spell, with the name that you chose (*assuming, of course, that the name has Staff approval*). At that point, it may be wise to use SCROLL SCRIBING to make a few copies of your new spell, since that scroll will be the only copy in existence!

RESEARCHING NEW CRAFT ITEMS

Spells, of course, are not the only expression of people’s incredible ingenuity. Since before the beginning of recorded history, people have found ways to construct magical weapons, mundane tools, buildings, and other things that can improve life immensely... whether or not those things actually have magical energy woven into them. In a process that is very similar to the “Researching New Spells” steps above, Twin Mask players can attempt to work out **Craft Recipes** that allow them to combine materials in novel ways to produce never-before-seen results.

In order to develop a new Craft Recipe, you must be of at least Apprentice level in one of the Crafting skills: BLACKSMITHING, WEAPONSMITHING, ARMORSMITHING, SHIELDSMITHING, LOCKSMITHING, ENCHANTING, SCROLL SCRIBING, ARTIFICER, COOKING, STABLE ALCHEMY, TAILORING, FLETCHING, or ENGINEERING. Then, just as with New-Spell Research, you must come up with an idea related to your crafting field, at a fairly vague level of specificity: something like “a shield that can magically unfold to be a boat” or “a cooking recipe that makes people sensitive to magical energy flow.”

Once you have used RESEARCH to determine that your idea for a magical item is feasible, you can begin to work with a Twin Mask Staff representative to flesh out the details. Unfortunately, since Crafting Items do not have the same clearly delineated levels that spells do, we cannot give you a schematic list of the number of Research actions your new design will require. Still, consult the steps of “Researching New Spells” above; your design will take a roughly similar number of actions—somewhere between 10 and 30—as determined by the Staff representative who is working with you.

DIVINE MAGIC

The gods of Adetrune—as detailed in the [Religions](#) section of chapter 2—hold an important and multivalent place in the functioning of the world. They help to bind Adetrune together, they help to carve out a place for the mortal races in the turning of the Ages, and they shield reality from certain things *outside* that are best left unnamed. By offering formal devotion to these hallowed beings, people of all bloodlines can serve as conduits for the power that they wield, letting a bit of that divine force spill more directly into Adetrune and create powerful effects.

The core of Twin Mask’s divine magic system is communal worship: by gathering sufficient numbers of devout people at a [Shrine](#), religious leaders can enable all of those people with the PRAYER skill (and themselves) to enact marvels, depending on the particular Rite that they all participate in. If you want to be such a religious leader, you will need to pick up some of the “PRIESTHOOD” skills (in the [Religious Worship](#) category) and one or more copies of the RITE MASTERY skill. Once you have done so, you can lead groups of people in the Rites you have chosen, and everyone who can use the PRAYER action during those Rites will get a lingering benefit of some kind in return for their devotion.

There are 11 different kinds of Rites, each of which represents a rough category of divine energy, a type of benefit that worshippers might seek from various gods. The 11 Rites are *Absolution, Community, Death, Guidance, Life, Mysticism, Nature, Prosperity, Protection, Sanctity, and War*.

It is important to remember that, for the most part, people in Adetrune do not choose only a single god and then pray to that god exclusively. Rather, people’s cultures or personal journeys lead them to a *faith*, which is generally composed of an entire pantheon of gods. A blacksmith of the Celestine Faith might feel a personal connection to Cinnorast the Smith, but he would also pray to other gods of the Celestine Faith, depending on the day’s goals and circumstances. As such, **there are no limits on which faiths, priests, or followers can engage in any of the 11 Rites**, as long as you are worshipping with others who share your faith. No matter which god your character feels closest to, they can benefit from any Rite that you attend as long as it is dedicated to your general faith and you have PRAYER to contribute. Interestingly, too, if you are the religious leader enacting a Rite, you do not actually have to commit one (or more) of your *own* PRAYER actions to that Rite. You can enact as many Rites as you want for other people’s benefit, even if you do not use PRAYER during those Rites (and therefore gain nothing for yourself).

Each Rite has 4 known levels of power, depending on 1) **the number of people** of the same faith (as noted on their character sheets) who are gathered together for the Rite, and 2) **the rank of PRIESTHOOD** skills that the person leading the Rite has attained. In order to tap into the highest tier of divine energy, you must have a large number of people gathered, *and* the person leading you in the Rite must have sufficient training.

- ◆ You may enact a Rite at Level 1 even if you are **alone**, as long as you have PRIESTHOOD: RANK 1
- ◆ You may enact a Rite at Level 2 if you have at least **3 people** (which can include yourself) of the same faith gathered, assuming that you have PRIESTHOOD: RANK 2
- ◆ You may enact a Rite at Level 3 if you have at least **6 people** (which can include yourself) of the same faith gathered, assuming that you have PRIESTHOOD: RANK 3
- ◆ You may enact a Rite at Level 4 if you have at least **9 people** (which can include yourself) of the same faith gathered, assuming that you have PRIESTHOOD: RANK 4

So, for instance, if you have a truly masterful religious leader (with PRIESTHOOD: RANK 4), that person could theoretically lead a Level 4 Rite... but if they can only gather 7 people of your faith together, you will have to settle for running a Level 3 Rite instead. Similarly, you could have 20 people who want to worship together... but if you only have a religious leader with PRIESTHOOD: RANK 1, you will have to settle for a Level 1 Rite.

The only known way to **artificially increase a Rite's possible level** beyond what would normally be allowed by the available number of available worshippers... is **sacrifice**. If you can ritually sacrifice a person (willingly *or* unwillingly) within the first 5 minutes of a Rite, that Rite can be 1 Level higher than would normally be allowed. Importantly, the religious leader of the Rite must still have the PRIESTHOOD skill rank necessary to manage that increased level. The Level-boosting effect of such sacrifices is cumulative... so if a person had PRIESTHOOD: RANK 4, they could theoretically sacrifice 3 people to enact a Level 4 Rite, *even if they were totally alone*. (They would need to have a PRAYER action available, too, or they would get no benefit from the Rite.)

Since the PRAYER skill is used as a part of Rites and determines who can benefit from them, the process of enacting a Rite will generally take 30 minutes (or 20 if the **Bardic HYMN** skill is used), which must be spent at the appropriate **Shrine**. Importantly, each person contributing their PRAYER to a Rite may choose to gain **the benefit of a lower-level Rite instead** of the maximum allowed. When a person with PRIESTHOOD: RANK 3 leads a Rite, then, they allow access to the benefits of that same Rite at levels 1, 2, *or* 3. Everyone using a PRAYER gets to select the one effect that will be best for them.

To perform any Rite, the religious leader in charge must **spend 1 part of an appropriate herb item**, burning it at their Shrine so that its fumes can drift outward toward the realm of the gods. (Please do not actually light the tag on fire.) The various Rites, their Levels, and the necessary herb types will be detailed on the following pages. First, though, there is one specific term that will appear frequently in those descriptions:

“**Invocations**” are effects that you can activate later on, when you need them. They don't do anything when you are first granted them, during the Rite when you use PRAYER: instead, they give you the ability to produce an effect at any point during the next 3 days (that is, during the rest of that particular Twin Mask game session). To activate an Invocation, you need to audibly call on the god providing the boon. For instance, you could say “I channel the agility and swiftness of the god Hawk, Messenger of the Sun:

[*technical call of the effect*].” Activating an invocation requires **at least 3 seconds** of this kind of speech. An invocation also cannot be whispered: part of the goal, here, is that you are advertising the benefits that your faith has provided for you. Importantly, you **cannot have the effects of more than one invocation active upon you at the same time**: you can have the *capacity* to call multiple invocations, but cannot *use* them in a way that overlaps their effects.

RITES OF ABSOLUTION

Requires Burning 1 Part of a **Rejuvenation** Herb

—Level 1—

Invocation of Clarity: You may Invoke the effect “By my Gesture, Remove Dominate” once.

—Level 2—

Blessing of Forgiveness: For the next 3 days, you are considered to have a “Taint” score 1 lower than it actually is.

—Level 3—

Blessing of Forgetfulness: Choose one person (yourself or another) involved in this Rite. That person may choose to permanently lose one or more of their memories, gaining the FRACTURED MEMORY flaw to represent the loss. (They do not gain any Character Points that this flaw would normally provide.) Once forgotten, such memories are entirely lost, and even effects like torture cannot retrieve them.

Note—at Story Staff discretion, though, the events represented by those memories may continue to have ramifications in the world.

—Level 4—

Sacrament of Absolution: The person using the PRIESTHOOD skill to enact this Rite must choose one other person involved in the Rite, then sacrifice herself. The priest truly dies—“turning to mist” if she is Returned—and gains 1 Taint. She may play the “death game” to see if she can Return, as usual... but she may also choose to play the “death game” one additional time each time that she wins. Each time that she wins, she transfers 1 Taint from the chosen person to herself. (Note that this will make the “death game” more difficult.) As soon as she loses any iteration of the “death game,” she dies permanently and cannot play further.

Note—to avoid game-mechanic abuse, the character using the PRIESTHOOD skill to enact this Rite must have at least 100 Character Points.

RITES OF COMMUNITY

Requires Burning 1 Part of a **Sedative** Herb

—Level 1—

Invocation of Peace: You may Invoke the effect “By my Gesture, Remove Berserk” once.

—Level 2—

Curse of the Contract: As part of performing this Rite, formalize and consecrate an agreement between two willing parties, to last for the duration of 3 days. Anyone who breaks the resulting contract during that time will immediately die, and they will be unaffected by Life effects. This means that their death will be permanent, unless they are Returned and can win the “death game” to Return.

Note—to formalize and bind the agreement, you must write the terms on a piece of paper, then take that paper to a Twin Mask Staff member, who will initial and log the contract. If there is ever a dispute as to whether the agreement has been violated, that Staff member (or another Staff member deputized by them) will settle the dispute.

—Level 3—

Blessing of the Hearth: Choose a Tavern or Healer’s Tent (from the [Engineering Craft Structure Table](#)); for the next 3 days, that building or workstation will produce its benefit twice as quickly. A Tavern will restore 1 mana every 15 minutes, and a Healer’s Tent will restore you to full Health after 15 minutes of rest. Alternatively, you can choose a Forge (from the same table) and Bless it so that any uses of the REPAIR ARMOR and REPAIR SHIELD skills employing that Forge will take 30 seconds less, to a minimum of 1 minute. Additional applications of this Blessing have no effect.

Note—to keep track of this effect, you should write “Blessing of the Hearth” on a piece of paper, along with your name, and attach it to the Structure tag for the rest of the game session.

—Level 4—

Sacrament of Marriage: Choose two willing people who are attending this Rite, at least one of whom is a member of your faith. When they exchange tokens of love with each other, you may bind them together in marriage, meaning that they may not harm or be forced to harm each other, even by magical compulsion. This sacrament can only be used on a particular individual once in that person’s lifetime. For the following 3 days, both newlyweds are immune (and may call “no effect”) to Death effects and Drain Life effects.

If accepted by the faith of the officiating priest, this Rite can also apply to polyamorous unions, but such sacraments will require one additional person in the Rite to dedicate their PRAYER action to this specific, Level 4 effect for each additional person beyond 2 who is to be joined in marriage.

rites of death

Requires Burning 1 Part of an **Entropic** Herb

—Level 1—

Invocation of Death: You may Invoke this power to gain a touch-delivered “Lesser Death” effect, usable once within the next 30 seconds.

—Level 2—

Blessing of Fate: Choose one Returned who has died but not yet played their “death game.” That person will play with one additional Fate (that is, one additional card) during that game.

—Level 3—

Rite of Burial: Choose any number of corpses within line of sight of this Rite’s location; they become permanently immune to any “Animate Dead” Necromancy spells. If the dead bodies’ spirits were only recently departed, and if music is incorporated into this Rite, the dead spirits will be able to hear any words spoken during or immediately following this Rite. (This second effect is functionally identical to the **Bardic REQUIEM** skill.)

Note—although this effect has unlimited duration, it can still be removed by a Desecration Rite.

—Level 4—

Sacrament of the Proxy: Choose any person attending this Rite. As long as they have a Taint score of 3 or higher and are willing to be killed, you may ritually sacrifice them, sending them to the afterlife to play the “death game” in another person’s stead. Once they reach the realms of death, they must ask the permission of the spirit they are attempting to help. If the spirit agrees, the sacrificed person will play the game only once, for the fate of both themselves and the other person. If the sacrificed person arrives in the afterlife after the spirit has already played the “death game,” of course, then their sacrifice will have been in vain. In any case, this Rite cannot assist spirits who died more than 3 days ago.

rites of guidance

Requires Burning 1 Part of an **Enhancement Herb**

—Level 1—

Invocation of the Teacher: You may Invoke this power to teach yourself almost any single skill in the rulebook. After calling out praise for your god, you can **train** yourself for 30 minutes and learn nearly anything. The only exceptions are **Background Features** and **LORE**... you cannot use this Invocation to gain training in those skills.

Note—write “Invocation of the Teacher” on the back of your character sheet, where your trainer’s signature would normally go.

—Level 2—

Blessing of Knowledge: During this Rite, choose any unrestricted **LORE** skill. In the 3 hours immediately following this Rite, you may act and **RESEARCH** as though you had that skill.

Note—“restricted” LORE skills tend to be related directly to key plot points of the Twin Mask game. Consult a Story Staff member to determine if a particular LORE skill is restricted.

—Level 3—

Rite of Guidance: This Rite will develop into a grand and meaningful hallucinatory vision, shared among all who attend the Rite—whether or not they have used **PRAYER** as part of the Rite—regarding some matter of importance to the Returned or to Adelfrune in general.

If a Story Staff member is unavailable to lead you through such a vision, then instead you will gain the ability to Invoke an effect identical to “Guidance,” a Grandmaster Divination spell that allows you to aid somebody in finding their path toward a goal.

—Level 4—

Sacrament of Answers: One of the people participating in this Rite must sacrifice a (tagged) item that they feel closely, personally connected to. If they do so, then as soon as this Rite is completed, the officiating priest may choose to be possessed—for roughly 1 minute per PRAYER action spent on this Rite—by a spirit in some way related to their faith. The spirit might be a long-dead true believer, the servant of a god, a neutral spirit that is knowledgeable about the faith, or even a spirit that has been horribly wronged by that faith. While the priest cannot control which spirit comes to them, the spirit’s connection to the religion will always be strong, hopefully meaning that it can answer questions relating to that religion with great insight. If strongly motivated to do so, though, the spirit can choose to leave the priest’s body and return from whence it came before the allotted number of minutes expires.

RITES OF LIFE

Requires Burning 1 Part of a **Healing Herb**

—Level 1—

Invocation of Health: You may Invoke this power to call “Restore Health” and return your current HP back to its full, undamaged value.

Note—this effect will also restore the full capacity of any “Life-Bonded Armor” you may be wearing. As with nearly all other effects, this one cannot be used while you are in a state of bleedout.

—Level 2—

Invocation of Life: You may Invoke this power to gain a touch-delivered “Life” effect, usable once within the next 30 seconds. You do not suffer any pain or other ill effects from using this effect (as you would if using the [RESURRECTION](#) skill.)

—Level 3—

Rite of Commencement: This Rite is intended to celebrate and formalize the accomplishments and growth of one of the members of your faith, to honor their drive to learn and achieve remarkable things. Choose any person attending this Rite. If that person, during the last 3 days, has been trained in any new skills, then they may immediately begin using those skills during the current Twin Mask game session.

*Note—normally, of course, you cannot use a skill until the Twin Mask game session **after** you learned it.*

—Level 4—

Sacrament of Growth: Any number of willing people attending this Rite, even if they have not contributed a PRAYER action, may transfer part of their maximum Health Point totals to those who *have* contributed PRAYER actions. Each person involved may lower their maximum HP for a period of 3 days to raise another participant’s maximum HP by the same amount for 3 days. These changes will naturally end after that duration, but there is no other way to restore a lowered maximum HP total. A person’s maximum HP total cannot be elevated beyond 10 using this Rite.

rites of mysticism

Requires Burning 1 Part of a **Hallucination** Herb

—Level 1—

Blessing of the Magi: At the end of this Rite, you recover 20 mana (up to your maximum).

—Level 2—

Invocation of Power: As long as you have at least one APPRENTICE MAGIC skill, you gain the ability to Invoke a 3-hour period of enhanced magical ability for yourself. After calling out praise for your god, you can choose one Magical Art you are skilled with and, for the next 3 hours, act exactly as though you were 1 level more advanced in that Art (up to the level of Grandmaster). All costs of spells remain normal—in fact, the only difference is that, for the 3-hour duration of this effect, you may instantly attune to any scroll that comes into your possession, as long as it is part of the Magical Art you have chosen to enhance.

—Level 3—

Rite of Possession: The priest leading this Rite may either summon (as per the “Summoning” Magical Art) a powerful spirit into themselves, or they may exorcise an unwelcome spirit from the body of somebody else attending the Rite. If they choose to summon a spirit into themselves, that spirit will be of a Master (Circle 3) or Grandmaster (Circle 4) power level: if the priest has the PRIESTHOOD: RANK 4 skill, then the spirit will be of Grandmaster power, and otherwise it will be of Master-level power. They have no control over what spirit will possess them, nor what powers it may grant them... in fact, the priest cannot even dismiss the spirit unless they have the MASTER MAGIC: SUMMONING skill (for Circle 3 spirits) or GRANDMASTER MAGIC: SUMMONING skill (for Circle 4 spirits).

If this Rite is used to exorcise a spirit from a possessed individual, the process will often have serious consequences and may even kill the possessed person’s body.

Note—the specific details of both uses of this Rite are mysterious and unpredictable; Story Staff can change the functioning of this Rite (and its aftermath) at their discretion.

—Level 4—

Curse of Frailty: As long as you have some part of a person’s body and can ritualistically curse it during this Rite, you can cause that person to be wracked with pain and feebleness for the next 3 days. During that time, their maximum HP total will be halved (rounded down). Additionally, their defensive skills (PARRY, DODGE, or WILLPOWER) will be hard to use: in order to get a defensive effect to work, they will have to expend 2 uses of the appropriate skill. This Rite can only be used on any particular individual once per year.

Note—the body part to be used must be “tagged” as an official game item. This curse can only be prevented or resisted by a “Greater Resist” effect.

rites of nature

Requires Burning 1 Part of a **Spiritual** Herb

—Level 1—

Invocation of the Storm: You may Invoke the effect “By my Voice, Stun” once.

—Level 2—

Invocation of the Elements: When you Invoke this power, choose a type of elemental damage (Fire, Ice, Lightning, Acid, Light, or Darkness). For the next 3 hours, you may add that damage type to any weapon attacks you make.

—Level 3—

Rite of the Seasons: This Rite can only be used during the first Twin Mask game session after a real-world Solstice—that is, after late June or late December. Choose up to 12 different food item tags and (after this Rite) take them to Logistics; those tags will have their expiration dates extended by 6 months each.

—Level 4—

Invocation of the Tree: You may Invoke this power while touching any tree. After calling out praise for your god, you describe yourself—and any other willing people who are touching you at the time—as “melding into the tree,” and all of you go **out of character**. You have 3 minutes in that out-of-character state to walk (or run) to another tree and then describe your body, and those of the people with you, emerging from it. If you fail to complete this process within 3 minutes—or if *anyone* connected to the process fails to do so—then everyone involved will immediately die. Even if someone is still out of character, they will reappear in Adelrune, wherever they happen to be, dead. (“Life” effects will still work normally, as long as they are used within your “death count.”) As a cost to Invoke this ability, your maximum HP total will be reduced by 1 for the next 3 days... and *every person you bring with you* will increase that loss by 1. Even if you bring 10 people with you, though, Invoking this Rite cannot reduce your maximum HP total below 1.

Note—obviously enough, you cannot use any skills or abilities while out of character.

rites of Prosperity

Requires Burning 1 Part of a **Stimulant** Herb

—Level 1—

Blessing of Wealth: When you complete this Rite, you may take a physical Economic Influence card and transform it into 2 Economic Influence cards.

—Level 2—

Blessing of Crafting: For the 3 hours following this Rite, the time needed for you to use any non-COOKING **Crafting** skill (that is, BLACKSMITHING, WEAPONSMITHING, ARMORSMITHING, SHIELDSMITHING, LOCKSMITHING, ENCHANTING, SCROLL SCRIBING, ARTIFICER, STABLE ALCHEMY, TAILORING, FLETCHING, or ENGINEERING) will be reduced by 15 minutes, to a minimum of 10 minutes. Your use of COOKING skills will be reduced by 1½ minutes, to a minimum of 1 minute.

Note—as long as you begin using a relevant skill while this 3-hour Blessing is in effect, that skill usage will be affected by it.

—Level 3—

Blessing of Abundance: When you complete this Rite, choose a Forge, a Work Table, or a Laboratory (from the [Engineering Structure Craft Table](#)). For the next 3 days, whenever somebody performs a [Crafting](#) skill using that structure, the time needed to complete their crafting will be reduced by 15 minutes, to a minimum of 10 minutes. Alternatively, you can apply this Blessing to a Kitchen, and any performance of the COOKING skill using that Kitchen will be reduced by 1½ minutes, to a minimum of 1 minute. Additional applications of this Blessing have no effect.

Note—to keep track of this effect, you should write “Blessing of Abundance” on a piece of paper, along with your name, and attach it to the Structure tag for the rest of the game session.

—Level 4—

Sacrament of the Smith: Choose a person attending this Rite, even if they have not contributed a PRAYER action. While this Rite is being performed, that person can use the REPAIR ARMOR skill, the REPAIR SHIELD skill, or the *Structure Repair* [Economic Influence Action](#) with enhanced effectiveness. Each of those skills and actions, during the Rite, will be able to simultaneously repair *any applicable targets* within 3 feet of the Blessed person. (For structures, which cannot be easily moved, it is acceptable to just move the item tag within the proper radius.) If the Blessed person is using *Structure Repair* on multiple structures, they will still have to pay the Activation Cost multiple times, although they will only have to roll their Risk Chance once.

rites of protection

Requires Burning 1 Part of an **Enchantment** Herb

—Level 1—

Invocation of the Guardian: When you Invoke this power, you gain the ability to use your PARRY skills to protect other people, exactly as though you had the GUARDIAN skill, for the next 3 hours.

—Level 2—

Blessing of Security: To perform this Rite, you must have a Lock item (from the LOCKSMITHING [Crafting](#) skill); this Rite will make that Lock un-pickable and unbreakable for the next 3 days. To complete this Rite, you must take a length of white ribbon and write upon it “In the name of [appropriate god or religious faith], this lock cannot be picked or destroyed.” That ribbon is then attached to the protected lock, where it will remain until the end of the Twin Mask game session. This Rite can also simultaneously be applied to other Locks, as long as one additional PRAYER action is dedicated to this particular effect for each one.

—Level 3—

Invocation of the Temple: When you Invoke this power, your maximum and current HP totals are doubled, and any armor values provided by your equipment, skills, or other effects are also doubled. This effect lasts for 3 hours, but will only function while you are within 30 feet of the location where this Rite was performed. If you step further away than that, the benefits that you have Invoked will immediately cease. HP and armor points added by this Invocation act as a kind of “buffer” atop your normal totals, such that your enemies must work through these extra points before they can deal normal damage to your actual armor or Health Points.

—Level 4—

Sacrament of Refuge: This Rite helps to protect the area surrounding the Shrine structure used to perform it. As part of the Rite, you take a length of rope or ribbon and tie it in a large, prominent knot on that Shrine, and then you expend 1 Sanctified Water item by pouring it in a radius around the Shrine. For as long as that knot remains tied during the next 3 days, anyone who spent a PRAYER action on this particular effect will have the ability to call “By my Gesture, Lesser Repel” at anyone who approaches within 10 feet of the shrine. Before you use this call on a person, you must give them some kind of verbal warning to stay away... but otherwise it can be used as often as you wish.

Note—this Rite cannot be used on major roads to restrict travel, or abused in any other non-defensive ways.

rites of sanctity

Requires Burning 1 Part of a **Purification** Herb

—Level 1—

Blessing of Water: When you complete this Rite, you gain 1 Sanctified Water item.

—Level 2—

Rite of Baptism: Any number of willing people attending this Rite, even if they have not contributed a PRAYER action, may officially accept the faith of the priest enacting the Rite. (This involves going to Logistics and officially writing that faith on one’s character sheet.)

—Level 3—

Rite of Consecration: Once this Rite is complete, the Shrine structure used to perform it becomes officially and specially *consecrated* to the god or faith that the priest calls upon during the ceremony. Consecrated shrines may produce various effects and benefits to devout people who worship there, at the discretion of Story Staff members. When a shrine has been consecrated with this Rite, it cannot be desecrated for the next 3 days.

—Level 4—

Sacrament of Desecration: Much like the previous Rite, this one is centered on a Shrine... but this Rite officially *desecrates* a shrine that has previously been consecrated. In order to complete this Rite, you must ritually sacrifice one person who is a follower of the god or faith that the shrine is dedicated to. Once this Rite is complete, the shrine cannot provide any benefits to the followers of any god or faith.

*Note—the person to be sacrificed must be played by an actual person, so (for instance) Ally Cards (from the *Influence* system) cannot be used as sacrifices.*

rites of War

Requires Burning 1 Part of a **Poisonous** Herb

—Level 1—

Invocation of Rage: When you Invoke this power, you immediately take a Stun effect. Then, for the 3 minutes afterward—or until you are put into bleedout—you will be in a Berserk state (and therefore attack the closest person, friend or foe). While that Berserk state is active, all of your weapon attacks will deal 2 extra damage beyond what they would normally deal. If you survive through the entire 3 minutes without going into bleedout, you will immediately take a Sleep effect because of sheer physical exhaustion.

Note—even with this 2 extra damage, attacks in Twin Mask are capped at 10 damage.

—Level 2—

Invocation of Skill: When you Invoke this power, all of your weapon attacks will deal 1 extra damage beyond what they normally would, for the next 30 minutes.

Note—remember that attacks in Twin Mask are capped at 10 damage.

—Level 3—

Invocation of Steel: When you Invoke this power, you choose a person within arm's reach (who may be yourself). If you touch that person, you may call “bestow proficiency” to grant them access to any single **Weapon Proficiency** or **Armor Proficiency** skill for the next 3 days. That skill must be chosen at the time this effect is Invoked, and it cannot be changed afterward. This effect bestows exactly one skill; if you choose an advanced skill, it does not grant any of the prerequisite skills “below” the one you chose.

Note—the skills that this Invocation can bestow are SHORT WEAPONS, ONE-HANDED WEAPONS, TWO-HANDED WEAPONS, OVERSIZED WEAPON USE, THROWN WEAPONS, BOW AND ARROW, TWO-WEAPON FIGHTING: MASTER, ARMORED TRAINING: LIGHT, ARMORED TRAINING: MEDIUM, ARMORED TRAINING: HEAVY, SMALL SHIELD, and MEDIUM SHIELD.

—Level 4—

Invocation of the Warrior's Death: When you Invoke this power, you enter an exalted state of battle-readiness for the next 30 minutes. During that time, your maximum and current HP totals are doubled, and all of your weapon attacks will deal a base amount of 5 damage. After those 30 minutes, though, you will immediately die, and Life effects will not be able to resurrect you. There is no way to prevent this eventual death... so you might as well do something impressive with the time that you have.

CHAPTER 6: GAME SYSTEM INFORMATION

“Rule 22: If all else fails, just hit it until it’s dead.”
—Kizar Flynn Vulphrim, *A Guide to Adventuring*

All of the skills, cultures, and magic of the previous chapters cover many of the specific things you will see and do while exploring Adetrune... but Twin Mask is not just a world to inhabit. It is also a LARP system, and there are some basic mechanics and effects that you will need to understand in order to play the game. Fortunately, the Twin Mask system of LARP is designed to be intuitive—when you are in a fight against a demon, you shouldn’t have to think too much about the rules. To this end, many effects and durations are standardized.

BASIC RULES

THE RULE OF 3

This rule governs the duration of most effects, regardless of their delivery, so that they will be easier to remember. Effects almost always last 3 seconds, 3 minutes, 30 minutes, 3 hours, or 3 days. (A few skills may also take 30 seconds to use.) Of course, all skills and effects will detail how long they last in their descriptions; early on, though, most players will not have those durations memorized, and it is hard to consult this rulebook during play.

Typically, major disabling effects that are designed to be used during combat—such as stun, paralyze, bind, and disarm—will last 3 seconds. Significant effects or timed counts that make sense with a longer duration—such as bleedout, “death count,” sleep, fatigue, and slow—will last 3 minutes. Effects or augmentations that are supposed to last through a full battle will generally have durations of 30 minutes. Effects designed to “buff” characters over multiple fights or role-playing modules will typically last for 3 hours (although this duration is actually the least common, since it is so hard to reliably keep track of). The very few effects that are intended to last for an entire game will last 3 days.

The Rule of 3 will not answer every question you may have, but it should aid you in making judgments on effects that you haven’t heard of before. The only durations that are likely to break the Rule of 3 are effects that only target yourself (and therefore don’t require any knowledge or interpretation from other people) and, very rarely, effects that

come into play when there is plenty of time to explain the full effect (these are typically linked to rituals or plot-related events with heavy Twin Mask Staff participation).

HEALTH

An average human has 5 Health Points (or “HP”). This is the default starting HP total of all player characters. Your maximum HP can be lower than 5 if you take the FRAIL background flaw, or it may be higher than 5 if you pay for the TOUGHNESS skill. Though some LARPs use location-based damage systems to track injuries to different limbs individually, this game does not. Regardless of where you are hit, your health total is simply reduced, and you do not need to role-play specific injuries unless you actively want to do so. All combatants are responsible for keeping track of their own health. If your character is reduced to 0 Health Points, they are put into a state called “bleedout” and begin progressing toward death. See “[Damage, Death, & Dying](#)” for further details on that process.

Some effects (such as casting “Resurrection” spells or using the INTERNAL RESERVES skill) have the drawback of lowering your maximum HP for a period of 3 days. If you use enough such effects to reduce your maximum HP to 0, your character has effectively committed suicide: they will immediately die, with no chance to be resurrected, since being returned to “life” would mean going back up to... 0 HP. They will still have to count through their entire Death Count, despite the fact that no resurrection effects will be able to save them... and then they will turn to mist, off to meet their fate. Importantly, no effect that temporarily boosts maximum HP (such as “Enhancement” COOKING-based food) or artificially “counts as” your HP (such as Life-Bonded Armor) has any effect on this kind of character death: only your maximum HP, as printed on your character sheet, is involved. If you suffer enough penalties to change *that* number to 0, you are thoroughly dead.

ARMOR

In Twin Mask, armor works by essentially adding “buffer” **Health Points atop your base total**. When your character takes any points of damage, that damage is first applied to your armor points before it has the chance to affect your underlying Health Points. The exceptions to this rule, naturally enough, are “**life**” **damage and poisons**. Such damage types bypass armor entirely and are applied directly to a character’s Health Points. If a ghost hits you with a glowing sword and calls out “3 Life,” or if a blood mage points at you and says “by my gesture: Drain Life 2,” then your armor will not help to protect your Health Points against those attacks. Fortunately, life damage is not common, and poison damage at least gives you 30 seconds before it takes effect.

Heavier varieties of armor provide larger Armor Values, with base values of 5 for light armor, 10 for medium armor, and 15 for heavy armor. The physical representation of that armor, too, will be different depending on these categories. Light armor is generally

constructed of padding, soft leather, or studded leather. Medium-weight armor is generally constructed of hardened leather or chain. Heavy armor is generally constructed of metal plate. These are the **actual, real-world materials** that your armor pieces should be made of: if you want the extra protection that armor provides, you will need to put up with a bit of encumbrance. (While it is sometimes acceptable to build armor pieces of foam, polyurethane, or [Worbla](#), the results must still appear to be normal metal or leather, and any such armor pieces must be approved by Staff before use.)

To get the benefits of armor, you must wear enough armor pieces to appear as though you are legitimately protected from real blows: as a guideline, you should have armored material **covering at least 30% of 4 different parts of your body**. That is, choose 4 of the following locations—Head, Right Arm, Left Arm, Left Leg, Right Leg, and Torso—and make sure that your chosen locations are each at least 30% covered in armor.

Sometimes, for Twin Mask game sessions that are likely to feature very hot weather, Staff will announce that “abbreviated armor coverage” is an option during the day. This allows people to wear less than the minimum amount of armor specified above, while still getting the full benefits of that armor. This is meant to prevent heat exhaustion and heat stroke, so it is only available while the sun is out. When Staff decide that an upcoming game session will be hot enough to allow for this temporary modification, they will make an announcement, which will contain more information about the new, temporary minimums.

COMBAT MANEUVERS

Any given use of a combat maneuver (such as “5-DAMAGE STRIKE” or “DISARM”) is not actually expended until it hits its opponent in a valid location—or until that opponent uses an ability (such as DODGE or WILLPOWER) to actively negate the attack. This rule is designed to do two things: 1) to make the skills that provide such maneuvers more valuable, and 2) to cut down on arguments and disagreements during play. In the scramble of combat, it can sometimes be hard to tell if a blow landed—and it can be tempting to call “hold!” and stop all the action, just to argue that your opponent really *should* be disarmed. Don’t do so! If your DISARM skill didn’t work, you get to keep the ability to use it, so you can just try again immediately!

In technical terms, this rule means that:

- If you swing and miss, you retain the use of your ability.
- If you swing and hit your target’s weapon or shield, (assuming the ability isn’t *designed* to hit your target’s weapon or shield) you retain the use of your ability.
- If you hit your opponent but they do not realize it, you retain the use of your ability. ***Do not call a hold in play.***
- If your opponent doesn’t role-play the effect of your ability, it is likely that they didn’t hear your call, and you should probably retain the use of your ability. Some common-sense judgment is involved in making this decision: if a player is new to

the game, or is just really overwhelmed by the need to role-play, it's quite possible that they took the damage from your 3-DAMAGE STRIKE but just didn't react very much. In such cases, you should consider the use of your ability to be expended. **Role-playing the damage that one takes is an essential indicator in Twin Mask,** though, and as long as you are dealing with veteran players, you should interpret a lack of reaction as a sign that your ability was somehow ineffective and should be retained. Of course, this only applies in circumstances that allow a player to react: if they are paralyzed, then retaining the use of your ability by claiming that "they didn't react" qualifies as an abuse of this rule.

SPELLS

Spells use mana, obviously—but that mana is not actually expended unless the spell is successful or is blocked by DODGE or WILLPOWER, in much the same way that ineffective combat maneuvers can be retained. If your opponent isn't role-playing the damage or the effect of your offensive spell, and also does not use an ability to counter it, then you should assume that the spell has had no effect, and you should retain the mana used to cast it. You also retain a spell's mana if you are using a packet or BLADE CASTING to deliver that spell's effect and then miss your target. **It is important to note, though, that packet-delivered spells hitting a target's shield, sword, clothing, or carried object count as hitting that person.**

REST

Many skills "Return with: Rest," which means that a character must take a break from dangerous activity in order to regain the use of them. To be considered properly "rested," one must avoid engaging in combat, running, or any other strenuous activities for 30 minutes. Using other skills—crafting items, repairing armor, performing music, teaching others, and so on—is totally fine and will not prevent your character from resting. A stressful and hostile environment, though, makes it impossible to reach a "rested" state, so any time spent in close proximity to a fight, or any time spent during adventures away from the main Twin Mask game area, will make it impossible to rest. Indeed, even if such dangers are temporary, they will actually interrupt and ruin your recuperation: you must have 30 *uninterrupted* minutes of relative quiet to gain the benefits of rest. In general, if you are close enough to a combat that you would be affected by any "by my voice" calls made by those combatants, you are too close to rest properly.

TRAINING

New skills cannot be learned without help: you must find another player character (or NPC) with the skill you want to learn, then get them to spend 30 minutes role-playing the process of teaching you the skill. There are **four exceptions** to this requirement. **First,** any skills learned during the "grace period" after first making one's character—that is,

within the first 3 games—have their training requirement waived. This allows you to change your abilities freely, without worrying about finding mentors, and also simulates the process of your character regaining their memories. **Second**, you do not need training for skills that you have already learned once: if you have already taken one instance of 3-DAMAGE STRIKE, then you do not need training for any further instances you want to take. **Third**, you can avoid finding an in-game tutor by spending an Influence Card on the *Allied Instruction* action (see the description of [Allied Instruction](#) in chapter 4). **Fourth**, any RACE-SPECIFIC SKILLS (for [humans](#), [Effendal](#), or any of the [“Blooded” races](#)) can be self-taught, as long as you still take the time to roleplay the process of teaching yourself the skill.

DAMAGE, DEATH, & DYING

“Rule 23: If it does not die, hit it harder.”

—Kizar Flynn Vulphrim, *A Guide to Adventuring*



Your character has already died once; it is very likely that, at some point in their future, they will die again. Or, at the very least, they will find themselves lying on the ground, cut down and bleeding to death—until, hopefully, one of their new friends can save them. Combat and danger are integral parts of *Twin Mask*, so it is important to understand what is expected of you when it is not your lucky day. This section will cover all the rules regarding damage and dying.

WEAPON BASE DAMAGE

In Twin Mask, all normal weapons have a base damage of 1. It doesn't matter if you are swinging an enormous axe or a dagger; each will deal the same amount of damage—1 damage—every time it hits an opponent, unless you purchase skills to modify that number. Larger weapons are incredibly useful for their longer reach and ability to block more attacks, though. It is important to realize, too, that players' attacks have a hard cap of 10 damage—no matter what kind of skill you use and how many enhancements you stack atop that skill, you can never call or deal more than 10 damage with any single attack or spell.

POISON

In Twin Mask, poison is not a normal kind of damage in the way that “fire” and “acid” are. Instead, poison is a time-release mechanism in *addition* to being a particularly threatening form of damage. When hit by such an attack, you generally take a bit of damage up front, then take more significant damage **30 seconds later**. When somebody hits you with poison, they will say something like “1, poison 5.” You take damage equal to the first number when you are hit, then take damage equal to the second number 30 seconds later. Importantly, too, **poison damage bypasses armor and harms your Health Points directly**.

There is one particular complication to this process, though. **If the poison call is accompanying a weapon attack**, then the first number actually represents a *normal* blow rather than poison damage. Indeed, it could theoretically have a different damage type attached to it: a person could call, for instance, “2 silver, poison 3.” (In this instance, perhaps you are being hit by a silver sword coated with 3-damage poison.) **If your armor entirely absorbs this first part of such a weapon attack, then you will not be affected** by the following poison damage. That is, if your armor stops a poisoned sword, the poison never gets into your body at all.

If the poison call is accompanying a non-weapon attack (touch, packet, ward, voice, *etc.*), though, then *both* numbers are poison damage, which means that armor points cannot block either of them.

As such, attacking an armored character with a dagger and calling “1, poison 5” is not very effective, but throwing a spell packet at them and calling “0, poison 5” is very effective! Note, too, that poison attack calls represent only a single attack, even though they have two parts. If you called “Dodge!” in response to such a call, you would avoid the entire attack, not just part of it.

Characters who are poisoned know they are poisoned, but they cannot role-play knowing the exact effect of the poison unless they have the DETECT POISON skill. In any case, though, they should role-play increasing discomfort, sickness, and pain as the 30-second count progresses, and it is entirely reasonable for them to role-play a sense of panic or urgency, even if they do not know the damage the poison might do to them.

DAMAGE

Obviously enough, when your character takes damage, it hurts. You may react quite differently depending on which attack is used against your character, but all characters are required to role-play their damage, for a number of reasons: such role-playing adds to the theatrical element of the game, and it is also an important indicator to let attackers know that you heard their damage or attack calls and have mentally subtracted those calls from your Health Point total.

You should maintain, at all times, a mental record of your current Health Points. When your character has received enough damage to go to '0,' they are now bleeding to death. There is no way to have fewer than 0 Health Points in Twin Mask (that is, this game does not track “negative” Health Points).

Note—If you were just reduced to 0 Health Points, regardless of whether you are a PC or NPC, you should fall down and role-play the process of bleeding out. Do not just crouch down and place your hand above your head. Though this is a common practice in many games, it is not an option in Twin Mask.

BLEEDING TO DEATH

At 0 Health Points, you must begin your “bleed count.” This is a 3 minute period—you should silently count out 3 minutes to yourself—during which your character is very weak but not dead, so they can be healed by mundane means (i.e. the BANDAGE skill), by potions, or by healing magic. Any ability that can restore Health Points can save a character in this state.

While in bleedout, your character is awake and aware of their surroundings. They are in an incredible amount of pain, though, and you are encouraged to role-play cries of pain, pleas for help, and a need to clutch your wounds. You cannot walk, and you cannot use any spells, skills, or abilities unless an ability specifically states that it can be used during

bleedout. Similarly, characters in this state are too weak to drink healing potions or activate magical items that might provide healing (again, unless such items are specifically designed to be used in this weakened state). One of the only useful things that you can do during a bleed count is crawling—but you cannot crawl quickly, and all actions should be done as though under the influence of a Slow effect. In general, your bleed count is a time to attract the attention of others who can help you. Although you cannot drink a potion yourself, other people can help you do so.

As mentioned earlier, the Twin Mask damage system does not track negative numbers for Health Points, so any healing administered to you while you are bleeding out will begin



counting upward from 0. Any amount of healing—even just a single point—is enough to restore you to normal consciousness. It is important to realize, though, that there is a significant cost associated with dipping into this bleeding-out state, even if you are healed within seconds of reaching 0 Health Points: as soon as you leave your bleed count, **you must begin a 3-minute weakness count.** The strain of getting so close to death takes a toll on you.

And, of course, if you reach the end of your 3-minute bleed count without receiving aid—or if somebody administers a deathblow to you while you are bleeding out—your character dies. There is still a chance that you can be brought back to life with powerful magic, but that magic must be administered within 3 minutes of your death. As detailed below, if your character dies, you will begin a 3-minute “death count.”

WEAKNESS

Even when you are saved from bleeding out, you must still endure 3 minutes of weakness before you are fully effective again. A weakened character (even if the weakness is not caused by a brush with death) is only marginally more capable than a character who is bleeding out: they cannot fight, run, cast spells, brew potions, or even walk quickly. All actions should be done as though under the influence of a Slow effect, and you should roleplay a somewhat delirious state. Notably, though, a player in a state of weakness may drink a potion unassisted, albeit with some difficulty.

DEATHBLOWS

If you come across somebody who is in bleedout, sleeping, or completely bound by fetters—or, of course, if an enemy finds *you* in such a state—it is possible to administer a *coup de grace* to the helpless person, immediately putting them to 0 HP and beginning their Death Count. To do so, you must be within 3 feet (arm’s reach) of that person, and you must spend at least 3 seconds calling “Deathblow: [description]” while pantomiming the actions you describe. For instance, you could call “Deathblow: decapitate” while swinging your blade to slice off the person’s head. Ideally, though, you will find something more interesting to do than merely chopping off a head... players should be creative, descriptive, and cinematic with their Deathblows, since it is likely that this is an absolutely pivotal moment for whomever you are killing. (When you are choosing the specific description of a Deathblow, please do not try to



inject any humor into your actions: this is the ending of a life, and goofiness will ruin other people's immersion.) Of course, make sure to perform your Deathblows safely: do not run your weapon along a person's neck, for instance, or grab at their hair. A Deathblow can be administered by any spell that can deal damage, as long as the person doing the Deathblow spends the appropriate amount of mana to cast it.

While somebody is performing the 3-second process of a Deathblow, the only good way to stop them from succeeding is to use the GUARDIAN skill to call "guard parry"—this will prevent the Deathblow, even if it was based on a damage-dealing spell. Indeed, every time you use GUARDIAN in this way, the protected person becomes immune to Deathblows for 3 seconds. Merely attacking the person trying to perform a Deathblow will not prevent them from going through with their *coup de grace*; damage does not interrupt Deathblows. On the off chance that a person is merely pretending to be asleep or dead (to avoid combat, for instance), you may perform a Deathblow on them nonetheless... and, unless they choose to use a defensive effect like Dodge or Parry, that Deathblow will take effect as normal. And, finally, Deathblows can also be administered to people who choose to accept death and do not to resist.

Note—Technically, you can choose to administer a deathblow in relatively non-violent ways, such as "Deathblow: I close your eyes and let you bleed out quickly," but in such cases you must be particularly clear that your intention is to administer a Deathblow. Similarly, you should take the effect of a Deathblow even if a player uses slightly different terminology, such as "killing blow" or "coup de grace." As long as their intent is clear, slightly different words do not matter.

DEATH COUNT

As mentioned above, there are forms of magic in Twin Mask that are capable of returning the newly deceased to life. The window in which a person is considered "newly deceased" is normally only 3 minutes—so, as soon as you die (whether by bleeding out, suffering a killing blow, or being on the wrong end of a Death effect), you must begin a 3-minute death count, to give your allies a chance to recover your body and revive it within that window. During this time, you must literally play dead: you are not aware of your surroundings, and you may not move or speak. If your allies are able to use Life magic to bring you back, you will be restored to your Health Point maximum, but you will still need to begin a 3-minute weakness count.

If your allies are not able to use Life magic on you within the span of your death count, your body vanishes into a cloud of vapor as the mists claim it. You should collect your nearby items (unless they are in the possession of another character), indicate that you are out of character, and find a Staff member to begin your journey through the afterlife.



DEATH

When the mist claims your character's body, their spirit begins an adventure. It is likely, particularly for your first in-character death, that they will be able to return to life—but there is always a chance that your character will never return, and that chance grows larger and larger each time they die, as their 'taint' score increases. After death, further details will be explained by a Staff member—but you should know that your character may be able to play games, or broker a deal, with death.

STATUS (& OTHER) EFFECTS

“Rule 24: If it still does not die, set it on fire.”

—Kizar Flynn Vulphrim, *A Guide to Adventuring*



Over the course of the game, you may hear people calling out various effects. In general, although exceptions do exist, effects follow a relatively simple formula. The formula is broken up into four parts, but only the parts that are needed will actually be used. For example: *“By my gesture, all undead, stun, by agony.”*

In this example, *“By my gesture”* is the **delivery**. Other delivery calls could be, for instance, *“by my gaze,”* *“by my voice,”* or *“by my ward.”* There is no need to make a verbal *“by my [something]!”* call when you are delivering an effect by projectile, melee attack, touch, or spell packet—such delivery methods are immediately obvious, and it would be redundant to say, for instance, *“by my touch!”* as you touch someone and call out an effect.

The next section of the call in our example is *“all undead.”* This part is known as the **limiter**. By default, an effect always targets anyone whom the delivery impacts; for example, a *“by my voice”* call will affect anyone who hears it, and a *“by my gesture”* effect will impact whoever is nearest along the line of your gesture. The limiter can restrict the associated effect so that it only applies to a desired sub-category. If you are not of the sub-category—in this example, if you aren’t undead—you are not affected. And, if no limiter is needed, none will be included in the call.



Next comes the most important part of any call: the actual **description** of the effect. This is what will impact the people or creatures affected by the call—in our example here, “*stun*” means that any affected characters will be reeling and unable to fight or use abilities for 3 seconds. Each effect produces a different result, and each has a set duration, as explained in the list following this section.

The final part of an effect call is a **qualifier**. In our example, the qualifier is “*by agony*.” This addition would mean that the stun effect is not just generic: it is based on pain, and the recipient should therefore role-play the stun effect to match. Usually, such qualifiers are just tags that help people role-play properly, but not always. For example, if your character has the ability to ignore pain-based effects, then this stun call would not work on you.

Before we get to the descriptions of the various effects, there is one more kind of modifier that we need to explain: there is a significant difference between the call “*by my voice, stun*” and the call “*by my voice, lesser stun*.”

Lesser effects are much weaker than normal versions of the same effects, particularly from the perspective of the Returned. The only people and creatures that Lesser effects can impact are those with “lesser auras”—which generally means minions and common people. As a player character, you are one of the Returned, which means that your spirit has been elevated past this rank. Player characters, and the vast majority of important non-player characters, completely ignore lesser effects. As a Returned, it is not possible for you to choose to accept a lesser effect; it simply does not touch you at all.

Normal effects are the standard versions—you should never hear a call of “normal” anything. Saying “*stun*” or “*disarm*” naturally means that you are using a normal version of those effects. They affect just about anybody (with the exception of extremely powerful beings) and can be blocked by normal defenses such as Dodge and Willpower.

Greater effects are quite rare, and they are usually reserved for very powerful entities indeed. A greater version of an effect can only be resisted by “greater” defenses (which Returned PCs do not have access to) or by complete immunity to that type of effect. Unless you have a skill or item that lets you call “no effect” in response to a Greater call, you are going to be taking that effect, no matter how many DODGE, WILLPOWER, PARRY, ESCAPE, MAGIC-RESISTANT (and so on) skills you have purchased.

Note that, although the various kinds of effects are spelled out below, **Story Staff can always choose to tweak the rules** for the purposes of a particular event or plotline. They may also produce new effects that follow new rules.

EFFECT DELIVERY METHODS

- **Gaze** — You look directly at a person and call the effect, trying to make it as obvious as possible which person you are focused on. This method is only supposed to affect one individual; if multiple people believe that they were being focused on, they should default to taking the effect, just to be conscientious... but the intended effect is on just one person. Unless specified in the effect description (as for CAPTIVATING GAZE), the target does not need to meet your eyes.
- **Touch** — You touch the target and call the effect. There is no need to call “by my touch.” Your hand (or other body part) must be bare in order to successfully touch your target, but skin-to-*skin* contact is not strictly required, so you may touch your target’s clothing (but not armor) to produce this effect. While typically your hands are used for this method, technically any part of your body could be used—but you must be respectful of the target’s preferences. If you are going to touch the target in any suggestive or non-standard way, you should first ask “permission for physical role-play” and give them some idea of your intentions.
- **Ward** — When anyone crosses a “[warding line](#)” (or touches/moves one of the stones establishing that line), you may choose to call the effect. It is often wise to point at the person or otherwise get their attention, so that they know to take the effect. Also, note that holding an item (such as a sword) over a line counts as crossing it. Activating a warding line in this way counts as casting a Warding spell, even though it costs no mana, so (for instance) you would need the ARMORED CASTING skill to do so, if you were wearing armor at the time.
- **Packet** — You throw a [small bag of birdseed](#) at the target and simultaneously call the effect; you should not wait to see if the packet hits before you make this call. If the packet hits a person’s body, armor, shield, weapons, or other gear, it counts as a hit and they should take the effect. There is no need to call “by my packet.”
- **Gesture** — You point directly at the target and call the effect, trying to make it as obvious as possible which person you are focused on. This method is only supposed to affect one individual; if multiple people believe that they were being focused on, they should default to taking the effect, just to be conscientious... but the intended effect is on just one person.
- **Voice** — You call out the effect, choosing to be as loud or as quiet as you wish. As soon as the call *begins*, anyone in earshot will be affected; people cannot clap their hands over their ears halfway through the call, to try to avoid the effect. If a person did not hear the details of your call, though, perhaps because they were involved in a heated conversation, they should default to not taking the effect (since they would only be guessing at its specifics). Keep in mind that people inside a Wooden or Stone [Fortified Building](#) will not be affected by Voice calls made outside that building.

- **Elixir** — As somebody drinks (or pantomimes drinking) the potion you made, you call the effect. This means that, if there is no Item Tag for the potion, you must be nearby to call the effect, or it will do nothing. There is no need to call “by my elixir.”

3-SECOND EFFECTS

- **Stun** — You are unable to fight, use skills, or defend yourself for 3 seconds. You may move, although you must do so in a stumbling way.
- **Disarm** — Your weapon is, essentially, stunned and knocked to the ground for 3 seconds, during which time nobody can touch or use it. Disarm can affect whatever hand-held object it impacts, including two-handed weapons, random objects such as books, and even shields. Of course, many shields are actually strapped to one’s arm, so they do not fall to the ground, but one cannot use the affected shield to defend oneself during the duration of the Disarm. Additionally, if you are holding a prop that is delicate or important, you do not have to drop it directly to the ground; you can crouch and place it on the ground, perhaps in a relatively safe location.
- **Paralyze** — You are unable to do anything or move for 3 seconds. (If you were moving when you became paralyzed, you will probably fall to the ground; please choose a safe method of doing so, even if it means less “realism.”)

3-MINUTE EFFECTS

These effects will persist until they are specifically ended by a Removal call (like “remove dominate”) or finish their full, 3-minute duration. Even if you are damaged to the point of bleedout and then revived, these effects will continue to run their course.

- **Sleep** — You fall to the ground, unconscious and helpless, for 3 minutes. You will not wake up, even if attacked.
- **Slow** — You can only move and attack at half speed for 3 minutes. In general, this makes it very easy for enemies to block or evade your attacks.
- **Dominate** — You must do whatever the creator of the effect asks of you for 3 minutes.
- **Berserk** — You are compelled to attack whoever is closest to you for 3 minutes. You should role-play extreme anger and hatred during this time.
- **Weakness** — You cannot cast spells, use skills, fight, run, or even walk quickly for 3 minutes. You are also essentially under the influence of a Slow effect during this time.
- **Petrify** — You are turned to stone: essentially paralyzed for 3 minutes, with the added feature that you cannot be harmed during that time.

- **Death** — You are legitimately dead: unconscious, immobile, and essentially immune to damage that is not based on mutilation. After 3 minutes in this state, you turn to mist, and it is no longer possible to use Life effects to revive you.

STEP-BASED EFFECTS

- **Repel** — You are forced to take 3 steps directly away from the source of this effect.
- **Attract** — You are forced to take 3 steps directly toward the source of this effect.
- **Massive** — You are forced to take 3 steps directly away from the source of this effect. The difference between this and the Repel effect is that Massive is always combined with an attack in combat—and, even if you block or prevent the damage associated with the attack, you must still take the 3 steps away. (Since these 3 steps count as an effect of the Massive attack, the attacker will still have “used up” their skill-usage or mana on such an attack, even if you block it or otherwise resist the other parts of their attack.) If you cannot safely take the 3 steps, perhaps because there is a wall or person a step or two behind you, *you must instead take a Stun effect* for 3 seconds.

OTHER EFFECTS

- **Break Arm, Break Leg, and Break Shield** — Your affected limb or shield is unusable until it is repaired. Limbs can be healed with the SET BONE skill, and shields can be fixed with the REPAIR SHIELD skill. After a broken limb has been repaired with the SET BONE skill, you still cannot use that limb for 3 full minutes as it recovers.
- **Break Item** — It is possible for your foes to break things other than arms, legs, and shields. Whenever a non-shield item is broken, it cannot be used until it has been repaired. If that type of item could theoretically be researched or built through the use of any of the “[Crafting](#)” skills, then a person with the appropriate crafting skill (of at least APPRENTICE level) may spend the standard amount of time (exactly as though they were making a craft item of Skill Level 1) to repair it. They need not spend any materials to repair the item. If the type of item does not correspond to any of the crafting skills, consult a Story Staff member about the requirements for repairing it.
- **Stealth** — When this modifier is applied to an attack, that attack cannot be negated by Parry or Dodge effects.
- **Torture** — You must truthfully answer the next yes-or-no question posed to you during the duration of the torture.
- **Poison** — See the [Poison](#) section earlier in chapter 6 for full details; in short, you will take the full damage of a poison attack 30 seconds after it is inflicted. (This damage bypasses armor points and damages Health directly.) In the meantime,

you must roleplay discomfort and pain, although they cause no mechanical disadvantages.

- **Strength** — When you call “Strength,” you can perform a variety of strength-related feats, such as picking up a body with one hand, running while holding a body (rather than dragging it), holding a prisoner securely, or throwing a heavy thing very far. If you use this effect to hold a person, he or she can use the ESCAPE skill to get free. This effect is not generally designed for combat applications.
- **Destroy** — When you call “Destroy,” you must also name a target for the effect. Assuming that the target is not defended in some way, this effect permanently destroys it. Typically, this effect targets corpses or spirits.

DEFENSIVE EFFECTS

- **Dodge** — You may negate any successful attack against you that can be physically avoided: weapon attacks, touch attacks, and packet-delivered effects. Note that greater effects cannot be negated in this way.
- **Willpower** — You may negate any successful attack against you that is delivered in a way that cannot be physically avoided: that is, effects delivered by gaze, ward, gesture, voice, or elixir. Note that greater effects cannot be negated in this way.
- **Parry** — If you are actively holding a weapon, you may negate any successful melee weapon attack against you (not including attacks delivered by touch).
- **Resist** — Each Resist effect specifies what it can protect against (for instance: torture, poison, “weapon attacks,” etc.) You may entirely negate one attack or effect of that kind. Most pointedly, this effect is capable of negating an attack with the “Stealth” modifier... but greater effects cannot be negated in this way.
- **Airborne** — You must raise both hands above your head to show that this effect is active. While airborne, you cannot take any actions or use any skills, but you *also* cannot be affected by any attacks or spells that can be physically dodged (that is, attacks that could be canceled by a Dodge effect). You can still be affected, however, by attacks delivered by voice, gaze, gesture, or ward.

BESTOWED EFFECTS

There is a certain effect category that deserves extra explanation: anything that uses the word “bestow” in its description. These effects are generally meant to provide some kind of lasting benefit for a certain amount of time, and that aspect of them is totally straightforward.

The more complex and confusing aspect of bestowed effects is how they stack with one another. Or, to put it more clearly: how they do *not* stack.

First, the good news: you can have any number of bestowed effects active on your character at the same time, as long as they are providing different types of benefits. You

can benefit from the DANCE LESSON skill (which bestows one use of the “Dodge” effect for 3 days) at the same time that you are benefiting from the SERENADE skill (which bestows one use of the “Willpower” effect for 3 days). Even though both Dodge and Willpower are defensive effects with relatively similar functions, they are not the same, so they can coexist.

Next, the bad news: when two bestowed effects try to affect the same aspect of your character at the same time, **the stronger effect will overwrite the weaker one**. The higher the numbers of an effect, whether positive or negative, the stronger it is. If two effects are “tied,” then comparing the durations of those two effects will determine which is stronger. And, if the two effects are equal in duration, you get to choose which of them will be canceled. If you are benefiting from EVASIVE INSTRUCTION (which gives you one Dodge for 30 minutes)... then any other effect that grants a 30-minute use of Dodge cannot coexist with it: you will want to cancel whichever of them is older, just to keep your 30-minute duration “topped up.” If you are benefiting from a MILITARY DRILL that included a Dodge (giving you one “returns with rest” Dodge for 3 days), then EVASIVE INSTRUCTION will have **no effect on you whatsoever**: it is canceled as soon as it is applied, since MILITARY DRILL is providing a Dodge effect for a longer duration.

Likewise, if you are benefiting from the ARCANE TUTELAGE skill (which provides a 10-point increase in maximum mana for 3 days), then any shorter-term effect that tries to bestow a higher maximum mana total on you—even if it would provide 15 points—will have no effect, because the 3-day duration of ARCANE TUTELAGE means that it is the stronger bestow effect.

Finally, keep in mind that similar bestowed effects can coexist, as long as they are not affecting exactly the same thing. You could totally have a bestowed use of 3-DAMAGE STRIKE coexisting with a bestowed use of 5-DAMAGE STRIKE: despite their similarities, they are different skills.

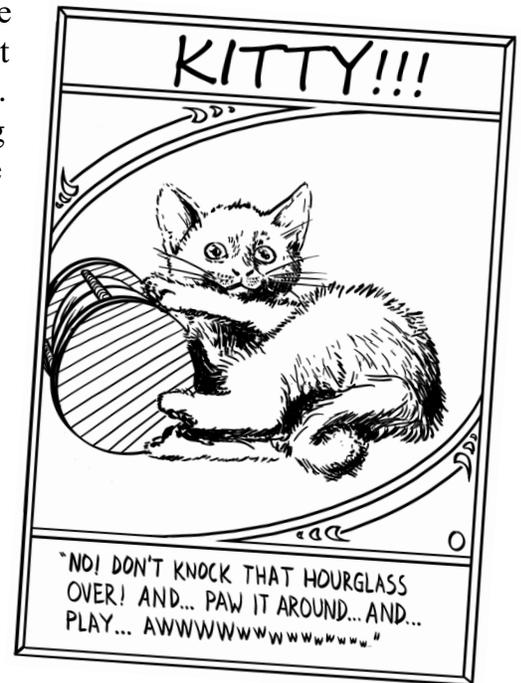
CHAPTER 7: KEY GAME POLICIES

“Rule 88: Reputation is everything; don’t let others build it for you.”

—Kizar Flynn Vulphrim, *A Guide to Adventuring*

People come to a LARP for many reasons, and a game like Twin Mask is a profoundly complex experience with a lot of moving parts and different ways to appeal to players. Therefore, it is very likely that one person’s favorite thing about this LARP will be another person’s least favorite thing. We hold no illusions that our game will be able to provide what everyone is looking for equally well, but we are responsive to feedback and believe that we have built a game that can strike a happy balance between people’s competing desires. In short: we want to give everyone a great game and an immersive environment.

In order to do this, we ask a lot from our players. Primarily, we ask that everyone does their part to make the game a comprehensive experience, better for not only themselves but also those around them. As part of this effort, Twin Mask players should read the game’s [Code of Conduct](#) (available online in the “Player Resources” section of the Twin Mask website). It outlines our policies on harassment, consent, disciplinary action, and the role of our Community Member Services team.



PLAYING NON-PLAYER CHARACTERS (NPCs)

One of the best parts of Twin Mask—if you look at it clearly—is the requirement that all players must take a 4-hour shift to work “behind the scenes” at some point during every game. This might sound like a burden... but it means that we can make truly large-scale fights or events happen within the scope of the LARP, and it gives everyone a stake in the overall game experience. It can also be nice to get out of character for a bit and, while getting into different costumes or situations, chat with your fellow Twin Mask players.

Honestly, a lot of people describe themselves as feeling a bit “out of place” during their first Twin Mask game... but we have found that many of them suddenly feel like everything “clicks” once they get behind the curtain. Your time as an NPC lets you see that you are collaborating with one another—players *and* Staff—to make something much greater than the sum of its parts.

During your first Twin Mask game, you will choose a NPC shift at the same time that you check in and get your character sheet all set up. During subsequent games, you will choose your NPC shift from the ones that are still available when you buy tickets online. (This means that, if you really care about when you take your 4-hour shift, you may want to keep an eye out for when tickets “go live,” so you can buy one as soon as possible.)

Importantly, you should **bring extra clothing with you to every Twin Mask game—black and featureless, with no corporate logos or slogans**—so that you can wear it while serving as an NPC. We have a whole wardrobe department that will handle the tunics, hats, belts, weapons, armor, *etc.* you might end up wearing as an NPC... but we need your clothing to be a basic, black “blank slate” underneath all of those costume pieces.

As an NPC, you will often be pitted in combat against the Returned, even very late at night. If you have the option of wearing contact lenses instead of glasses, even if just for your NPC shift, you may find that they help a great deal with wearing monster-masks handling night combat.

If you have significant restrictions on what you can or cannot physically do as an NPC, you may work with the Twin Mask Staff members and Player Advocates to discharge your “NPC-shift duties” in a way that works better for you. If you cannot (or really, really *prefer* not) to engage in combat, you can request to help behind the scenes in other ways. Additionally, we are always looking for “muscle crew” members who are willing to take shifts before or after the game, helping to carry the heavy bins and gear required for set-up and break-down rather than actually playing NPCs during game.

PLAYING MULTIPLE CHARACTERS (“ALTS”)

Many people, once they have a chance to experience the world of Adelrune, find that they are interested in playing more than one character: there is so much variety in the game that it is practically impossible to experience all of it when you are bound to a single character concept.

It is definitely possible to play multiple characters in Twin Mask. Indeed, each character that you play during a given Twin Mask game session will progress just as fast (getting the same number of Character Points) as any other characters you play. Here are the key policies for playing multiple characters:

- You may **play each character up to twice** during a Twin Mask game session. This can mean starting as one character, changing to your alternative character, changing back to the *original* character, and (if time permits) switching back to your alternate.
- You must spend **at least 3 hours playing a character** before you can change to a different one.
- If you are involved in “Character-versus-Character” (CvC) conflict, you cannot avoid the consequences of that conflict by quickly changing into another character;

you must spend at least **3 hours playing the same character after any CvC incident.**

- Your characters **cannot interact with each other**: they cannot share information with each other, for instance, or exchange item tags or money.
- Since the Logistical cost of keeping track of another character (with their Gathering skills and plotlines, *etc.*) puts an extra burden on Twin Mask Staff, you will be required to pay an **extra fee** if you want to play multiple characters. (Look online for the specifics of this fee, as it is subject to change.)

NIGHTTIME, DARKNESS, & LIGHT SOURCES

Twin Mask, for the entire duration of each event, is a game that runs for 24 hours a day. If you are in an in-game space, it doesn't matter if it is 4:30 AM... you can be drawn into an adventure (or attacked) at any time, and you should be prepared for action. Important events related to the story can and will happen in the small hours of the night, or in the early morning, almost as often as they happen at dusk. Just because you are sitting down to have a meal does not pause the action or make your character safe. Many Staff members choose not to sleep at all, so that they can keep things going all through the night. In other words: Twin Mask is *intense*, both in its immersion and in its demands. Do not be surprised if your 11:00 PM bedtime means that you have missed events that your character would have enjoyed or valued.

In general, darkness and dim lighting are great for a game like Twin Mask; when it is difficult to see, most people's imaginations become more active and various "practical special effects" work convincingly. Therefore, once you are in character, you are only permitted to use an amount of light equal to dim lantern light.

There is a reason why all scrolls of "Create Light" refer to *glowsticks* as a benchmark: your light source should allow you to read printed text if it is held close to the paper, but it should be dim enough to keep people's night-vision sharp and the world's shadows dark. If you wish to bring a modern-day camping lantern or flashlight to game, you will need to cover it (perhaps with colored paper) to reduce its intensity. Although there are times when it is OK to use a flashlight—such as when you have arrived late to game and must set up a tent—please be respectful of the people around you and keep in mind that flashlights break others' immersion.

BEING OUT OF CHARACTER ("OOC")

Out of Character (OOC) status means that, for everyone else in the game, you do not exist. In fact, it is normal to refer to OOC people as “the wind”—for instance, you might be alarmed to see dim figures in the distance approaching you, and you might even call out a warning... but when they get closer and you see that they are OOC, you would say “never mind; it was just the wind.” Out-of-character status can be signaled by two things: 1) wearing a white headband, or 2) holding your fist loosely above your head.

In general, if you are a player at Twin Mask, you should not be OOC. This status is largely reserved for Staff members and NPCs. Even when you are just trying to make your way to the bathroom, or you decided to stay in the tavern while most of the Returned went off on a mission—you are still in the game, and you could be ambushed or attacked. Trying to mark yourself as OOC just because your character is vulnerable is a form of cheating.

There are, however, several legitimate reasons to go out of character. Some examples of valid reasons include:

- ◆ You have arrived late to the game, and you have to set up your tent or cabin before going in-character. (Please be respectful and try not to break others’ immersion.)
- ◆ Your character has just died and turned to mist, and you are trying to find a Staff member.
- ◆ Your character is going away from the player camp in order to hunt, track, gather resources, or do one of the other tasks that are generally managed outside the scope of the Twin Mask game space. To perform such activities, you should go to the edge of the camp site (preferably out of the view of other players), go out of character by putting on a white headband or raising your fist, and find a Staff member.
- ◆ You are physically injured and need medical assistance—or you are providing such medical assistance to another person.
- ◆ You have just dropped your glasses, or you have lost your wedding ring or car keys, *etc.*, and need to find them immediately.

You can always go OOC if you feel that you are, as a person, physically or mentally at risk. Twin Mask often pushes people near their limits, but we do not want to go past those limits: if you are having trouble breathing, for instance, or if you feel an anxiety attack coming on, you should pull yourself out of the action. We have a well-trained Medical Team who can give you the time, space, and attention you need to make sure that you can keep enjoying yourself later on. In fact, if you have a known history of problems that could require special attention, consider contacting our Medical Team at Medical@TwinMask.com ahead of time.

Parking lots, bathrooms, and Staff areas are considered entirely out-of-character

locations. Players' personal sleeping tents are basically OOC as well: you can undress or sit in your sleeping bag without having to worry about being attacked. On-site buildings are generally in-character areas, assuming that players are allowed inside at all. Travel between locations, even if both of those locations are OOC, must still be done in-character—that is, it is a natural part of the game to be a bit nervous while you are walking to the bathroom from your tent in the middle of the night. You could be attacked.

OUT-OF-CHARACTER SPEECH

For some people, the most enjoyable thing about LARPing in general—and Twin Mask in particular—is the ability to lose themselves in an immersive, believable fantasy world for a weekend. Even if that is not your own primary motivation, please do not ruin the experience for other people. Stay in character. OOC speech ruins the immersion of those around you, and, even if you have just come up with the funniest movie reference of your life, you can never be sure who may be around, just on the other side of a nearby tree. Leave the reference unsaid. If you absolutely need to tell someone something relating to the outside world, bring them to an isolated area, say what you need to while keeping your voice as low as possible, and then return to the game. OOC speech should be reserved for clarification and speaking to Staff.

Even if certain OOC things absolutely need to be said, a little ingenuity and indirect reference can actually be very effective in conveying your meaning without breaking character. For instance, rather than saying, “hey Tony—just a reminder, but we need to leave the event early,” you could say, “Gerald, I wanted to remind you that we have to leave on that expedition tonight rather than tomorrow.”

PHYSICAL ROLE-PLAYING (AND OUT-OF-CHARACTER CONSENT)

It can be very tempting, sometimes, to wrap your fellow players (or NPCs) in a bear hug, slap them across the face, run a flirtatious hand along their arms, throw a cup of water at them, or to engage in some other kind of direct physical contact. Unless such contact is clearly inoffensive (that is, merely putting your hand on a person's shoulder, or gently poking them in the arm), you should avoid touching them *without asking first*. If you plan to make contact with somebody in a way that could reasonably be considered “intimate,” you must first ask them (in an undertone) “*Consent to physical role-play?*” This question is considered out-of-character. If they answer “yes,” then you may continue. If someone appears uncomfortable with continuing contact, though, you should always stop and ask again. (Of course, spells and skills that are delivered by touch do not require you to ask permission—just use common sense and be respectful.)

TENTS

Most people bring standard camping tents to sleep in during the Twin Mask event. There is a special section of the Twin Mask game space that is set aside for such tents: sometimes called “tent city,” it is a place where relatively little combat happens (due to the safety concerns of tripping among the tents) and photography is discouraged (since the tents are so clearly out-of-character objects).

These tents are essentially OOC locations, where you can sleep in relative comfort, knowing that you will not be killed or robbed as you rest. You can change clothes there with the knowledge that no one is going to barge in, and, should you hear combat outside, you can elect to ignore it even though your character might never do such a thing. (You also have the option to hear it, as though you were in character, and charge out to do battle.) If you hear outside conversation from inside your tent, you may decide whether or not your character overhears that conversation.

Even though tents are safe and primarily OOC spaces, though, they are not particularly good places to stash in-game objects or artifacts. It is possible for NPCs to steal in-game things from your tent, even though nobody but you is allowed to actually, physically enter it—a Staff member may come to you and inform you that you have been “robbed,” then ask for objects that an NPC might have found while searching your tent. Of course, if you have set up protective objects, traps, and wards in or around your tent, you may then respond to the Staff member’s question with a list of the problems that a thief would run into in trying to steal from you—and, if those defenses are significant enough, those in-game artifacts in your tent may be safe after all!

Some players choose to set up special tents that are designed to be in-character spaces, with accoutrements that highlight the traits of their characters and cultures. Twin Mask Staff members are very enthusiastic about encouraging people to create such places, since they are so effective in promoting role-playing—but, obviously enough, such tents are in-character spaces and will be treated as such. If you choose to create such a location, please do so with the knowledge that any action that can take place in the rest of the game—such as combat or theft—can take place there.

ON-SITE BUILDINGS

At Twin Mask’s primary game site, there are various wooden or concrete structures built into the area. Some of them are available for rent, and Twin Mask players who are particularly dedicated to immersing themselves in the game—and who can afford it—may choose to rent a building over the weekend of a Twin Mask game session. (*It is often difficult to secure the chance to rent such a building; contact Twin Mask Staff if you want more information, as they can put you in contact with the owner(s) of the game site.*)

These buildings are considered in-game spaces at all times; if you decide to sleep in one of them, you could be attacked by enemies or assassins even after you have gone to bed.

It is therefore wise to hire a guard, use in-character traps or locks, or at least develop a plan in case of unexpected attacks—some players even go so far as to design and wear in-character pajamas while keeping boffer weapons under their pillows. Exhausting though it may be, such dedication to immersion can also be exhilarating.

Nonetheless, we don't want to accidentally trample on your toothbrush or medications. To ensure that your out-of-character possessions remain untouched, we encourage all players with such “permanently in-character spaces” to designate a certain area of that space (perhaps a box or bin) as an “OOO object area,” so any stealthy PCs or NPCs will be aware that they should avoid whatever it contains. Such a “safe space” is *not* a way to safeguard in-character items; it is against the rules to keep any in-game objects in a space that has been designated “OOO” in this way.

For PCs, this means that certain buildings are “fair game” for snooping around, in a way that people's tents are absolutely not. If you saw *in-character* people occupying that building during the day, it is very likely that it is still an in-character space during the night. If you are at all uncertain whether a building is in-character or not, though, **you should assume that it is out-of-character**. Particularly if the door is latched or closed in a way that takes effort to get past, you should not be going inside. Many of the buildings at the site are privately owned and serve valuable roles during the Renaissance Faire events that occupy the site at other times, and we REALLY should not be breaking into people's private property. Similarly, the narrow spaces behind or between buildings can often be unsafe (and therefore very unwise to explore).

If all of this sounds intimidating, you do not have to worry about it if you don't want to: just stick to the main roads and obviously in-character buildings, and sleep in a tent. No matter where Twin Mask's game is taking place, most people will camp in tents, which are functionally OOO at all times.

COMBAT SAFETY

Twin Mask features quite a bit of combat, which means that these guidelines will actually govern some of the most important and hectic time you will spend in character. The combat policies listed below are designed to help make combat safer, more fun, and more consistent.

ACCESSIBILITY AND ACCOMMODATION

First, though, it is worth noting that not *everyone* has to be ready to fight. LARPing is a sport, yes, but we also want it to be accessible to people who are injured or in some other way unable to participate in combat. Below, we will go over some of the difficulties that you might face as a player who needs to avoid combat and/or exertion, for whatever

reason. And, in order to help welcome you to game, we will discuss how those difficulties can be eased or worked around.

- ◆ **Distance and Topography:** Twin Mask hosts a *lot* of players, which means that the game necessarily occupies a large site. Players who wish to participate in as much action as possible should expect to spend a lot of time walking—or running, if they need to get away from danger. It is possible to stay in a relatively small area for most of game, but that choice may come with extra danger (if you cannot flee from strong enemies) and may mean that you miss some large-scale and exciting events happening in other parts of the site. Additionally, it is not *necessary* to be able to traverse rough or uneven terrain, but some events and role-playing opportunities will require crossing such difficult terrain. The majority of Twin Mask’s game site is flat, and many (but not all) buildings are ADA accessible. The main bathrooms at the center of ‘town’ are accessible, and most players camp approximately 100 yards (and down a slight hill) from the restrooms and main tavern.
- ◆ **Dust:** Year-round, but most particularly during the Summer months, the combination of booted feet, hectic combat, dryness, and wind can produce really significant amounts of dust on the Twin Mask game site. Players with respiratory complications or sensitivity are strongly encouraged to buy and wear protective dust-masks for such times.
- ◆ **Trigger Warning – Gunfire:** Because the main Twin Mask game site is relatively near a shooting range, it is common to hear the semi-distant sound of gunfire during daylight hours. While this sound is definitely not loud enough to interfere with speech or quiet activities, its presence may be a serious consideration for anyone with a sensitivity to it.
- ◆ **Dangerous Combat Action:** Twin Mask is intended to deliver experiences in which your character feels unsafe. Enemies may lurk in every shadow, and battles may risk the life of your character and their friends. During these situations it is important to remain in character. Going “out of character” to avoid in-game danger is considered cheating. Still, it is possible for intense combat to accidentally expose players to out-of-character danger. In such cases, you should go OOC for as long as it takes to end the dangerous situation. For instance, if combat has moved to an area with unsafe footing, you can call “**Caution!**” This gives you a chance to quickly explain the danger, then shift the current scene to reduce it. You might say, “**caution—loose gravel behind you! Let’s move this fight back into the main road!**” At that point, everyone in danger can cease attacking one another, move to safety, and then resume combat.
- ◆ **Unsafe Game Situations:** In addition to combat, Twin Mask can push people in all kinds of intense ways. Some people choose to sleep very little during the weekend of a game, and they may be in heightened emotional states as a result, or sometimes a scene—whether it is swift combat or intense role-playing—simply reaches a point that makes you feel actively unsafe. As noted in the “Being Out of Character”

section above, “**you can always go OOC if you feel that you are, as a person, physically or mentally at risk.**” This evaluation of risk is different for each person, naturally. If you are having a panic attack, you should go Out of Character and seek a situation or person (perhaps a Medical Team member) that can help. If you are in danger of fainting, you should go Out of Character until you can recover your equilibrium. If you are a Non-Combatant player (see below) and you have been cornered by armed enemies, you should absolutely go Out of Character for as long as it takes to quickly explain that you should not be hit with weapons. In general, though, you should use OOC status as sparingly as you safely can: as soon as you are not in physical or emotional peril, you should return to In-Game status. Again, threats against your character should never prompt you to go OOC, unless they are coupled with real-life threats.

NON-COMBATANT STATUS

During a Twin Mask game session, combat is always a possibility... 24 hours a day, without warning. As such, players should be thoroughly aware that they may take some hits from boffer weapons during the weekend of a game session. Fortunately, Twin Mask uses a “lightest touch” attack system, so it is very possible to play and contribute even if you are not comfortable with being struck hard: you can play a “support” character, you can try to stay away from big melees, and you can even caution people you are fighting to swing a bit more gently at you. Even if you have significant accessibility restrictions—such as a disability, a chronic illness, or another medical concern—you can jump right into the game, as long as you can safely survive a few hits from a boffer weapon. For such players, too, it is always a possibility to reach out to the Safety Team (through our [Player Resources](#) options, such as Facebook) and try to work out any necessary accommodations.

Still, there are quite a few people who wish to participate in Twin Mask but cannot be safely exposed to the normal rigors of combat... and, for such people, we offer the possibility of playing as a **Non-Combatant**.* Non-Combatant status is signaled by an orange headband—which can be supplemented by an orange glow-stick, to make it more obvious at night—and it means exactly what you might expect: this person should not be physically attacked under any circumstances, but they will not contribute to combat in any way, either. Mostly, this means that you must **move away from any combat**, as swiftly as you can (depending on your mobility)... and you must also **not aid anyone involved in that combat**. This includes using healing spells to aid combatants, even if they have withdrawn from the fight: even relatively peaceful, indirect actions can count as “contributing to combat,” and you should err on the side of non-involvement, for your own safety: if you are near combat, it is more likely that enemies will see you as a target.

(*Note that we cannot guarantee that you will *never* be hit by a boffer weapon, even if you are a Non-Combatant player. LARP is a sport, and it has a lot of moving pieces, so somebody could accidentally swing a boffer sword at you in the dark, before they realize you are a Non-Combatant. Consider this risk, in making your decision to play.)

Nevertheless, just because you are wearing an orange headband does not mean that your *character* is immune to damage. While NPC antagonists will try to choose other targets (since, after all, you will not be contributing to the fight)—and you should feel free to call “*caution: non-combatant!*” to encourage such avoidance—it is entirely possible that you may be “attacked,” particularly if there are no Combatant player characters on the scene.

The quotation marks around the word “attacked,” above, are there to suggest that any would-be physical conflict between you and your enemies will be managed **verbally**. Enemies will not focus on you unless your combat-ready allies are all gone... but, at that point, the encounter will shift into **a rapid exchange of descriptions rather than blades**. Enemies will describe how they attack you, and you will describe how you defend yourself, while physically trying to move away from the “fight.”

For instance, if you (as a Non-Combatant) are *cornered* between two buildings by an Imp and a Zombie, with no Combatant Player Characters nearby, the exchange might go something like this:

The Imp moves toward you and says, “I swing for 2.”

You can’t actively use a sword to block, since you’re a Non-Combatant, so you nod. “I take 2.” You start to edge around the wall of one building, getting closer to the open street.

The Zombie shambles forward, as though to block your access to the street. She says, “I throw a packet at you: Stun!”

You were ready for this, though: you call “I Dodge!” as you keep moving toward the street. Unfortunately, the Zombie manages to block your path. You have now used up your only instance of the DODGE skill.

The Imp behind you calls out “I swing for 1!”

You respond by saying “taken,” and then you try to make an escape. “I use LEAP to clear you, Zombie, and land outside on the street!” You walk to the street in three good-sized steps, the biggest you can manage, then “land” with a slight crouch. (Normally, you would have to do a three-point landing, but instead you do as much as your mobility will allow.)

The Zombie, from between the buildings, calls out “Again, I throw a packet: Stun!”

You don’t have any DODGE left, so you have to say, “I am stunned.” During the 3 seconds of the Stun effect, you roleplay being stunned while “stumbling” and walking slowly away, but the Imp catches up to you and calls more attacks. Eventually, you call “I am bleeding out.”

[At this point, you might be killed or captured and taken away... or you might be saved by nearby Returned. Even when you go into “bleedout,” though, you do not need to fall or lie down, if you cannot manage to do so safely.]

As you can see, Non-Combatant players should feel free to take **any non-offensive skills for their characters**, as long as they can adequately describe the effects of those skills in such a “fight.” While in Non-Combatant status, you should not use any skills that damage others. (Naturally, it doesn’t make sense to take 3-DAMAGE STRIKE, if you will not be wielding a weapon. Remember that your goal as a Non-Combatant is to **avoid all combat**.) There is no hard rule against taking offensive skills, though, because a player might only be a Non-Combatant *temporarily*. Players have the right to balance their boundaries and limitations. At the beginning of a game, if you are going to be a Non-

Combatant—whether because you have a chronic condition or a temporary setback—you must inform Logistics Staff, who can provide you with an orange headband. If you suffer an injury or flare-up in the middle of a game, and you must switch to Non-Combatant status, you will be allowed to do so, as long as you inform Logistics and get an orange headband. Afterward, once the Medical Team confirms that you are healthy enough to go fully back into game, you may return to Combatant status.

PULL YOUR BLOWS

In general, Twin Mask players should always swing their weapons in a light and relatively gentle way. It is against the rules to use force to push your blows through others' defenses—for instance, you should never put your weight behind your sword in an effort to grind past another person's guard—so there is never any need to swing hard. If somebody gets their weapon up in time to block your attack, pull back and try again. Even in the heat of combat, be considerate of your fellow players and pull your blows.

45-DEGREE ARC

Each swing of your weapon must have a minimum arc of 45 degrees, as measured by the weapon's rotation. This is intended to prevent people from rapidly “vibrating” their weapons against their enemies and claiming that each tap counts as a separate strike. One of the best ways to ensure that you are complying with this rule is to vary the body part that you are targeting with each strike—attacking an arm, then a leg, then back up to the torso, and so on. You may attack the same limb multiple times in a row, of course... but make sure that you are legitimately moving your whole weapon enough to meet the 45-degree requirement, rather than just flexing it back and forth rapidly.

THE FLURRY RULE

As another measure intended to prevent rapid-fire tapping in combat, Twin Mask uses something called the Flurry Rule: you can only make 3 attempts to hit a target before breaking engagement. Since Twin Mask uses light (“boffer”) weapons and encourages players to put relatively little force behind their swings, it is not hard to move a sword quickly enough to strike multiple times in a second. This fact can make combat non-strategic, incredibly hard to keep track of, and even unrealistic: without this rule, many players fall into a habit some Staff members call “the windmill of death,” which usually consists of a person attacking as wildly and as quickly as they can, with no breaks or feints or complex behavior. As such, Twin Mask players can make 3 attacks, but then they must “break engagement”—which consists of just 1 second without attacking. You can still defend or maneuver between flurries; you simply have to take a break from attacking. This forces combat to center more on feints and skill, while also allowing a definite advantage to players who can surprise and get the drop on their opponents.

LEGAL AND ILLEGAL TARGETS

In Twin Mask, attacks to the head, neck, groin, or hands cannot cause any in-game damage. If you are struck in the head, neck, or groin, you should call out the name of the body part that got hit (so that people know that there has been a mistake). Additionally, you then become immune to damage for 3 seconds (so you can regain your composure). Attacks to your hands do not require you to call anything out, and they do NOT grant you 3 seconds of invulnerability, but they are still illegal targets, so you can ignore any blows that land there. You cannot, however, actively try to use your hands to block attacks with weapons. It is important to note, too, that the 3 seconds of invulnerability following a blow to the head, neck, or groin should not be abused to “power through” difficult combat situations. That period is meant as a courtesy, since people hit in those body parts can likely use a moment to get themselves back into the game. Of course, if you are repeatedly struck by someone who seems to be actually *trying* to hit you in the head, neck, or groin as a way of “stunning” you, then feel free to use the invulnerability to deal a lot of damage to them, and then alert a Staff member as soon as possible.

DAMAGE

As mentioned earlier, in the “Damage” section of Chapter 6, players are required to role-play any damage they take. This not only adds to the atmosphere of the game but also lets the attacker know that their target was hit. If you use a skill, spell, or ability on a target who does not 1) block the attack with their weapon, 2) call an ability that negates it, or 3) role-play the effect of the attack... then you should assume that the target didn't hear you, or that they have an ability that lets them ignore the effect. In either case, you do not lose the ability and may use it again and again until your opponent either dies or starts role-playing their damage. This rule is designed to encourage role-play and to eliminate many time-outs and mid-combat arguments.

SHIELDS

This section is short and simple: if you are wielding a shield, you may not hit someone with it. There is no such thing as a “shield bash” in Twin Mask. Additionally, if you are fighting someone who is wielding a shield, you may not kick their shield or try to use strength to force it out of the way of your attacks. Keep in mind, though, that hitting a shield with a spell packet counts as a hit.

GRAPPLING

In keeping with the priority that Twin Mask places on safety, real hand-to-hand combat is not allowed in game. You may not tackle, punch, kick, or engage in any other physical activity that is likely to cause injury. In game, however, you are absolutely allowed to

PRETEND to punch, kick, and tackle one another. Generally, this means that you will pantomime your action (without being too close and accidentally hitting your opponent) while describing the full scope of your intended physical action. Your opponent then role-plays appropriately, according to their understanding of your action. For instance: if a drunken soldier is “punching” you, he would mime the act of throwing a punch while simultaneously calling out “I punch you!” You would stagger backward as though you had been punched. Similarly, if a demon were using her Strength ability to throw you across the tavern, she would call out “Strength; I throw you!” while acting out the process of lifting you up with one hand and then launching you across the room. You are free to interpret the person’s description however you wish—for instance, you wouldn’t have to fly all the way across the room unless the demon specifically added “across the room”—as long as you are making a good-faith effort to abide by the spirit of their attempt to create a physical impact.

CHARGING

Twin Mask has a “no charging” rule: in the same way that players cannot use the strength of their sword arms to push their weapons through other people’s guard or shields, players should not try to use their physical presence to bull-rush through other people. With the “no charging” rule in place, there is a big increase in safety at the cost of a bit of realism. A combatant in a doorway is an imposing obstacle, whether they are a slim rogue with a dagger or a hulking brute with a great-axe: you are not allowed to shove through them, so you will have to cut them down with actual, in-game attacks before getting through. Additionally, you should seek to maintain and respect a certain amount of “personal space,” especially in combat: being too close (less than a few feet) to another combatant can easily lead to injuries as people move suddenly. Although such considerations can be hard to observe if you are using touch attacks or daggers, you can avoid many wounds by keeping a bit of distance.

Additionally, if you are running quickly enough at somebody that your weapon attacks will hit with extra strength, you need to slow down. Even if you are not bull-rushing *through* somebody, charging right up to them and swinging a sword can lead to injuries. You can certainly run—but you should stop running outside of your weapon’s range (or the weapon range of your foe) before engaging in combat.

ARCHERY

In Twin Mask, archery is fairly realistic: you will have to bring an actual bow and actually fire arrows at your enemies. Beyond that, most of the special rules for archery are centered around safety. Here are some of the most fundamental guidelines:

- You may not shoot anyone who is closer than 10 feet.
- Bows may not exceed a 30-pound draw strength.

- You must consider the possible consequences of an arrow’s missing or bouncing back off of the target.
- You may not “blind fire”; all shots must be along your clear line of sight.
- No crossbows are allowed, since you would have no active control over the speed of a crossbow bolt.
- All arrows must be capped with a blunt end (such as a penny), then constructed to have at least 2 inches of padding beyond that cap (though 2.5 inches is recommended, to pass safety inspection).

To prevent injuries, arrows have to be as safe as possible: for instance, the padding on all arrow tips must be larger than a person’s eye socket... for obvious reasons. To ensure that all bows and arrows used in the game meet Twin Mask’s safety requirements, all such equipment will need to be inspected and tested at the beginning of every Twin Mask game by specially-designated Staff members or Advocates. If you are interested in using a bow in game, you should read the full [Twin Mask Archery Safety Rules and Policies](#) document, available online.

GETTING A WEAPON FOR TWIN MASK

Online, in the last few years, there has been an explosion in the quality and variety of cool-looking “boffer” weapons that you can buy, and people have also produced a lot of video guides that can show you how to make your own. These weapons are totally suitable to hit your friends with... or to use at most LARPs. Unfortunately, though, not all of those weapons will meet the high standards for safety that Twin Mask prides itself on maintaining. This is an intense game, and people can often swing too hard, despite all the rules and policies (above) that try to get them to use the “lightest touch” necessary.

Before every Twin Mask game, you will have to bring any new weapons you want to use to our Safety team, who will test them to see if they are soft enough. People have spent hundreds of dollars on amazing-looking weapons... and then been unable to use those weapons, since they were unsafe. Don’t let that happen to you.

Particularly if you have not played Twin Mask before, **please do not buy or craft a weapon before coming to game.** We can provide you with a “loaner” sword or dagger. Once you have seen other people’s weapons and had a chance to talk with other Twin Mask players on the subject, you have a much higher chance of purchasing or building a weapon that you know will pass our safety inspection.

Also, Twin Mask’s [Player Resources](#) (primarily our online community, in Discord and on Facebook) is an excellent place to get information about what kinds of weapons are likely to work for you. If you are dead-set on bringing a weapon to your first game (perhaps because you want to use something other than a sword or dagger, the two categories that we can easily provide as “loaners”), you should make contact with Twin Mask players online and ask their advice. We have a LOT of experience in this particular field.

TWIN MASK EVENT POLICIES

CHARACTER VS. CHARACTER CONFLICT (CvC)

Most of the time, Twin Mask is a game about different characters' finding a way to work together despite their differences. The prime motivator of the game's story is not supposed to be the clash between different player-led factions: from the perspective of Staff, the focus is always on the players versus the environment (that is, the dangers and troubles that all players face together). When people feel passionately about different plot lines, though, it is natural that characters will come into conflict. CvC actions are allowed in Twin Mask, but they should always be used with restraint and toward the goal of building an interesting story.

Character-versus-Character conflict can be incredibly compelling, providing the sense that one's actions have real-world consequences. When people start taking the game too seriously in this way, though, they may feel the temptation to *cheat* in order to push toward their goals as quickly and ruthlessly as possible. Because of this impulse, we recommend trying to involve Twin Mask Staff members in ongoing CvC situations when you have a chance—if we can help to prevent or catch any possible cheating, we will be happy to do so. (Staff involvement is *encouraged* rather than required.) And, of course, Staff members will not provide any in-game advice about how to handle the situation; we really value player agency. You can make whatever choices your character would make, as long as you are following the rules.

With that said, “it's what my character would have done” is a pretty weak excuse for doing something that actively makes the game less enjoyable for other people. If, at some point, you realize that your actions are harming people's experience of Twin Mask, we encourage you to reconsider the choices that you and your character are making.

Naturally enough, too, any illegal actions that your character takes—such as attacking or killing somebody else—will likely have serious in-character repercussions. There is a dedicated corps of Returned Guards in the cities of Port Frey and Solace, and they take their jobs quite seriously. Indeed, to encourage this in-game system of criminal justice, the following policies are directly related to CvC actions:

- If you are involved in CvC activity, you must spend (at least) the following 3 hours playing the same character, actively inhabiting the Twin Mask game space, so that people have a chance to respond to that character.
- This means that you must be legitimately *in-character*... so time spent OOC (in your tent, in the bathroom, *etc.*) does not count toward the 3-hour requirement. It also means that you cannot engage in CvC activity less than 3 hours before your scheduled NPC shift, which will require you to stop playing your character.
- You cannot engage in CvC activity after 4:00 AM on Sunday, since the game ends so soon afterward.

Finally, too, we want to emphasize that **it is very valuable to “touch base” with the people you are engaging in CvC conflict with.** If the other parties in the conflict are feeling attacked or angry in an out-of-character way, you should know that. If they are on board with pursuing the CvC conflict, you have a great opportunity! If you can plan your antagonistic scenes and character development, you can produce some amazing stories collaboratively. Be good to other Twin Mask players, even if your characters are at odds with each other.

NO BULLYING (“DON’T BE A JERK”)

To continue on the theme of the previous points, all *players’* (rather than *characters’*) goals should always be to maintain respect for one another outside of the game. If you are doing something in game that will cause a person to be legitimately angry at you when the game is over, stop it. Bullying, “griefing,” and killing people’s characters for no good reason are not acceptable ways to play the game. This policy also extends to all forms of harassment. If you feel that you are being harassed, you can contact Twin Mask’s Community Member Services team at CMS@TwinMask.com.

RUMORS AND OOC INFORMATION

We have found that it is almost impossible for most people to truly separate “what their characters know” from “what they, themselves know.” This is simply a fact of human nature—so, rather than fighting it, we have developed a policy that allows it to play a role in Twin Mask. Sometimes, a player will want to talk or brag about some criminal activity that they character pulled off. They might say, during an after-game lunch, “oh man, I totally got a great haul from killing that merchant!”

No matter whether you play an upright, law-abiding character; or a fellow criminal who is jealous of that “haul”; or a disinterested bystander... it can be almost impossible to make decisions that are *truly* independent of your new knowledge of that character’s crime. By allowing your character to know the information, though, you would feel as though you were “meta-gaming,” taking advantage of privileged information that your character should not know.

So... we allow you to blur the line just a little. More specifically: if you hear a Twin Mask *player* speak about their own *character* in an OOC way, then **you are allowed to treat that out-of-character information as a rumor that your character has heard.** Such a statement is absolutely *not* an in-character admission of guilt, of course, since it is merely something that your character heard casually mentioned in the marketplace or alleyway. It is, however, grounds for your character to be suspicious. Depending on the personal style of your character, it might be enough to justify beginning to investigate the matter.

IN-CHARACTER THEFT

It should go without saying that out-of-character theft—such as stealing from others’ tents—is completely unacceptable and can lead to expulsion from the game and/or criminal charges. If your character is drawn toward larceny, though, in-character theft can be somewhat more acceptable, as long as it is done within reason (and you are willing to face the possible consequences).

When stealing things in-character, it is enormously important to **be respectful of other people’s props and “phys-reps”**—that is, the physical representations of characters’ gear. As part of that effort, you should **only steal objects that you believe have in-game, mechanical relevance**: do not steal (for example) somebody’s quill pen, drinking horn, or lantern. If something is clearly a decorative prop, do not walk off with it. After all, many Twin Mask players choose to spend significant money (or crafting time) on their costumes and props, to enhance the immersive experience of Twin Mask... and the theft of a beloved item can ruin a person’s entire game. Even if you fully intend to return the prop after the game, it is very easy for something to go wrong in the meantime, and (in any case) the victim’s character should not keep using the “stolen” item in future games, so you have essentially invalidated their use of a beloved prop. Also, **if you have stolen a person’s prop, you are responsible for its safety**. If you steal an expensive sword or shield prop, and then that object is physically damaged while it is out of its owner’s hands, you are liable for that damage. (This can result in disciplinary action or, in extreme cases, expulsion from the game.)

Weapons, armor, shields, and similar battle-ready items should generally not be stolen, **unless they have a ribbon tied around them to signify that they represent a particular crafted or magical item**. If a person has a sweet-looking sword, we can be sure that they have spent a lot of time or money on that prop... but there is no guarantee that it represents anything with special mechanical relevance in game. It could just be a “normal” sword that swings for 1 damage, just like any other weapon, and such “base” items should not be stolen.

If your character steals any object from another character or NPC, you must notify a Staff member as soon as you possibly can. This is a necessary step because there are multiple in-character ways of tracking a stolen item or person down (such as divination spells, tracking, having a soul-bond with an item, *etc.*), and Twin Mask Staff need to be able to respond accurately to any players with those abilities. Intentionally failing to notify Staff after an in-character theft is a form of cheating, and it will be treated harshly. Additionally, most steal-able items are meaningless if you do not have their Item Tags (which explain their properties); **when you inform Staff that you have stolen something, Staff can go to the item’s owner and claim the appropriate tag**, so that the item is usable again.

Finally, it should also be pointed out that in-character theft taken to an extreme, or done for malicious reasons, can turn into grieving and become unacceptable.

INCENTIVE POINTS AND DONATIONS

To encourage Twin Mask players to contribute to the health and development of the game in out-of-character ways, we offer **Incentive Points (“IP”)** as a way of rewarding people... while also limiting people’s impulse to “pay to win.” These points are tracked on your character sheet, and you can spend them in various ways.

Perhaps the primary use of IP is to accelerate the development of your character: every game you attend, you can convert up to 3 IP into an equivalent number of Character Points (“CP”). See the “[Getting Character Points](#)” section of chapter 3 for more details on this process. Notably, no matter how many IP you have, there is no way to get more than 3 CP out of them per game. (In other words: if you can scrape together 3 IP per game, you can accelerate your character’s growth just as fast as *anyone* can, no matter their out-of-game resources.)

You can, however, also spend IP on *other* things that might make your character’s life a bit easier. At the beginning of each Twin Mask game, when you get your character sheet, you can convert IP into money, influence, or materials:

- You can spend 3 IP to get 1 silver piece. (You can only use this option up to 5 times per game session.)
- You can spend 3 IP to get 1 of any [Influence](#) Card. (You can only use this option up to 5 times per game session.)
- You can spend 3 IP to gain a 1-Point item that could be acquired through any of the [Gathering](#) skills: MINING, HERBALISM, WOODCUTTING, HUNTING, MERCANTILE, or BLACK MARKET. Note that if you choose to gain herbs or lumber, you will receive 1 *random* appropriate item tag, just as though you were of Apprentice level in HERBALISM or WOODCUTTING. (You can only use this option up to 5 times per game session.)

Additionally, between game sessions, you can spend **5 IP to have your character “forget” a previously-purchased skill** and regain any CP that was spent on it. If you have purchased multiple uses of a skill (i.e. 3 copies of PARRY), this option will allow you to get “refunded” for some or all of those uses, as you choose. You cannot remove skills that are the prerequisites of other skills you possess, and if you want to remove a [Background Feature](#) (or [Flaw](#)), you will need permission from a Story Staff member.

Collecting some IP, then, can be quite useful. Fortunately, the process of getting IP—especially if you only want 3 per game, to turn into CP—is likely easier than you think. **Here is a (fairly) comprehensive list of the ways to gain IP:**

- Get **1 IP** by writing your “PEL” (Post-Event Letter), an online feedback form that is due by the Friday after each game session.
- Get **1 IP** for each extra hour that you spend on an NPC shift.

- Get a **variable** amount of IP by helping Twin Mask Staff set things up (*before* the beginning of a game session) or by helping clean up the site (*after* the end of a game session).
- Get a **variable** amount of IP by donating drinking water or ice to the game. Different quantities of water are worth different IP totals, and there is often a “cap” on the amount of IP you can get in this way per game session. Check our [Player Resources](#) options (such as our Facebook page) for the most recent updates to this policy.
- Get a **variable** amount of IP by purchasing items that the game needs and having them delivered to Staff between games. We maintain an [Amazon wishlist](#); for every \$5 you spend on those items, you will get 1 IP. If you purchase an item that is marked as “high priority,” you will instead get 2 IP for every \$5, as long as you mention that the item was high-priority in your follow-up email. (See the notes at the top of the wishlist for more details.)
- Get a **variable** amount of IP by crafting necessary items and donating them to the game. (Contact Twin Mask Staff members to ask what kind of things might be needed.)
- Get a **variable** amount of IP by donating interesting or necessary costume pieces. (Contact Twin Mask Staff members to ask about particular clothing items.)
- Get a **variable** amount of IP by helping to repair or launder costuming between Twin Mask games. (Contact Twin Mask Staff members about pursuing this opportunity.)

FOOD

This heading actually covers two different elements of the Twin Mask experience: real-life food, and in-game food. First, people definitely need to eat actual food during a weekend-long LARP event. You can handle this necessity either by bringing food with you to the game (and, ideally, storing it in airtight containers, so that local wildlife is not motivated to investigate your tent) or by working together with other players to coordinate meals. Generally speaking, if you ask online, you can find any “meal plan” options that people have developed for upcoming games. These “meal plans” are not managed by Twin Mask Staff directly.

Secondly, *in-game* food is a mechanic that you can use to acquire skills more quickly for your character. During the course of a game, you may have opportunities to gather item tags labeled as “food.” (For instance, you can use the HUNTING skill to do so consistently.) Most such food items will expire after a set amount of time (check the back of the tag), so it is wise to use them soon. To do so, you staple the item tag to your character sheet at the end of an event, when you turn your sheet in to Twin Mask Staff. This will provide your character with 1 additional Character Point. Only 1 food item per character can be used in this way per event.

ALCOHOL AND DRUG POLICY

Twin Mask has a strict no-alcohol policy, and drug use is also not permitted at game. The use of such substances during events greatly increases the cost of insurance, encourages people to break character, and makes combat less safe.

FINALLY: THE BELL-RINGER'S POLICY

This is essentially a catch-all policy that means “use common sense, even if you are sleep-deprived.” For instance:

- If you buy a skill that has a ‘touch’ delivery, don’t go around slapping people.
- If you buy a skill that lets you ignore damage done below the kneecap, don’t run around kicking people.
- Don’t spit in anyone’s face.
- Don’t set people on fire.

These things shouldn’t need to be said. Play responsibly and be respectful of other people.

CHAPTER 8:

EXAMPLE CHARACTERS

“So these Returned come back from death, and they don’t even have most of their memories? That is... well, I mean, it’s an amazing opportunity, if you think about it. Imagine what kind of person you could become, if you could build yourself a new life from the ground up, without any of your stupid childhood decisions getting in the way.”

—Erik Coronash, Merchant of Port Frey

We know that the length of this rulebook can be intimidating. There is a lot of information here, and some people get the impression that they need to memorize everything... or they will somehow be “LARPing wrong.” Fortunately, such an impression is incorrect. The best way to get into Twin Mask (or any LARP, for that matter) is simply to come out and give it a shot—or maybe even to just play NPCs for a weekend, to learn what the game and its culture are like without having to worry about character death at all.

If you come to Twin Mask, with or without a new character, we will run you through the basics of how the game is played. Making a character can be hard, though: a huge percentage of this book consists of “skills,” and weeding through that vast field of possibilities can feel like an impossible task. That’s why this chapter is here. If you want to start with a template to tweak, or if you just want to choose one and jump straight into the game, you should start here. These character builds are designed to get you started, not to dictate what you can or can’t do: Twin Mask has a policy of **allowing you to totally change your character within your first three games**, so you are definitely not stuck with whatever you start with. These Example Character Builds simply ensure that you can do some relevant things during your first game or two.

They assume, for simplicity’s sake, that you will be playing a **Human** or an **Effendal**. It is important to note that other Bloodlines (such as Dragon-Blooded people) get only 20 CP to spend at character creation, rather than the 40 that Humans and Effendal get. If you really want to be one of the alternative races, you will have to look through the suggested skills and choose only the ones that are absolutely critical.

Keep in mind that [Influence skills](#) and [Gathering skills](#) won’t function during your first game. For your second and subsequent games, though, they can be valuable—particularly if you want to craft items or are a spellcaster. (The Blood Ink that you can get from the **MERCANTILE** or **BLACK MARKET** skills is valuable for making copies of spell scrolls.)

On the following pages, you will see suggested first-game setups for the Shield Fighter, Raging Barbarian, Knife-Wielding Assassin, Stylish Duelist, Wandering Monk, Focused Healer, Master Sorcerer, Scholarly Diviner, Charismatic Courtier, and Mercantile Crafter.

SHIELD FIGHTER

CLOUDED MEMORY (-2) ([Background Flaws](#))

NATIVE LORE: [Your Home Nation] (0) ([Background Features](#))

SHORT WEAPONS (1) and ONE-HANDED WEAPONS (2) ([Weapon Proficiencies](#))

ARMORED TRAINING: LIGHT (2), ARMORED TRAINING: MEDIUM (2), and ARMORED TRAINING: HEAVY (2) ([Armor Proficiencies](#))

SMALL SHIELD (3) and MEDIUM SHIELD (3) ([Armor Proficiencies](#))

TOUGHNESS (3) ([General Combat Skills](#))

2 Uses of PARRY (4, 4) ([General Combat Skills](#))

DODGE (6) ([General Combat Skills](#))

WILLPOWER (6) ([General Combat Skills](#))

PRAYER (4) ([Religious Worship](#))

You know that your sword (or other weapon) will be able to deal a constant stream of damage to your opponents, so you have trained heavily in defensive skills rather than trying to maximize your lethality. You are invaluable in holding together a shield wall, protecting those weaker than you while slowly pushing foes back. You are tougher than most and can take a hit—but make sure to call for healing before you are cut down, and watch out for enemy Sorcerers! (Any spell packets that hit your shield, after all, will count as hitting you!) Additionally, you can gain the benefits of [Divine Magic](#) with your PRAYER skill, so you should seek out people who share your faith: if you can attend a Rite, you can gain some very impressive capabilities.



RAGING BARBARIAN

CLOUDED MEMORY (-2) and SOVEREIGN ZEAL (-2) ([Background Flaws](#))

NATIVE LORE: [Your Home Nation] (0) ([Background Features](#))

SHORT WEAPONS (1) and ONE-HANDED WEAPONS (2) ([Weapon Proficiencies](#))

TWO-WEAPON FIGHTING: APPRENTICE (3), TWO-WEAPON FIGHTING: JOURNEYMAN (3),
and TWO-WEAPON-FIGHTING: MASTER (3) ([Weapon Proficiencies](#))

ARMORED TRAINING: LIGHT (2) and ARMORED TRAINING: MEDIUM (2) ([Armor Proficiencies](#))

2 Uses of BATTLE RAGE (7, 7) ([The Honored Path of the Berserker](#))

BRUTAL ANGER (5) ([The Honored Path of the Berserker](#))

ENDURING RAGE (6) ([The Honored Path of the Berserker](#))

TOUGHNESS (3) ([General Combat Skills](#))

Wielding two full-size weapons, you are focused on dealing a lot of damage very quickly. When you go into a rage, you have ten full seconds during which all of your strikes will hit for triple normal damage. Although your armor is nothing special, you have the ability to refuel your health by killing bleeding-out enemies, so you can keep going for a while—but it is important to take a 30-minute break as often as possible after combat, to give your voice a rest and to let your damage-dealing rage abilities return to you.

KNIFE-WIELDING ASSASSIN

CLOUDED MEMORY (-2) ([Background Flaws](#))

NATIVE LORE: [Your Home Nation] (0) ([Background Features](#))

SHORT WEAPONS (1) and TWO-WEAPON FIGHTING: APPRENTICE (3) ([Weapon Proficiencies](#))

STEALTH ATTACK (6) ([The Assassin's Arts](#))

3 Uses of 10-DAMAGE STRIKE (8) ([The Assassin's Arts](#))

ARMORED FOREARMS (6) ("[The School of Suffering](#)")

LEAP (2) ([The Assassin's Arts](#))



With your armored forearms and two daggers, you can ward off some blows from the front... but you are not generally going to deal significant amounts of damage in that kind of fight. Instead, if you have the real-life ability to sneak through darkness and/or confusion to get around people's guard, you can deal an absolutely devastating burst of damage to them, then leap away to avoid retaliation from their friends. You can deal multiple 10-damage attacks in a flurry... and, for each such attack that hits your target's back, your STEALTH skill means that they won't be able to DODGE. At that point, you can keep lurking around the edges of a fight, dealing bits of damage here and there—or you can retreat and find a place to rest, to bring you back to your full, terrifying potential.

[♦] Note: if you have the opportunity to attend a MILITARY DRILL, you should take it. The additional defenses and damage will be particularly helpful for your otherwise laser-focused character type.

STYLISH DUELIST

CLOUDED MEMORY (-2) ([Background Flaws](#))

NATIVE LORE: [Your Home Nation] (0) ([Background Features](#))

SHORT WEAPONS (1) and ONE-HANDED WEAPONS (2) ([Weapon Proficiencies](#))

SALUTE (4) and STYLISH HAT (2) ([The Art of Dueling](#))

WITTY REPORTEE (7) ([The Art of Dueling](#))

2 Uses of DISARM (4) ([The Art of Dueling](#))

DODGE (6) ([General Combat Skills](#))

DANCE LESSON (8) ([The Bardic Arts](#))

PRAYER (4) ([Religious Worship](#))

You are good at keeping yourself from taking much damage in combat: with good defensive skills and a stylish hat, you can give yourself the equivalent of armor and evade the deadliest blows. As long as you keep your mouth moving as fast as your blade, too, your praise for your own sword-arm means that you will deal enough damage to give your foes pause. Even in quieter moments, your grace can win you many friends: as a dancer, you can constantly help other people learn to handle themselves better in combat, as long as you can take a rest between each dance lesson. Additionally, you can gain the benefits of [Divine Magic](#) with your PRAYER skill, so you should seek out people who share your faith: if you can attend a Rite, you can gain some very impressive capabilities.



WANDERING MONK

CLOUDED MEMORY (-2) ([Background Flaws](#))

NATIVE LORE: [Your Home Nation] (0) ([Background Features](#))

BARDIC KNOWLEDGE (4) ([Background Features](#))

SHORT WEAPONS (1) and ONE-HANDED WEAPONS (2) ([Weapon Proficiencies](#))

PARRY (4) ([General Combat Skills](#))

ARMORED FOREARMS (6) ([“The School of Suffering”](#))

LEAP (2) ([The Assassin’s Arts](#))

2 Uses of PRESSURE POINT: LESSER SLEEP (4, 4) ([“The School of Suffering”](#))

BREAK ARM (5) ([The Honored Path of the Berserker](#))

FEINT (1) ([The Art of Dueling](#))

TRACKING (3) and SCOUTING (2) ([Archery and Woodcraft](#))

PRAYER (4) ([Religious Worship](#))

In traveling, you have heard stories and rumors from all over Adelfrune, and you will be of great use to your friends in scouting for danger and following tracks. You have also picked up many ways to use *focused* force to defend yourself by ending combat before it really begins: your blade, for instance, can break a foe’s arm so that they cannot swing at you. Your empty hand, though, held in a focused and defensive posture, might be more threatening still. If you can touch an enemy minion, you can simply knock them unconscious, such that even damage will not wake them. (And if your bone-breaking or sleep-inducing skills do not work on a particular enemy, you can use FEINT to retain your use of those skills.) Additionally, you can gain the benefits of [Divine Magic](#) with your PRAYER skill, so you should seek out people who share your faith: if you can attend a Rite, you can gain some very impressive capabilities.

FOCUSED HEALER

CLOUDED MEMORY (-2) ([Background Flaws](#))

NATIVE LORE: [Your Home Nation] (0) ([Background Features](#))

MAGICAL APTITUDE (4) ([Background Features](#))

LORE: [CHANNELING or ALCHEMY] (4) ([Knowledge](#))

10 Instances of MANA FOCUS (1 each) ([The Magical Arts](#))

APPRENTICE MAGIC: CHANNELING (6) and JOURNEYMAN MAGIC: CHANNELING (6) ([The Magical Arts](#)) ...**OR**... APPRENTICE MAGIC: ALCHEMY (6) and JOURNEYMAN MAGIC: ALCHEMY (6) ([The Magical Arts](#))

EXAMINE WOUNDS (2) and APPLY PRESSURE (1) ([Mundane Healing](#))

SET BONE (3) and BANDAGE (4) ([Mundane Healing](#))

2 Uses of SUDDEN MOTIVATION (1, 1) ([Officer Training](#))

You wear no armor, and you are not proficient with any weapons (though you can still carry and wield one). Despite all this, you are absolutely crucial in battle. If you choose to specialize in Channeling, you will be able to heal people quickly and directly; if you choose Alchemy, your healing will be a bit more efficient but slower and more cumbersome. Even if you are totally out of mana, too, you can bandage people back to health, and you can motivate them to shake off their post-healing weakness and keep fighting. (If you can, attend an ARCANES TUTELAGE class; it will literally double your available mana for the whole weekend. Also, note that you are illiterate, but spell scrolls do not require literacy.)

MASTER SORCERER

CLOUDED MEMORY (-2) ([Background Flaws](#))

NATIVE LORE: [Your Home Nation] (0) ([Background Features](#))

MAGICAL APTITUDE (4) ([Background Features](#))

SHORT WEAPONS (1) ([Weapon Proficiencies](#))

LORE: SORCERY (4) ([Knowledge](#))

15 Instances of MANA FOCUS (1 each) ([The Magical Arts](#))

APPRENTICE MAGIC: SORCERY (6), JOURNEYMAN MAGIC: SORCERY (6), and MASTER MAGIC: SORCERY (6) ([The Magical Arts](#))

You can only do one thing, but you can do it very well. Fortunately, Sorcery is a versatile Magical Art, and you will be starting the game with nine total scrolls: four Apprentice-level, three Journeyman-level, and two Master-level. Depending on the scrolls that you happen to get, you may be able to do all kinds of things, but one thing will be certain: you will deal most of your damage by throwing bursts of elemental energy at people. (Note that you will need spell packets—cloth squares filled with birdseed and tied into small “bean bags”—to use many of your standard Sorcery spells. Also, you are illiterate, but spell scrolls do not require literacy.)

[♦] There is one interesting alternative to this Character Build—you can drop MASTER MAGIC: SORCERY and four instances of MANA FOCUS... to get MEDITATIVE SONG (10) ([The Bardic Arts](#)). This means that you will not start the game with any Master-level scrolls or skills, which *are* incredibly valuable... but you will be able to frequently refresh your mana.

SCHOLARLY DIVINER

CLOUDED MEMORY (-2) and SOVEREIGN ZEAL (-2) ([Background Flaws](#))

NATIVE LORE: [Your Home Nation] (0) ([Background Features](#))

MAGICAL APTITUDE (4) ([Background Features](#))

LORE: DIVINATION (4) ([Knowledge](#))

10 Instances of MANA FOCUS (1 each) ([The Magical Arts](#))

APPRENTICE MAGIC: DIVINATION (6) and JOURNEYMAN MAGIC: DIVINATION (6) ([The Magical Arts](#))

LITERACY (4) and RESEARCH (6) ([Knowledge](#))

PRAYER (4) ([Religious Worship](#))

As long as you stay far away from combat, you will find an incredibly valuable role among the Returned: there are mysteries swirling all around, and you are the right person to help get to the bottom of them. You have the knowledge of a well-traveled bard, the ability to do deep-level research in libraries, and the magic of Divination to investigate anything not covered by those resources. Try to make friends who can get between you and a fight! (If you can, attend an ARCANES TUTELAGE class; it will literally double your available mana for the whole weekend.) Additionally, you can gain the benefits of [Divine Magic](#) with your PRAYER skill, so you should seek out people who share your faith: if you can attend a Rite, you can gain some very impressive capabilities.

CHARISMATIC COURTIER

CLOUDED MEMORY (-2) and OATH BOUND (-6) ([Background Flaws](#))

NATIVE LORE: [Your Home Nation] (0) ([Background Features](#))

NOBILITY (6) ([Background Features](#))

SHORT WEAPONS (1) and ONE-HANDED WEAPONS (2) ([Weapon Proficiencies](#))

SALUTE (4) ([The Art of Dueling](#))

WITTY REPARTEE (7) ([The Art of Dueling](#))

PARRY (4) and DODGE (6) ([General Combat Skills](#))

DANCE LESSON (8) ([The Bardic Arts](#))

LITERACY (4) and APPRAISE (2) ([Knowledge](#))

PRAYER (4) ([Religious Worship](#))



As a Noble, you have learned the skills that are most proper for high society: how to duel, how to dance, how to read, how to handle money, and how to ensure that your wit and personal presence make life harder for your enemies. Of course, you are also devout: you can gain the benefits of [Divine Magic](#) with your PRAYER skill. In the process of mastering all of these qualities, you have realized just how important loyalty is, and so you will stick to your word—or at least the *letter* of your agreements—with the same strength of will that drives your political ambitions. Now, after Returning to the nation of Solace, you just need to start figuring out who the influential people are....

[♦] Characters like the Charismatic Courtier will generally want to invest in “[Standing](#)” skills to start earning Influence. Those skills are not included in this Example Character, though, because they are useless at the very beginning: you cannot collect anything from “beginning of game” skills during your first game. Before your *second* game, though, you could try to use your new CP (from playing the game, and perhaps from IP) to start picking up POLITICAL STANDING: RANK 1 and its fellows (4 points each).

MERCANTILE CRAFTER

CLOUDED MEMORY (-2) and OATH BOUND (-6) ([Background Flaws](#))

NATIVE LORE: [Your Home Nation] (0) ([Background Features](#))

SHORT WEAPONS (1) ([Weapon Proficiencies](#))

All the ranks (up to GRANDMASTER) of your chosen CRAFT Skill (6, 6, 6, 6) ([Crafting—Metalworking](#), [Crafting—Arcane](#), [Crafting—Edible](#), or [Crafting—Other](#))

APPRAISE (2) ([Knowledge](#))

DODGE (6) and WILLPOWER (6) ([General Combat Skills](#))

LITERACY (4) ([Knowledge](#))

SUDDEN MOTIVATION (1) ([Officer Training](#))

PRAYER (4) ([Religious Worship](#))

You understand that there are lots of people running around with swords and world-shaking magic and depressing personal histories... but that's not your plan. You are here to make some money, or maybe just to create beautiful things, without any plans to single-handedly destroy hordes of undead. You can be a hero by designing and crafting the things people need. As a businessperson, you know the value of keeping your word, and you can encourage others to get up and fight. Additionally, you can gain the benefits of [Divine Magic](#) with your PRAYER skill, so you should seek out people who share your faith: if you can attend a Rite, you can gain some very impressive capabilities.

[♦] Please note that you will want to pick up lots of [Gathering skills](#) like MERCANTILE, MINING, or WOODCUTTING... but there is one problem. You cannot collect anything from such “beginning of game” skills during your first game. The layout above, then, prioritizes survivability, with the understanding that you can drop up to 18 CP worth of SHORT WEAPONS, DODGE, WILLPOWER, LITERACY, and SUDDEN MOTIVATION in favor of Gathering skills before your *second* game. Alternatively, if you are going to be a smith of some kind, you can pick up ARMORSMITHING: APPRENTICE, REPAIR ARMOR, and several copies of FIELD REPAIR for your first game: armor-wearing people *love* anyone with a spare use of FIELD REPAIR.