

General Information

Principal of the Rules: The rules define what you can do, beyond your everyday reality. If an effect is not described in this book, then it does not exist in our game. The rules are meant to support roleplay, not define it. Fun is the goal for every part of the rules, whether it's a single skill or the entire combat system.

What You See: ...is What You Get. That's our motto. Do not describe to other players what they are seeing or what you are doing. Show it with props, costuming, masks, and makeup. The reactions are longer lasting if you actually see what you are supposed to be seeing. Players should react to costuming as if it was real.

Honor System: This game operates mainly on the honor system. It is up to you to tear your tags and track your character's stats. Please don't cheat; it defeats the purpose of the game.

Storyteller Rules: Storytellers use the same rulebook as players for most things and all effects and sig calls are the same as the player rulebook. They do have more freedom when it comes to creating NPCs, particularly when building weak NPCs and extra strong NPCs. Expect NPCs to use the same effects but be able to access them in ways/combinations not accessible to PCs.

Playing the Game

TERMINOLOGY

Armor Points (AP): Armor points represent how much damage a character can take before they start taking HP damage. Each time you lose AP, subtract that amount from your current AP rating. Your AP is determined by the armor rating of your costuming and other effects.

Boffer: A foam weapon used in combat reenactment. Boffers are made of soft padding and foam that must meet the safety standards defined in the weapon specifications to ensure that everyone can participate in a combat scene safely. All weapons used in The World of Oz must be commercially produced latex/foam weapons, or made to appear as realistic as possible while conforming to weapon specifications, for immersion purposes. Claw and brawler weapons are the only exception to this rule, where simple black foam weapons are allowed. Weapon specifications are listed at the end of the rule book.

Character Sheet: A character sheet lists your character's current information such as skills and HP. Sheets are provided by Check-in. You must carry the card on your person at all times while you play that character. Only staff may review your character information.

Currency: There are two types of currency of Oz; coins, called bits, and gems, called emeralds. Check-in provides currency for new characters, and currency can be earned through various means while playing the game. Five bits equal one emerald. Staff is not responsible for lost or damaged currency.

Disease: An ongoing effect on your character caused by being hit with a disease attack. A disease attack can use any method along with the Sig Call "Disease: (name of disease)". After being hit with such an attack, the player must visit ST and receive their disease card as soon as they reasonably can, before the end of that event. Being hit by a disease attack of the same name as a card you have does nothing. Disease use is detailed in the Disease chapter.

Game Boundary: There are areas where a player can reach and immediately go out of game. Exact game boundaries are defined in the policies and procedures manual.

Health Points (HP): Health points represent how much damage a character can take before dying. Each time you lose HP, subtract that amount from your current HP rating. You begin each event with full HP. You cannot regain more HP than your maximum pool rating.

In-Game: A term used to indicate an action between characters or an item in the game world during an event. During game hours, please stay IG as much as possible by continuously acting as the character you are portraying to help create a believable atmosphere.

Magic Points (MP): Magic points represent how many spells or rituals a character can cast before becoming exhausted. Each time you use MP, subtract that amount from your current MP rating. You begin each event with full MP. You cannot regain more MP than your maximum pool rating.

Out of Game: A term used to indicate actions and items in real life during game hours at an event i.e. when not acting as your character, you are out-of-game (OOG). Players currently IG won't interact with you while you are OOG, which is indicated by wearing an orange headband, holding up crossed fingers, or holding a weapon or fist on top of your head. Being OOG during game hours is frowned on, but you are permitted to be OOG if you arrive late, ask a question about the game, ask a player to explain an effect, your character was killed, walking from a game boundary to character switch, remind a player of proper rules use, are injured, sick or tending a personal issue (please let staff know).

OOG areas are restrooms, the main parking lot, under bunks, SC camp, outside game boundaries, and Check-in during Check-in hours.

Packet: These are small, soft bean bags handmade with cloth and birdseed. Packets are used to represent magical and alchemical attacks. Since packets are thrown at other players, it is important that each and every packet meets the safety standards detailed in the weapon specs section.

Prop: Props are items that are attached to tags or are tags in and of themselves, then having special effects in the game world. All props must fit within the steampunk/fantasy theme of the game. All player-provided props must be returned to their rightful owners at event end, even if the tag was stolen. Staff is not responsible for lost or damaged props.

Signature (Sig) Call: This is an OOG statement when you are using an IG effect to convey to other players what you are using so they know how to react. Pause long enough between calls to give your opponent time to react. When making a call that includes both damage and an effect, such as with the powers of the Alchemical Warrior Expertise, the order of the sig call is [type][damage][effect]. An example would be “Magic 2 Wrack”.

Tags: These are small pieces of paper issued by Check-in containing information to represent various items and effects governed by the rules herein. The rules will be either outlined on the tag or within this book. Staff is not responsible for lost or damaged tags. To receive a tag your character must have the necessary skill and pay the cost to Check-in.

Consumable Tags (Scrolls, Alchemy, etc) MUST be torn as soon as possible after use. **For your character to read a chemical, spell, art, or item tag, your character must have the skill to create the tag.**

Vigor Points (VP): Vigor points represent how many techniques a character can use before becoming exhausted. Each time you use VP, subtract that amount from your current VP rating. You begin each event with full VP.

ITEMS

This is a list of items that you will find throughout the game that your character may or may not be able to use, depending on skills.

Ammunition: Gun ammunition is difficult to keep track of and easily destroyed. It is legal to reuse ammo, but it is difficult to identify who it belonged to. If there is any special ammunition you are attached to, please do not bring it. At the end of the game, do try to take only the equivalent of what you came with and leave anything else you pick up at SC camp. To assist us in keeping the site clean, you are encouraged to pick up unclaimed spent ammo when you see it, especially in remote areas.

Apparatus: Appearing machine-like, steampunk, or stylized fantasy in design, an apparatus combines a spell scroll with a certain chemical (“fuel”) to give any character the use of that spell without destroying the spell scroll or chemical. Which fuel to use is listed in the Apparatus chapter, along with the rules for using, attuning, and creating an apparatus.

Armor: Wearing armor that covers the torso provides some protection against damage. Armor does not protect against magic or chemical damage. Armor can be made of any material as long as the finished product looks like the real armor it is supposed to represent. Once Armor has lost all its AP from damage, it needs to be repaired. Anyone with the Inventor skill can repair armor. You only gain the benefit of one armor item regardless of tier.

- **Light Armor (Padded, Quilted, or Leather):** Adds 2 AP
- **Medium Armor (Chain, Studded Leather, Transitional, or Scale):** Adds 4 AP
- **Heavy Armor (Plate):** Adds 6 AP

Artifact: An artifact is an item that grants the wearer an effect named on the tag. Any character can use an artifact, but may be restricted by the nature of the artifact. There is no limit to the number of artifacts you may carry on your person except the physical limitations of the prop, or unless otherwise noted in the Artifact description. An artifact does not exist unless the tag is attached to a prop.

Art Scroll: An art scroll, not to be confused with a spell scroll, is a full paper sheet with art instructions. Only characters with the practitioner skill can perform arts. Once an art is performed, even if unsuccessful, the scroll must be destroyed unless stated otherwise in the art description found on the scroll.

Brawler: Short black boffers the represent fists and punching. All characters can use brawler boffers. Brawlers have no effect when not being actively wielded, ie. when worn on the belt. See weapon specifications.

Bow: A LARP safe bow. See weapon specifications.

Chemical: A chemical is a potion created by an alchemist that any character can use to cause a variety of effects. A chemical is either represented by a bottle **or** by a packet. The chemical tag must be destroyed as soon as possible after use. Any character can use a chemical, regardless of whether they can read the tag. Chemical effects bypass armor and shields unless defender's appropriate skill/expertise is high enough.

A bottle can be any container designed to hold liquid. There are two types of potion bottles. "Single Use Bottles" can be of any size (so long as the potion tag can be attached), and hold exactly one chemical tag. The tag must be either attached to the outside of, or stored inside the bottle and easily removable. "Storage Bottles" must be able to hold at least 8 oz of liquid. Tags must be placed inside of Storage Bottles, and Storage Bottles may hold as many tags as fit into the bottle. You can transfer a tag from one bottle to another bottle by miming the action of pouring liquid.

To use a chemical in a bottle, mime drinking from the bottle. If the bottle is a Single Use Bottle, then resolve the effect. If the bottle is a Storage Bottle, then **remove and tear all of the tags** in the bottle. You only gain beneficial effects from one dose from a Storage Bottle, however. To use individual doses you must portion the tags out into Single Use Bottles.

Packet delivered chemicals may be stored in bottles like any other alchemy or attached directly to a packet. After use in combat destroy the tag as soon as possible.

Claws: Long black boffers the represent claws. Claws have no effect when not being actively wielded, ie. when worn on the belt. See weapon specifications.

Gun: Represented by store bought dart shooters such as Nerf and Buzz Bee. See weapon specifications.

Lock: Use a padlock prop in medieval, fantasy, or antiqued style. To use a lock on a door, hang it on the door handle with string. To lock a container, fasten the lock or locks to the container in a manner that doesn't actually lock the container. Doors are only locked from the side a lock hangs on, and are considered lock so long as the door or container is closed and the lock is present.

Opening a lock requires unlocking or pantomiming unlocking the lock with a key with a matching number on its tag. Once unlocked, a padlock can be removed from the container/door to which it was locked, and can be stolen. A locked container can be stolen while locked, if it is small enough to be carried away.

Melee Weapon: This is a catch all for swords, daggers, clubs, and any other weapon used to strike another character to cause damage. Melee weapons have no effect when not being actively wielded, ie. when worn on the belt. See weapon specifications.

Shield: A character must possess the shield skill in order to use a shield. Shields must be boffer safe per the weapon specs section. A player should never use a shield to defend all legal strike zones at once, as this encourages strikes to illegal zones, such as head shots and trips. Shields have no effect when not being actively wielded, ie. when worn on the back. See weapon specifications.

Spell Scroll: A spell scroll, not to be confused with an art scroll, is a paper tag. Only characters with the scroll scribe skill can cast from a spell scroll. Scroll scribes use these to cast the spell on the scroll once, then destroy the scroll tag as soon as possible after use.

Thrown Weapon: This is a catch all for small foam coreless daggers, sticks, rocks, and any other weapon used to strike another character to cause damage. Represented by coreless foam toys either handmade or store bought. See weapon specifications.

MISCELLANEOUS

Carrying / Moving an Incapacitated Character: Any character can move an immobile character. Say “I’m picking you up” and hold their hand on your shoulder while you lead them around. Do not actually physically pick them up. You may only carry one character at a time and must move at a walking pace while doing so. You cannot engage in combat while doing this. If an attack strikes the character you are carrying, that character is affected.

Detaining a Character: These rules are here to make it possible to detain a character while still maintaining the safety of the player. Never should any room or binding impede or restrict a player’s movement.

- **Locked Room:** Any character can lock another character in a room, including a jail/cage area, by simply putting the player in a room and locking the door per Lock (p10). If the detained character is left unguarded with no one around for 30 minutes, he may ‘escape’ by walking out the door assuming he climbed out the window, a bar was loose, etc. The presence of a guard negates this form of ‘free’ escape. Actually climbing out windows, breaking props, ignoring locks (when guard is present and without IG means of doing so) and character switching/NPCing is not permitted.
- **Binding:** Any character can tie up another character to prevent him from doing anything that requires his hands and/or feet. Give the rope/cuffs/shackles to the player to hold and pretend to be tied up. Do not bind ankles in any way. The bound character can work free allowing the player to drop the rope after 10 minutes. The duration is reset if a character mimes retightening the rope. **Note:** break-away cuffs and other such bindings, that a child can pull apart, are also permitted.

Carrying and Storing Items: IG items carried on your person must be carried in these areas: hands and forearms, head and neck, belt pouches/bags, satchels/packs, shoes and lower legs, and vest and coat pockets.

You must store IG items for the character you are actively playing in an IG area, even if its hidden somewhere in the woods within the game boundary. IG items for your other characters should be kept in an OOG area.

Searching and Thieving: This section refers to pretend theft. Real life theft of anything that does not belong to you, including food, will not be tolerated. Now let’s talk about how your character can take items from other characters.

- **In-Game Items:** Props with official Oz game tags included artifacts, spell scrolls, art scrolls, bottled alchemy, bits and emeralds, locks and keys, completed apparatus (scroll and bottle attached to a base), and apparatus weapons. You cannot take anything else, including non-tagged weapons and armor, ammo, shields, unless you have express permission from the prop owner. If you steal or find an item that uses AP or charges, such as a Force Field artifact, assume it is out of AP or charges.
- **Handling Props:** Using a prop that is not your own is your responsibility while you have it. Intentionally damaging props is expressly forbidden. You can move weapons and ammo out of reach from a fallen foe or carry the items with you if you are moving the prop owner’s character elsewhere. All player provided props (except ritual and currency props which are game provided) taken during an event must be returned to the prop owner as soon as practical, who can choose to allow your continued use of the prop until you leave the campsite.
- **Thieving from a Character:** Touch the player’s shoulder and say, “Searching you 1, searching you 2, searching you 3”, and then identifying one of the search areas you are searching. The target player must truthfully reveal all lootable items stored in the above stated area. Repeat “Searching X Area” without the 3 count for each new area you want to search. Areas that can be searched are Arms, Head, Chest, Legs, Belt, or Bag. If you are interrupted while searching you will need to initiate the 3-count action to start searching again.. NPCs have the option to tell the searcher that they are carrying nothing after the 3-count if they do not have any stealable items on themselves.

Sleep: While asleep your character cannot use any effects or abilities unless otherwise stated. If you want to interact or use an effect on a character that appears to be OOG asleep there are certain steps you should take to do so gracefully. First, wake up the player so that they can react to whatever you wish to do to them. The first attack you then perform cannot be resisted in any way, other than artifacts.

Physical Role-Play: This is a style of role-play where players will actually physically interact beyond a simple touch. Participating is entirely up to the individual players. If you want to do this with another player, ask first. All players who agree to physical role-play must do so carefully as not to injure the other players. You may not use physical role-play to prevent players from using the rules. Realism is nice but not when people get hurt. Please be safe!!!! Physical Roleplay can be pre-negotiated, or in the heat of the moment, just ask "Do you accept physical roleplay? (brief description of your intent)". This does not grant carte-blanc for any conceivable action however, stay respectful and considerate please!

Stand Down: A Stand Down pauses the game, usually in cases of possible injury, where all persons stand still and quiet in place while the matter is attended to. Anyone can call a "Stand Down" when there is an emergency situation or an immediate safety concern. The person who called "Stand Down" or a staff member can end it by calling out "3, 2, 1, Game on!" when resolved.

Fade To Black:

If at any point a scene's subject matter becomes too intense for someone involved they may call for a fade to black, by simply saying "Fade to Black". Please do your best to keep these moments private/behind closed doors to respect WYSIWYG for other players outside of the scene. When a fade to black is called the scene should stop and the players involved should discuss what happens. The detail in which the scene is discussed must be within the comfort level of all involved. A fade to black cannot be called during combat or to save a character from dying. This mechanism is very rarely used and is only in place for scenes like torture, advance interrogation, IG intimacy, and other things the players aren't comfortable acting out. Players must all agree to the actions taken by/against/with their characters while in a fade-to-black. Please do not abuse this rule.

Combat

DAMAGE, UNCONSCIOUSNESS, AND DEATH

Weapon Type	Standard Damage per strike
Boffer Damage	2 (melee, brawler, claws, thrown)
Projectile Damage	4 (guns, arrow)

Damage Stacking: If any skill/spell etc causes damage, and is delivered through a weapon, the new damage replaces the old, it does not stack.

Damage Reduction: There are ways to have damage reduced. The most common is the bless spell. Always round up when halving damage. No attack can be reduced below one damage.

Losing HP: Damage taken is subtracted from your character's HP.

Unconscious: If your character's HP reaches zero, immediately act unconscious for 10 minutes answering "Unconscious" to examiner inquires. If not healed appropriately by the end of 10 minutes, your character is now **dead**. While unconscious you cannot do or use any ability, except "Recovery".

Dead: If your character was not healed by the end of the unconscious duration, play the body for a minimum of 10 minutes. After 10 minutes, you can continue to play the body for as long as you like. When you decide to go OOG, the body rots away. You may choose to leave IG items you were carrying on your person where you died, or have them dissolve with your body. While your character is Dead, answer "Dead" to Examiner inquires and respond to effects that can be used on Dead characters.

ATTACK TYPES

Boffer: Each strike must be a full 45-degree swing, and with no more than the minimal force to the swing. Thrusting and stabbing is not allowed. If your attacks are so quick between each strike that your opponent cannot say "resist", then your strikes are too quick and you may be asked to slow down. If a boffer hits anywhere on your person, no matter how light the blow, it counts as a hit. If you are attacked by a boffer weapon, you can take the damage, physically dodge, ignore the damage using a protective effect, or block the blow with a shield, claws, or melee fighter weapons (NOT a blaster/bow). You can choose to pull your blow and strike a character without causing damage by calling "Zero" each strike.

Projectile: Includes darts/disks fired from a gun and boffer arrows shot from a bow. Projectiles cannot be blocked or deflected by weapons. If the projectile hits anywhere on your person, it counts as a hit. If you are attacked by a projectile, you can take the damage, physically dodge, ignore the damage using a protective effect, or block the blow with a shield (if you have the proper skill level).

If a blaster launches multiple darts at once, this attack still does a single strike, with 4 points of damage. The attack is more likely to hit, and may hit multiple targets, but does not double damage to one target with one attack.

DELIVERY METHODS

Effects can be applied via chemicals, spells, and some skills or expertises. If a weapon strike accompanied by a Sig Call starting with "magic" or "chemical" or "skill", the attack has both an effect and the normal damage, with damage applying before the effect. Resisting the Sig Call will resist both the damage and the effect. Resisting or being immune to damage does not stop the effect.

Added Chemical/Magical Effects: When a chemical or magical effect is added to a delivery method, the delivery method damage/effect type becomes either chemical or magical, as appropriate. Damaging delivery methods apply their damage plus the added effect (except when stacking damage, only the highest is used). If the attack misses or is blocked legally then the effect does not apply. If the effect is resisted then the damage does not apply.

- **Duration:** See appropriate delivery method

Applied: Mime the application of the chemical to the item called for in the description for at least 3 seconds and place the chemical tag on the item.

- **Duration:** 10 minutes

Bow: Shoot a player with an arrow or hit them with a thrown weapon. If it hits the player anywhere other than a shield or illegal striking area, their character takes the weapon damage and any attached effect. Shields cannot block this method without the right skill or expertise level. Sig calls must be completed before the strike happens. These cannot target the caster.

- **Duration:** 30 seconds

Gun: Shoot a player with a gun. If it hits the player, their character takes the weapon damage and any attached effect. If it hits the player anywhere other than a shield or an illegal striking area, their character takes the effect. Shields cannot block this method without the right skill or expertise level. Sig calls must be completed before the strike happens. These cannot target the caster.

- **Duration:** 30 seconds

Ingested: Represented by a single tag on a bottle, bottom of a cup, or edge of a plate. You may voluntarily “drink” from a bottle, involuntarily “drink” from the cup or plate, or a player may mime pouring the contents of a bottle into your mouth. If there is more than one tag in the bottle, all tags are destroyed, but you only take one effect. If attached to a cup or plate, the effect is activated with the first bite or drink of the laced food or drink.

- **Duration:** 5 minutes or instant

Melee: Strike player with a melee weapon. If it hits the player, their character takes the effect. If blocked with a boffer the effect misses. Shields cannot block this method without the right skill or expertise level. Sig calls must be completed before the strike happens. These cannot target the caster.

- **Duration:** 30 seconds

Natural: Strike player with a claw or brawler. If it hits the player, their character takes the effect. If blocked with a boffer the effect misses. Shields cannot block this method without the right skill or expertise level. Sig calls must be completed before the strike happens. These cannot target the caster.

- **Duration:** 30 seconds

Packet: Throw a packet at a player. If it hits the player anywhere other than a shield or an illegal striking zone, their character takes the effect. Shields cannot block this method without the right skill or expertise level. Sig calls must be completed before the packet is thrown. These cannot target the caster.

- **Duration:** 30 seconds

Self: These effects can only be applied to one’s self.

- **Duration:** varied

Touch: Gently touch the target player, preferably on the shoulder or hand.

- **Duration:** 5 minutes

MISCELLANEOUS

Illegal Striking Areas: Attacks will not be counted against a character if the player is struck in the following areas: head, hands, feet, and groin. Intentionally using an illegal striking area to block/deflect a strike to avoid taking damage is not permitted.

Combat In Doorways: The issue of combat taking place in doorways has posed a safety risk when players attempt to slam the door on combatants attempting to cross the threshold and/or people firing and swinging blindly into groups bottlenecked at doorways. To mitigate the likely event of resultant injuries, the policies around fighting in doorways are as follows:

- Once a door is opened in combat, it cannot be closed again until combat has fully resolved. If the door is accidentally or intentionally re-closed during combat, a pause will be called, the door will be re-opened, and combat will resume. Mechanically, the door takes no damage during combat – it just can't be closed once it's been opened until combat is over.
- During combat, those individuals who are attempting to fire a Nerf gun or swing a boffer weapon can only target anyone fully exposed in the doorway. Anyone standing behind or is otherwise bodily obscured by that fully exposed individual is not considered a valid target and should not be targeted. Any player who is standing behind the exposed person in the doorway also should not shoot past the exposed individual(s) or attempt to swing boffer weapons past that individual at combatants approaching the door. Instead, individuals in that circumstance who wish to enter the fight, can exit the doorway fully and then engage in combat.

Effects: You can be under the effect of multiple spells, chemicals, signature effects, etc. If a new effect would cause you to act contrary to the instructions of another effect, the previous effect is overridden by the new one. The only exceptions to this are arts and artifacts. Arts and artifact effects cannot be overridden by signature call abilities, spells, and chemicals, unless specified in the art or artifact.

Delayed effects, such as resistances, happen even if a character is unconscious, restrained, or no longer has access to the skill used to create it. For example, a witch casts "Magic Withstand" on herself, and is then hit by "Nullify". The "Resist" call may still be used at will, but may not be refreshed by casting a new "Magic Withstand" until the Nullify is removed or expires.

Character Creation

STEP I: SPECIES

Oz is home to many species. The options given for species are intended to represent as wide a variety as possible. You should use the species that best suits the Oz denizen you wish to create. Please speak with a Character Guide if you have any questions about this. Selecting a species for your character determines his/her ability, restriction, and appearance. Options are below.

- Changeling: Shapeshifting animals, human and hybrid forms are available IG.
- Construct: Artificial creations or resurrected creatures, the variety is endless.
- Human: Oz natives and earthly immigrants are human alike.
- Immortal: Magical beings, often personifying aspects of the world.
- Mangaboo: Plant people, native to neighboring Vegetable Kingdom.
- Nomes: Stone-faced, these people's kingdom is often at odds with Oz.
- Viewer: Feline humanoids, their fierce faces bely a gentle nature.

STEP II: GUILD

The land of Oz has a vibrant culture. At the top it is run by the Trifecta of Ozma, Azkadellia, and the Scarecrow, but under them are a variety of guilds. Most citizens of Oz are members of a guild, though there are some exceptions. Please see the wiki or talk to a Character Guide for in depth information on each guild or reasons why one would not be in a guild. Guilds are divided both by which member of the Trifecta they are associated with and by whether they are Labour, Emerald, or War guilds. There is no PP cost or mechanical benefit to guilds, but they are an important opportunity for roleplay.

- Artificers: Ozma/Labour guild. Many well known witches, wizards, and Immortals belonged to the Artificers. This guild focuses on the study and practice of magic.
- Bit Lenders: Ozma/Emerald guild. The guild functions as Oz's bank, both storing money for the wealthy and lending money to those with lesser means.
- Bureaucrats: Azkadellia/Emerald guild. Bureaucrats, secretaries, and accountants belong to this guild.
- Civil Authority: Azkadellia/War guild. This is the only nationally recognized police force in Oz.
- Drudgers: Azkadellia/Emerald guild. This guild traffics exclusively in living cargo, providing indentured servants to serve in varying capacities: laborers, personal guards, tutors, etc.
- Grubbers: Scarecrow/Labour guild. Farmers, hunters, and any other who use the lands natural resources to feed the always-hungry population of Oz belong to this guild.
- Hospitality: Ozma/Emerald guild. Innkeepers, maids, masseurs, performers, and courtesans all look to this guild for membership and guidance.
- Ivory Tower: Scarecrow/Emerald guild. Academics, philosophers, and artists fill the ranks of this guild.
- Masons: Azkadellia/Labour guild. Most builders, miners, and other such contributors to the townships and road systems of Oz belong to this guild. As well as artisans of all kinds.
- Mephetics: Scarecrow/Labour guild. This guild is comprised of various alchemists, potion-makers, and poisoners.
- Mercantile: Ozma/Emerald guild. This guild holds jurisdiction over the sale and trade of inanimate objects.
- Ozma's Army: Ozma/War guild. Almost all female. This guild has jurisdiction over civil espionage and defense within their assigned jurisdiction.
- Rippers: Ozma/Labour guild. The guild consists of doctors, nurses, dentists, and other medically inclined Ozians who heal.
- Scarecrow's Army: Scarecrow/War guild. Members of this guild have jurisdiction over international espionage and defense within their assigned jurisdiction.
- Tinkers: Scarecrow/Labour guild. This guild consists of inventors, tinkerers, and a variety of other mechanically inclined or scientifically minded people.

STEP III: CUSTOMIZE

Player Points: Player points (PP) are used to customize your character. New characters are allotted 21 PP plus the players current PP. Not all items listed below will be available for your character.

Skills: A character must have at least one skill, and not more than 3 different skills. The limitation placed on skills is to prevent a single character from being completely self-reliant and to encourage partnerships and alliances.

PP Costs	
Expertise*	6
Pure Blood	9
Skill	3
Spell**	3
Talent***	varies

*You must meet its prerequisite skills before purchasing an expertise. No character may possess more than one expertise.

**You must have a level 1 spell for each level 2 spell and a level 2 spell for each level 3 spell within the same path of magic (light/dark/common)

***Each Talent can be purchased up to three times. These purchased Talents persist to following events. PP costs are listed with each Talent. Only one Talent, and only one instance of that Talent, can be bought per game a player attends.

STEP IV: CHECK-IN

The final step is to check in with Check-in at the campsite. Check-in will provide you with currency and tags, if any, for your character. If you submitted a character online before the event, you may be given a player packet containing those items. Check-in will collect the event fee and answer any questions you may have before sending you out into the World of Oz.

Beginning Currency and Items: Each new character is given a total of 10 emeralds to begin the game. They may use those to purchase the following items at Starting Character Rates when they first create a character, other than Lvl 4 Art Scrolls, Artifacts, Apparatus, and Antidotes.

New characters starting with any of the production skills (Alchemist, Locksmith, Practitioner of the Arts, Scroll Scribe) will gain a pool of 1 emerald per level of production skill(s) they start with, useable only to craft items they are able to produce per those skills. Any currency from this pool not used for starting production does not carry over into game as actual emeralds.

Starting Character & Black Market Rates			
Level 1 Chemical	3 bits	Level 1 Spell Scroll	3 bits
Level 2 Chemical	4 bits	Level 2 Spell Scroll	4 bits
Level 3 Chemical	1 emerald	Level 3 Spell Scroll	1 emerald
Level 1 Art Scroll	2 emeralds	Common Artifact	4 emeralds
Level 2 Art Scroll	3 emeralds	Unusual Artifact	7 emeralds

Level 3 Art Scroll	4 emeralds	Rare Artifact	10 emeralds
Level 4 Art Scroll	5 emeralds	Legendary Artifact	13 emeralds
Lock	1 emerald	Apparatus	
Key	3 bits	2 bits plus the BMR of the components	
Antidote	2 emeralds		

STEP V: ADVANCEMENT

You can add or upgrade all your abilities by spending player points. You may spend 1 PP to remove a skill or expertise from your character. Player points can be transferred to other players by emailing Check-in to make the transfer.

All spent PP are lost if the character they are spent on is killed or retired.

Earning Player Points: Check-in records earned player points and you can then use them to update your character. A participant can earn PP through the following methods:

Attend Event	3 per event attended for any duration
Staff	3 per event attended for any duration
Storytellers	6 per event attended for any duration
NPCing	1 per hour, min 1 per role (up to 3)
\$15 Cash Donation	Buys 1 Player Point

Species

Once you select a species, the ability and restriction will automatically be recorded. For species details, please read the online wiki on our website. Characters or any species can come from any region of Oz. See the Wiki for information on the regions of Oz, as well as species..

Changeling: Changelings are shapeshifters with the ability to change their form between that of a human and that of a humanoid animal. Changelings are known as being the best teachers of magic, and also the best of spies.

- **Ability Group:** Shapeshift
- **Restriction:** Breed
- **Costume Requirement:** Human form does not have any requirements. Shapeshift form requires: two or more obvious animal features, such as ears, nose, tail, paws, fur/scales makeup; or wearing an animalistic face mask.

Construct: These creatures are not born, they are made when a practitioner of arts performs the construct rebirth experiment or made from scratch. Since the appearance of a construct is the whim of the creator, there is a wide range of construct types. Constructs may be in the service of another or free to do as they choose.

- **Ability Group:** Resilient
- **Restriction:** Artificial Life
- **Costume Requirement:** Makeup, mask or other costuming indicative of being a manufactured person, such as stitches, patchwork, or mechanical pieces.

Human: Humans come in many varieties. Humans are either a native of Oz or a traveler from Earth. Native humans often identify themselves by the region they are from as opposed to just "human". They are also known for adorning themselves in the colors of their region.

- **Ability Group:** Adept
- **Restriction:** None
- **Costume Requirement:** None

Immortal: Immortal is a loose term to describe elves, fairies, and other creatures of magic. Where changelings are known for teaching magic, Immortals are known for being made of it.

- **Ability Group:** Magical
- **Restriction:** Fragile Life
- **Costume Requirement:** Magical features displayed through makeup, prosthesis, costuming, and/or mask, such as pointed ears, wings, or horns.

Mangaboos: Mangaboos are a plant based species that live in the subterranean land of the Mangaboos, also called the Vegetable Kingdom. They tend to display plant features and attractive clothing which grows on their bodies. All mangaboos are grown on bushes or in the ground and are picked when ripe. There are men and women, but no children. They are expressionless, rarely showing any emotion on their faces. They are often perceived as cold and heartless by other species. They are notably short lived compared to the other species of Oz, usually only living 5-10 years after being picked.

- **Ability Group:** Plant-like
- **Restriction:** Rooted
- **Costume Requirement:** Plant-like features through makeup, clothing, and/or prosthesis, such as vines, leaves, or fruit.

Nome: Tinkerers and inventors, Nomes tend to care more about a machine than a person. They come from a deep underground kingdom, which is considered an independent and hostile nation.

- **Ability:** Degenerate
- **Restriction:** Egg-streme Reaction

- **Costume Requirement:** Grey (stone) makeup on all exposed skin. A red pointed cap at least 10" tall that is worn or carried is suggested, but not required.
- **Note:** Extra CGing is required to play a Nome.

Viewer: The telepathic Viewers are known for their gentle, patient, and kind ways despite their sometimes ferocious feline appearance. While lion Viewers are the most common, Viewers are made up of all cat species. Viewers are seen in Tin Man.

- **Ability Group:** Mind-wise
- **Restriction:** Vulnerable Mind
- **Costume Requirement:** Cat makeup or mask.

SPECIES ABILITIES

Each species has its own unique abilities. These abilities may greatly alter your character choices. You must choose one of the options presented for your species.

Adept: Humans are incredibly varied and flexible in their approach to life.

- **Clever:** You may have one skill beyond the normal limit.
- **Healthy:** Gain 2 additional HP.
- **Resourceful:** Gain 2 additional MP.

Degenerate: Nomes make the best of overindulgence.

- **Avarice:** You have Scoundrel skill at level 1. This skill does not count towards your skill limit and higher levels may be purchased normally.
- **Devour:** Hold any tagged item other than a Gold Lock, an apparatus or artifact; mime eating it for 60 seconds, without being attacked. Destroy the tag.
- **Earthy:** You may cast Anchor 3 times an event without spending MP.

Magical: These are creatures made of magic.

- **Aspect:** Pick a level 1 spell when you gain this ability. You may cast that spell 3 times per day without spending MP.
- **Graced:** Gain an additional 4 MP.
- **Insight:** You may sense the current MP of a character using the Touch method. Say "Skill what is your current MP?". That character must immediately answer truthfully OOG with the number.

Plant-like: All mangaboo have an aspect of some plant to their nature.

- **Growth:** You may cast the Recovery spell 3 times an event without spending MP.
- **Rational:** You can resist a total of 3 times a day the Inspire and Provoke spells. Say "resist".
- **Sap:** Pick a level 1 chemical when you gain this ability. You get 5 tags for the chemical at the beginning of every event.

Resilient: Constructs are far hardier than their fellow denizens of Oz.

- **Hardened:** You take half damage from Chemical attacks. Does not stack with the Bless spell.
- **Supple:** You take half damage from Magical attacks. Does not stack with the Bless spell.
- **Tough:** Gain an additional 4 HP.

Shapeshift: You can 'shift' between forms anytime by putting on or taking off a creature mask or make-up. You can only use your Ability(s) while wearing the required animal features.

- **Claws:** Use up to two black boffers up to 30" in length each.
- **Pelt:** Gives you the effect of light armor, without wearing armor. Does stack with armor. When their Pelt is depleted they can restore it with 60 seconds of self-grooming roleplay.
- **Scent:** You may cast the Reveal or Detect spells a cumulative 3 times per day without spending MP.

Mind-wise: Viewers are supremely in touch with the minds and hearts of others.

- **Sensitive:** You may sense the emotions of a character using the Touch method. Say “Skill sense emotion: what are you feeling?”. That character must immediately answer truthfully OOG with how she currently feels.
- **Telepathy:** Touch a conscious or unconscious character to open a line of communication between you and the other character. You can also grant the use of telepathy to two other people, as long as you are touching them.
- **Mirror:** When targeted by the inspire or provoke spells you can reflect that spell back to the caster. Say the same sig call back to them. You still take this effect normally. This can be done 3 times per day.

SPECIES RESTRICTIONS

Many species have restrictions and weaknesses associated with them. Please play these to the best of your ability.

- **Artificial Life:** Constructs cannot be resurrected. Nor can they regain HP from the use of Bandage healing methods.
- **Breed:** Changelings have two forms, human and humanoid creature form. Choose one creature, that can include fantasy creatures and Oz monsters from the bestiary, that is the only creature your character can shift into. You do not gain any special abilities normally associated with your chosen creature.
- **Egg-streme Reaction:** The sight of eggs (real or prop) causes fear and avoidance. Touching or being touched by an egg causes an irresistible Stench effect for 5 minutes. This only takes effect if an egg or eggs are obviously present, and is not meant to police your food choices.
- **Fragile Life:** Immortals cannot be resurrected or under go construct rebirth.
- **Rooted:** Mangaboo cannot move faster than a fast walk.
- **Vulnerable Mind:** Viewers are emotional creatures and thus cannot resist the inspire and provoke spells.

PURE BLOOD

Pure blood shows a character's deep ties to their species. Pure blood can be purchased for 9 PP by a character of any species. If a character with pure blood permanently changes species they immediately lose the pure blood species ability and must purchase it again for their new species. The player points are lost. Characters with pure blood gain one of the species abilities that they did not originally take for their species. Pure blood may be purchased more than once. You may not double up on an ability.

Skills, Expertises, and Talents

SKILLS

Alchemist: Your character knows how to mix certain ingredients together to create and use chemicals for a variety of effects, see alchemy. Alchemists cannot also have the witch skill. See the Alchemy Chapter for further information.

- **Level 1:** You learn level 1 chemicals. You can create 5 chemicals per event. Level 1 chemicals costs 1 bits.
- **Level 2:** You learn level 2 chemicals. You can create an additional 5 chemicals per event. Level 2 chemicals costs 2 bits.
- **Level 3:** You learn level 3 chemicals. You can create an additional 5 chemicals per event. Level 3 chemicals costs 3 bits.

Examiner: Your character has the medical knowledge to assess another character's HP and perform first aid. You cannot use this skill on yourself.

- **Level 1:** If a character is within their 10-minute unconscious count, suspend the timer and mime performing healing acts for 1 minute to restart the character at the beginning of the 10-minute unconscious count. Touch another character and say "Skill, what are your current and max HP?" or "Skill, are you Unconscious or Dead?" or "Skill, how long have you been Unconscious/Dead?" The player must answer truthfully OOG.
- **Level 2:** Mime the application of a bandage for 15 seconds for each HP to be healed. At the end of each 15 second count, say "Skill Heal 1". You may not heal a character above 8 HP with Examiner. Constructs cannot be healed in this way.
- **Level 3:** You may touch a character and examine them for 15 continuous seconds, after which you may make one of two skill calls. Say "Skill: what kind of wounds do you have", and the player must answer with the skill(s) used to reduce their HP to its current level. Say "Skill Diagnose", and the player must show you the disease card for the disease(s) with which their character is infected.

Gunslinger: Your character is skilled in the art of gun play. You can use gun weapons.

- **Level 1:** You may use a non-clip fed dart shooter. Your shooter can hold a maximum of 6 darts per reload, such as the Nerf Maverick.
- **Level 2:** You may use a clip fed dart shooter. Your shooter can hold a maximum of 12 darts per reload. You can dual wield level 1 guns.
- **Level 3:** You can cast the Atrophy spell with the gun method three times per event.

Inventor: Your character can build, alter, recharge, or destroy an apparatus, depending on your skill level. For each fuel tag destroyed, the apparatus gains one charge. See the Apparatus chapter for details on using, altering, and destroying an apparatus. An inventor cannot also have the scroll scribe skill.

- **Level 1:** You can create an apparatus using a level 1 spell scroll. You may create 1 apparatus per event. You may repair armor by roleplaying repair work for 15 seconds for per 1 AP. You may also recharge apparatuses by destroying fuel tags of the appropriate fuel type, and spending 15 seconds miming pouring the fuel into the apparatus.
- **Level 2:** You can create an apparatus using a level 2 spell scroll. You may also destroy an apparatus. You may create an additional 1 apparatus per event.
- **Level 3:** You can create an apparatus using a level 3 level spell scroll and alter an existing apparatus. You may create an additional 1 apparatus per event. You may also attune to a second apparatus of any one fuel type, but only one fuel at a time. For example you may be attuned to 2 apparatuses using Smelling Salts but attuning to a second that uses Stench will replace one of the Smelling Salts attunements.

Jack of All Trades: This skill allows you to have basic skills across a range of skills. If you choose jack of all trades, you may buy examiner, gunslinger, melee fighter, sharpshooter, inventor or locksmith, individually, but gain no benefits beyond the normal skill and don't get double benefits.

- **Level 1:** You can use level 1 examiner and level 1 scoundrel.

- **Level 2:** You can use level 1 melee fighter and level 1 sharpshooter.
- **Level 3:** You can use level 1 gunslinger and level 1 locksmith.

Locksmith: Your character can build locks. To receive a lock tag or a key tag, visit Check-in and pay the appropriate cost per skill level. The lock will be assigned a number and any key with a matching number can open that lock.

- **Level 1:** New locks and keys must be a matching set and a new number. You can create 3 total locks and/or keys per event. It costs 3 bits to make a lock and 1 bits for a key.
- **Level 2:** You can make locks and keys of any number, so long as you present a tag matching that number at Check-in. Locks and keys no longer need to be in matching sets. You can create 3 additional locks and/or keys per event.
- **Level 3:** You may create a master key that can open up to 3 locks that you present tags for at Check-in. The key will be tagged with all 3 lock's numbers. You can create 3 additional locks and/or keys per event. Master keys cost 3 bits to make.

Melee Fighter: Your character can fight with melee weapons (see weapon specs), one or two at a time.

- **Level 1:** You can use melee weapons with an overall length of 48 inches.
- **Level 2:** You can dual wield melee weapons.
- **Level 3:** You can cast the Fumble spell with the melee method three times per event.

Practitioner of Arts: Your character can perform and create arts (rituals and experiments).

- **Level 1:** You can create and perform level 1 arts. Gain a base MP of 10. You can create 2 arts per event. Level 1 arts cost 1 emeralds.
- **Level 2:** You can create and perform level 2 arts. You can create an additional 2 arts per event. Level 2 arts cost 2 emeralds.
- **Level 3:** You can create and perform level 3 arts. You can create an additional 2 arts per event. Level 3 arts cost 3 emeralds.

Scoundrel

This skill represents a character's aptitude for trickery and the art of larceny.

- **Level 1:** You are able to escape a binding after one minute, instead of the usual 10, per the binding rules.
- **Level 2:** You can touch an unconscious, dead, or otherwise immobilized character and ask, "skill: where is your currency?" The character must answer truthfully OOG.
- **Level 3:** You may store one tagged item in an OOG area on your person (like a pants pocket or a small pouch you designate). This item becomes unstealable, by any means. The item must remain completely hidden while being stored. Once it is removed, the item becomes stealable, per the "thieving from a character" rules.

Scroll Scribe: Your character can create spell scrolls and cast from them. You can select any spell from any type within the level allowed by your skill level. A scroll scribe cannot also have the inventor skill.

- **Level 1:** You can create level 1 scrolls. You can cast spells from any level 1 scrolls. You can create 5 scrolls per event. Level 1 scrolls cost 1 bits.
- **Level 2:** You can create level 2 scrolls. You can cast spells from any level 2 scrolls. You can create an additional 5 scrolls per event. Level 2 scrolls cost 2 bits.
- **Level 3:** You can create level 3 scrolls. You can cast spells from any level 3 scrolls. You can create an additional 5 scrolls per event. Level 3 scrolls cost 3 bits.

Sharpshooter: Your character can use primitive ranged weapons, and understands how to make them dangerous.

- **Level 1:** You can use thrown weapons
- **Level 2:** You can use bows.
- **Level 3:** You can cast the Pin spell with the bow method three times per event.

Shield: Your character can use a shield to block damage, and understands how best to make use of one. Shields cannot be used to block blows with the magic or chemical call, whether packet or weapon delivered.

- **Level 1:** You can block Brawler and Claw weapons, say “resist”
- **Level 2:** You can block Melee and Thrown Weapons, say “resist”
- **Level 3:** You can block Nerf Darts and Arrows, say “resist”

Witch: Your character can cast magic for a variety of effects, see the spell lists for details. Witches cannot also have the alchemist skill. Spell use is detailed in the Magic chapter.

- **Level 1:** You gain access to level 1 spells. Gain one spell and a base MP of 10.
- **Level 2:** You gain access to level 2 spells. Gain one spell and increase your base MP to 12.
- **Level 3:** You gain access to level 3 spells. Gain one spell and increase your base MP to 14.

EXPERTISES

Alchemical Warrior: Alchemical warriors are master alchemists able to deliver their chemicals through weapons.

Melee Fighters may use melee weapons up to 84” **OR** Gunslingers may use guns that can hold a maximum of 18 darts per reload. If you have both prerequisites, you must choose one or the other.

- **Level 1:** You can use level 1 chemicals with the melee, gun, and bow methods. You may create Destructive chemicals on a two for one basis.
- **Level 2:** You can use level 2 chemicals with the melee, gun, and bow methods.
- **Level 3:** You can use level 3 chemicals with the melee, gun, and bow methods. Destructive chemicals can be applied to a melee, gun, or bow using the applied method. Every attack by that weapon will deliver the applied chemical effect until the effect expires or is overwritten by a new chemical.

Prerequisites: Alchemist 3 + Gunslinger 3 or Melee Fighter 3 or Sharpshooter 3

Artificer: Artificers are master ritualists and inventors able to create wonders through the use of arts.

- **Level 1:** Your character can recognize any art being performed. Stand within 10ft of the art performer, use the Gesture method, and say “Skill, what art are you performing”. The target must answer truthfully. You may create Arts on a two for one basis.
- **Level 2:** Once per event your character may reduce the cost for performing an art by half, round up. This benefit only applies to costs of chemicals, scrolls, HP, and MP.
- **Level 3:** You can perform any Level 4 Art. You can create a single Level 4 Art at check-in from the craftable list.

Prerequisites: Practitioner of Arts 3 + Scroll Scribe 3 or Witch 3

Calligrapher of the Arcane: Calligraphers of the arcane are masters of scroll magic and its various applications in and out of combat.

- **Level 1:** Choose one spell path. You may create spell scrolls from that path on a two for one basis.
- **Level 2:** You may cast from a spell scroll twice before tearing the scroll.
- **Level 3:** The Destruction and Cure spells are now 50% more effective for you when cast from scrolls. Call “Magic X 6” for Destruction and “Magic Cure 6” for Cure.

Prerequisites: Scroll Scribe 3 + Witch 3 or Immortal Aspect

Craftsman: Skilled crafters of specialty items.

- **Level 1:** Pick two tags in any of your production skills to specialize in. These are produced on a two for one basis. Gain 3 additional item craftings split between any of your production skills. You may repair armor as a Level 1 Inventor.
- **Level 2:** Pick two tags in any of your production skills to specialize in. These are produced on a two for one basis. Gain 3 additional item craftings split between any of your production skills.
- **Level 3:** Pick two tags in any of your production skills to specialize in. These are produced on a two for one basis. Gain 4 additional item craftings split between any of your production skills.

Prerequisites: Any two: Alchemist, Locksmith, Practitioner of the Arts, Scroll Scribe

Doctor: Oz is full of many perils making healers vital to the survival of the people. A doctor is able to mend wounds faster and create more of those prized curative alchemies than the average character.

- **Level 1:** You may heal a person, aside from constructs, to full health using Examiner 2. You may create Restorative chemicals on a two for one basis.
- **Level 2:** You can use a petrolatum twice before tearing the tag. You can produce 1 antidote for 1 disease each event. At Check-in, pick one disease your character is aware of and you will receive an Antidote tag. To use the tag, spend 15 seconds “administering the antidote” and tear the tag to treat that disease in one person, regardless of the normal requirements for treatment. When you purchase this level, pick one disease for your character to be aware of that they have not encountered IG yet. You may take that disease information IG without seeing the card.
- **Level 3:** You now heal 2 HP every 15 seconds when bandaging another. Call “Skill: Heal 2”.

Prerequisites: Alchemist 3 + Examiner 3

Fortifier: The fortifier applies the art of invention to the practicality of locksmithing.

- **Level 1:** You can make a lock or key of any number, without presenting a matching tag. You may create locks and keys on a two for one basis.
- **Level 2:** You may produce a golden lock that may only be opened by a matching golden key. You may only ever have one golden lock but may create any number of keys for that lock, but you cannot create keys for any other golden locks. The Fortifier may change the number on their Golden Lock and Keys at check-in. This counts as creating a new lock/keys. Golden locks and keys must be gold colored and a note posted on the side of the door with the lock, stating “Golden Locked”. Only the Fortifier who created the golden lock may remove the golden lock.
- **Level 3:** You may enhance three different sets of armor per event. Armor enhanced by a Fortifier has 2 extra AP that lasts through event, and is able to be repaired normally. Does not last between events. You cannot enhance the same armor more than once.

Prerequisites: Inventor 3 + Locksmith 3

Gearsmith: Gearsmiths are master construct engineers. They are capable of repairing and manipulating constructs far beyond their peers.

- **Level 1:** You may pantomime “repairing” a construct, healing 1 HP every 15 seconds of uninterrupted RP. Call “Skill Repair 1”. You may heal a construct to full HP using this method.
- **Level 2:** The gearsmith may spend 60 seconds roleplaying with a dead character in order to turn them into a construct. At the end of the roleplay the dead character is returned to life as a construct per the Construct Rebirth ritual. The gearsmith may only do this 3/event.
- **Level 3:** The Gearsmith may use a construct’s entire body as a base for an apparatus. Each Construct may be the base for 4 apparatuses, one of each fuel type. Gearsmith constructs can benefit from the extra apparatus attunement granted by Inventor 3. The first apparatus created gives the Construct 5 free uses and each additional apparatus attached adds 2 extra free uses. These free uses can be used to activate any of the attached spell scrolls. A Construct may use any fuel type currently attached to them to power any of their attached apparatuses. For example, if a Construct has Fabricate Armor (Smelling Salts) and Wrack (Clouded Vision) apparatuses attached, they can use extra Clouded Visions to power the Fabricate Armor and extra Petrolatum to power the Wrack beyond the 5 free uses available to them. Only Gear-Smiths may use Constructs as a bases, and they are the only ones who can manipulate the apparatuses on a Construct. All other apparatus rules apply including invigorating machine.

Prerequisites: Inventor 3 + Alchemist 3 or Examiner 3 or Practitioner 3

Immovable Aegis: Combining the defensive nature of witchcraft or the determination of the warrior and the art of shield play, an unmovable aegis become walls of perfect defense.

- **Level 1:** You may use the Taunt technique with the boffer method. Gain a base VP of 3.
- **Level 2:** Your shield can be used to block Chemical and Magical attacks. Call “resist” when blocking.

- **Level 3:** Your shield can be used to block Techniques. Call “resist” when blocking. Each Technique resist cost 1 VP. Increase your base VP to 6.

Prerequisites: Shield 3 + Melee Fighter 3 or Witch 3

Machinist: You are adept with machines of all kinds. Machinists can make amazing apparatuses, beyond their peers.

- **Level 1:** Machinists may recharge apparatuses with extra fuels without the 15 second delay. You may create Mechanical chemicals on a two for one basis.
- **Level 2:** You may create or alter one additional apparatus per game, bringing your total to 4/game. Your familiarity to apparatuses also allows you to attune after 1 minute instead of the full 5 minutes that is normally required.
- **Level 3:** You may alter an existing apparatus to add a second scroll, allowing 2 different spell effects to be used. This uses up one of your 4 inventor uses per game. The second scroll must use the same type of fuel as the first scroll. Adding a second scroll increases the number of free uses of the apparatus by 1, to 6 uses per game. Extra fuel can be spent as usual to cast either effect. This cannot be applied to Construct Apparatuses.
- **Prerequisites:** Alchemist 3 + Inventor 3

Martial Artist: A martial artist is adept at striking opponents in their most vulnerable points, disabling them in devastating ways. May use melee weapons up to 84” if you have the melee fighter prerequisite.

- **Level 1:** You may use the Fumble Technique with the melee and natural methods. Gain a base VP of 3.
- **Level 2:** You may use the Daze Technique with the melee and natural methods. Increase your base VP to 6.
- **Level 3:** You may use the Nullify Technique with the melee and natural methods. Increase your base VP to 10.

Prerequisites: Examiner 3 + Melee Fighter 3 or Changeling Claws

Master of None: A Jack of All Trades is good at many things but they are masters of none. Still, their skills make them tricky and unpredictable.

- **Level 1:** You gain the ability to use Outlaw Level 1.
- **Level 2:** You gain the ability to use Fortifier Level 1.
- **Level 3:** You gain the ability to use Weapon Master Level 1 including the 3 VP. You do not gain the melee/gun size benefits of weapon master.

Prerequisites: Jack of All Trades 3 + Gunslinger 3 or Locksmith 3 or Melee Fighter 3 or Scoundrel 3

Mystic Healer: The mystic healer is the epitome of magical healing, channeling healing energies through themselves into another.

- **Level 1:** You no longer need a bandage prop when using the examiner level 2 ability. Instead, touch the target and call “Skill Heal 1” every 15 seconds. This ability can be used to heal constructs.
- **Level 2:** You may touch a target and ask, “skill, what spells are you under the effect of?” and the target must answer OOG truthfully. You can now heal a target to their full HP with the examiner skill.
- **Level 3:** After casting the Cleanse spell, you may immediately cast the Cure spell on the same target for free, or vice versa. You must know both spells to be able to do this.

Prerequisites: Examiner 3 + Light Witch 3

Outlaw: An outlaw is a master of larceny and banditry. They make their living by preying upon the unsuspecting people around them and use their versatility to avoid detection.

- **Level 1:** You are able to fence goods. At check-in you may exchange up to five tagged items per event for items of similar type and value or for their black market rates.
- **Level 2:** You may use the Forgetting technique with the touch method. Gain a base VP of 4.
- **Level 3:** You may spend 1 minute RPing picking a lock, using appropriate props. When the time is up you may remove the lock and open the locked door or container, except for doors locked by the unique golden lock created by fortifier level 2. These doors will be clearly marked.

Prerequisites: Scoundrel 3 + Locksmith 3 or Jack of All Trades 3

Pit Fighter: Pit fighters are vicious and tough opponents who focus on harming their opponents in the worst ways. There is no honor, when it comes to winning a fight. May use melee weapons up to 84" if you have the melee fighter prerequisite.

- **Level 1:** You may use the Pin Technique with the melee and natural methods. Gain a base VP of 3.
- **Level 2:** You may use the Knockback Technique with the melee and natural methods. Increase your base VP to 6.
- **Level 3:** You may use the Wrack Technique with the melee and natural methods. Increase your base VP to 10.

Prerequisites: Scoundrel 3 + Melee Fighter 3 or Changeling Claws

Sorceri: Through research or natural talent these witches have learned to gain access to more than your average witch. Light witches gain access to some dark magic and dark witches gain access to some light magic. The cost of the additional learned spells is included in the cost of purchasing the levels of this expertise.

- **Level 1:** You gain one additional level 1 spell from the opposite path you use.
- **Level 2:** You gain one additional level 2 spell from the opposite path you use.
- **Level 2:** You gain one additional level 3 spell from the opposite path you use.

Prerequisites: Witch 3 + Scroll Scribe 3 or Immortal Graced

Spell Warrior: The spell warrior combines martial might and skill with the powers of a witch, leading to a truly destructive force.

Melee Fighters may use melee weapons up to 84" **OR** Gunslingers may use guns that can hold a maximum of 18 darts per reload. If you have both prerequisites, you must choose one or the other.

- **Level 1:** You can cast level 1 packet or touch spells with the melee, gun, and bow methods.
- **Level 2:** You can cast level 2 packet or touch spells with the melee, gun, and bow methods.
- **Level 3:** You can cast level 3 packet or touch spells with the melee, gun, and bow methods.

Prerequisites: Witch 3 + Gunslinger 3 or Melee Fighter 3 or Sharpshooter 3

Weapon Master: The weapon master is supreme in martial skill, dedicating their lives to battle. Few leave a fight against a weapon master unscathed.

Melee Fighters may use melee weapons up to 84" **AND** Gunslingers may use guns that can hold a maximum of 18 darts per reload.

- **Level 1:** You may use the Fumble Technique with the melee, gun, and bow methods. Gain a base VP of 3.
- **Level 2:** You may use the Knockback Technique with the melee, gun, and bow methods. Increase your base VP to 6.
- **Level 3:** You may use the Armor Technique. Increase your base VP to 10.

Prerequisites: Any two: Gunslinger 3, Melee Fighter 3, Sharpshooter 3

Techniques

Each use of a technique uses one VP.

Armor: Call "Skill Armor". You are affected as if by the Armor spell.

Daze: Call "Skill Daze". The target is affected as if by the Daze spell.

Forgetting: Call "Skill Forgetting". The target is affected as if by the Forgetting spell.

Fumble: Call "Skill Fumble". The target is affected as if by the Fumble spell.

Knockback: Call "Skill Knockback". The target must take 3 steps back. If they are unable to move back safely, they must stop attacking for a slow 3-count.

Nullify: Call "Skill Nullify". The target is affected as if by the Nullify chemical.

Pin: Call "Skill Pin". The target is affected as if by the Pin spell.

Taunt: Call "Skill Taunt". The target must attack this character to the exclusion of all other characters, but isn't required to to move to do so.

Wrack: Call "Skill Wrack". The target is affected as if by the Wrack spell.

TALENTS

Chemical Defence: Once per day, you may call “resist” in response to a chemical effect being used on your character to negate the effect.

Cost: 6 PP

Crafty: Gain 3 additional item craftings split between any of your production skills.

Cost: 3 PP

Enchanted: Increases maximum MP by 1.

Cost: 6 PP

Green Fingers: Gain one Emerald at the start of game.

Cost: 3 PP

Magic Defense: Once per day, you may call “resist” in response to a magical effect being used on your character to negate the effect.

Cost: 6 PP

Physical Defense: Once per day, you may call “resist” in response to a normal melee or nerf gun attack being used on your character to negate the damage.

Cost: 6 PP

Potent: Increases maximum VP by 1.

Cost: 9 PP

Robust: Increases maximum HP by 1.

Cost: 6 PP

-Magic

Magic for Witches: Once you choose the light or dark way of magic, you cannot use spells from the other unless you gain the Sorceri expertise. Example: A dark witch cannot use light spells. The common path is available to both light and dark witches.

Casting Spells: Use the method appropriate to the spell and say the Sig Call. Follow any extra instructions in the spell description and spend 1 MP. If you are wearing Heavy Armor, casting a spell costs 2 MP. Feel free to put your own flavor into the spell with roleplay around your castings.

Magic as a Skill: Some magic abilities can be used as a skill through techniques. For all intents and purposes this is now a skill bearing the same effect.

Common Spells	Dark Spells	Light Spells
Level I	Level I	Level I
Atrophy	Nightmare	Dreaming
Detect	Dead Speak	Inspire
Fumble	Forgetting	Pin
	Provoke	Reveal
Level II	Level II	Level II
Daze	Destruction	Armor
Illusion	Feign	Cure
Ward	Iniquity	Meditate
	Silence	Virtuous
Level III	Level III	Level III
Recovery	Animate	Bless
Anchor	Curse	Cleanse
	Weaponry	Protection
	Wrack	Withstand

SPELL DESCRIPTIONS

Anchor: Plant one foot on the ground, for the next 10 minutes your character is immune to all sources of damage. Say “resist” if struck. When the spell ends you immediately fall unconscious at zero HP. The spell ends early if you lift or otherwise relocate the foot you planted when you cast the spell.

- **Method:** Self
- **Sig Call:** “Magic anchor”

- **Level:** 3

Animate: Use the method on a dead or unconscious character and say the Sig Call to temporarily turn her into a mindless puppet for 10 minutes. The ten-minute death or unconsciousness count is suspended during this time. The animated character must follow the commands of the caster that raised them, and otherwise stay stationary and act mindless. Animated characters are raised with 10 HP, and do not have access to any skill, expertise, or talent. They retain species abilities and pure blood, but not species restrictions. They may use melee weapons. Reducing them to 0 HP breaks the spell, and returns them to whatever state they were in before the spell, with no memory of the time under this spell.

- **Method:** Touch
- **Sig Call:** “Magic animate”
- **Level:** 3

Armor: Gives the target the equivalent of medium armor. Once the AP are gone, they are gone. These AP are lost before normal armor or pelt. **This cannot be cast on yourself.**

- **Method:** Touch
- **Sig Call:** “Magic armor”
- **Level:** 2

Atrophy: Causes the target to leave the arm of their choice hanging limp. They are unable to perform any action with that arm. You may not choose the same arm if hit twice with Atrophy.

- **Method:** Packet
- **Sig Call:** “Magic atrophy”
- **Level:** 1

Bless: Forces the character to take half damage from all sources.

- **Method:** Touch
- **Sig Call:** “Magic bless”
- **Level:** 3

Cleanse: This spell will instantly remove all active magic effects (including beneficial ones) on the target character.

- **Method:** Touch; Packet
- **Sig Call:** “Magic cleanse”
- **Level:** 3

Cure: Restore the target’s HP by 4 points. **This cannot be used to heal yourself.**

- **Method:** Touch
- **Sig Call:** “Magic cure 4”
- **Level:** 2

Curse: Forces the character to take double damage from all sources.

- **Method:** Packet
- **Sig Call:** “Magic curse”
- **Level:** 3

Daze: Causes the character to enter a trance. The character retains her current HP and is unaware of anything around her. The character must sit, lay down, or stand motionless and unresponsive under the effects of this spell. They are considered unconscious, but have no timer. Being struck with an attack (such as weapon blow, wrack spell, beast chemical, etc.) awakens the character immediately.

- **Method:** Packet
- **Sig Call:** “Magic daze”
- **Level:** 2

Dead Speak: Allows the dead or unconscious character to hear and speak, but not see or move. The target can talk to you or anyone else talking to them. He will remember the conversation if he is returned to the living.

- **Method:** Touch
- **Sig Call:** “Magic dead speak”
- **Level:** 1

Destruction: Cast this spell to cause damage. In the Sig Call, X is the type of damage being caused (eg: Fire, Rainbows, etc).

- **Method:** Packet
- **Sig Call:** “Magic X 4”
- **Level:** 2

Detect: In the Sig Call X is one of the following questions: “Are you carrying any spell or art scrolls?”; “Are you carrying any Apparatus?”; “Are you carrying any artifacts?” The target immediately answers truthfully OOG, yes or no.

- **Method:** Touch
- **Sig Call:** “Magic detect, X.”
- **Level:** 1

Dreaming: Resets the target’s unconsciousness timer.

- **Method:** Touch
- **Sig Call:** “Magic dreaming”
- **Level:** 1

Feign: Induces a death-like state for 10 minutes. Answer “dead” to examiner inquiries. The character is immune to non-magical and non-chemical damage for the duration. Immunity ends if the spell ends early for any reason. Effects targeting dead bodies will not work. The caster may end the magical sleep at will within any point of the 10 minutes.

- **Method:** Self
- **Sig Call:** “Magic feign”
- **Level:** 2

Forgetting: In the Sig Call X is either “last” or “next” and describes which 10 minutes the target permanently forgets. The effects of this spell replaces the memory lost with a non-descript memory of the time, and does not rouse suspicion in the target.

- **Method:** Touch
- **Sig Call:** “Magic forget the X 10 minutes.”
- **Level:** 1

Fumble: Forces the target to immediately drop or set down any weapon, shield, or tagged item they have in their hands. The items may be picked up as soon as they come to rest on the ground.

- **Method:** Packet
- **Sig Call:** “Magic fumble”
- **Level:** 1

Illusion: In the Sig Call X is a simple one sentence description of the illusion that the target believes to be real.

- **Method:** Touch; Packet
- **Sig Call:** “Magic illusion X”
- **Level:** 2

Iniquity: In the Sig Call X is a sin from the following list that the target must act in accordance with: pride, wrath, gluttony, greed, envy, or sloth.

- **Method:** Touch; Packet

- **Sig Call:** “Magic iniquity X.”
- **Level:** 2

Inspire: In the Sig Call X is the positive emotion (trust, happy, etc) the target is forced to feel.

- **Method:** Touch; Packet
- **Sig Call:** “Magic inspire X.”
- **Level:** 1

Meditate: In the Sig Call X is an idea, described in ten words or less, that you want the target to consider. The target must immediately stop moving and consider the topic presented. The character may not take any other actions unless attacked. If attacked, this spell is broken. The character is still aware of events occurring around her.

- **Method:** Touch
- **Sig Call:** “Magic meditate on X”
- **Level:** 1

Nightmare: Makes the target immune to all healing methods for 5 minutes. Does not prevent the Animate spell.

- **Method:** Touch
- **Sig Call:** “Magic nightmare”
- **Level:** 1

Pin: Forces the target to immediately hold the foot of her choice firmly to the ground. You may not choose the same foot if hit twice with Pin.

- **Method:** Packet
- **Sig Call:** “Magic pin”
- **Level:** 1

Protection: Cross your arms across your chest to be immune to all forms of damage attacks from any source for 60 seconds. Say “resist” if struck. You cannot take any actions other than immediately walking away from attackers and combat. If you are trapped in a room, stay as far from combat as possible and leave at the first opportunity.

- **Method:** Self
- **Sig Call:** “Magic protection”
- **Level:** 3

Provoke: In the Sig Call X is the negative emotion (hate, sadness, etc) the target is forced to feel.

- **Method:** Touch; Packet
- **Sig Call:** “Magic provoke X”
- **Level:** 1

Recovery: In the Sig Call X is a whole number between 1 and 10. This spell activates when your character has been unconscious for X minutes, as stated in the initial casting. When activated, your character awakens at 1 HP. This effect expires at the end of the event. This is not considered an active effect for Cleanse.

- **Method:** Self
- **Sig Call:** “Magic recovery X”
- **Level:** 3

Reveal: Causes the target to immediately and truthfully OOG reveal the names of all magical and chemical effects currently active on her.

- **Method:** Touch
- **Sig Call:** “Magic reveal truth”
- **Level:** 1

Silence: Renders the target unable to speak, scream or cast spells.

- **Method:** Packet
- **Sig Call:** “Magic silence”
- **Level:** 2

Virtuous: In the Sig Call X is a virtue from the following list that the target must act in accordance with: peace, patience, faith, hope, humility, charity.

- **Method:** Touch; Packet
- **Sig Call:** “Magic virtuous X”
- **Level:** 2

Ward: Hold your hand up, palm towards another character, the target cannot approach within 10’ of you, but does not force them to step back. The effect lasts until you lower your hand or are unable to aim your hand toward the target. You may only redirect by recasting this spell, and may not have more than one target at a time.

- **Method:** Special
- **Sig Call:** “Magic ward”
- **Level:** 2

Weaponry: Cast this spell on an existing melee weapon or claw. The aetherial weapon remains active as long as you hold it in your hand. Say “magic 2” with each attack that causes 2 magic damage. The melee fighter skill is not required to use the weapon affected by this spell. Cannot be used on the same weapon as the Weaponry chemical.

- **Method:** Touch
- **Sig Call:** “Magic weaponry”
- **Level:** 3

Withstand: Cast this spell and the target may resist one magical effect of their choice by calling “Resist.” Each character may only have one instance of Withstand active on themselves at any given time. This effect lasts until the end of game or until used. The character may choose when to use their resist.

- **Method:** Touch
- **Sig Call:** “Magic Withstand”
- **Level:** 3

Wrack: Forces the character to fall to the ground in agony. He can speak, scream and defend against attacks, but is unable to do anything else.

- **Method:** Packet
- **Sig Call:** “Magic wrack”
- **Level:** 3

Alchemy

Alchemy works with raw and tangible materials, but it also contains properties only found in Oz. While only characters with the alchemist skill can create these chemicals, any character can use them.

Using Alchemy: Use the method appropriate to the chemical and say the Sig Call. Follow any extra instructions in the chemical description and rip the tag as soon as possible, unless the method calls for attaching the tag to something.

Types: Chemicals marked (D) are Destructive. Chemicals marked (M) are Mechanical. Chemicals marked (R) are Restorative.

Level I	Level II	Level III
Beast (D)	Destruction (D)	Weaponry
Shield	Gremlins (M)	Dissolve (M)
Clouded Vision (D) (M)	Headache (D)	Elixir (R)
Glue	Petrolatum (R)	Fortification (R)
Laudanum (R) (M)	Rage (D)	Lunacy (D)
Smelling Salts (R) (M)	Refresh (R)	Nightshade
Stench (D) (M)	Ulcers (D)	Nullify (D)
Tick-tock Cleaner (M)	Weakness (D)	Polymorph
		Trance (R)

CHEMICAL DESCRIPTIONS

Beast: Use a method and say the Sig Call. Target must take on the mannerisms and mindset of a wild animal of their choice.

- **Method:** Ingested; Packet
- **Sig Call:** "Chemical Beast"
- **Level and Type(s):** 1 (D)

Clouded Vision: This chemical blurs the recipient's vision making distinguishing details difficult and reading impossible. You cannot use art or spell scrolls, or recognize chemicals.

- **Method:** Ingested
- **Sig Call:** "Chemical clouded vision."
- **Level and Type(s):** 1 (D)(M)

Destruction: This chemical causes 4 damage. In the Sig Call, X is the type of damage being caused (eg: Acid, Explosion, etc).

- **Method:** Ingested (instant); Packet
- **Sig Call:** "Chemical X 4"
- **Level and Type(s):** 2 (D)

Dissolve: Destroys any tagged item except artifacts and golden locks. Apply the contents over an Item and destroy both tags. Does 4 damage if you ingest it.

- **Method:** Applied, Ingested
- **Sig Call:** "Chemical Dissolve"

- **Level and Type(s):** 3 (M)

Elixir: Immediately remove all ongoing chemical effects, except fortification and polymorph. **RP effect:** Mixing Elixir with another ingested chemical in food or drink neutralizes the effects of that chemical. Consumption of the food or drink should still show some reaction to the neutralized chemical, but it is purely RP and you are not actually under the effect of the chemical.

- **Method:** Ingested (instant)
- **Sig Call:** "Chemical elixir"
- **Level and Type(s):** 3 (R)

Fortification: Drink this chemical and you may resist one chemical effect of your choice by calling "Resist." Each character may only have one instance of Fortification active on themselves at any given time. This effect lasts until the end of game or until used. The character may choose when to use their resist.

- **Method:** Ingested (instant)
- **Sig Call:** "Chemical fortification"
- **Level and Type(s):** 3 (R)

Glue: This chemical is used to "glue" an item to a hand. Say "resist" when hit with a Fumble effect. The glue tag must be held in same hand as the item and the item cannot be released during the duration of the Glue effect.

- **Method:** Applied
- **Sig Call:** "Chemical glue"
- **Level and Type(s):** 1

Gremlins: This renders an apparatus or weapon inoperable for 1 hour. Write the start time on the tag and attach it to the apparatus or weapon.

- **Method:** Applied
- **Sig Call:** "Chemical gremlins."
- **Level and Type(s):** 2 (M)

Headache: This chemical gives the recipient a terrible headache that requires the expenditure of 1 additional MP each time the recipient casts a spell.

- **Method:** Ingested, Packet
- **Sig Call:** "Chemical headache."
- **Level and Type(s):** 2 (D)

Laudanum: Inflict a euphoric, pleasurable feeling. Laudanum is addictive, causing the recipient to think about and crave another dose for the rest of the event.

- **Method:** Ingested
- **Sig Call:** "Chemical laudanum."
- **Level and Type(s):** 1 (R)(M)

Lunacy: Force the target into an uncontrollable fit of lunacy. The character will scream, laugh and howl while running wild through the area. They will not be able to use her skills or attack.

- **Method:** Ingested; Packet
- **Sig Call:** "Chemical lunacy."
- **Level and Type(s):** 3 (D)

Nightshade: This chemical reduces the recipients to 0 HP, causing unconsciousness. Nightshade may not be used with any other delivery method than ingested, including alchemical warrior.

- **Method:** Ingested (instant)
- **Sig Call:** "Chemical nightshade"
- **Level and Type(s):** 3

Nullify: Prevents a character from spending MP in any way.

- **Method:** Ingested; Packet
- **Sig Call:** “Chemical nullify”
- **Level and Type(s):** 3 (D)

Petrolatum: Instantly restores 4 HP.

- **Method:** Ingested (instant)
- **Sig Call:** “Chemical petrolatum 4”
- **Level and Type(s):** 2 (R)

Polymorph: Instantly changes species makeup to match another species makeup requirements. This cannot be used to disguise yourself as another known character. The effect does not prevent the use of species abilities. Cannot be broken by Elixir. The effect lasts until the end of game or until reversed with another polymorph. The target *player* must be willing for safety reasons, though their character can RP resistance if desired.

- **Method:** Ingested (instant)
- **Sig Call:** “Polymorph (x)”
- **Level and Type(s):** 3

Rage: Rage renders the target uncontrollably violent. Those under the effects must attack the nearest characters to the best of their ability.

- **Method:** Ingested, Packet
- **Sig Call:** “Chemical rage”
- **Level and Type(s):** 2 (D)

Refresh: Instantly restore 4 MP.

- **Method:** Ingested (instant)
- **Sig Call:** “Chemical refresh 4”
- **Level and Type(s):** 2 (R)

Shield: Apply this chemical to a shield to ignore chemical damage and effects that strike the shield. Say “resist”. Attach the Chemical Shield tag with to the shield.

- **Method:** Applied
- **Sig Call:** “Chemical shield”
- **Level and Type(s):** 1

Smelling Salts: Awaken an unconscious character to 1 HP, or end a Daze effect.

- **Method:** Ingested (instant)
- **Sig Call:** “Chemical smelling salts”
- **Level and Type(s):** 1 (R)(M)

Stench: Renders the character uncontrollably ill. The character is able to defend, walk and talk, but is unable to attack.

- **Method:** Ingested; Packet
- **Sig Call:** “Chemical stench”
- **Level and Type(s):** 1 (D)(M)

Tick-Tock Cleaner: This removes any applied chemicals from an item. After applying the tick-tock cleaner to an item, it will work as per normal.

- **Method:** Applied
- **Sig Call:** “Chemical tick-tock cleaner”
- **Level and Type(s):** 1 (M)

Trance: Induce a trance that restores 1 MP per 30 seconds while the recipient sits without speaking or taking any action. Trance ends after 5 minutes or the recipient is attacked, speaks or takes any action.

- **Method:** Ingested
- **Sig Call:** "Chemical trance"
- **Level and Type(s):** 3 (R)

Ulcers: Inflict 1 point of damage immediately and every 30 seconds thereafter.

- **Method:** Ingested
- **Sig Call:** "Chemical ulcers."
- **Level and Type(s):** 2 (D)

Weakness: Inflict the recipient with a debilitating weakness. Every action is tiresome and difficult. The recipient may not attack with a weapon or defend themselves.

- **Method:** Ingested; Packet
- **Sig Call:** "Chemical weakness."
- **Level and Type(s):** 2 (D)

Weaponry: Apply this chemical to a melee weapon or claw to add a fiery effect. Attach the Chemical Weapon tag to the item. Call "Chemical 2" with each strike. Cannot be used on the same weapon as the Weaponry spell.

- **Method:** Applied
- **Sig Call:** "Chemical weaponry"
- **Level and Type(s):** 3

Apparatuses

An apparatus is a machine that is created with a mix of alchemy and a spell scroll. An apparatus allows the use of a spell without requiring a skill and without requiring the destruction of the spell scroll. Any character can use an apparatus so long as the machine contains all its required components.

Apparatuses begin each game with 5 charges that can be used throughout the event. Apparatuses built during the course of the event begin with 5 charges. Follow the instructions of the spell scroll attached to the apparatus and burn one charge of the apparatus for a single shot.

Apparatus Weapons: Gun weapons can be used as a base. Apparatus weapons are used the same way as a regular apparatus except the foam dart replaces the packet delivery method while still issuing projectile damage. Only spells that use the packet delivery method may be used on a weapon apparatus. Each shot, accompanied by the Sig Call, uses up one of the charges in the weapon. You can choose to simply fire the ammo with no extra effect by not saying the Sig Call.

Apparatus effects do not transfer to objects you attach them to. For example, if you had an apparatus gun scope and attached it to a gun, the apparatus effect is still in the scope and does not transfer to the darts of the gun.

Attuning an Apparatus: In order to use an apparatus, you must attune with it. To attune with an apparatus, you must hold it in your hands and focus on it for 5 minutes. If you ever lose control of an attuned apparatus, i.e. if it enters into another person's possession or leaves your immediate presence, your attunement is lost and you must re-attune if you want to use the apparatus again. Attunement does not refill free uses on an apparatus; when you re-attune, any charges that you have spent are still spent. You may only attune to one apparatus of each fuel type with the exception of characters with Inventor 3. Attempting to attune to an apparatus of a fuel type you are already attuned to causes you to immediately lose attunement to the old apparatus. For instance, you could attune to both a Wrack apparatus and a Cure Health apparatus but you couldn't attune to both a Wrack apparatus and a Silence apparatus.

Building an Apparatus: Each apparatus is built with pre-existing items obtained through other skills.

Part 1: Spell Scrolls - A spell scroll determines what the apparatus can do. The one scroll, or two if you are a Machinist, must be attached to the base where the tag can be easily shown.

Part 2: Fuel - Fuels are the chemicals stench, smelling salts, laudanum, and clouded vision. The chemical you need is determined by the spell scroll on the apparatus and is listed in the chart below. Attach at least one single use bottle with the appropriate chemical inside, to the base, at the time of item creation. This chemical may not be removed without destroying the apparatus. The tag must be easily shown if not visible.

Part 3: Base - Much like a computer requires a case to hold all its parts together, so does an apparatus need a base. The base must be an object 2 inches or larger, and cannot be clothing, ammo, melee, thrown, brawl weapons, bows, tagged items, or bottles. Wearable accessories are restricted to chest armor, hats, hair pieces, goggles, pendants, belts, packs, pouches, satchels, bracers, gloves, and greaves.

A construct's entire body counts as an apparatus base by gearsmiths that can be used up to 4 times unless using Inventor 3, which makes it 5.

Putting It All Together: Only characters with the inventor skill can put together apparatuses. You should now have 4 parts in front of you: 1 apparatus tag, 1 bottle, 1 spell scroll, and 1 base. Attach the bottle, scroll, and apparatus tag to the base. Bottles can be permanently attached the base, but the scroll must be removable. Gearsmith-created construct apparatuses need to have their components carried on the construct's person but do not need to be displayed or assembled in any particular way and are not considered stealable items.

Destroying an Apparatus: Destroying an apparatus involves removing and tearing all attached tags, rendering the apparatus inoperable. The base can be used again for a new apparatus.

Alter an Apparatus: Altering an apparatus involves removing the apparatus tag, spell scroll, and chemical tag from a base and then replacing them with new ones. When altering an apparatus the chemical tag is torn but the spell scroll is

preserved for later use. An altered apparatus starts with 5 fresh charges. You may not “refresh” an apparatus by attaching the same spell scroll type you removed.

Smelling Salts	Clouded Vision	Stench	Laudanum
Anchor	Atrophy	Curse	Animate
Armor	Fumble	Daze	Detect
Bless	Iniquity	Dead Speak	Dreaming
Cleanse	Illusion	Destruction	Feign
Cure	Pin	Forgetting	Inspire
Protection	Provoke	Nightmare	Meditate
Recovery	Reveal	Weaponry	Virtuous
Ward	Silence	Wrack	Withstand

Arts

Arts are higher forms of magic and tinkering with longer lasting, more powerful effects. While the following descriptions are also found on the art scrolls used during game-play, the descriptions here override any wording found on the art scrolls. Unless your character can see the scroll or recognize the components, your character doesn't know what art is being used. No one but the primary art performer knows if the art worked, unless there is an obvious effect.

Performing an Art: You must have the appropriate level of the practitioner skill and the art scroll for the art you wish to perform.

- Collect the components listed on the art scroll.
- Set up the method as described.
- When you are ready to perform the art, follow the instructions on the art scroll and destroy the ritual tag, unless otherwise stated in the instructions.

Assistant: Some rituals may call for an assistant. This is another character of your choosing who is present for your performance of the art and some assists you with that performance as described on the art scroll.

Nature: Each art has a specific nature that's passive or aggressive. Passive arts require a willing participant, if the target of the art is a character. With an aggressive art, you can target an unwilling character if all conditions of the art are otherwise met; ie the target must be in the circle, hooked to the machine, etc. The nature of the art doesn't affect any residual effects.

Practice: The art scroll will indicate which set up to use, area or device.

- **Area:** An area may be a circle, or any other shape, drawn on the ground in chalk or etched in the dirt, or it may be any defined space, such as a bed or rug or a room no more than 12' in any dimension. So long as the symbols from the scroll are drawn or placed in an obvious manner within the space, all of these are valid areas.
- **Device:** The device is of your own design that incorporates the components of the experiment and/or the intended result. The same device may be used for multiple experiments, as described. Nothing happens if the machine prop is "broken" or dismantled. Please decorate these props in steampunk/mystical/game appropriate themes as best as possible just like any other decoration.

LEVEL ONE

Create Common Artifact: While Check-in is open at event, present this tagged ritual scroll and the appropriate prop for the common artifact of your choice. Check-in will keep the tagged ritual scroll and give you the artifact tag in return. Your character will have 2 less MP that cannot be replenished during the event. MP gained from artifacts cannot be used to create artifacts. You can repeat as many times as you are able to meet the requirements.

- **Components:** MP and the appropriate artifact prop.
- **Nature:** Passive
- **Practice:** Area

Detect Rituals: The subject or subjects stand or sit within a ritual space. The caster holds up their hand and circles around the subject(s) once while incanting. They then spend 1 MP per subject and call "Ritual Detection: What rituals are you under the effects of?" The subject(s) must then truthfully reveal any rituals they are currently under the effects of. **Do not destroy this art after use.**

- **Components:** MP
- **Nature:** Aggressive
- **Practice:** Area

Oath Maker: The subject pledges an oath to complete a task (limit to 10 words). The task must be some sort of physical quest and cannot be used as a “truth serum”. Have the person pledging the oath stand inside the ritual space. The caster holds the hands of the oath maker while the oath is pledged. If the caster is the subject, then only they must be in the circle and they must clasp their hands together while stating the oath. Once the oath is pledged the caster says the incantation and spends 4MP. The subject must do everything within his or her power to fulfill the oath until it is complete or until the end of the following event (whichever comes first).

- **Components:** The person making the oath and 4MP.
- **Nature:** Passive
- **Practice:** Area

Remove Artifact: Some artifacts are considered cursed as they cannot be removed once they are worn and impede the wearer without offering a benefit. This ritual will remove such artifacts from the wearer. Have the wearer stand inside the ritual space. Perform ritual roleplay for 10 seconds and spend 2 MP. The artifact can then be removed.

- **Components:** The wearer with attached artifact and MP
- **Nature:** Aggressive
- **Practice:** Area

Soul Dawning: With this ritual, a **light witch** can change a dark witch to the light. Have the willing and conscious dark witch within the ritual space. Place the virtuous spell scroll on the recipient character, spend 2 MP and perform ritual roleplay for 10 seconds . The switch is permanent but delayed until the changes are processed at the next check-in. All light witch spells will be taken from the character and you may choose equivalent spells from the dark path. Any dependent expertises are lost and not refunded.

- **Components:** MP and virtuous spell scroll.
- **Nature:** Passive
- **Practice:** Area

Soul Gloaming: With this ritual, a **dark witch** can change a light witch to the dark. Have the willing and conscious light witch within the ritual space. Place the wicked spell scroll on the recipient character, spend 2 MP and perform ritual roleplay for 10 seconds . The switch is permanent but delayed until the changes are processed at the next check-in. All dark witch spells will be taken from the character and you may choose equivalent spells from the light path. Any dependent expertises are lost and not refunded.

- **Components:** MP and iniquity spell scroll.
- **Nature:** Passive
- **Practice:** Area

LEVEL TWO

Construct Rebirth: Bring a dead character back to life by converting that character’s species to construct. Create a device that can attach to either the chest or head of a character. Place the device on the dead character. Rip the tags and perform 60 seconds of roleplay around the dead character, whether that be tuning the device or enacting mystical rites. At the end, the recipient will awaken at 1 HP as a weak construct unable to use any Abilities until the change is processed at the next check-in you attend. Performing this experiment on an immortal results in failure. Performing this ritual on a construct causes the construct to experience the same penalties as anyone else until the next check-in.

- **Components:** Dead character: either 1 Elixir and 1 Tick-tock Cleaner OR 1 Animate scroll and 1 Cure scroll
- **Nature:** Aggressive
- **Practice:** Device

Create Unusual Artifact: While Check-in is open at event, present this tagged ritual scroll and the appropriate prop for an unusual artifact of your choice. Check-in will keep the tagged ritual scroll and give you the artifact tag in return. Your character will have 4 less MP that cannot be replenished during the event. MP gained from artifacts cannot be used to create artifacts. You can repeat as many times as you are able to meet the requirements.

- **Components:** MP and the appropriate artifact prop.
- **Nature:** Passive
- **Practice:** Area

Enchantment: Enchantment is a ritual, used to alter the mind and emotions of another. Have the target within the ritual space, state which enchantment is being used and who the target will be enchanted to, perform ritual roleplay for 10 seconds, and spend 2 MP. The caster will have 2 less MP that cannot be replenished during the event. Enchantment can be used to apply one of the two following effects:

1. **Love:** Creates strong feelings of love toward the person of the caster's choice. It is up to the player to determine how these feelings are expressed – they do not need to be expressed openly. This can be used to counteract the “loath” enchantment.
2. **Loath:** Creates strong feelings of animosity toward the person of the caster's choice. It is up to the player to determine how these feelings are expressed – they do not need to be expressed openly. This can be used to counteract the “love” enchantment.

Regardless of the effect chosen, this ritual lasts until the end of the following event.

- **Components:** Target of enchantment, circle, and 2 max MP.
- **Nature:** Aggressive
- **Practice:** Area

Repair Artifact: Restores an artifact to full effectiveness. Using this art restores Ensorcelled Armor to its maximum AP, or a Force Field to its full charges. Perform ritual roleplay for 60 seconds and spend 1 MP. **Do not destroy this art after use.**

- **Components:** The artifact and MP
- **Nature:** Passive
- **Practice:** Area

Ward Versus: The recipient of this ritual gains the ability to resist a specific chemical or spell 5 times. Any unused resists expire at the end of the event. Have the recipient within the ritual space. Perform ritual roleplay for 10 seconds then use the warded chemical / spell on the recipient spending 2 MP. Tear the chemical / spell scroll tag in two. Only one chemical and one spell may be warded on a character at a time.

- **Components:** Chemical / spell scroll to be warded, recipient, and MP.
- **Nature:** Passive
- **Practice:** Area

LEVEL THREE

Create Rare Artifact: While Check-in is open at event, present this tagged ritual scroll and the appropriate prop for the rare artifact of your choice. Check-in will keep the tagged ritual scroll and give you the artifact tag in return. Your character will have 6 less MP that cannot be replenished during the event. MP gained from artifacts cannot be used to create artifacts. You can repeat as many times as you are able to meet the requirements.

- **Components:** MP and the appropriate artifact prop.
- **Nature:** Passive
- **Practice:** Area

Distilled Essence: Create a potion that restores MP and HP to full, and removes all effects from any source currently active on the recipient. Create a device with six attached bottles, a soul crystal artifact at the end of an attached wire or hose, a seventh bottle connected by wire/hose and detachable, and can be sat in i.e. a chair. Attach a combined total of 6 refresh, petrolatum, or elixir chemicals and/or cure, daze or animate spell scrolls, and have a willing or unwilling, conscious character sit in the device. Hold the attached soul crystal in front of the player's eyes and use it. If it is not resisted, continue to hold the soul crystal up for at least 15 seconds. When you lower the soul crystal, the victim bypasses Unconsciousness and Dead and instead goes immediately Out of Game. Destroy the six chemical tags, remove the distilled essence tag from the experiment prop and attach the tag to the seventh bottle.

- **Components:** 6 refresh, petrolatum, or elixir chemicals OR cure, daze or animate scrolls; or any combination thereof, 1 soul crystal, and 1 victim.
- **Nature:** Aggressive
- **Practice:** Device

Remove: Remove the heart or brain from a conscious character, other than yourself, leaving the character alive and unharmed. With the heart removed, the character is not able to feel emotions except fear, and is immune to emotion-controlling effects (say “resist”). With the brain removed, the character does not remember who he was at all (not including skills/spells) or anything that happened before the brain removal. He will also be forgetful and have trouble learning and problem solving. Have the target inside the ritual space. Perform ritual roleplay for 10 seconds, and spend 6 MP and mime grabbing the heart/brain and removing it. Remove the ritual tag from the scroll, record the event date, and the target character and player name on the back, and attach the tag to the heart/brain prop. The heart/brain can be placed back in the recipient by repeating the instructions above, except mime pushing the heart/brain in, and destroying the tag on the prop.

The heart/brain prop must be stored in an IG location each event. The heart/brain is susceptible to damage attacks and actions such as squeezing it to cause pain. Such actions, that cannot be resisted by any means, made on the prop must be done in front of the recipient so the player can act the effect. If the prop is removed from game by a player or is returned to the recipient’s body, the effect of Remove ends. If the recipient stops playing the character, the heart may remain IG with the tag removed.

- **Components:** Heart or brain prop, and 6 MP.
- **Nature:** Aggressive
- **Practice:** Area

Ritual Breaker: This ritual has no immediate effect; what it does is protect the target from the next ritual cast on them. When the next ritual is cast on the target of a ritual breaker, it has no effect, though the person casting the ritual will assume it worked (if there is no obvious effect). To activate this ritual stand in the ritual space (with the target if the caster is not the target of the ritual), perform ritual roleplay for 10 seconds, and spend 5 MP. Ritual breaker doesn’t differentiate from “beneficial” and “non-beneficial” rituals. Ritual breaker lasts until used or the target’s death, meaning it won’t stop a resurrection ritual used on a dead body.

- **Components:** Target and 5 MP.
- **Nature:** Aggressive
- **Practice:** Area

LEVEL FOUR - Craftable

Create Legendary Artifact: While Check-in is open at event, present this tagged ritual scroll and the appropriate prop for the legendary artifact of your choice. Check-in will keep the tagged ritual scroll and give you the artifact tag in return. Your character will have 8 less MP that cannot be replenished during the event. MP gained from artifacts cannot be used to create artifacts. You can repeat as many times as you are able to meet the requirements.

- **Components:** MP and the appropriate artifact prop.
- **Nature:** Passive
- **Practice:** Area

Resurrect: This ritual will bring a dead character back to life. It can be performed on a character while they are dead. Once the player stops play the body, the character cannot be resurrected. Have the dead character inside the ritual space. After 5 minutes of ritual role-play, spend 2 HP, 6 MP. The caster will have 6 less MP that cannot be replenished during the event. The dead character will awaken with a maximum HP of 2 less than his current maximum i.e. if his current maximum is 10, he awakens with a new maximum of 8. This lost HP is permanent and cannot be restored. Immortals, constructs, and those under the effects of Soul Purge cannot be resurrected. This ritual removes all active arts from the target. Target and caster must inform check-in of the change to their HP at the next event.

- **Components:** Dead body, 2 HP, and 6 MP.

- **Nature:** Aggressive
- **Practice:** Area

LEVEL FOUR - Non-craftable

Soul Purge: You must be a dark witch to perform this rite. Have the target in the ritual space. Perform ritual roleplay for 5 minutes and spend 4 MP and 4 HP. If not an Immortal, the target has their skin turn completely green. They permanently lose their conscience and become immune to Inspire, Virtuous, Provoke, and Iniquity (say "resist"). The character is now ruled by their negative emotions, as if constantly under the effect of Provoke. The player may decide what negative emotion(s) the character feels at any given time. The recipient immediately increases their current and maximum MP by 4, and gains access to every Common and Dark spell. They still must have the Witch skill at the appropriate level to cast any spell. The target may now cast Destruction without spending MP. If the recipient is a Light Witch, their aspect immediately changes to Dark and they lose any Light spells they know. The PP spent on any Light spells is lost. Any dependent expertises are lost and not refunded.

Green skin is required, but may be concealed by clothing. A character can only benefit from this ritual once. Soul Purge cannot be reversed by any means. A character under the effect of Soul Purge cannot be the target of a Construct Rebirth or Resurrection ritual. Soul Purge changes the fundamental nature of the drinker. An Immortal who is targeted by Soul Purge immediately drops to 0 HP and 0 MP, but gains no other benefits or drawbacks.

- **Components:** Dark witch, MP, HP, and a distilled essence.
- **Nature:** Passive
- **Practice:** Area

Artifacts

These artifacts are created via an art. Any character can use an artifact. An artifact is considered “active” only when the tagged prop is appropriately worn or used as described below.

You can carry as many artifacts on your person as you physically can. Artifact props must be at least 2 inches by 2 inches and cannot be used for multiple effects. For example, you cannot use a black leather vest for ensorcelled armor and use the same vest for augment magic.

COMMON

Alchemical Laboratory: This artifact creates chemicals during an event. While Check-in is open at event, present the artifact tag and they will give you 5 blank chemical tags or 5 chemicals of your choice.

To fill in a blank chemical tag any time during an event, work in your laboratory for a minimum of 5 dedicated minutes of role-play per chemical you are making and write the name of the chemical on the blank tag. You can create any chemical within your alchemy skill level access. You may only ever create 5 chemicals an event using alchemical laboratories.

- **Drawback:** Must act fiercely proud and protective of one's own laboratory. The owner cannot bear to hide the lab's magnificence but also cannot stand to have the lab damaged or stolen.
- **Prop:** “Lab equipment” (roughly 1'x6"x6”).

Monsters: The wearer of monsters sees every person, friend or foe, around him as a terrifying monster.

- **Drawback:** This artifact can be carried in hand, but cannot be removed once the prop is properly worn unless the wearer is dead or unconscious.
- **Prop:** Decorative non-animal, non-monster mask or goggles.

Scriptorium: This artifact creates scrolls during an event. While Check-in is open at event, present the artifact tag and they will give you 5 blank scroll tags or 5 scrolls of your choice.

To fill in a blank scroll tag any time during an event, work in your Scriptorium for a minimum of 5 dedicated minutes of role-play per scroll you are making and write the name of the scroll on the blank tag. You can create any scroll within your scroll skill level access. You may only ever create 5 scrolls an event using a scriptorium.

- **Drawback:** Must act fiercely proud and protective of one's own scriptorium. The owner cannot bear to hide the scriptorium's magnificence but also cannot stand to have the scriptorium damaged or stolen.
- **Prop:** “Writing equipment” (roughly 1'x6"x6”).

Tin Man's Arm: This artifact allows the wearer to carry one more person (for a total of two), or they may run while they “carry” another person.

- **Drawback:** Phantom pain or itching in that hand
- **Prop:** Glove or bracer

Weakened Magic: The wearer of a weakened magic artifact must spend one additional MP each time they use magic.

- **Drawback:** This artifact can be carried in hand, but cannot be removed once the prop is properly worn unless the wearer is dead or unconscious.
- **Prop:** Necklace or collar.

UNUSUAL

Augment Magic: While this artifact is worn on your person, your maximum MP limit increases by 1. For example, if your maximum MP is 10, this artifact increases it to 11 and so on for each augment magic you carry on your person. It does not increase your current MP, only maximum.

- **Drawback:** You find Refresh revolting. Take a 30 second Stench effect if you drink one. You can't resist it by any means.

- **Prop:** Any article of clothing worn as outerwear that can be easily removed. Items such as gloves, bracers, aprons, cloaks, jackets, scarves, etc. are acceptable as long as the clothing meets the specifications described in thieving.

Bestow Skill: When this artifact is created, the practitioner chooses one skill from the list below. The artifact will bestow this skill to the wearer at level 2. This will have no effect if the wearer already has the skill on their character sheet.

Skills that can be bestowed are: Examiner, Gunslinger, Melee fighter, Scoundrel, Sharpshooter, and Shield.

- **Drawback:** Likes to show off the bestowed skill. You can only benefit from one Bestow Skill at a time.
- **Prop:** Wrist bracer, necklace, or belt.

Blood Leech: The wearer of blood leech must take one additional point of damage each time they take damage.

- **Drawback:** This artifact can be carried in hand, but cannot be removed once the prop is properly worn unless the wearer is dead or unconscious.
- **Prop:** Necklace or collar.

Ensorcelled Armor: While this artifact is worn on your person, it enhances light armor so that it protects the same as medium armor, or enhances medium armor so that it protects the same as heavy armor. It can also enhance a normal shirt or vest to protect the same as light armor. Ensorcelled heavy armor does not get an armor bonus but instead removes the MP cost penalty associated with wearing heavy armor.

- **Drawback:** Disdains the use of shields.
- **Prop:** Chest armor, shirt, or vest.

Force Field: While you wear the device, you gain immunity to projectile damage (guns, archery, thrown, and packets) 5 times per event. Say "resist". You can choose which attacks to resist.

- **Drawback:** Cannot use projectile attacks.
- **Prop:** Box-shaped device (min 4"x4")

Grifter's Gloves: These gloves are often used as punishment to prevent thieves from becoming repeat offenders. Grifter's gloves render the user unable to use the scoundrel skill.

- **Drawback:** This artifact can be carried in hand, but cannot be removed once the prop is properly worn unless the wearer is dead or unconscious.
- **Prop:** A glove

Invigorating Mechanism: This is a device that recharges 1 apparatus at a time. It takes 1 hour to recharge an apparatus, after which the apparatus is recharged to its maximum charges. This can be used to recharge construct apparatus created by the Gearsmith expertise, but the construct must remain attached to the mechanism for the full hour.

- **Drawback:** Must act fiercely proud and protective of one's own mechanism. The owner cannot bear to hide the mechanism's magnificence but also cannot stand to have the mechanism damaged or stolen.
- **Prop:** 1 wired device (roughly 1'x6"x6").

Repair Station: This device repairs an injured or otherwise broken construct. The character roleplays being repaired with the device. Every 15 seconds spent roleplaying recovers one missing health point. This device can only be used by constructs.

- **Drawback:** Once you initiate repair you lose awareness of your surroundings until fully healed. Damage will break this effect.
- **Prop:** A repair kit (roughly 1'x6"x6")

Soul Crystal: Place the soul crystal in front of a character at eye level and rest a hand on the crystal and target's shoulder. Say "magic daze" to force the character to immediately suffer the effects of the Daze spell until the target's

line of sight is broken to the crystal. This is considered a “touch” method attack. The character can speak and use spells that do not require a touch, packet or movement to be performed.

- **Drawback:** If the victim resists the effect, you will be dazed for 30 seconds that cannot be resisted.
- **Prop:** Crystal or crystalline appearing material, minimum 2 inches in length.

Talisman: This artifact stores one spell indefinitely until used. To store a spell, hold the talisman in one hand and cast a spell from a spell scroll or via the witch skill. That specific spell can then be used by whoever wears the Talisman, no special skills required. Once a spell is cast from the Talisman, the artifact is considered empty until another spell is stored into it.

- **Drawback:** The talisman must be worn visibly and openly around the neck.
- **Prop:** A necklace with a pendant (pendant at least 1” long)

Tears of Sacrifice: This artifact is the ultimate display of self-sacrifice, allowing you to trade places with a dead character that has not yet rotted away. The sacrificing character must be a PC. Touch the dead character, while holding the tears, and say "magic sacrifice". The dead character, regardless of species, awakens at full HP, while **your character is instantly dead and cannot be brought back in any way**. Destroy the artifact tag after use.

- **Drawback:** One use. This artifact kills you.
- **Prop:** A clear glass or crystal marble or teardrop.

Time Release: At creation, set a time or single specific event (affected by Nightmares or unconscious, not both) that will trigger the activation of a spell scroll or chemical held within. Place a chemical vial or spell scroll inside the device. At the point in the future when the time or condition is met, the spell/chemical activates whether you want it to or not. Whoever is carrying the artifact takes the spell/chemical effect as though it used the packet method. Replacing the spell scroll or chemical vial resets the device.

- **Drawback:** Can only carry one of each type (spell scroll/chemical).
- **Prop:** A device with a tube and compartment large enough for a bottle or spell scroll.

RARE

Enchanted Weapon: This magical weapon causes 4 damage. Say “magic 4” with each attack.

- **Drawback:** You disdain all other melee weapons, even avoiding carrying them so long as the enchanted weapon is on your person.
- **Prop:** A latex sword or other melee weapon as per weapon specs.

Fool's Shield: This shield is used to make someone a big target that may only defend against enemy attacks. The character may not use guns, any melee weapons or any projectile spells.

- **Drawback:** This artifact can be carried in hand, but cannot be removed once the prop is properly worn unless the wearer is dead or unconscious.
- **Prop:** A shield.

Mimic: When this artifact is created, the practitioner chooses a species ability (playable character species only) that will be written on the artifact tag. The wearer will then be able to use that ability. The Clever, Graced, Sap, and Tough abilities may not be selected for this artifact.

- **Drawback:** You take on a mannerism or physical aspect of the species whose ability the artifact mimics. You cannot wear more than one mimic artifact.
- **Prop:** Any article of clothing worn as outerwear that can be easily removed. Items such as gloves, bracers, aprons, cloaks, jackets, scarves, etc. are acceptable as long as the clothing meets the specifications described in thieving.

Soft Shell: The wearer of soft shell cannot resist any damage by any means.

- **Drawback:** This artifact can be carried in hand, but cannot be removed once the prop is properly worn unless the wearer is dead or unconscious.

- **Prop:** Vest.

Stasis Chamber: After activating, while you remain inside the machine, stasis is active and your character is immune to damage and effects from all sources. Say “resist”.

- **Drawback:** Activate the chamber with 2 MP, 2 spell scrolls or 2 chemicals of any kind, or any combination of the three. Attacking or emerging from it deactivates the chamber (tending to bodily functions are the exception)
- **Prop:** A “pod” surrounding your bed/bunk

Stimulating Contraption: This artifact can be used to refill a character’s vigor pool. While Check-in is open at event, present the tagged artifact and they will give you 1 Vigor tag. Activate the artifact by placing your hand inside and spending 5 minutes roleplaying being invigorated by it, during which you cannot attack or defend yourself. Tear the Vigor tag. It then gives you 5 VP. This does not go over your maximum.

- **Drawback:** One use per event. After using the contraption, act under the effects of a Provoke (Anger) spell for 10 minutes. This effect cannot be resisted.
- **Prop:** A box you can fit your whole hand in.

Witches Crucible: The witch's crucible can be used to regain MP during an event. Each character spends 2 HP and stands within 5’ of the crucible and begins chanting, dancing, or otherwise roleplaying around the crucible. For every 30 seconds of role-play each witch gains back 1 MP.

- **Drawback:** Using the crucible causes light witches to act under the effects of the Virtuous spell for 1 hour, your choice of virtue. Using the crucible causes dark witches to act under the effects of the Iniquity spell for 1 hour, your choice of sin. These effects cannot be resisted.
- **Prop:** “Ritual object” (roughly 1’x1’ at least).

LEGENDARY

Silver Slipper: This artifact immediately and irreversibly removes a character from play, with all items they carry. Where it takes them no one knows for sure, maybe Earth. When you want to use it, hold or wear the shoe and say “skill, vanish” and place your fist on top of your head to indicate you are OOG, and go to SC camp.

- **Drawback:** One use. You can no longer play that character, ever.
- **Prop:** Silver colored shoe.

Skeleton Key: This artifact lets open one lock of any kind, even golden. It does not allow you to remove the lock.

- **Drawback:** Single use. Tear the tag after opening a lock. A character can possess only a single key at a time.
- **Prop:** A key (at least 6” long)

Wand of the Aeons: This wand is the pinnacle of a witch’s arsenal. This wand will give the holder of it an additional 2 maximum MP (as per Augment Magic).

- **Drawback:** Likes to announce the superiority of magic. Often.
- **Prop:** A wand that is at least 12” long.

Witch Reaver: This sword is the bane of witches all over Oz. When swinging this sword, the wielder may call damage as “Magic Drain 2”. This decreases the current MP of the target by 2 and does 2 damage. This MP damage can not be resisted.

- **Drawback:** Likes to brandish it at inappropriate times.
- **Prop:** A latex sword or other melee weapon as per weapon specs.

Diseases

The disease card will have the rules specifics for each disease. Diseases take effect at the beginning of your next event, unless otherwise stated, and you can be treated any time after that. If you have received the cure, destroy the disease card at your first opportunity. You cannot take this disease information IG unless you've seen the disease card using Examiner 3.

Disease Name: (the effect of having the disease)

- **Trigger:** (if this happens, immediately make a disease attack using the method)
- **Method:**
- **Treatment:** (steps to remove the disease. You cannot resist any of the steps for the treatment to be effective)
- **Recovering:** (the effects following the treatment)

Berserker Rage: At half HP (round up) you enter an enraged state, attacking the nearest enemy with any means available with near mindless abandon and no care for self defense or resource conservation. This state continues until you are either unconscious or all nearby enemies are unconscious.

- **Trigger:** When you are in the enraged state. Enemy targets.
- **Method:** Bow, Gun, Melee, Natural, Packet
- **Treatment:** Ingest a Rage, followed by a Weakness within 30 seconds
- **Recovering:** Act under the effects of Provoke (anger) for 1 hour

Faerie Flu: Increase the cost of casting spells by 1 MP.

- **Trigger:** Whenever a spell is cast on you, including self spells. Nearest target within 10'
- **Method:** Touch, Packet
- **Treatment:** The Nullify technique used on you twice, at least an hour apart **or** a Trance coming from a Time Release
- **Recovering:** You cast magic as normal.

Music Malady: You must sing when you speak and dance when you walk. While still you tend to tap your foot, drum your fingers, or hum. You must begin acting out this disease as soon as you have the card.

- **Trigger:** At least once per hour you are awake, target a random character within 10'
- **Method:** Touch, Packet
- **Treatment:** Pin **or** Silence spell cast on you
- **Recovering:** You can act as normal.

Rock Gut: You gain the Devour ability and have terrible cravings to eat non-food items (rocks, locks, etc). Lose 1 max HP every day during an event that you don't devour a tagged item. Nomes take no HP loss from this disease, and carry it unknowingly. If your max HP reaches 0 you are unconscious.

- **Trigger:** If touched while wounded (if your total HP is less than your max), unconscious, or dead
- **Method:** Touch
- **Treatment:** Ingest a Dissolve, followed by an Ulcers within 30 seconds
- **Recovering:** Devour and cravings are gone and your max health returns to normal at the next check-in.

Rusting Ruin: Construct only. If you are not a construct you do not get the Disease card. You cannot move faster than a walk. The second event after this disease takes effect you take a permanent Atrophy effect to one arm. The third event you take a permanent Atrophy effect to your other arm. On the fourth event, you die. Pick any point during that game to expire. Skip unconsciousness and follow the rules for death.

- **Trigger:** Being touched
- **Method:** Touch
- **Treatment:** Construct Rebirth performed on you while unconscious (instead of dead) **or** healed to full from unconsciousness using Gearsmith 1

- **Recovering:** You can move at your normal rate and the Atrophy effects are gone.

Tainted Thoughts: You gain the Telepathy ability. You have a permanent Illusions effect, that something is sneaking up on you. Drinking laudanum ends the Illusion effect for one hour. On the third game after this disease takes effect, you have a permanent Lunacy effect.

- **Trigger:** Immediately after using Telepathy on another character
- **Method:** Touch
- **Treatment:** Wear a Talisman with an Inspire stored in it for one hour
- **Recovering:** Lunacy effect and Telepathy are gone. Illusions effect lingers until the end of this game.

Weak Frame: Constructs are immune. If you are a construct you do not get the Disease card. All healing effects on you are half as effective. It takes two uses of Examiner 2 to heal you 1 point. Smelling Salts and Recovery still work to full effectiveness.

- **Trigger:** Whenever you heal another using any means, except the Cure spell or Petrolatum chemical
- **Method:** Touch
- **Treatment:** While at half or less health, ingest an Elixir, followed by a Fortification within 30 seconds
- **Recovering:** Healing works normally on you, but you're really sore for a while.

Weapon Specifications

Weapon Specifications: Weapons that do not meet these specifications cannot be used, and one may be loaned to you if you do not have one, if available. Weapons cannot be attached to each other or combined i.e. no bayonets or "gun-blades".

Store bought latex weapons and For a Price Arms (<http://www.forapricearms.com/popguns.html>), Nerf, Buzz Bee, and Air Zone foam shooters are pre-approved, however if a staff member deems a weapon unsafe it must be removed from play. Homemade foam shooters are not allowed, while homemade boffer must be examined and approved by staff before use.

Bow Weapon: A real bow that:

- Must be a real straight bow, no compound bows
- 30lb pull or less, at 28" draw.
- Use boffer arrows (arrow shaft tipped with at least two inches of foam). These can be purchased online.

Brawler Weapon: A foam cored boffer that the:

- Color must be BLACK
- Blade length minimum 12", overall 16 - 20"
- Blade tip must have at least 2 inches of un-cored foam.

Claw Weapon: A foam cored boffer that the:

- Color must be BLACK
- Blade length minimum 20", overall 24 - 30"
- Blade tip must have at least 2 inches of un-cored foam.

Gun: A foam dart shooter that operates by single pump or spring action that:

- Painted realistic / steampunk colors. Parts may be added for looks or to meet the requirements for apparatus
- Shoot up to two foam darts per trigger reset
- No part of the original function can be modified in any way. Stock out-of-the-box operation ONLY
- Firing cannot be battery or air-can operated
- Clips / loaded shooter cannot hold more than 18 darts

Melee Weapon: A foam cored boffer that:

- Must be realistic / steampunk colors, NOT black
- Boffer must have a core
- Blade length minimum 10" Overall 16 - 84"
- Blade tip must be padded with at least 2 inches of foam

Throwing Weapon: A foam coreless boffer that:

- Must be realistic / steampunk colors, NOT black
- Boffer CANNOT have a core
- Overall length 4 - 20"

Shield: Shields can be made of any material, as long as the edges are padded at least as much a boffer weapon would be. A shield cannot exceed a surface area of 5 sq feet (30.28 inch diameter) or be any smaller than a standard buckler (14" diameter). As with melee Weapons, commercially produced LARP shields are also pre-approved.

Packet: A cloth filled with birdseed: Use a piece of cloth (roughly) 6-8" by 6-8" in size, a rubber band, and bird seed that does not contain corn or sunflower seeds. Insert 1 or 2 tablespoons of birdseed into the center of the fabric, lift the edges, and seal closed with a rubber band. The packet should be soft and pliable.