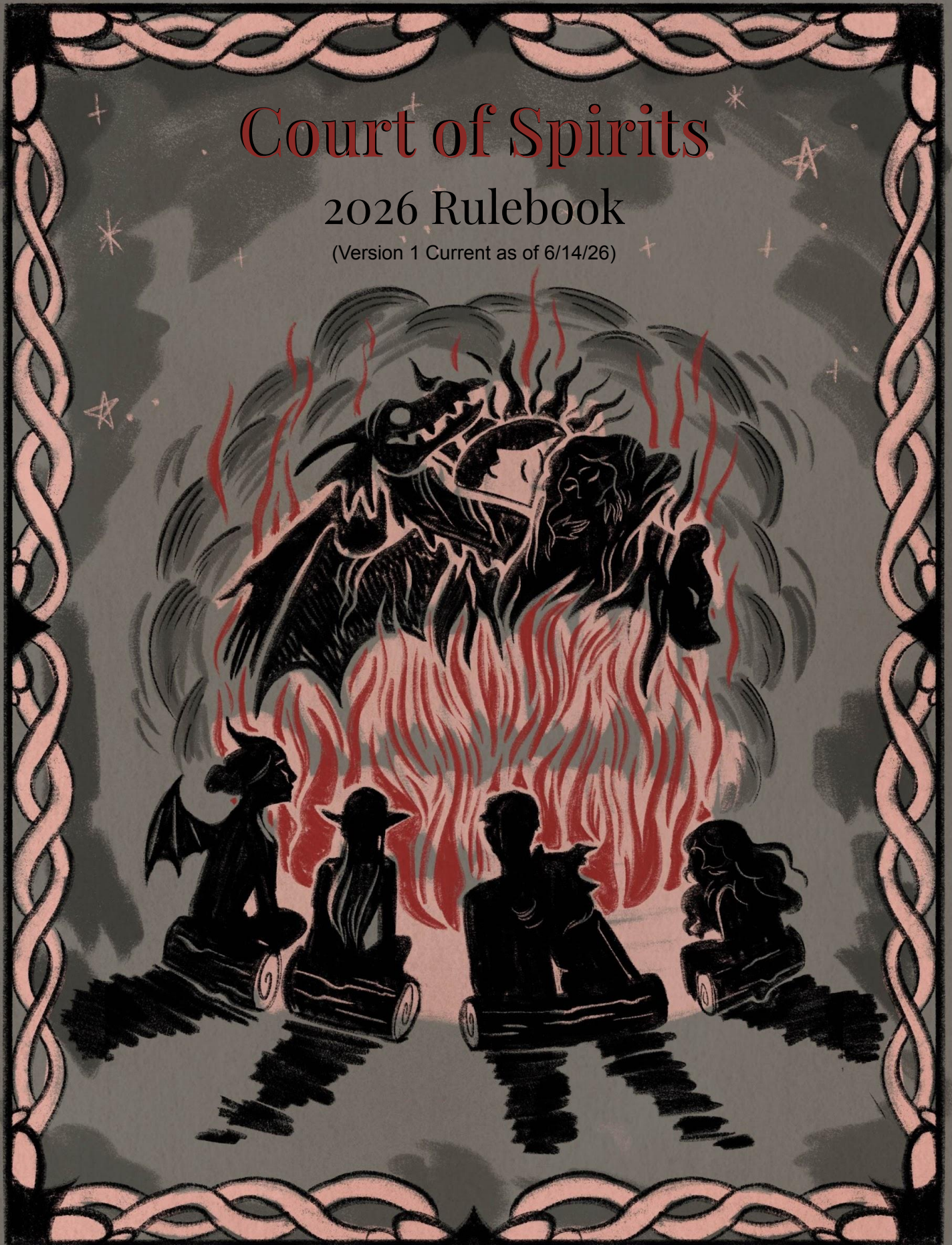


Court of Spirits.

2026 Rulebook

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The Court of Spirits team is proud to declare that this entire rulebook was written, designed, and drawn by real life humans without use of generative AI.

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Introduction

Welcome to the Court of Spirits...

The world is changing.

Of course, Ametisse has always been changing. Cycling, again and again, as it has done since before anyone but the oldest of spirits can remember. For the mortals of the world, that memory is even shorter.

Two hundred and twenty-six years ago, memory vanished. The mortals of the world woke to a world they could not remember, surrounded by spirits they could not understand. It was, naturally, chaos.

Then, two hundred and twenty five years ago, language appeared.

All at once.

Overnight, the people of the world, broken into their terrified bands, cowering from each other and the spirits who mingled in their ranks, knew each other. They knew their names, they knew how to communicate, and they knew that none of them knew what had happened. Only that the mortals had gained the language of the spirits, and the spirits could understand them.

With their newfound ability to communicate, the mortals reorganized, creating mighty kingdoms, travelling the vast Threshgrass sea, learning and discovering from the ancient ages past. The world and its people began to flourish.

Mortals lived side by side with beings of immense power, spirits whose magical gifts could grow crops, conjure rain, heal the sick, even defy death. The mortals lived in reverence or fear of the powerful spirits; leaving offerings at shrines, defending their homes against inhabited forms, praying to great spirits for blessings, battling wind eaters to protect their ships. And then...

All at once,

The mortals awoke to a new day, and *they* could grow plants.

Mortals could conjure the elements.

Mortals could heal the sick.

Mortals could even defy death.

The power of the spirits had found its way into the hands of the mortals, and the balance had begun to shift again. The world has entered a new era of innovation and power, as mortals learn how to control the gifts that once were only the domain of the spirits.

Now, as Ametisse enters this new epoch, building a new world upon the gifts and powers of the spirits, mortals have begun to see signs. Messages from Great Spirits who have never reached out to mortals. The balance is in danger. Ametisse is in peril. The world is changing.

There is a call.

Will you answer it?



Court of Spirits is a high-immersion combat live-action roleplaying game. Players inhabit a character over the course of a weekend-long game, interacting with other players' characters, non-player characters, spirits, monsters, and beings beyond comprehension. This game focuses on immersive experiences, fun and safe combat, and in-depth storytelling. Together, you can build the world anew.



What is LARPing?

LARP, or live action roleplay, is a form of roleplaying that transforms the events of a player's imagination into a more tangible experience. Unlike table top role-playing games like Dungeons and Dragons, rather than merely describing a character's actions, participants actively perform them (Harviainen et al., 2018). LARPs can range in levels of intensity, from

typical Renaissance Faires to parlor style LARPs to full combat LARPs. They also tend to require a level of *immersion*, or deep mental involvement. This can be achieved through costuming, set design, and acting and also generally requires a group effort from all participants - from Team Members to players. If we set the stage for the world we want to be deeply immersed in and no one goes out of their way to break that immersion then it creates a better play experience for all involved.

LARP is a great way to have new experiences, tell compelling stories, meet new people, and exercise your creativity! We can't recommend it enough for those who are looking to engage in socialization, communication, and problem solving in a safe and welcoming environment.

Feeling overwhelmed? That's okay! We were all new at one point and we have a great community of people here to help you learn what LARP and Court of Spirits is all about!

So, how does Court of Spirits work?

In Court of Spirits, you will be immersed in a rich and fantastical world named Ametisse, where people and spirits live side by side, sharing a world that neither fully understands.

What this means in practice, is that you will build a character to inhabit the world, put together a costume, maybe get a weapon, if that's your thing, and join the world for a weekend-long adventure.

Game starts Friday evening, and runs (almost) nonstop until Sunday morning. That entire time, you'll be playing the part of a character in the world. During the day, you'll mingle with others from the world, whether that is other players, or NPCs (Non-Player-Characters) and learn new skills, do crafting, learn about the world, share your story, and learn the stories of others. Occasionally, an adventure will come your way, and you may be called to action. These events, called "mods" will take you to special areas outside of the main gameplay zone, leaving the main area peaceful.

However, come sunset, that safety vanishes, and monsters, spirits and all sorts of baddies are free to roam the streets! So make sure you spend your days in preparation for the dangerous nights!

At some point, you should probably sleep. In Court of Spirits, you'll be camping on site, whether that is in a genre tent that fits into the world seamlessly, or in a modern tent tucked out of view. You will be in character until you get inside of your tent, and can take off your elf ears for a good night's rest. Then, once you unzip that flap, you're back in character, and ready to face whatever Ametisse has in store for you!



Understanding In and Out of Character Calls

Court of Spirits is a role-play heavy game, with elements of simulated combat. This means that you should do your best at all times to act like your character, and treat things you see as if they are real. Occasionally, you will encounter something in or out of game that may challenge your immersion, but do your best, and have fun using your imagination to make things magical.

Often, you will see a person with a white headband on, or a closed fist resting on top of their head. This person is considered to be “Out of Character” and, for the purposes of your character, should be invisible. Do not interact with players who are Out of Character, or acknowledge their presence as your character. While players cannot go “Out of Character” (OOC) whenever they choose, there are a few exceptions to this: When you are moving between two OOC spaces, such as the NPC camp and bathrooms, When a Team Member tells you to, using certain skills, and if you are leaving character to address an issue with the Team. Otherwise, it is expected that you will remain In-Character (IC) from the time the game starts until it ends.

Another thing you should be aware of are “Calls”. These are verbal signals that something has happened, but, for the purposes of your character, these calls do not exist. So, for example, someone swinging a sword may shout “Two” every time they strike with their sword. This is the amount of damage they are doing, and *not* something their character has decided to announce whenever they swing. “Two” is a pretty sad sort of battle cry, after all.

Below is a collection of the most common “calls” made in Court of Spirits. Do your best to learn them before you come to the game, especially the out of character calls, which are often about the wellbeing of other players.

Out of Character Calls

All of these calls will affect you as *the player* as opposed to your character. These calls are “out of Character” or “OOC”. Please do your best to make sure none of these phrases are used in your in-character language to avoid confusion.

Pause Game:

The *Pause Game* call is intended to be used in matters of safety. When you hear “Pause Game” yelled you should repeat it once loudly and - if possible - kneel in place while staying quiet. *Pause Game* means that for whatever reason the game must temporarily come to a halt in order to address a safety concern or even a medical emergency. *Pause Game* may be called by anyone in the interest of protecting other players and should be treated with the utmost importance. A *Pause Game* lasts until a Team Member calls *Time In*.

Time Freeze:

Time Freeze is another call that halts gameplay. Much like *Pause Game*, when you hear *Time Freeze* you should repeat it once loudly, stay quiet, and then kneel if you can. Where a *Pause Game* is intended to address safety concerns, a *Time Freeze* is focused on story. During a *Time Freeze*, a Team Member may be describing things that take place around your character, positioning NPCs in the space, or any number of things that will impact the world. Listen to the storyteller and react appropriately when they call *Time In*.

Time In:

Time In is simple, it ends a *Pause Game* or a *Time Freeze*. Nobody but a Team Member may call a *Time In*. When you hear “*Time In*” shouted you may stand, and resume gameplay as if nothing had happened. In the case of a *Time Freeze*, resume gameplay as if whatever the storyteller changed has happened.

Caution:

Caution is a simple warning call intended to draw attention to obstacles or potential hazards around other players. If, for example, you are fighting with another player, and they are about to back into a hole, you might call “*Caution: Hole*” to alert them to the issue and then take a moment, relocate to a slightly safer position, and resume your combat. Anyone may call *Caution* and is encouraged to do so to keep others safe.

Too Close:

Too Close is specifically a combat call for when a player is too close to you in an encounter. If either player is close enough to the other to make contact with their hand, the players are too close together. Call *Too Close* to remind the other player to keep their distance. If someone calls *Too Close* at you, take a step or two away and resume combat. If you have to call *Too Close* multiple times at an opponent and feel that safety is being disregarded, you may call a *Pause Game* and ask a Team Member to intervene in the matter.

Flurry:

A series of weapon attacks. Three consecutive swings, each targeted at a different body part. After three swings, the weapon must return to a neutral position before another *Flurry* may be attempted. If a player does not change targets between swings, call “*Flurry*” to remind them, and take only the legitimate strikes.

First Aid:

When a player is seriously injured, call a *Pause Game* and draw the attention of a Team Member to the injury. They will do a brief assessment of the issue and then determine if a member of the first aid team or emergency services is needed. At this point, the Team Member may call *First Aid*. Do not repeat this call, simply stay kneeling and stay quiet unless otherwise directed. The First Aid team will approach and address the issue. Once the issue is resolved a Team Member will call *Time In*. Players should never call *First Aid* as this is a Team-only call.

Oh Mother:

Oh Mother is used to express out of character discomfort without stopping the game. For example, if a character says “*Oh Mother*, this monster swings really hard!” the person playing the monster should understand that they are swinging their weapons too hard, and should ease up. *Oh Mother* is a way to express any kind of discomfort and indicate

to both the person you are interacting with - and any others in earshot - that there is discomfort. If you use *Oh Mother* multiple times and do not feel that your concern is being addressed, remove yourself from play and find a Team Member to help you address your concern.

Clarify:

Clarify is a way to ask, OOC, about something that has been said to you. By placing two fingers on your temple and asking “Clarify?” You indicate that you, the player, don’t understand what was just said to you. Maybe someone made a combat call you are unfamiliar with, or dropped a piece of Lore that has you bamboozled. When a player calls “Clarify” other players will help make sense of what has just been said. Never be afraid to use *Clarify*. Ametisse is a big world, and Court of Spirits has a *lot* going on. Nobody can remember it all! Don’t be afraid to ask for help!

In Character Calls

All of these calls will affect your *character* as opposed to you, the player. These calls are “In Character” or “IC”.

Attract:

The affected target, if able to do so safely, must take five steps toward the issuer of the command.

Crush:

The target may no longer use the affected limb and must leave it hanging limp at their side. Any item in the grip of this limb may remain gripped, but may not be used. If a leg is under the Crush effect, the target must behave as though that leg is unusable, hopping, if safe, otherwise, it is best to sit down. If both legs have been affected by the Crush effect, the target must sit or lay down. A target with two Crushed legs may still crawl if safe, but cannot walk until their legs have been repaired. Crush can also be used on Weapons and Shields, with the call being modified to “Crush Shield” or “Crush Weapon”. In these instances, the item no longer functions until repaired by a Smith (see smithing.) Players with a crushed sword may not attack with it and a crushed shield can block no attacks.

Death:

Target immediately enters the final stage of Dying: *Dead*. They cannot be revived except by a “Life” call.

Disarm:

Target must drop the item in their targeted hand be it a weapon, shield, potion, or any other item. This effect effectively opens the hand of the target. If delivered by a nonspecific delivery method or by a method that does not target one limb, such as an Aura call or packet, targets must drop the item in their dominant hand. If that hand is empty, drop whatever is in the non-dominant hand. They cannot retrieve the affected item for 5 seconds.

Fear:

The affected target must do everything in their power to safely escape from the deliverer of the effect for the duration, and may not approach within thirty feet of the deliverer until the spell ends. Role play of extreme terror is recommended.

Frailty:

When Magic backfires, the effects can be devastating: A character in Frailty may not move faster than a slow walk, cannot cast spells, and, in order to use a cantrip, must concentrate for five seconds before calling the skill. This effect lasts three minutes.

Grip:

Target may not move their left foot from the ground, as if it is bound to the earth. They may not walk away for either 10 seconds or until the effect is released. Targets of this effect may use their arms as normal to fight, cast spells, etc, but may not move from the spot they are gripped to.

Life

The affected target, if they are in the “Death” state, are returned to life, leaving the stages of “Dying” completely. Additionally, their Hit Points are fully restored. If they are not in the “death” state, there is no effect.

Repel:

The affected target, if able to do so safely, must take five steps away from the issuer of the command.

Sever:

The affected limb has been removed. The target may no longer use the limb, and must drop any objects in the grip of said limb. Otherwise, this effect is effectively identical to Crush, with the exception that removing the Sever effect is more difficult.

Silence:

Target may not speak for 30 seconds. This prevents the use of spells, as well as skills with a verbal RolePlay component, such as Rage, but does not prevent the use of out of character calls, like Caution (see Out of Character Calls above.) Skills affected by Silence will be marked with an * next to their name.

Stun:

Target must freeze for five seconds. They may not walk, swing weapons, use spells, or defensive skills etc. and must roleplay the effect of a staggering head injury.

Weakness:

The affected target may use no defensive abilities while under this effect, and any damage they attempt to do is limited to one Hit Point maximum, regardless of any buffs that may be applied.

Additionally, a character in weakness may only walk. Lasts 3 minutes.



“Wow, this is a lot to remember...”

We know that it is and it is okay if you don't get the hang of it during your first handful of games! Whether you're brand new to LARPing or just new to this game, there will always be growing pains. Do your best and don't hesitate to ask questions when you don't understand any kind of call.

Code of Conduct

Last Updated 10/14/25 by BJW

Court of Spirits Larp is intended to be a safe and welcoming space for all participants. To that end, it is expected that both players and Team members will work collaboratively to create an environment that is welcoming, safe, respectful, and friendly. The Code of Conduct (CoC) sets expectations for appropriate behavior and provides guidelines for addressing potential issues that may arise. By attending a Court of Spirits event, or joining the online community, you agree to abide by the rules, both in word and in spirit, outlined in this document, and to operate, to the best of your ability, in good faith, to work towards the goals of the organization, as well as the community as a whole.

Expectations:

- **Kindness:** All members of the community are expected to act with kindness towards others. This means taking the time to understand and welcome people from other backgrounds, ethnicities, social groups, gender expressions, and identities. It also means being encouraging to one another, showing empathy, *and* holding each other accountable when we fail to meet these standards.
- **Respect:** Treat others with respect. We will all remember to respect one another's emotions, safety, experiences, time, and consent.
- **Care:** Everyone is expected to take care, physically and emotionally, of themselves and of others in the community. This means looking out for each other and looking after yourself to make sure that physical needs are met (eating food, staying hydrated, resting when needed, etc.), as well as emotional needs (taking breaks, offering content warnings, doing check-ins, etc.).

Court of Spirits is intended to be a fun and enriching experience for all involved. By meeting these expectations, Players and Team Members will work together to create an environment that is friendly, safe, and conducive to positive play.

Spelling It Out:

All members of the community, including Team Members, are expected to follow the rules below. However, this is not a complete list of the expectations of all community members. Any behavior that violates the community expectations below will be treated as a violation of our rules and handled accordingly.

- Treat everyone with respect
- Participate with safety in mind.
- Do not threaten others.
- Do not harass others.
- Do not discriminate against others.
- Strive to use language that is free of ableism, racism, homophobia, transphobia, and sexism.
- Follow all rules as presented in the game rulebook, site rules, or any rules presented by Team Members.

What If There Is Trouble?

If, at any time, you feel that someone violates the code of conduct, as long as you feel comfortable doing so, check in with them and explain the violation. If you feel that the matter was an accident, or made in a good faith effort to follow the rules, ask them to adjust their behavior and move on. Remember also the “Oh Mother” rule, which allows you to address small matters without leaving character.

If, however, the violation is larger, feels intentional, or leaves you feeling unsafe in the community, *immediately* reach out to a Team Member. The Player Resources Team will investigate the matter swiftly. If the player is found to be in violation of the CoC, they will issue a written warning. A second violation will result in a suspension from Court of Spirits events of at least one game. A third violation is grounds for expulsion from the game.

At any time, at their own discretion, the Player Resources Team may decide to bypass the warning and/or the suspension phase.

The Player Resources Team can be reached by email at PlayerResources@court of spirits.com.

A Few More Legal Things

- All participants in Court of Spirits must be eighteen years or older.
- Alcohol, marijuana, and other controlled substances are not allowed at Court of Spirits events. Possession or even suspected use of these substances is grounds for immediate expulsion from a Court of Spirits event.
- With any physical activity comes the risk of injury. By participating in Court of Spirits Larp, you accept responsibility for personal injury, damages to, or loss of

personal effects. Court of Spirits accepts no liability for personal injury, damages to, or loss of personal effects. Play at your own risk.

- Each person's body is their own. Any physical contact must be politely and clearly requested, and respected if denied. Consent must be freely given, vocalized, and considered inviolable. If there is any doubt, players are responsible for clearly requesting consent, in and out of character.



Getting Started:

So, you've read the basics, you've found an event, and you're ready to play Court of Spirits! But... How do you actually get started?

First, you'll want to come up with a character. Character creation is the most complicated part of getting into Court of Spirits, and can definitely seem a little overwhelming. But, at the core of it, character creation is about deciding what sounds fun to you, and picking a few things to get you started on that path. If that *still* sounds too overwhelming, we have good news: Court of Spirits has an enthusiastic group of Team Members specifically tasked with helping you get ready for your first game. See our organizational chart in the appendices, or visit our community on Discord to find the New Player Team, get help creating your character, and preparing for your first game!

Character Creation

Please try your best to familiarize yourself with the rulebook, world lore, and general game content. It's important that you understand what kind of experiences have shaped your character prior to creation, but don't think you need to have everything memorized! Consider the character experience that you desire and the type of persona you would like to embody within this world.

Character creation in Court of Spirits begins with an idea: choose a culture, choose a heritage, create a vision in your mind of the character you would like to play. Reach out with this idea to the New Player team, and work with them to find a place for your character in the world. Once you have a backstory and an idea of who you would like to be in the world of Court of Spirits, it is time to build.

Building your character in Court of Spirits is handled through a [point-buy system](#). Every skill in the game is worth a certain number of Skill Points and can be purchased using those Skill Points to be used by your character. Some skills have prerequisites that must be purchased first and in this way skill trees are formed. By spending points to empower your character, you can unlock new parts of the skill trees and progress your character.

All characters start with **twelve** Skill Points that can be spent to establish their initial skill set and at the end of each game, they earn three more points which can be spent on learning new skills. Learning new skills in game is done either by roleplaying a lesson with another character who has that skill, or studying a grimoire: an in-character book of spells and skills. Once you have finished the lesson, or studied the grimoire, your teacher will then sign your Character Sheet, attesting that they have taught you a lesson on that skill. If you choose to learn a skill via Grimoire, take your character sheet and the grimoire to a team member, who will sign off. At the next game you attend, learned skill will be added to your character sheet, and will be usable by your character.

Skills is a catch-all term that includes things like resource gathering, crafting, combat abilities, and even magic spells. Every skill will cost between one and six Skill Points. Additionally some skills may be purchased multiple times over the life of a character.

Available Heritages

Each of these heritages comes with a few simple guidelines for costuming and mannerisms, as well as details about their place in the world. Every heritage in Court of Spirits also has a collection of unique skills, that unlock automatically as the character accrues Skill Points. Below each heritage, you will see a list of those skills, as well as what number of Skill Points that will unlock them. These skills are free and will be automatically added to the character as they reach that level of Skill Points.

Changelings

Spirits have always had their own place in this world, but occasionally the lines between spirit and mortal can blur and a changeling is born. Sometimes a Spirit child is left in a crib in place of a mortal one and sometimes Spirits and mortals cross paths in more intimate ways. There are a hundred ways for a changeling to find its way into the world, but at the end of it all, there is a person left behind with a foot in two realms.

Changelings are Spirit-touched beings, and may reflect many different elements of the world and of another heritage. As such, they may look like any heritage, but should have a physical representation of their Spirit element included in their features. As Spirits are often patrons or representatives of elements of nature so too are Changelings, whether it be a nature Spirit covered in vines, or a volcano Spirit with glowing cracks, or even a fox Spirit with a tail and ears - there should be an element of nature visible on any Changeling.

Roleplay and costuming suggestions:

As Spirit-connected beings, Changelings have special gifts that connect them to the two worlds they inhabit. They tend to be whimsical and fun, but every heritage has its outliers. One thing to consider when creating a changeling is what they are tied to on their Spirit side and how that will reflect in their actions, mannerisms, and costuming choices. Aspects of flora and fauna showing in your costuming can be as little or dramatic as you wish as they are mostly mortal beings, but preferably should be identifiable.

SP	Name	Description
12	Speak in Tongues	Changelings can understand and communicate in almost any spoken language from birth.
21	Attunement	Once per rest, while holding an object, you may ask a story member a "yes" or "no" question about that object.
33	Hush	Once per rest, you may use the call "Gesture Silence" on one target.

Dwarves

Dwarves are a hardy, stocky sort of people, built for extreme environments. They are resilient, and tend to do well in cold climates, especially. Dwarves have a yearning for darker places, and often feel connected to fungus, in no small part because of their symbiotic relationship with certain spores, that will latch onto a Dwarf, supporting Dwarven digestion in exchange for warmth and protection.

All Dwarves, regardless of gender, sprout thick beards, and many keep them as a sign of pride, the longer the beard, the longer you've survived, with the most senior of dwarves often tucking their beards into their belts to keep them out of the way. Dwarves are naturally good with their hands, and particularly sturdily built, giving them a leg up in both crafting and in drinking contests, which they will often engage in as a means to avoid getting into fights, though they are not often shy about getting into those, either.



Roleplay and costuming suggestions:

Dwarves are recognizable by their pointed ears paired with their beards regardless of gender identity. To create the illusion of a stockier build, we recommend wearing longer tunics and tops. Oversized accessories can also make the body overall seem smaller, but regardless of your real life height - anyone can play a dwarf! They tend towards rambunctiousness and bawdy senses of humor, but in a fight no one is more serious and oftentimes, few are deadlier than a dwarf with a mission.

SP	Name	Description
12	Careful Hands	Reduce crafting time by 10 minutes. (Remember that crafting may not take less than 10 minutes)
21	Hardheaded	Once per rest, resist one Stun.
33	Sturdy	Whenever an effect grants you Temporary Hit Points, take two additional Temporary Hit Points.

Dragonfolk

Though true dragons have not been seen in the world in living memory, the record of their existence continues in the Dragonkin. A strong bloodline of somewhat reptilian-featured humanoids, the Dragonkin tend to have a strong connection to the earth itself, as though they are made of stone. Dragonkin have strong ties to specific elements and over time, their element can manifest itself in damage resistances, and even deadly breath weapons through careful practice and training.

Dragonkin come in all sorts, but often are stoic and fierce, aware of the strength and power that comes simply from their blood. They are often recognized by their scales, horns, claws, fangs, and even tails. In some rare cases, a Dragonkin may even sprout vestigial wings.



Roleplay and costuming suggestions:

Dragonfolk are known by their reptilian features, whether that be scales (which can be painted on the skin or attached to clothing) or horns or tails, Dragonkin should have some representation of their draconic heritage on their form. All scales and tails etc. should be in some way representative of their born element, we'd recommend by color or design pattern.

Fire dragons tend to be feisty and courageous.

Ice dragons are usually more ephemeral and floaty in their thought.

Earth dragons tend towards grounded and logical thought.

Lightning dragons often have unpredictable attitudes and are rarely content with stillness.

SP	Name	Description
12	Draconic Resist	Once per rest, resist one effect of the opposing element to your own.
21	Hoard	Collect one additional Luna at check-in.
33	Breath Weapon	Once per rest, you may use the call "Gesture 5 (element)" on one target, using your draconic element.



Elves

Elves are a beautiful and long-lived people, with strong ties to the flora of the world. It is said that there are elves who live as long as trees, and maybe longer. Indeed, some people speculate that whenever an elf is born, somewhere in the world, a tree sprouts, and the two live as long and as well as each other. Whether there is truth to this, only the spirits can know, but many Elves find comfort in the notion.

Elves have very long pointed ears, and their connection to Flora often means that they wear living plants and flowers woven into their hair, or sprouting from their clothing. The plants don't seem to need any nutritional support, as though there is a magic flowing from the Elves that supports the plants.

Roleplay and costuming suggestions:

Elves can be spotted by their elegantly tapered ears of any length. You can also add a nod of some sort of connection with plants, but it should be noted via roleplay that these plants are not a part of them like they would be for a changeling.

They often prefer cleverness and finesse over brute force, but in a confrontation few are quicker or deadlier than an elf with purpose.

SP	Name	Description
12	Understand Flora	Gain the Field of Study "Plants of Ametisse"
21	Elven Agility	Gain a dodge.
33	Gift of Life	Once per rest, you may transfer 2 Hit Points either to or from yourself. (This skill can be used while Critical) Call: Touch "2" or Touch "heal 2"

Humans

No one can agree where the humans came from, originally. Some scholars argue they crawled out of the sea, or fell from the sky, or dug up from the ground itself. The old myths do agree that one day they simply appeared, and spread across the world almost as quickly. The other peoples consider them both highly individualistic (by dwarf standards) and highly communal (by elf standards). But all agree they move too quickly and have no love for being idle.

Humans are a highly adaptable people, capable of living in any climate, eating any food, and adapting to live in any culture. They are strong willed, and value freedom and justice highly. They can pick up and master almost any trade in a matter of decades, but only have a few decades to live, their health declining after only 50 years. This makes humans highly versatile as a community and highly specialized as individuals. This has led to humans being considered jacks of all trades by the other heritages. Humans tend to be proud and resourceful, but can be stubborn and prone to single mindedness.

Be proud, for you are human. Your life is short, but look how great that life can be.

Roleplay and costuming suggestions:

Humans are recognizable by their endless variety! No two are ever quite alike and that is their greatest charm. Costuming suggestions is simply to avoid the recommendations for the other heritages!

SP	Name	Description
12	Enduring	Weakness for humans lasts 30 seconds less than normal.
21	Community	Whenever you share a meal made by a Cook or a Chef, shared with five people, add one extra hour to the duration of the effect for everyone.
33	Tenacity	Once per game, when you run out of Hit Points, you may call "Tenacity" and restore 5 Hit Points.

Kobolds

While there is a lot that can be said about Kobolds, it is often true that very little of it is flattering. They are a dog-like people, featuring varying degrees of canine features, including tails, enlarged canines, ears atop their heads, varying degrees of fur, and the aesthetic similarities between kobolds and many different dog breeds is certainly noteworthy. It is because of this similarity to canines that Kobolds are often thought of as scruffy, or stinky, or flea-bitten, though most of this is usually untrue.

In fact, Kobolds tend to show more of the positive attributes of their canine counterparts: loyalty, strong senses, keen hunting abilities, protectiveness, and a boundless fountain of energy. A pack of kobolds are a force to be reckoned with, as they often innately strategize with one another, and have a tendency to hype one another up into a frenzy, which can be *deadly* to their foes. While kobold packs are often made up of only kobolds, it is not uncommon for a pack to adopt others into their fold, and the loyalty of a pack runs *deep*.

Roleplay and costuming suggestions:

Kobolds should have canine-like features with dog-like ears and sharpened teeth or claws. They will usually be a bit scruffier or animalistic looking than their canine-inspired changeling counterparts.

Their size and shape vary but their energy is always enormous. They are mischievous and prone to sudden bursts of chaotic excitement, often diving headfirst into trouble just to see what they will find.

SP	Name	Description
12	Fetch	Kobolds can run during a rest, as long as it is for a game, such as Fetch. They still may not engage in combat and are encouraged to drink water.
21	Hunter	Collect one additional rank 1 hunting item at check-in.
33	Howl	Once per game, if five or more Kobolds Howl together, they may regain all “Returns with Rest” skills. The Howl should involve standing in a pack, barking and howling together for thirty seconds.

Mechanicals

Mechanicals are an ancient sort of thing; powerful machines built by generations before to allow smaller, incorporeal spirits to interact with the world in ways they otherwise couldn't. A mechanical is often a large, metallic person, whose body is made of brass, steel, and tin whose powerful frames make even the strongest of Dragonkin look.... Elvish. They are often well suited to matters of strength and power, though it is not uncommon to meet a Mechanical of a more scholarly nature. Mechanicals are of the spirit realm in a way, often more so than changelings, because the core of a mechanical is a small spirit, a wisp, who has discovered and inhabited the mechanical body. Mechanicals have a few quirks, of course; the inability to actually eat food among them, though many insist they can taste food, and so often enjoy it all the same. And although they seem to receive no measurable benefit from consuming food, most scholars agree that the machines themselves are powered, somehow, by water. Often, if a person stumbles onto a broken down mechanical, feeding it a quart of water will cause the machine to whirl to life, though without a wisp to pilot it, the frame will stay idle, breathing their shaky mechanical breaths until a wisp makes a home within. The machines themselves tend to be very old, built in ages past, but the wisps within are usually much younger, as binding themselves to the mortal plane reduces their lifespan dramatically, more akin to that of a human. But for some spirits, the ability to smell a flower is well worth the risk.

Roleplay and costuming suggestions:

Mechanical costumes that highlight metallic tones, visible "joints," or layered plates help evoke their mechanical nature. Though subtle details like glowing eyes or a faint "spirit core" can hint at the small wisp inside. Mechanicals are less steampunk and more "possessed suit of armor".

Roleplay can lean into contrasts: a mechanical may appear slow or ponderous, yet surprise others with bursts of cleverness, curiosity, or a quiet appreciation for the simple mortal pleasures they experience.

SP	Name	Description
12	Fearless	Once per Twelve, rather than taking a "Fear" effect, you may disable your mechanics, and take a "Stun" instead.
21	Machine power	Once per rest call, "Repel" on a weapon strike, rather than damage.
33	UnMortal	Mechanicals gain an additional 5 Hit Points, and may exceed the standard Hit Point limit of 20.

Available Cultures

Your character's culture in Court of Spirits is the source of their personal history. Where did they come from, how were they raised, what are their core beliefs? Choosing a culture can help you answer these questions, as well as helping you find a community of other like-minded characters in the gamespace. Below you'll find short descriptions of each of Court of Spirits' seven available cultures. We recommend that you read all of these introductions to help find the culture or cultures that you are most drawn to before visiting the [Appendices](#) to read the more in-depth descriptions of the cultures. If you feel overwhelmed, remember that you can always reach out to the New Player team for help!

Barge Folk



Along the key waterways of Ametisse lay scattered shrines of ancient stone. Their imagery is cryptic and confusing, a language lost to all but the Spirits, but the Barge Folk who tend to them clearly know their purpose. Every shrine has a season and a function, from the Orchard shrine in the South, which demands offerings when the apple trees bloom, or the Deer shrine in the north, where rituals take place during the mating season. Every shrine has its place and time, and must be paid a visit at the right moment for a successful harvest, hunt, or rite. To this end, the Barge Folk travel the rivers of Ametisse. In a regular, repetitive cycle, they steer their city-sized stacks of barges North to South then back up the coast, traversing the whole of the continent in their route.

Barge folk are often seen as friendly and happy-go-lucky, a welcome sight as they drift into port. They bring welcome trade to the ports, and often ferry visitors with them in exchange for stories and recipes. The rivers and their ancestral shrines provide them sustenance to survive, but they love to see what new tricks, baubles, and doodads the “land-folk” have cooked up since their last visit. The Barge folk often favor trading for art and novelty, and have a long tradition of collecting and sharing songs across the world.

Offentimes, Barge Folk will take a year or two away from the rivers to travel the world in other ways. Many young people, especially, enjoy this break from barge life. After disembarking in a port, they may travel the world on foot or stay in a city for a year, perform as a bard or learn a trade that their barge has use of, or any number of journeys untold. When, next year, the

barge comes back to the port they stepped off in, they return to their home and resume river life with new eyes.

Life on the barge is rowdy and fun most times, with strong communal ties to other barge-mates and family. Families tend to cluster smaller boats together to help take care of each other, and, over time, larger groups of barge folk merge their boats into ramshackle floating towns, sometimes stacking their quarters on top of each other. Such barges have been known to reach several stories high. Though every barge has its own unique lifestyle and culture, as a whole they tend to have a fairly democratic system of government, usually selecting a captain among the elders of the barge, who has experience and understanding of the rituals needed to appease the shrines.

Religion is deeply ingrained into daily life. Worship is paid to a pantheon of Spirits, each of whom has a shrine of their own and a domain that they preside over. When Barge Folk are born on the waterways, they are carried to the next shrine in the cycle and presented to the Spirit that presides there. That spirit becomes their patron, a guardian for their life on the riverways. Most Barge Folk pay special homage to a patron Spirit in this way, and tend to celebrate communal birthdays at each shrine.

Read more [here](#)

Green Mirror

In the forests to the east, Scattered through the treetops, the people of Green Mirror live doused in sunlight. A beautiful city is made of buildings that grow from trunks, extend from the wood of fallen trees, and are decorated with colorful glass; all interconnected by delicate bridges and stairways. The city hangs about a hundred feet above the ground, suspended above the forest floor, and there is no way to reach the floor.



It seems only one area of Green Mirror's forest is forbidden: the ground floor. The heavy canopy of the trees block the light from reaching the ground floor, and the people of Green Mirror know that to touch the ground floor is to leave Green Mirror and never return. The city uses long bridges to reach beyond the forest, for trade and travel. One to the West, and one to the East. Otherwise, the city is nearly unreachable. Because of this, Green Mirror is considered one of the safest cities in Ametisse to live in.... as long as you don't drop into the underneath.

Despite having no soil, Green Mirror thrives on agriculture. They use an incredible system of hanging gardens that use no soil and are sustained by water alone. Rainwater is collected and run through complicated machines that filter it back through the gardens. All the machines are ancient and clever, and there is an entire guild designated to understanding and tending to the machines. This guild is also responsible for focusing and cleaning the mirrors for which the city is named.

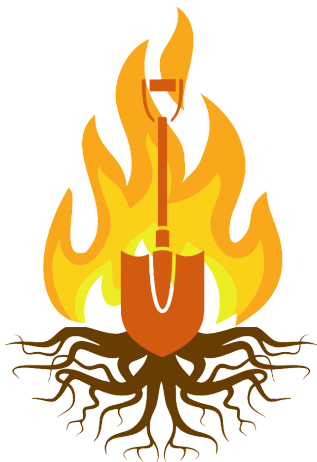
Throughout Green Mirror is a gigantic and complicated series of huge mirrors that collect sunlight, funneling it through the city. They provide light to lower levels, and generally heat for water and air, and, most importantly, the mirrors provide energy to Green Mirror's Sister City: Dunsmen, which is buried deep below the forest floor.

The two cities work in harmony, though their populations carry on very different lives. The people of Green Mirror value harmony with nature, tending to plants as members of their families. The tree in which a family's home is built is often referred to as a grandparent, though this increases with generations. The oldest families in Green Mirror live in great-great-grandmama trees. Green Mirror is communal, sharing everything amongst everyone, since no single person can lay claim to the machines that are woven into the fabric of the city. Green Mirror serves as a trade depot for itself and Dunsmen. Dunsmen's goods are

sent down through three hollowed out trees named Merry, Moros, and Blythe. Dunsmen demand careful ledgers of the goods they buy and sell, whereas Green Mirror puts all their profits into a general fund, used for maintenance, upkeep, public works, and income for citizen.

Read more [here](#)

Dunsmen



Deep below the city of Green Mirror is her sister city, Dunsmen, connected to the surface through three hollow trees, Dunsmen lives below, and lives a very different life. Dunsmen is a city of mining, and a city of forging. The entire city is built on the convergence of two natural phenomena that make it uniquely suited to both mining and forging: A gigantic, mineral rich river named The Rip, and a geothermal hot spot called the Tear. Together with the solar energy provided by Green Mirror, the Tear provides enough geothermal energy to melt any metal, and nearly any gemstone. And The Rip provides the cooling they need to keep the city from melting into oblivion. The symbiosis of the two cities is assured, as Dunsmen uses the Tear to create the mirrors and glass that Green Mirror uses for their projects, and Green Mirror provides light and produce to Dunsmen. Dunsmen also provides the majority of the protein for both cultures in the form of Pinchers, a colloquial name for the giant crustaceans that live in The Rip.

Dunsmen sits suspended between stone pillars set into the basin of the river and hung from massive chains set into the roof of the cavern. Initially, it would seem that this sort of isolation from the cavern itself would be unintuitive, after all, why not simply burrow into the cavern walls and expand the city like that? The reason, predominantly, is the Pinchers. Even as isolated as the city is from the river, Pinchers are a regular issue, requiring a guild of hunters specifically trained to clear them from the city, bearing spears specifically designed to penetrate the mineral-crusting shells of the lobster-like monsters, which range in size from large dogs to small horses.

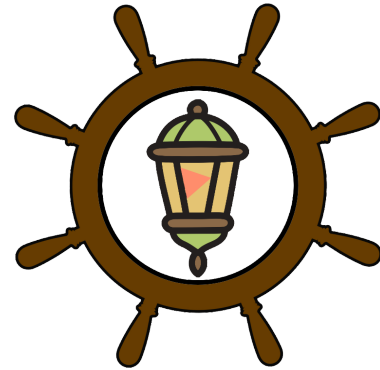
The minerals that crust the shells of Pinchers also serve several functions in the city itself. The water of The Rip is too rich to drink on its own and must be distilled using the energy from the Tear to purify it and as part of their cultural traditions, many personal objects are often placed in these distilleries as part of the process. As the water is removed from the mix, the minerals are deposited into the objects, petrifying them. Often this is used for objects of historical importance, to preserve them for future generations, but it is also used on special ribbons used for marriage ceremonies. Married citizens of Dunsmen will wear a petrified bow on their belt as a sign of their nuptials.

Daily life in Dunsmen usually consists of mining or crafting, as the people of Dunsmen are very work focused. Their foundries are the most powerful in the world, and can smelt materials that no other place has managed, even magically, and the minerals they pull from the river allow them to make forms for casting that can handle the highest temperatures. When not working, Dunsmenites like to swim and fish, and play rowdy games in the park. Dunsmen is a place that values great strength, and a delicate hand.

Read more [here](#)

The Thresh

The Thresh is a vast and wild valley in the middle of Ametisse, although valley is a bit of a misnomer as the entire area is filled with tall and dense plant life that creates a flat ocean of grass across the entire region. The Thresh is dotted with plateaus that barely jut through the tall grass, and this is where most people find themselves living.



The grass of the plains is a unique type of tree that only grows here and while the surface of the plain is almost solid, it is very difficult to stand on and attempts to walk out in Plainsgrass always turn into vanishings as the grass is soft enough to allow small objects to fall straight through the boughs. If you do fall, hope you are near the shallows of the Plainsgrass, where your fall will be minimal, because in the center of the Thresh, the drop to solid earth can be hundreds of feet in sheer darkness, into a land that has not seen light in generations.

Although there is technically room to live under the Plainsgrass, people either do not, or cannot. The dark region below the billowing trees of the Thresh is a mystery to most everyone in Ametisse, as those who make their way down never return. It is a realm guarded by mysterious spirits and things beyond mortal comprehension.

There are dozens of small cities scattered throughout the Thresh, and they reach each other and the broader world via special ships. By distributing the weight over several trees, and using a few secret tricks, the Plainsgrass can be safely traversed, though, if someone goes overboard, there are only moments to send them a lampline, a special rope with a magical red lantern on the end, designed to be visible, but not *too* visible below the grass. With any luck, the lamp line emerges with a sailor on the end. More often, it returns without a lantern.

The cities of the Thresh all have large docks at them for travelers, and make much of their money through trade. The Thresh is central enough that it is often cheapest to send cargo by ship. At just about the center of the Thresh is the city of Highveld, which covers the largest plateau in the Thresh. Its highly defensible walls are used to protect it from pirates and its three gates lead to massive canals, allowing ships to pass through into the bustling marketplace: the Highveld Exchange, and dry docks to be repaired.

Most people who live in the Thresh live in Highveld, and have one of two major lifestyles: Merchant or Sailor. There is a major disparity between the two, as the merchants live opulent lives in enormous houses, and the sailors work long and hard days out at “sea”. But the common folk have their fun, too, drinking in pubs, seeing plays and shows, and even the occasional traveling circus. They say “everything happens in Highveld”, and they are right.

Sailors travel the sea on their tall ships, transporting cargo, and occasionally fending off pirates, while some make their fortune delving into the depths for mysterious treasures, chasing legends of sunken ships and ancient temples deep below the grass.

Read more [here](#)

The Veiled



In the not so distant past, a group of codebreakers sought out any information from the old world that they could - desperately attempting to decode the languages that were no longer used by the peoples of the world. After much time and effort they began to be able to decipher these languages and unlock the tales of a time before, revealing many of the bygone era world's practices and secrets. This group of people formed codes to unlock these hidden histories and began attempting to disperse this information to allow for more discovery - only for some in their ranks to become the target of assassinations over time. Someone, or perhaps multiple someones, did not want the old secrets to be shared. As a result, these individuals began to prioritize their safety while also doing what they could to disperse their knowledge even further - they became known as The Veiled. Under their veils they dispersed across the world, carrying their knowledge with them.

The Veiled are a friendly culture that intentionally hide their identifying features by ways of large hats, face veils, and face masks. These people have been merchants, wandering philosophers, and teachers whose main goal is to make sure knowledge, items, and magics are obtainable by all who wish for it. Because of their history of code breaking and spreading information for what they consider to be the greater good, those who wish to safeguard their own discoveries have historically threatened the safety of The Veiled. The Veiled have taken on disguising their appearances and true names as a method of protection, knowing that they could take on a new identity if their previous one gained too much scrutiny.

Most of The Veiled have names that relate to their role, such as "Spirit Philosopher," "Mage Maker," and "Gatherer of Recipes" and will happily go by simpler names for those who appreciate brevity (i.e. "Gatherer of Recipes" becoming known as "GoR".) They also have true names, but their name and their faces historically are only shared with other members of the Veiled or highly trusted allies. If they travel with anyone else, it is typically in small family groups before they go off to spread their knowledge with others as a lone wanderer.

Gender is typically not a highly valued concept amongst The Veiled as there are no visual identifiers that could indicate gender expression. They welcome all heritages into their culture and are spread across the world. They are the epitome of "Sharing is Caring."

Read more [here](#)

The Pactmade States

Near the delta of the Great Rivers lies the Pactmade States. In the early days of the current age, they were individual duchies, each with its own nobles, forts, castles, and marching troops. Their battles were bloody and horrific as they fought for control of more of the rich farmlands provided by the annual flooding of the delta, each skirmish adjusting increasingly inane borders.

However, eventually, the self-declared lords of the region began to run out of bodies to fight their wars. Death and disease threatened to desecrate the best of the farmland for years to come. At the behest of Lord Guillaume, the head of the duchy of Bayr to the east, the heads of each duchy convened for a tense discussion in neutral territory. Not wanting to look like war-besotted fools, each noble fought to be the verbal first to establish a truce. One by one, each family signed a treaty to negotiate the terms of peace. Thus, the Pactmade States were officially ratified.

Things are never quick to change, however. While each state has its treaty-established borders, the houses within them are constantly negotiating, redrawing, and sometimes even skirmishing their way into alterations of who owns what. In this way, many citizens of the Pactmade states tend to think of themselves as being from one nation, rather than their individual duchies. If you live near the border, it is impossible to know whose rule you will be under come next year or even the next month!

Ultimately, each duchy is tended to by its knights as the handlers of the estates. Knights patrol the borders, keep the low-folk safe when called upon, and serve as champions for their individual patrons, should the need arise. Though there are still disputes over borders that are occasionally settled through combat, large-scale war has subsided in the area. Instead, each duchy turns to politics and spies to enact clandestine acts to tip the scales in their favor. It is not entirely uncommon for people to disappear or die suddenly of mysterious causes among the ruling class.

Usually, the quarrels in the Pactmade States are their own. However, when the states all find a reason to unify against a greater foe, it becomes clear why they have upheld the pact. Their knight commanders, all-knowing spymasters, and what civilian militias they might be able to raise towards a common cause are forces to reckon with.

Read more [here](#).

THE DROSS

Long ago, the Dross lived in a city together. It was beautiful there, water flowed from the mountains into a massive lake, in the center of the lake was their city. The name of that city is lost now, and so is the lake. The trees have dried to stone, the land has grown barren, and the Dross rarely venture inside their own city, for fear of the horrors that dwell within. Long ago, before the Dross fled, the city was beautiful. But now, Spirits do not dwell in their land. None will speak of what happened all those years ago, but the land is dead, and the people do their best to carry on without.



The Dross found themselves abruptly unhomed, and split into two groups: the Walking Dross and the Settled. The Walking Dross hold hope that one day they will solve the mysteries of their dead city, and return, and so, they circle the dust bowl that once was home, on large wagons. The Settled have formed small hamlets on the edge of the waste, close enough that spirits will commune, and they can benefit from things like water and trade. There is no bad blood between the two groups, and indeed many of the Settled hold a secret hope that the Walking Dross will someday accomplish their goals, and all will return to the city. But generally, the Walking Dross are considered fools and dreamers by the Settled, and the Settled are considered pessimists and quitters. All the same, when Walking Dross meet up with Settled, the gatherings tend to last for a week, and involve much wine.

The life of a Walking Dross is often viewed as a hardship from the outside. They travel in wagons through the wastes of their old home, and search for clues as to what may have happened all those years ago. But from the inside, life is not such a struggle. The wagons on which they travel are stuffed with supplies, especially water, and on top of them rest their beds. At night, the bed comes to the earth, and the entire family sleeps together. They gather around the fire, cook shared meals, and live a comfortable life. But, when the time comes to delve, the Walking Dross gather supplies on their backs, weapons on their hips, and journals in their hands. A Walking Dross without a notebook is considered more naked than one without pants. The walking dross are explorers and archaeologists, a family set on reclaiming their home. For this reason, it is not uncommon to find the veiled living alongside a caravan, looking to aid in their search, and understand the mysteries of the waste.

The life of a Settled Dross is a great departure from that of the Walking. For one, they are stationary, living in small towns and hamlets that rim the waste. Their collection of villages is often called “The Crescent” because of the clean curve of the wasteland that it follows. The denizens of the Crescent dress like their siblings in the wastes, reflecting their shared heritage, but their culture focuses on a more stationary sort of study. The Settled are known for their laboratories, studying the effects of the absence of Spirits on the land and the plants and trees. The Settled first developed wands and charms as conduits for magical gifts, during their studies, and many of the spells known to the world were invented in the Crescent, as well as the school of Sigilism. They often offer gifts of wands and charms to protect their Walking counterparts, and the Walking Dross offer materials in exchange.

Whatever happened all those years ago to drive out the Spirits still causes them harm. As such, among the Dross, it is uncommon, but not unheard of, to find Mechanicals or Changelings. It is unclear what went wrong all that time ago, but the Spirit-touched who visit the waste often describe the sensation as “a slow, building burn, like a hot pan held with too thin a towel”.

There are still some who were alive when the Spirits were driven out, but none of them have ever managed to find a way to communicate what happened all those years ago.

Read more [here](#)

Playing The Game

Court of Spirits is a Lightest Touch game, meaning that while there will be combat, it is simulated with padded foam weapons (boffers). The system of combat for Court of Spirits is designed to be safe, fun, and easy to pick up and learn. The basics of this system are detailed below.

Health

Court of Spirits uses a Hit Point-based system for tracking a player's vitality. All characters start with five "Hit Points". This number can be increased via Armor, Potions, and Spells, to a maximum of twenty Hit Points. When a character takes damage, for example, by being struck by a sword, their number of Hit Points is reduced. If a character reaches zero Hit Points, they enter the process of death, detailed below. Players must keep track of their Hit Points during combat. When a player is struck by a weapon or an effect, the attacker will call out the number of Hit Points affected by that attack.

Example: Randy strikes Jamie with a simple sword, which costs Jamie 1 Hit Point. Jamie, who has 5 total Hit Points, is now at 4 Hit Points. If Randy strikes Jamie four more times, Jamie would enter the Death stages.

Temporary Hit Points

Temporary Hit Points are a source of additional health that can be Granted *on top* of your regular Hit Points. They are a special category, in that your temporary Hit Points are not included in your regular pool, and are not limited by the 20-Hit Point maximum. Temporary Hit Points cannot be healed, and once they are gone, they are gone, unless Granted again. Temporary Hit Points are expended before your regular Hit Points when you take damage. Finally, temporary Hit Points do not stack with one another. If a friend Grants you two temporary Hit Points, and someone else grants you five, you take the higher Grant as your total, rather than adding them together. In this case, you would have five temporary Hit Points. Additionally, Granting Temporary Hit Points cannot be used to move a character out of the Unconscious or Critical status.

Death

When a character has lost their maximum amount of Hit Points, they begin the process of dying. The process of death is broken up into three stages: Critical, Unconscious, and Dead. Each stage lasts for three minutes and will progress into the next stage automatically without intervention.

- **Critical:**
 - The character may no longer use skills of any kind (unless the skill specifies otherwise) and may not attack or run. A character in Critical condition may only stagger, and should role-play extreme pain, and gradually losing consciousness. A character in critical condition can (and should, in most cases) look for help, for a means of healing themselves, or for a place where they may be discovered. Critical condition can be ended through simple healing. This healing can be administered by the wounded character themselves (for example, via health potion) or by other characters. If they have not been healed at the end of the 3 minute counter, the character falls Unconscious.
- **Unconscious:**
 - When a character falls unconscious, they should fall to the ground, as safely as possible, and begin to count three minutes. An unconscious character cannot move, speak, or use any skills of any kind. Unconsciousness can be ended through simple healing administered by other characters. If the unconscious character has not been healed at the end of three minutes, the character is Dead.
- **Dead:**
 - A character that is Dead is beyond the reach of conventional healing. At this stage, they must be revived by resurrection magic (a “life” call) to end this condition. If they are not revived before the three minutes are up, the player should go out of character, put their hand on their head, and walk to NPC camp. There, a story Team Member will help them understand what to do next to reenter the game. It is worth noting that when a character in Court of Spirits dies, there is a good chance that they will not *stay* dead. The story team will fill you in on the details when your time has come.

When a player is removed from *any* of these three stages, either by healing or via a resurrection, they immediately enter a state of [weakness](#) for three minutes. This can also be removed with specified potions and spells.

Combat and Dealing Damage

In Court of Spirits, combat is handled through simulated combat. Players engage in combat using foam weapons (called boffers), and must actually perform the attacks they are attempting. Court of Spirits is a lightest-touch game, which makes it much safer than, but very different from, real combat.

Attacks in Court of Spirits may only be made using foam weapons that have been approved by the safety team at check in. Players may not attack with their hands, feet, elbows, knees, or any other body parts, nor may they use a boffer to stab an opponent. Players may not grapple one another. Doing so is grounds for expulsion from the game space. Please see “Safety and Consent” for more information on physical interactions in Court of Spirits.

Lightest touch combat means that players are not trying to harm one another, but rather, to make contact with their opponent in a safe, but noticeable way. If your opponent tells you you are swinging too hard, you are. Apologize and reset before moving on with the fight.

Players may not aim for the **head, neck, feet** or **groin** of an opponent, and any strikes to these areas do not count in a combat, nor should they aim for a **hand** that is holding an object, ie, an opponent's sword hand. When a player is struck in one of these places, they should call out the name of the illegal target that was struck, and their opponent should pause combat to check in. If the affected player is ready, the fight may continue. Otherwise, that player should go out of character, by placing their hand on their head, and find first aid for assistance.

Court of Spirits uses a no-push-through system, which means that weapons cannot be used to push or pull an opponent's weapon. When a weapon strikes another weapon, or a shield, or a valid target, the attack is over, and the weapon should be retracted and aimed for another valid target.

Attacks may only be delivered in combos of three per target. Make three attacks, or three attempts, and then pause briefly. This is intended to allow players opportunities to think and be considerate, even in the heat of battle. After each strike, the weapon should be withdrawn before the next attack is made, and each swing should be targeted at a different body part. After the third swing, the sword should come all the way back to a neutral position before attempting another combo.

Players may not attack the same target multiple times in a row. A combo of strikes should have each strike aimed at a different body part: that is, "Upper arm, Lower arm, Upper arm" is a valid combo, whereas "Upper arm, Upper arm, Lower arm", is not, and the second strike to the shoulder should not be counted. Valid zones are: Upper arm, lower arm, torso left, torso right, upper leg, lower leg. Be sure to move between these zones with every strike in a flurry.

Finally, players are expected to keep a safe distance from one another during combat. If either player is close enough to the other to make contact with their hand, the players are too close together. Combat should happen with foam weapons, not with fists. If a player is too close, simply call "Too Close" and ask them to step back before continuing the combat.

For more information about Weapons and Safety, see the "[Safety and First Aid](#)" guide.

Combat Calls

Whenever a player makes an attack, or causes an effect that impacts other characters, they will make a verbal call to indicate the effect. Calls all follow a standardized pattern, which is as follows:

1. Delivery Method
2. Hit Points
3. Damage Type
4. Effect

Most calls will not have all four elements, but the order is important. An example call, using all four elements would be "Aura, Three Ice, Stun." This is an exorbitantly powerful call, but utilizes all four elements of a call, each of which is detailed below. The important part of calls

is understanding what the call does quickly. A call of “Three Ice” indicates that you will lose 3 Hit Points of ice damage, and that a delivery method need not be specified, for example, if you are struck by a sword, your opponent needn’t specify that the sword is what struck you. The elements of a call are detailed below.

Delivery Method

Effects in Court of Spirits can be delivered in several ways, each of which has distinct advantages and disadvantages, as well as in-game counters, to protect against them.

- **Weapon:** The most common delivery method. When a target is struck with a weapon, the effect takes effect against a single target.
- **Packet:** A spell effect, delivered by throwing small packets of birdseed at a single target. These effects should be called upon impact, to avoid confusion, in case of a miss.
- **Touch:** By placing a hand on a safe place on a target, such as a shoulder, or arm, an effect may be delivered to a single target.
- **Gesture:** By pointing at a target and using the verbal call “Gesture” an effect may be delivered to a single target.
- **Aura:** By speaking the call “Aura” loudly, anyone (including allies) within thirty feet (about ten paces) of the caster must take the effect.

Hit Points

Hit points are the damage dealt to a target. Not all calls will deal damage, but those that do will have the number *before* any other modifiers. Hit points applied to an effect reduce the target’s current amount of Hit Points, but cannot reduce them below zero. There is no such thing as negative Hit Points. Finally, player characters can never deal more than 5 Hit Points of damage in any given effect.

Damage Type

Effects in Court of Spirits may have damage type modifiers applied to them. Often, this is an indication of how the effect should be roleplayed, but in some instances, it may signify that the effect may be particularly useful against a certain type of target. Damage types in Court of Spirits include:

Earth	Lightning
Ice	Fire
Light	Dark
Order	Chaos

Effect:

Effects include a multitude of different things that can affect a given character, from being frozen in place, to having a limb removed. Effects are diverse and varied, so it is valuable to take a moment to study up on the different things that might affect you. However, if you are unsure of what an effect does in game, remember to ask the attacker to clarify.

Effects are listed below.

- **Attract:**
The affected target, if able to do so safely, must take five steps toward the issuer of the command.
- **Crush:**
The target may no longer use the affected limb and must leave it hanging limp at their side. Any item in the grip of this limb may remain gripped, but may not be used. If a leg is under the Crush effect, the target must behave as though that leg is unusable, hopping, if safe, otherwise, it is best to sit down. If both legs have been affected by the Crush effect, the target must sit or lay down. A target with two Crushed legs may still crawl if safe, but cannot walk until their legs have been repaired. Crush can also be used on Weapons and Shields, with the call being modified to “Crush Shield” or “Crush Weapon”. In these instances, the item no longer functions until repaired by a Smith (see smithing.) Players with a crushed sword may not attack with it and a crushed shield can block no attacks.
- **Death:**
Target immediately enters the final stage of Dying: *Dead*. They cannot be revived except by a “Life” call.
- **Disarm:**
Target must drop the item in their targeted hand be it a weapon, shield, potion, or any other item. This effect effectively opens the hand of the target. If delivered by a nonspecific delivery method or by a method that does not target one limb, such as an Aura call or packet, targets must drop the item in their dominant hand. If that hand is empty, drop whatever is in the non-dominant hand. They cannot retrieve the affected item for 5 seconds.
- **Fear:**
The affected target must do everything in their power to safely escape from the deliverer of the effect for the duration, and may not approach within thirty feet of the deliverer until the spell ends. Role play of extreme terror is recommended.
- **Frailty:**
- When Magic backfires, the effects can be devastating: A character in Frailty may not move faster than a slow walk, cannot cast spells, and, in order to use a cantrip, must concentrate for five seconds before calling the skill. This effect lasts three minutes.
- **Grip:**
Target may not move their left foot from the ground, as if it is bound to the earth. They may not walk away for either 10 seconds or until the effect is released. Targets of this effect may use their arms as normal to fight, cast spells, etc, but may not move from the

spot they are gripped to.

- **Life**
- The affected target, If they are in the “Death” state, are returned to life, leaving the stages of “Dying” completely. Additionally, their Hit Points are fully restored. If they are not in the “death” state, there is no effect.
- **Repel:**
The affected target, if able to do so safely, must take five steps away from the issuer of the command.
- **Sever:**
The affected limb has been removed. The target may no longer use the limb, and must drop any objects in the grip of said limb. Otherwise, this effect is effectively identical to Crush, with the exception that removing the Sever effect is more difficult.
- **Silence:**
Target may not speak for 30 seconds. This prevents the use of spells, as well as skills with a verbal RolePlay component, such as Rage, but does not prevent the use of out of character calls, like Caution (see Out of Character Calls above.)
- **Stun:**
Target must freeze for five seconds. They may not walk, swing weapons, use spells, or defensive skills etc. and must roleplay the effect of a staggering head injury.
- **Weakness:**
The affected target may use no defensive abilities while under this effect, and any damage they attempt to do is limited to one Hit Point maximum, regardless of any buffs that may be applied. Additionally, a character in weakness may only walk. Lasts 3 minutes.

“Overwhelming”

Although not a part of the standard syntax of an ability, the prefix “Overwhelming” may occasionally be used by NPCs before a call. “Overwhelming” means that the following call is of *immense* power, beyond that which a mortal could conjure. Because of this, an “Overwhelming” call cannot be defended against, either with a Dodge, or a Resist. These calls are too powerful for a standard defense to protect your character from them.

Grants

Many abilities in Court of Spirits Grant you a temporary boon. These Grants are temporary, and will come with a specific duration, or specific limiter. For example, Temporary Hit points last until they are used, but the Elementalist cantrip “Elemental Blade” lasts for thirty seconds. Importantly, while you may have multiple things granted to you, grants of the same type do not stack. When granted two Grants of the same type, take the higher one, and ignore the lower. It is the responsibility of the player offering the Grant to clarify its effects as they grant the boon to another player.

Rest

Some skills, including resistances, spellcasting and single-use skills require replenishment. If a skill says that it “Returns with Rest”, it means that the skill is expended once used, and to replenish it, the player must take a period of downtime, called “Rest”. Rest is a ten minute break from combat activities that involves communing with the spirits to regain your energies. In practice, this means spending ten minutes in a calm area, generally a shrine of some sort, and either praying to a specific spirit, or making offerings to one. The role-play itself should be deeply personal to your character, and, above all, be calm and restful. This is, after all, a moment for you, the player, to catch your breath, and drink a little water. During daylight hours, Rest should take place at a shrine, or other spirit-specific location. At night, any quiet location lit by warm light will suffice (i.e, beside a bonfire, or a well-lit interior space). If your rest is interrupted by an un-restful activity, get to a safe space, and resume the timer. You do not have to start the ten minutes over again. After ten minutes of appropriate roleplay, all “returns with Rest” skills will be replenished, and you may move your [spell tokens](#) into the active pouch.

Sixes and Twelves

Another way that some skills refresh or end is based on what is referred to as Sixes and Twelves. A six is a six-hour incitement of time, based on the numbers on the clock. That is, “The Sixes” are: 6:00 AM, 12:00 PM, 6:00 PM, and 12:00 AM.

“The Twelves” are much the same way, but are only Noon and Midnight.

Skills that last the length of a six or a twelve are likely more powerful than others, and ones that replenish at a six or twelve do not simply replenish at a rest.

Armor, Shields, and Weapons

Armament Requirements

In Court of Spirits, warriors cover themselves in plate and leather. They take daggers, swords, and spears in hand. The players are permitted to equip themselves in a manner that is suited to their character. However, the combat skills that they choose may be limited to specific equipment load-outs. For example, Stealthy Assassins won’t be able to wear clanky full plate armor and Stalwart frontline fighters need to wear a shield if they are going to bash their opponent. If a combat skill requires the player to use a specific type of equipment, it will be listed in the skill description under *Armament Requirement*.

Armor

Armor in Court of Spirits is a way to add points to your hit point total. A character starts with 5 hit points, and may add *up to* ten additional hit points through armor. **Armor is applied to five different areas of the body: each arm, the torso, and each leg. Each area that is armored, at least partially, adds hit points to your total. Note that while there are different areas to wear armor, they all contribute to your total number of hit points.** There are two types of Armor in Court of Spirits: Light and Heavy. Players may mix-and-match pieces of light and heavy armor in their kit, bearing in mind the key difference between the two types of armor: each piece of light armor provides one additional hit points to your total, while heavy armor provides two. So, a character wearing five pieces of light armor has an additional five hit points, and a character in full heavy armor has ten additional hit points.

There are no hard rules on what materials the armor should be made of, because player comfort is more important than realism, however, it is important that the armor *looks* like what it is supposed to represent. For example, foam and polyurethane armors are completely acceptable for heavy armor, as long as a person could reasonably, with a quick glance, understand that they are facing a heavily armored opponent. It is important to operate in good faith, and try your hardest to properly represent the kind of armor you are using.

One key factor of armor is that when you heal your hit points via magic or potions, your armor is not repaired as well. Armor is counted separately only for the purposes of repairs. You may have five standard hit points, and ten points of armor, and through terrible violence, find yourself reduced to two hit points. Taking a “heal five” potion would heal you to five hit points, because those are your inherent hit points, but would not repair your armor. Armor repair is a skill that Blacksmiths can provide. Additionally, Armor automatically replenishes after a ten minute rest.

Types of Armor

- Light armor is generally composed of quilted fabric or hardened leather. Light armor adds 1 hit point per area.
- Heavy armor includes armor made of metal, such as chainmail and plate armor. Heavy armor adds 2 hit points per area.

Abbreviated Armor

If, for any reason, be it hot weather, a physical inability to wear or procure armor, or any other reason, a player is unable to wear a full physrep of armor, they may opt, instead, to wear an Armor Ribbon. This ribbon should be tied to the upper arm of the player’s dominant side, and should be a minimum of 1” wide. A blue ribbon indicates that a character is wearing *up to* 5 points of armor. A red ribbon indicates that the player is wearing *over* 5 points. A ribbon is as valid as a full suit of plate, and no player should be questioned as to why they have chosen to use an Armor Ribbon.

Shields

Shields in Court of Spirits, operate, unsurprisingly, much like proper shields. They are used to deflect attacks, and keep characters from taking damage. However, while armor adds hit points to your total, shields must physically be used to prevent an opponent's weapons from making contact with a valid target. Players may not use more than one shield at a time. Strikes that impact shields are, generally, negated, with the exception of strikes from spell packets. Otherwise, anything that could be avoided with a *dodge* is stopped by a shield.

Shields are broken up into three categories:

- **Targes:** Small shields that are attached to the forearm with straps. A Targe does not require a hand to use, meaning a player using a Targe may use this hand to hold another weapon. Targes may not be wider in any dimension than the user's forearm, from the knuckles of a closed fist to their elbow, bent at ninety degrees.
- **Medium shields:** A medium shield requires a dedicated hand to use, meaning that no weapon, item or spell packets can be used by the user's shield hand. Medium shields cannot be wider than 30" in any direction.
- **Tower Shields:** Tower shields are oversized shields, which require a dedicated hand to use, just like a medium shield. Tower shields cannot be wider than 48" in any direction.

Weapons

Weapons in Court of Spirits are designed to be used actively against other players in a safe, but noticeable way. All weapons will need to go through a safety check before the game, and will be marked with a band to indicate that they have passed. There are four main types of boffers in Court of Spirits:

- **Short Weapons:** handheld weapons that are twenty four inches or shorter. These weapons are for melee combat, and must have a solid core inside of them, with foam layered on the outside. They may have a fabric, latex or other rubberized coating on the outside. All characters are capable of wielding short weapons, without spending Skill Points.
- **One-Handed Weapons:** handheld weapons that are between twenty four and forty eight inches long. Construction rules are the same as *Short Weapons*.
- **Two-Handed Weapons:** Weapons that are over forty-eight inches. These follow the same construction rules as short and one-handed weapons, and may technically be of any length over forty-eight inches, but anything over seven feet tends to be unwieldy.
- **Florentine (Two Weapon Fighting):** Players may choose to fight with a weapon in each hand. Players may do so with the following restriction: not more than one weapon >48" may be wielded at a time.
- **Thrown Weapons:** These are small weapons designed to be thrown at a target. They must be completely made of foam, with no solid core inside. They may be coated in fabric, latex, or another rubberized coating. Thrown weapons must be thrown at a target from *at least* five feet away (approximately one arm span). For more information about Weapons and Safety, see the "[Safety and First Aid](#)" guide.

- Bows: Are the most complicated weapon and, accordingly, have a separate document laying out their rules that can be found [here](#).

Non-Combatants

Although Court of Spirits features relatively safe lightest touch combat, there are players who may not, for one reason or another, be able to participate directly in combat scenarios. These players are referred to as **Non Combatants**, or **Non-Coms** for short. A non combatant is someone who has opted out of combat for a specific medical or psychiatric reason, as a way to keep the game accessible to everyone.

Non-Coms are denoted by a lime-green headband or crossbody sash. If you encounter a player with a lime-green headband or crossbody sash on, ***DO NOT STRIKE THEM WITH WEAPONS OR PACKETS***.

A non-com may never be struck with a weapon and if they are struck accidentally, it is best practice to check in with them and offer assistance. To assist in discouraging reckless behavior around non-combatants, if they are struck by a physical attack, not only do they not take the effect of the strike, they ALSO have the option to call the same effect at the attacker using a gesture delivery - essentially reflecting the damage back.

Although non-combatants may not be struck with weapons, they are not free from danger. Non coms may be struck with spells that do not involve packets or weapons, such as gesture or aura.

Because non-combatants cannot be struck with weapons or packets, they also may not use weapons and packets. However, the kinds of skill that can be used on non-combatants can be used by them, including gestural magic, sigilism, etc.

Finally, at any time, a non-combatant may call "Pause Game-Safety" and remove themselves from a dangerous situation. The intention of this is not to avoid the consequences of a character's actions, but to ensure the safety of all players. During the Pause Game, the non-combatant should remove themselves from the area where combat is occurring, as safely as possible. Once all non-combatants have moved to safety, the remaining players may resume the scene.

A few more notes on non-combatants:

- Any player may opt-in to playing as a non-combatant at any time. However, once a player has opted in, they may not opt out through the end of the [next six](#), or six hours, whichever is longest.
- Many disabilities are invisible. It is not acceptable to ask a non-combatant why they are playing as non-combatant, nor is it okay to accuse someone of faking a disability. This kind of language is justification for expulsion from the game space.
- Mobility aids of any kind are welcome as needed in the game space. They cannot be used as weapons and do not need to pass a safety check. We ask that all mobility aids have a lime-green ribbon attached to them with the Player's name written on it in case it becomes lost, regardless if the player themselves is choosing to be a non-combatant.

- Headbands/sashes should be able to light up at night to ensure players can identify non-combatants.

Arcana

Since magic has entered the hands of mortals in Ametisse, most people have gotten their hands on a bit of power. One way that this is reflected in Court of Spirits is the use of Spell Packets, small bags of sterilized birdseed tied into little pouches, which can be thrown at targets to cast magical effects. While many spells use packets to cause intense effects, all magic users can inherently use packets to simply deal a single Hit Point of damage. Simply throw the packet, and call “one” when it strikes a target. These neutral packets may have no elemental ability, or any modifiers applied to them, but are certainly dangerous enough in their own way.

Casting spells in Court of Spirits is handled by a few different methods, depending on the spell, but all methods can be broken down into three categories:

Cantrip: a simple spell that has low impact, but can be used with only a limited cooldown timer.

Spells: More powerful magics that take a toll on the caster, detailed further below.

Rituals: The most powerful kind of spells, involving use of components and often multiple casters.

These three types of magic are detailed further below.

Cantrips

When a character learns a new school of magic, they are immediately granted the use of a base-level cantrip for that school. Cantrips are simple and low-power spells that exemplify the school’s features, for example the “Bolt” Cantrip from elementalism that allows a caster to throw a packet that deals 1 elemental damage to a target, and can be used every three seconds. Cantrips are meant to be bread and butter spells that make a caster feel engaged in the game immediately, and have little to no drawbacks.

Spells

Spells are more complicated and powerful invocations that have more drawbacks than a Cantrip, but they can change the tide in a battle, and make for powerful moments in a story. The key mechanism for casting Spells is Mana draws, which involve the caster taking a chance to conjure the power they need to cast the spell.

To represent this in the game space, all casters must have a small mesh pouch with tokens inside it. A beginning caster will have 7 white tokens, and 1 black token. The tokens could be poker chips, marbles, or any other thing, so long as they are identical to the touch.

When a caster wants to use a spell, they reach into the pouch and remove one token. If the token is white, the spell goes off without a hitch, and is cast. Then, that token is removed

from play until the player takes a rest. If, however, the caster draws the black token, the spell goes off, but the caster is considered drained. They enter [Frailty](#) for three minutes, and cannot cast any spells until they take a rest. They can, however, continue to cast cantrips, and throw neutral packets once **Frailty** has ended.

When a caster does take a rest, they may return all tokens into their pouch, representing a replenishment of their magical abilities.

There are certain skills that can be bought as a caster progresses on their magical journey that can provide them with more stones in their bag, to allow for more casting. There are also even more powerful spells that may require a caster to draw multiple tokens. In these instances, drawing even one black token still drains the caster, just as if it were the only token drawn.

Rituals

Rituals are the highest form of magic in Court of Spirits, and as such, have the highest cost. Although every Ritual is unique, most of them will share a few commonalities:

- A member of the Story Team will need to be present
- The Ritual will require the destruction of tagged components (i.e. Herbs, etc.)
- The Ritual will require the involvement of multiple spellcasters, and likely a master of at least one school
- The effect of the Ritual will be monumental.

Buying Skills

At Character Creation, every Character starts with twelve Skill Points and you gain three more Skill Points for every game you attend with your character(s). These are free to spend on whatever you like, to build a character that functions how you want them to. Some skills will have prerequisites that you'll need to buy first in order to unlock them, and magic has a slightly more involved series of requirements, but generally, you may start at the base of any of the given trees and spend your way to the top, as long as you have the points.

One thing that is different from many larps and games of this style is that generally speaking your character has one main stat: Hit Points. Hit Points are how difficult it is to hurt or incapacitate in combat. There are other more nuanced things, such as your Clout scores, but those are not impacted by how your character is built. So, as you build your character, don't worry about balancing things out, just look for abilities that sound fun to use, or that fit with the kind of character you want to play.

There are a lot of ways to approach playing Court of Spirits, and skills contribute greatly to how you can interact with the world. Consider the way you would like to play, and find skills that contribute to that type of playstyle.

- For example, a battle-hardened warrior is likely to have armor use to protect them from the dangers of powerful spirits, *but* they may also want to have a gathering skill to help them barter for the things they need to have better gear built for them.
- A mage is going to start the game with only one domain available to them, and may want to try to buy mastery of a school, but doing so could leave them a glass cannon, vulnerable to attacks, so some extra Hit Points may prove useful in the heat of battle.
- A merchant will likely want lots of gathering skills, but if *all* they can do is collect a lot of items, they may find it hard to find a niche elsewhere in the game. Best to find another skill to aid others, or engage in skullduggery.

And always remember: if you have questions about your spends, remember that you can always reach out to the New Player Team for guidance! Building your initial skillset is daunting, but you have plenty of opportunities to find what you like and play the game that way.

General Skills

Additional Hit Point

1 Skill Point, can be taken up to five times.

Adds one Hit Point to your base total. These Hit Points can be replenished with healing and potions.

Dodge

1 Skill Point, can be taken multiple times, returns with rest.

When an opponent strikes you in combat with a weapon-based attack, you may call “dodge”, and ignore the attack. Dodges do not count against magical effects, unless delivered by a weapon. Finally, dodge cannot prevent “stealth” attacks.

Resist

2 Skill Points, can be taken multiple times, returns with rest.

When you are affected by a magical effect, you may call “Resist”, and ignore the effect. Resist does not defend against attacks from weapons, but would defend against packet effects.

Bardic Skills

The power to inspire through song, story, and dance is a uniquely powerful skill in the world of Ametisse. A single bard has the ability to touch the hearts of a small group. A troupe of bards, however, can reach out to much larger crowds. Music has even been known to have an effect on the wily spirits of the world. It is not uncommon to see wisps drifting with the rhythm of a bard’s tune.

Unless noted otherwise in a specific skill, Bardic Skills work as follows:

If the skill is used by 1 bard, 3 people may receive the benefit of the skill

If the skill is used by 2 bards in tandem, 8 people may receive the benefit of the skill

If the skill is used by 3 bards in tandem, 20 people may receive the benefit of the skill.

Each bardic performance may only produce one effect, regardless of how many bards are performing.

- A note on songs: While a bard may sing nearly any song, we request that it be in genre or obscure enough to not be noticed immediately as modern music. Additionally, if a bard were to attempt to improvise a song, it must follow musical conventions, (i.e. Verse Chorus verse, etc.) and not just be words shouted with notes.

Song of Rest*

1 Skill Point. May be taken up to three times. Returns on 12's

The bard performs for 3 uninterrupted minutes to an audience of no less than 3 audience members be it through song, story, or dance. At the end of the performance, three audience members may regain one use of an expended skill that Returns with Rest.

Song of Strength*

1 Skill Point. May be taken up to three times. Returns on 12's

The bard performs for 3 uninterrupted minutes to an audience of no less than 3 audience members be it through song, story, or dance. At the end of the performance, three audience members reduce their weakness timer to 1 minute. This effect lasts until the next 6.

Song of Courage*

1 Skill Point. May be taken up to three times. Returns on 12's

The bard performs for 3 uninterrupted minutes to an audience of no less than 3 audience members be it through song, story, or dance. At the end of the performance, three audience members gain a single "Resist" to the Fear condition

Song of Sorrow*

3 Skill Points. Returns on 12's

The bard performs one song, in the presence of any number of characters who are in any of the stages of dying. As long as the bard is able to continue their performance, uninterrupted, any character who can hear them can pause the count for their death stages.

As soon as the song ends, or is interrupted, counting resumes.

(To use this skill, call "Song of Sorrow: Halt Dying")

Song of Healing*

3 Skill Point. Returns on 12's. May only be used with a Troupe of Bards (3 characters with the skill)

The Troupe performs for 3 uninterrupted minutes to an audience of no less than 3 audience members be it through song, story, or dance. At the end of the performance, one member of the troupe may call "Aura: Heal 5."

Healing Skills

Pulse Check

0 Skill Points

Allows a character to determine if another character is Unconscious or Dead. Simply approach the character and call "Pulse Check". They must tell you if they are Unconscious or Dead.

Checkup

1 Skill Point.

Allows a character to check up on a willing creature. By placing a hand on (or near) their shoulder for three seconds and calling “Checkup” you are able to determine how many Hit Points they have remaining, as well as any ailments or status effects they may be under. Additionally, if they are in one of the stages of Dying, they must tell you. They must answer truthfully.

Tourniquet

1 Skill Point

Prerequisite: Checkup

Allows a player to add three minutes to the critical counter of another willing creature. To perform this skill, tie a bandage onto a character’s arm, call “Tourniquet” and explain to the target that they have three additional minutes of Critical before they move to Unconscious. A target can only benefit from this effect once per rest.

Splint

1 Skill Point

Prerequisite: Checkup

Allows a character to spend thirty seconds of role-play to repair a crushed limb. Once the roleplay is complete, call “Repair Limb”. When having a limb repaired in this way, roleplay of extreme pain is recommended.

Bandage

1 Skill Point.

Prerequisite: Tourniquet or Splint

Allows a character to tie a bandage onto another character, and heal them by one hit. This skill takes as long to administer as it takes to tie a bandage (a strip of cloth) onto the target’s arm or leg, and say “Heal 1”. This skill cannot be used on the same target more than four times (two arms, two legs). The Target must keep these bandages in place until they have taken a rest, or the effect ends, and the target takes 1 hit of damage for every bandage removed prematurely.

Surgery

3 Skill Points.

Prerequisite: Bandage

Allows a character to reattach limbs affected by Sever using thirty seconds of RP. Surgery can also be used for many other Role-Play based effects in game, such as removing foreign objects from a person, collecting trophies, and many other things, which may be discovered in game.

Aciurgy

2 Skill Points, can be taken three times. Returns with rest.

Prerequisite: Surgery

A proper surgeon can heal anything, and you are... the best we've got. Using your advanced knowledge of surgery, you can perform thirty seconds of Role-Play on a wounded patient, after which, you may call "heal 5"

Resuscitate

2 Skill Points. Returns with Rest

Prerequisite: Surgery

Allows a character to perform thirty seconds of Role-Play to move a character Dead to Unconscious. However, the user is immediately put into weakness.

Martial Skills

Warrior's Strength

3 Skill Points.

*Prerequisite: 24SP minimum at least 18 of which need to be "Melee Combat Skills"****

Add one damage to all strikes with melee weapons. This effect stacks with any other advantages to increase attack power, but remember, strikes can never do more than 5 damage, maximum.

****Melee Combat Skills include anything from the following skill trees: Berzerker, Stealth Assassin, The Stalwart, Swashbuckler, Great Weapon Master, The Tempered Path. Additionally, the skills Dodge and Resist will be counted toward the prerequisite of this skill.*

Berzerker

Rage*

2 Skill Points. May be taken multiple times, returns with rest.

Call "Rage" and role-play intense aggression. For ten seconds add 1 extra damage to every strike. During this time, you may use no defensive skills, or perform any other action but moving or striking with a weapon. This effect stacks with any other advantages to increase attack power, but remember, strikes can never do more than 5 damage, maximum. This effect cannot be used simultaneously with *Juggernaut*.

Bonecrusher

2 Skill Points. May be taken multiple times, returns with rest.

Armament Requirement: A weapon longer than 24"

Call "Crush Limb" when you strike a limb, instead of damage. The targeted limb takes the "Crush" effect.

Howl of Fury*

2 Skill Points. May be taken multiple times, returns with rest.

You let out a primal roar that shatters the conviction of your foes. The next time you land a successful strike on an opponent, call "Fear" instead of damage. The target takes the *Fear* effect, and must, if safely possible, retreat 30 feet from you for 30 seconds.

Unarmored Frenzy

3 Skill Points

Prerequisite: Rage

Armament Requirement: Wearing No Armor or Completely depleted armor

While wearing no armor, a Berzerker's Rage damage buff increases to 2. This can be triggered by either wearing no armor, or by running out of armor during combat, however, it does not function during uses of *Indomitable*.

Indomitable

3 Skill Points

Prerequisite: Rage

Your sheer force of will allows you to push beyond normal limits. If you are ever brought to *Critical* (0 Hit Points) and still have uses of *Rage*, you may call "Indomitable!" and use all of them consecutively. When you have expended all of your uses of *Rage* you immediately fall *Unconscious*.

Stealth Assassin

Stealth Attack

3 Skill Points.

Armament Requirement: Weapon $\leq 24"$ or Thrown Weapons and ≤ 5 HP of Armor

Using only short weapons or thrown weapons, deliver an attack to the back of a target, calling "Stealth 5". This attack may not be dodged, or resisted. Stealth may not be used by a character wearing more than five points of armor, or carrying a shield.

Vanish

2 Skill Points. May be taken three times, returns with rest.

Armament Requirement: ≤ 5 HP of Armor

Use vanish to quickly escape a dangerous situation. Pass behind something that blocks the view of you, whether that is a tree, a pole, or even another person. When you emerge, place a closed fist over your head, indicating that you are out of character. After five seconds, you must

return to character, wherever you are. This effect can be stacked, leading to a maximum of 15 seconds of invisibility. Vanish may not be used if you are wearing more than five points of armor.

Barrage of Blades

1 Skill Point. May be taken up to four times, returns with rest

Armament Requirement: Thrown Weapons and ≤ 5 HP of Armor

Adds one damage to consecutive thrown weapon attacks against a single target. For example, with one instance of this skill, throwing two weapons at a target deals “one” and then “two” damage. If you expend four uses of this skill, and throw five knives, they would deal “one” “two” “three” “four” and then “five” damage, respectively. If, while using this skill, you change targets, perform a different kind of attack, use a defensive, or the target blocks one of the attacks, the combo is broken, and the damage increase ends.

Cut the nerve

1 Skill Point. May be taken three times, returns with rest.

Prerequisite: Stealth Attack

Armament Requirement: Weapon ≤ 24 ” or Thrown Weapons and ≤ 5 HP of Armor

When using a stealth attack, you may expend a use of this skill to call “Stealth Crush (limb)” instead of damage.

Poisoner’s blade

2 Skill Point. May be taken twice, returns with rest.

Prerequisite: Stealth Attack

Armament Requirement: Weapon ≤ 24 ” or Thrown Weapons and ≤ 5 HP of Armor

When using a stealth attack, you may expend a use of this skill to instead call “Stealth Weakness” instead of damage.

Excision

2 Skill Points. May be taken once. Returns with rest.

Prerequisite: Stealth Attack

Armament Requirement: Weapon ≤ 24 ” or Thrown Weapons and ≤ 5 HP of Armor

When using a stealth attack, you may expend a use of this skill to call “Stealth Sever(limb)” instead of damage.

The Stalwart

Juggernaut*

2 Skill Points. May be taken multiple times, returns with rest.

Armament Requirement: ≥ 5 HP of Armor Equipped

Call “Juggernaut” and then make no other sounds, except for OOC calls. For ten seconds, any strikes that contact you deal only one damage, no matter what they otherwise might do. Elemental attacks, physical strikes, packets, sigils and any other attack that could be negated by a *dodge* cannot harm your character more than one hit. This effect even protects from Stealth attacks. However, anything that would require a *Resist* will still take effect. This effect cannot be used simultaneously with *Rage*.

Bash

1 Skill Point. May be taken multiple times, returns with rest.

Armament Requirement: Wielding Medium or Tower Shield

When you land a successful strike on an opponent, call “repel” instead of damage. The target takes the *repel* effect, and must, if safely possible, take five steps away from you.

Hamstring

2 Skill Points. May be taken multiple times, returns with rest.

When you land a successful strike on an opponent, call “grip” instead of damage. The target takes the *grip* effect.

Defender

3 Skill Points

Prerequisite: Dodge

Armament Requirement: Short or Longer Weapon OR Medium or Tower Shield

While wielding a weapon or shield, expend one use of Dodge to call “Defend (name of ally)” when an ally within reach of your weapon is hit with any attack that could be blocked with a Dodge. They do not take that effect.

Last Stand

3 skill points

Prerequisite: Juggernaut

Your sheer force of will allows you to push beyond normal limits. If you are ever brought to *Critical* (0 Hits) and still have uses of *Juggernaut*, you may call “Last stand!” You expend the use of *Juggernaut* and immediately gain 5 temporary hits. Until you take a *Rest*, or fall unconscious, you cannot receive any healing. Additionally, if you are brought to critical again before you are able to take a rest, you move immediately into *Unconscious*.

Swashbuckler

Disarm

1 Skill Points. May be taken multiple times, returns with rest.

Armament Requirement: ≤ 48” Weapon, 1 completely free hand, no shields

When you land a successful strike on an item held by an opponent (weapon, shield, wand, etc), call “Disarm” instead of damage. The target should drop the item held in the afflicted hand and cannot retrieve it for 3 seconds.

Riposte

3 Skill Points

Armament Requirement: ≤ 48” Weapon, 1 completely free hand, no shields

When you use a *dodge*, call “Riposte”, applying an additional hit of damage to your next weapon strike. This effect stacks with any other advantages to increase attack power, but remember, strikes can never do more than 5 damage, maximum.

Devastating Witticism*

2 Skill Points. May be taken multiple times, returns with rest.

Armament Requirement: ≤ 48” Weapon, 1 completely free hand, no shields

The duelist spends 3 seconds speaking to their opponent. Their words cut to the very soul of their enemy, either through insult, boast, or banter. The next time you land a successful strike on an opponent within 30 seconds, call “stun” instead of damage. The target takes the *stun* effect.

Punto Ultima*

3 Skill points

Prerequisites: Devastating Witticism

Armament Requirement: ≤ 48” Weapon, 1 completely free hand, no shields

Whenever you personally reduce an enemy to zero hits with your primary weapon, you may expend a use of Devastating Witticism over the corpse to receive 5 Temporary hits.0

Main Gauche

3 Skill Points

Armament Requirement: ≤ 48” Weapon in dominant (writing) hand

The duelist may use Disarm, Riposte, and Devastating Witticism while wielding a short weapon (<24”), a targe, a lantern, mote, or artifact in their offhand.

Greatweapon Master

Cleave

2 Skill Points. May be taken multiple times, Returns with rest.

Armament Requirement: > 48” Weapon and Wielded in Both Hands

Call “Sever Limb” when you strike a limb, instead of damage. The targeted limb takes the “Sever” effect. To use this skill, you must be holding a weapon longer than 48” with two hands.

Aegis Bane

2 Skill Points

Prerequisites: Cleave

Armament Requirement: > 48" Weapon and Wielded in Both Hands

Whenever you use the *Cleave* skill, you can instead call "Crush Shield." The attack must hit your opponent's shield in order to take effect. To use this skill, you must be holding a weapon longer than 48" with two hands.

Momentum

3 Skill Points

Armament Requirement: > 48" Weapon and Wielded in Both Hands

Whenever you personally reduce an enemy to zero hits with your two handed weapon, your next two handed weapon strike within 3 seconds deals 5 damage. (Remember, strikes can never do more than 5 damage, maximum.)

Deflect

3 Skill Points. May be taken up to three times, Returns with rest

Prerequisite: Dodge

Armament Requirement: > 48" Weapon and Wielded in Both Hands

When you use a Dodge to avoid a dangerous effect, call "Deflect" your next two handed weapon strike within 3 seconds may use the call that you just Dodged, even if you might not have the ability to make such a call normally. To use this skill, you must be holding a weapon longer than 48" with two hands. (Because "Overwhelming" effects cannot be dodged, this skill cannot be used to deflect an overwhelming call)

Incredible Strength

3 Skill Points

Armament Requirement: > 48" Weapon and Wielded in Both Hands

While using a two-handed weapon (> 48") with both hands, you may add 1 additional damage to all strikes. This effect stacks with any other advantages to increase attack power, but remember, strikes can never do more than 5 damage, maximum.

The Tempered Path

Path of the Empty Palm

3 Skill Points

Armament Requirement: White $\leq$ 24" Weapon and $\leq$ 5 points of armor

You have mastered the art of hand to hand combat. How this works in practice is that the player may fight with two, white, short (< 24") weapons. These weapons represent your hands. By

default, your “hands” deal 2 hits worth of damage. Your “hands” may not be used to trigger weapon skills from other skill trees.

Path of the Anchor

3 Skill Points

Prerequisites: Path of the Empty Palm

Armament Requirement: ≤ 5 points of armor

You are an immovable object. Whenever you are attacked with an effect that causes *Attract* or *Repel* you may call “No Effect” as long as you are not carrying a weapon.

Path of the Quiet Fist

2 Skill Points. May be taken multiple times, returns with rest

Prerequisites: Path of the Empty Palm

Armament Requirement: White ≤ 24 " Weapon and ≤ 5 points of armor

Your hand flashes and the caster chokes. If you make a legal attack to the torso of an opponent (neck and head are illegal targets and you should **never** aim for them), you may call “Silence” instead of damage. The target takes the silence effect and cannot cast any spells that require a verbal component.

Path of the Coiled Serpent

1 Skill Point. May be taken multiple times, returns with rest.

Prerequisites: Path of the Empty Palm

Armament Requirement: Thrown Weapons and ≤ 5 points of armor

When you land a successful thrown weapon strike on an opponent, call “attract” instead of damage. The target takes the *attract* effect, and must, if safely possible, take five steps toward you.

Path of the Iron Limb

4 Skill Points

Prerequisites: Path of the Empty Palm

Armament Requirement: White ≤ 24 " Weapon and ≤ 5 points of armor

10,000 kicks into the trunk of the tree. Years of training have turned your legs to bands of iron. Your legs from the knee down are immune to damage and the *Crush* effect. They can still be *Severed*.

Archery

All Bows do Base 2 damage

Great Shot

3 Skill Points

Armament Requirement: Bow

While using a Bow, you may add 1 additional damage to all arrow strikes. This effect stacks with any other advantages to increase attack power, but remember, strikes can never do more than 5 damage, maximum.

Broadhead

3 Skill Points.

Prerequisites: Great Shot

Armament Requirement: Bow

While using a Bow, you may add 1 additional damage to all arrow strikes. This effect stacks with any other advantages to increase attack power, but remember, strikes can never do more than 5 damage, maximum.

Pinning Shot

1 Skill Points. May be taken multiple times, returns with rest.

Armament Requirement: Bow

When you successfully hit a target with an arrow, you may call "Grip" instead of damage.

Disarming Shot

2 Skill Points. May be taken multiple times, returns with rest.

Armament Requirement: Bow

When you successfully hit a target with an arrow, you may call "Disarm" instead of damage.

Stealth Shot

4 Skill Points.

Prerequisites: Broadhead

Armament Requirement: Bow and ≤ 5 points of armor

The only shot better than a great shot is the one your target doesn't see coming. When you successfully strike a target with an arrow, you may add the "Stealth" modifier to the call. Stealth may only be added to damage, no other effects.

Combat Magic

Not all magic is taught in schools, and this is that magic. These skills may be taken without taking any schools of magic, or investing in other Arcane skills. For the purposes of calls and other effects, Combat magic skills are considered Cantrips.

Neutral Packet*

0 Skill Points

Prerequisites: Adept in at least one school of magic

Armament Requirement: ≤ 5 Hit Points of Armor and No Shields

You may channel bursts of raw destructive magic to hurl at your enemies. Any caster that has achieved Adept in at least one school of magic may throw packets for “1” damage with no timers or cool down. These packets have no elemental properties.

Polar Packet*

1 Skill Points. May be taken multiple times, returns with rest.

Prerequisites: Adept in at least one school of magic

Armament Requirement: ≤ 5 Hit Points of Armor and No Shields

Like the shuttle of the loom, weaving back and forth eternally, you may alter the nature of your Neutral Packet to push or pull your opponent. The caster spends 3 seconds concentrating and then may call “Attract” or “Repel” instead of damage.

Stunning Packet*

2 Skill Points. May be taken multiple times, returns with rest.

Prerequisites: Adept in at least one school of magic

Armament Requirement: ≤ 5 Hit Points of Armor and No Shields

Your attack transcends brutish physical damage, striking instead at the systems that allow a warrior to fight: the brain and nerves. You may alter the nature of your Neutral Packet to halt your opponent in their tracks. The caster spends 3 seconds concentrating and then may call “Stun” instead of damage.

Arcane Armor Training*

3 Skill Points.

Prerequisites: Adept in at least one school of magic

Armament Requirement: No Tower Shields

Through rigorous training you’ve overcome the challenge of casting while encumbered. You may wear up to 10 hit points in Armor and may equip Targe and Medium shields while using the “Combat Magic” skills.

Crafting

Although there are many types of craftspeople in the world of Court of Spirits, the crafting skills all function the same way. A craftsperson gathers the raw materials to create something, in the form of Item cards, then, the craftsperson spends thirty minutes at the appropriate building role-playing the work.

For example, a blacksmith would collect Iron, take it to a forge, and roleplay hitting iron on an anvil, to craft an item. Then, after the appropriate amount of crafting time, the Craftsperson takes the item cards and the building marker to the Logistics table, exchanging the resources for a card of the crafted item. The types of things that each craftsperson can make are detailed below in the given tables for each skill set, and includes a list of resources required to craft each item.

Crafting is broken up into several skill trees, each of which a player can progress up by purchasing skills, unlocking the next skill for purchase.

*Note: characters may only use one of any given type of crafted item at a time.

Metalworking

Metalworking is a catch-all term for any crafting done at an anvil. The basics of blacksmithing allow characters to create simple tools to assist in daily activities, such as cooking, medicine, hunting, etc. Knowing the basics of Smithing allows a character to understand metallurgy and the construction of metal objects well enough to repair most things, as well as opening up the potential to specialize into either Weaponsmithing, Armor Smithing, or Shield Smithing.

Smithing

1 Skill Point.

Allows a player to spend 30 minutes crafting materials into a single item on the tier 1 blacksmithing table, or any Blacksmithing 1 item they have the recipe for.

Name	Cost	Effect
Big Pot	Copper x2, Tin x2, Thyme	Allows a Chef or cook to serve food to five additional people with no additional cost.
Wire	Iron, Copper, Nickel	Consumable: May be used to repair a damaged suit of armor, with three minutes of roleplay. Each suit of armor may only be repaired in this way once per twelve.
Braces	Ash, Dear Pelt, Tin, Iron	Consumable: Each use removes one instance of the "Crushed" effect, with thirty seconds of roleplay.
Bell	Gold, Cherry, Pine	Once per six, ring this bell near someone's head to end Silence effects on them. Call "Remove Silence"
Silver Mirror	Silver, Amethyst, Nickel	By looking at a target through the mirror, you may identify whether it is a spirit or a mortal. Call "Identify Spirit".

Repairs

1 Skill Point.

Prerequisite: Smithing

Using 3 minutes of roleplay, a smith may repair a broken weapon, shield, or armor, as well as restore any lost Hit Points on armor.

Expedient Repairs

1 Skill Point. Can be taken multiple times, Returns with Rest.

Prerequisite: Repairs

Using 30 seconds of Roleplay, a smith may repair a broken weapon, shield, or armor, as well as restore any lost Hit Points on armor.

Practiced Hand

1 Skill Point.

Prerequisite: Smithing.

Reduces the time required to craft a smithing Item by five minutes.

Master Smith

2 Skill Points.

Prerequisite: Practiced Hand

Allows a player to spend thirty minutes crafting materials into a single Item on the tier 2 Blacksmithing Table, or any Blacksmithing 2 item they have the recipe for.

Name	Cost	Effect
Steel needle	Nickel, Iron, Elk Bone, Nettles	Reduce Tailoring time by five minutes. (Remember that crafting may not take less than 10 minutes)
Hammer	Iron, Nickel, Maple	Reduce the time to perform Expedient repairs by ten seconds.
Ball Bearings	Tine, Iron, Limestone	Consumable: For each use, deliver the "grip" effect by packet. (To use, kneel, and pantomime rolling the ball bearings by using an underhand throw to send the packet towards your target)
Crampons	Granite, Red Oak, Wolf Pelt, Nettles	Instead of being "Repelled" or "Attracted", you may choose to be "Stunned"

Weapon Smith

1 Skill Point.

Prerequisite: Smithing

Allows a player to spend 30 minutes crafting materials into a single weapon with one attribute from the Weaponsmithing Table. Basic weapons can only be used with a physrep that is under 48"

Great Weapon Smith

1 Skill Point.

Prerequisite: Weaponsmith

Allows a player to spend 30 minutes crafting materials into a single weapon with one attribute from the Weaponsmithing Table. With this skill, there is no limit to weapon size.

Master Weapon Smith

2 Skill Points.

Prerequisite: Great Weapon Smith

Allows a player to spend 30 minutes crafting materials into a single weapon with two unique attributes from the Weaponsmithing Table. With this skill, there is no limit to weapon size.

Name	Cost	Effect
Reprisal	Obsidian, Ginseng, Feather	Three times per rest, when an ally is struck by an attack, add +1 to your next attack within three seconds.
Disarming	Sunfish, Silver, Cedar	Three times per rest, this weapon may be used to "Disarm" rather than deal damage.
Sturdy	Sapphire, Red Oak, Elk Bone, Amethyst	Once per Twelve, this item may resist a "Crush" effect.
Heavy	Granite, Skull, Feather	Two times per rest, this weapon may be used to "Crush" rather than deal damage.
Sure Grip	Birch, Morel, Deer Pelt	Can't be disarmed

Shield Smith

1 Skill Point

Prerequisite: Smithing

Allows a player to spend 30 minutes crafting materials into a single Medium shield with one attribute from the shield smithing Table. Shields made with this skill must be medium shields.

Great Shield Smith

1 Skill Point.

Prerequisite: Shield Smith

Allows a player to spend 30 minutes crafting materials into a single Tower Shield with one attribute from the shield smithing Table. Shields made with this skill must be tower shields.

Master Shield Smith

2 Skill Points.

Prerequisite: Great Shield Smith

Allows a player to spend 30 minutes crafting materials into a single shield with two unique attributes from the Shield Smithing Table. With this skill, there is no limit to shield size.

Name	Cost	Effect
Sturdy	Amethyst, Zebrawood, Foxglove, Rabbit Pelt	Once per Twelve, this item may resist a "Crush" effect.
Disarm Protection	Rabbit Pelt x2, Birch, Elk Bone	This shield is immune to the "Disarm" effect.
Impact Dampening	Granite, Poplar, Topaz	While holding this shield, you may call "No Effect" to Repel.
Anchoring	Granite, Cherry, Iron	While holding this shield, you may call "No Effect" to Attract.
Reflective	Amanita, Walnut, Silver	Three times per rest, while holding this shield, you may call "no effect" to a packet attack

Armor Smith

1 Skill Point.

Prerequisite: Smithing

Allows a player to spend 30 minutes crafting materials into a single suit of heavy armor with one attribute from the armorsmithing table.

Master Armor Smith

2 Skill Points.

Prerequisite: Armor Smith

Allows a player to spend 30 minutes crafting materials into a single suit of heavy armor with two attributes from the armorsmithing table.

Name	Cost	Effect
Weighted	Gold, Cherry, Limestone	All Attract and Repel calls move you 2 steps instead of 5
Nimble	Sunfish x2, Feather x2, Topaz	Grants the wearer two dodges per rest.
Grease	Maple, Salmon,	Resist Grip once per Rest.

	Dandelion	
Thorns	Nettles x3, Sapphire	Three times per rest, after taking damage, add +1 to your next attack within three seconds.
Hardened	Crab, Skull	Grants 2 dodge to projectile weapons (arrows or thrown weapons) per rest

Tailoring

Stitching

1 Skill Point.

Allows a player to spend 30 minutes crafting materials into a single item on the Tailoring table, or any Tailoring item they have the recipe for.

Name	Cost	Effect
Favor	Rabbit Pelt, Gold, Chamomile	Give this as a sign of devotion to another. So long as they wear it prominently, once per rest, you may perform the "Defender" skill to protect them, without knowing the skill. If you already know the skill, you do not expend a dodge to protect your chosen person.
Pajamas	Ginseng, Deer Pelt, Birch	Allows the wearer to Rest, even when there is danger nearby. The user may not do anything but rest during this time, and taking any action, including defensives, attacking, etc, resets their rest timer. To enable this effect, you must wear at least one element on your kit that is knit, such as a scarf.
Wardweave	Sapphire, Wolf Pelt	Grants the owner a single "resist" that returns with rest.
Rope	Rabbit Pelt x2, Foxglove, Oak	When a target is Critical, Stunned, or Gripped, Rope may be tied around their arms to bind them. This serves as a long-term "Grip" effect, but can also be used in RP situations for capturing creatures. Players <i>must</i> carry a physical rope to use the effect, even if they do not actually tie it to the target.

Mend

1 Skill Point.

Prerequisite: Stitching

Using 3 minutes of roleplay, a Tailor may repair a single tailored item.

Quick Patch

1 Skill Point. Can be taken multiple times, Returns with Rest.

Prerequisite: Mends

Using 30 seconds of Roleplay, a smith may repair a single tailored item.

Swift Stitching

1 Skill Point

Prerequisite: Stitching

Reduces the time required to craft a Tailoring Item by five minutes

Master Sewist

2 Skill Points.

Prerequisite: Swift Stitching

Allows a player to spend thirty minutes crafting materials into a single Item on the tier 2 Tailoring Table, or any Tailoring 2 item they have the recipe for.

Name	Cost	Effect
Security Blanket	Obsidian, Wolf Pelt, Chamomile	Resist fear three times per rest.
Fighter's Gloves	Gold, Crab, Amanita, Elk Bone x2, Sunfish	Add 1 damage to strikes when using the <i>Path of the Empty Palm</i> .
Bellows	Wolf Pelt, Turmeric, Tin, Copper	Reduce Blacksmithing time by five minutes. (Remember that crafting may not take less than 10 minutes)
Mistcloak	Deer Pelt, Amanita, Obsidian	Extends the Vanish Skill by 2 seconds

Tanner

1 Skill Point.

Prerequisite: Stitching

Allows a player to spend 30 minutes crafting materials into a single suit of light armor with one attribute from the armorsmithing table.

Master Tanner

2 Skill Points.

Prerequisite: Tanner

Allows a player to spend 30 minutes crafting materials into a single suit of light armor with two attributes from the armorsmithing table.

Name	Cost	Effect
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Nimble	Sunfish x2, Feather x2, Topaz	Grants the wearer two dodges per rest.
Grease	Maple, Salmon, Dandelion	Resist Grip once per Rest
Thorns	Nettles x3, Sapphire	3/Rest within 3 seconds of taking damage, increase next attack by 1 Hit Point (Max 5 Hit Points)
Hardened	Crab, Skull	Grants 2 dodge to projectile weapons (arrows or thrown weapons) per rest

Magical Crafting

Artificing is a new and powerful skill in Ametisse, but using your magical abilities to bring out the inherent power in natural materials can create objects beyond comprehension. With a careful hand, and a great deal of study, an Artificer makes stones and devices that can offer useful effects to those who wield them, but the effects are often temporary, or limited in scope. By combining the creations of an Artificer with those of a *Lapidary*, however, one can create powerful effects that last for much longer. See Lapidary below for more information on these powerful combinations.

Enchanting:

3 Skill Points.

Allows a player to spend 30 minutes crafting materials into a single Item from the “Bauble” table below, or any Enchanting Item they have the recipe for.

Name	Cost	Effect
Fire Stone	Amethyst x2, Feverfew, Oak	Allows the user to throw a packet for “3 Fire”. When used 5 times, the stone is destroyed. If installed on a weapon, add the “Fire” Element to all strikes.
Lightning Stone	Topaz, Turmeric, Pine	Allows the user to throw a packet for “3 Lightning”. When used 5 times, the stone is destroyed. If installed on a weapon, add the “Lightning” Element to all strikes.
Ice Stone	Sapphire, Ginseng,	Allows the user to throw a packet for “3 Ice”. When used 5 times, the stone is destroyed.

	Apple	If installed on a weapon, add the “Ice” Element to all strikes.
Earth Stone	Granite, Foxglove, Ash	Allows the user to throw a packet for “3 Earth”. When used 5 times, the stone is destroyed. If installed on a weapon, add the “Earth” Element to all strikes.

Artificing:

3 Skill points

Prerequisite: Enchanting

Allows a player to spend 30 minutes crafting materials into a single Item from the “Talisman” table below, or any Artificing Item they have the recipe for.

Name	Cost	Effect
Bifurcated Gem	Zebrawood, Silver, Feather	Allows a character one resistance per use to Light or Darkness effects. When used 5 times, the stone is destroyed. If installed, this effect becomes 1 resistance per rest.
Hazy Gem	Mutton, Cedar, Honey	Allows a character to dodge a physical attack. When used 5 times, the stone is destroyed. If installed, this effect becomes 1 dodge per rest.
Smokey Gem	Oak, Walnut, Nettles, Sunfish	Allows a character to call "no effect" against a stealth attack. When used 5 times, the stone is destroyed. If installed, this effect becomes 1 resistance per rest.

Runecrafting:

3 Skill Points

Prerequisite: Artificing

Allows a player to spend 30 minutes crafting materials into a single Item from the “Focus” table below, or any Artificing Item they have the recipe for.

Name	Cost	Effect
Twinned Jewel	Skull, Obsidian, Birch, Duck Meat	Allows a user to use a rank 2 spell twice with only one mana stone draw. When used 5 times, the stone is destroyed. If installed in an amulet the user may use this with rank 1 spells, and this effect returns with rest.
Blink Jewel	Venison, Maple, Foxglove, Nickel	While in possession of this object, a character may call “Blink”, and place a hand on their head, indicating that they are out of character. After five seconds, wherever they are, they must remove their hand from their head, and call “Blink” again to indicate that they have returned. Uses of this item may not be stacked to extend the timer. Additionally, using this as a held item allows the user to bring a second person with them when they blink.

		If installed in armor, the user may use “Blink” as described above, once per rest, but may not bring another person with them.
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Lapidary

Artificing is all well and good, if you want to create something that vanishes after it's been useful, but any good magical craftsman knows that it's the things that *last* that make a real impact. To this end, a more advanced magical craftsperson will devote their time to adapting Baubles and the like into proper magical devices that can stand the test of time. A lapidary uses their knowledge of the arcane to channel the effects of an artificed item into other objects, granting them lasting power. The main method of accomplishing this is through the setting of “Bezels”, Metal sockets imbued with special properties that allow the magic of the Artificer's stones to last longer, by modifying their effect. While a lapidary can make smaller bits of silverwork that can focus magic, such as an amulet, or a wand, some of their more powerful effects come from installing Bezels on well-crafted swords, through collaboration with a Smith. Though some Lapidary items are stand-alone creations, such as an amulet, many must be installed on an existing item. To make one of these items, you must have a tag for the crafted item, a tag for the artificing item to be installed, and the raw materials to produce the Bezel. Role-play thirty minutes of crafting time, and then bring these items to Logistics, where they will give you a new tag (or potentially modify the original item) to represent the new properties. A crafted Item may only have one Bezel installed, and bezels cannot be changed once installed on an item.

Lapidary:

3 Skill Points

Prerequisite: Runecrafting

Allows a player to spend 30 minutes crafting materials into a single Item from the “Lapidary” table below, or any Lapidary Item they have the recipe for.

Name	Cost	Effect
Pommel Bezel	1 Crafted Weapon, 1 Bauble with a weapon property, Mutton, Ginseng, Limestone	Allows a Bauble to be installed on a weapon.
Wand	1 Elemental Bauble, Cedar, Thyme, Tin	When created using an elemental bauble, allows the user to cast "Gesture 1 [Element]", once every five seconds.
Embellishment	1 Crafted Armor, 1 Talisman, Iron, Squirrel Meat, Beets	Allows a Talisman to be installed on a suit of armor.
Hilt Inlay	1 Crafted Weapon, 1 Focus, Oak, Nickel,	Allows a Focus to be installed on a weapon.

	Pork	
Amulet	1 Focus, Gold, Salmon, Dandelion	Allows a character to install a Focus on their person, without needing to wear armor.

Cooking

In Court of Spirits, cooking is broken into two types: Meals and Potions. Meals are generally recipes that will offer effects to multiple characters for a longer period of time, but can only be delivered within thirty minutes of being crafted. Potions, on the other hand, can be stored and carried for a long time, but only affect one character with a shorter effect. Below, you will see a few recipes for basic foodstuffs and potions. These are only a few of the many many recipes available in Court of Spirits, so keep an eye out for people who may be willing to trade recipes with you for other food and potions!

Cook

3 Skill Points

Allows a character to produce any level 1 food item they have the recipe and ingredients for. By spending thirty minutes role-playing cooking, and expending the required items, a cook may bestow long-lasting effects to up to five characters. The meal must be consumed (or *mostly* consumed if it's a real meal) within 10 minutes of being prepared. These effects last until the next six.

If the cook provides an actual meal with the given food benefit, the effect will last until the next twelve. *(Please be aware of dietary restrictions and allergies, because of which, the players whose characters are receiving the IC benefit are not required to eat the food offered for this bonus to take effect. Additionally, though the food does not have to be home made, we ask that a good faith effort is made to provide legitimate sustenance. A single saltine cracker does not count.)*

Name	Ingredients	Effect
Pound Cake	Butter, Wheat, Eggs x2	Grants 5 temporary Hit Points and 1 Resist to anyone who eats it. These return with rest for the duration of the meal's effect.
Root Stew	Beets, Onions, Garlic	Grants 3 resists to Ice-based attacks to anyone who eats it. These return with rest for the duration of the effect.
Crusty Bread	Milk, Wheat, Cheese	Grants 3 resists to packet-delivered effects to anyone who eats it. These return with rest for the duration of the meal's effect.

Chef

3 Skill Points.

Prerequisite: Cook

Allows a character to produce any level 2 food item they have the recipe and ingredients for. This operates exactly the same as Cook, but with more powerful effects. A few Level two recipes are listed below.

Name	Ingredients	Effect
Banana Bread	Oats x2, Honey x2	Grants a self-only "remove weakness" to anyone who eats it. This effect returns with rest for the duration of the meal's effect.
Sturdy Curry	Mutton, Onions, Turmeric	When under the effects of this meal, you may take a "Grip" instead of "attract" or "Repel"
Roast Turkey	Poultry, Butter, Thyme	Grants 3 resists to the Fear effect to anyone who eats it. These return with rest for the duration of the effect.

Apothecary

3 Skill Points.

Allows a character to produce rank 1 potions as long as they have the recipe and ingredients for. By spending thirty minutes role-playing potion-making, and taking the required items to logistics, an alchemist will produce an item tag for the given potion. Potions do not expire, and each tag will have multiple uses on it. To use a potion, mime drinking from a potion bottle, call out the effect, and check off one use on the item card. When all of the boxes are checked off, the potion is empty.

Name	Ingredients	Effect
Healing Potion	Ginger, Beets	When drunk, heals 3 Hit Points.
Glue	Rabbit Pelt, Eggs	Prevents held objects from being disarmed or set down for the next six. A second dose must be applied to remove the object early.
Slug	Oak, Milk	Extends critical by three minutes, however, you are slowed for the duration of the effect, even if you are healed.
Dose of Dread	Limestone, Portabello	When used on a thrown or short (under 24") weapon, you may call "fear" instead of damage on the target of a successful strike.

Pharmacist

3 Skill Points.

Prerequisite: Apothecary

Allows a character to produce rank 2 potions as long as they have the recipe and ingredients for. By spending thirty minutes role-playing potion-making, and taking the required items to logistics, an alchemist will produce an item tag for the given potion. Potions do not expire, and each tag will have multiple uses on it. To use a potion, mime drinking from a potion bottle, call out the effect, and check off one use on the item card. When all of the boxes are checked off, the potion is empty.

Name	Ingredients	Effect
Iron Hide	Sunfish, Onions	Grants 5 temporary Hit Point points.
Liquid Courage	Honey, Milk	For the next hour, you are immune to fear effects. You are also prone to acting without much thought.
Smoke Bomb	Tin, Dandelion	To use, pantomime smashing the potion on the ground, and call "Smoke Bomb!" When used, this potion extends the duration of the Vanish skill to seven seconds, with a max total of 21 seconds. (This can stack with other extending effects, but not with itself)
Potion of Energy	Ash, Ginseng	Restores one use of a "returns with rest" skill. If used more than once per six, reduces maximum Hit Points to 3.

Alchemist

3 Skill Points.

Prerequisite: Pharmacist

Allows a character to produce rank 3 potions as long as they have the recipe and ingredients for. By spending thirty minutes role-playing potion-making, and taking the required items to logistics, an alchemist will produce an item tag for the given potion. Potions do not expire, and each tag will have multiple uses on it. To use a potion, mime drinking from a potion bottle, call out the effect, and check off one use on the item card. When all of the boxes are checked off, the potion is empty.

Name	Ingredients	Effect
Potion of Life	Garlic, Chamomile, Elk Bone, Amethyst	When used on a target who is “dead”, it produces the “Life” effect.
Potion of Bees	Feather, Copper, Nettles	You become a swarm of bees. Place a hand on your head and buzz for up to a minute. During this time, you can move as a swarm, pass through gaps, and move across dangerous obstacles. You receive only one Hit Point of damage when struck, no matter the call, but if you attack you may only deal 1 Hit Point, and you will also lose 1 Hit Point per strike you land. When one minute is up, you return to your normal form wherever you are.
Achanist's Brew	Butter, Amethyst, Ginger	One use of this potion reduces the Frailty after a misfired spell by one minute. Does not stack.

Items Tags

Whenever a player makes, finds, or purchases any item in the game, they will receive an item Tag. These tags are issued by a Team member, and represent an item with some sort of in-game use. The item tag will look like the one pictured below. As long as they have the item card on their person, a character may use the listed item. Some things, like armor and clothing, have passive benefits that function as long as the card is with a character. Others, like potions, are consumable, and may only be used up to five times before they are destroyed. Whenever a consumable item is used, place a check in one of the boxes along the bottom of the card. When all five boxes are checked off, the item is depleted, and may no longer be used.

Durability

Not every item is consumed by every use. Armor and weapons use a system called “Durability” to determine how long the item survives. All armor and weapons have five points of durability, which is represented by the check boxes at the bottom of the Item card. Durability is, essentially, a measure of how much abuse your equipment has suffered.

- Whenever a weapon or shield is “Crushed”, that item loses a point of Durability.
- When a player wearing armor is reduced to Zero Hit Points, their armor loses a point of durability.

Even if it is repaired later, the material of the weapon, shield or armor is considered compromised, and it will lose a point of durability. However, no item may lose more than one

NAME: _____

DESCRIPTION: _____

USES/DURABILITY

☐ ☐ ☐ ☐ ☐

DATE

TEAM

point of durability in a single game. In a worst-case scenario, any Item with Durability will survive for five games, but a cautious character may keep the same gear for years at a time.

Gathering

Gathering skills are simple ways to collect in-game resources. These represent the work your character might be doing between games, as a way to pass time or to earn a bit of money. These items can be used for crafting, rituals, religious rites, or trade. As such, they are diverse, and vary in rarity, with rarer materials being available only at higher levels. Every rank of a gathering skill costs 1 Skill Point, and each of the gathering skills has three ranks.

The gathering skills are:

Day job: Working simple jobs to earn a stable wage.

Mining: Collecting ores.

Herbalism: Foraging for herbs

Agriculture: Simple farming

Wood cutting: Harvesting and milling lumber

Hunting: Tracking and hunting wild game.

The table below shows the items that can be gathered per rank. At check-in, a player may collect items equal in value to their rank. That is, a rank 2 miner can choose to collect either one rank 2 item, or two rank 1 items from the mining table. Additionally, this chart shows items that *cannot* be gathered through traditional means, and must be gathered in the game space.

Additionally, spread throughout the game, players may stumble across thematic patches of collectible resources. These “Gathering Nodes” can be collected and interacted with by players that have the corresponding gathering skill. For example, a player with the herbalism skill may stumble upon a curious looking flower in the fields around town. They can take that flower to Logistics and turn it in for an herbalism tag at random. A player may collect and turn in one Gathering Node for each rank of a gathering skill they have purchased. Happy Hunting!

Category	Rank 1	Rank 2	Rank 3	Ungatherable
Day Job	1 Luna	2 Lunas	3 Lunas	N/A
Mining	Copper	Silver	Gold	Platinum
	Tin	Iron	Nickel	Cobalt
	Amethyst	Topaz	Sapphire	Orichalcum
	Limestone	Granite	Obsidian	Onyx
Herbalism	Nettles	Thyme	Feverfew	Goldenseal
	Dandelion	Chamomile	FoxGlove	Night Bells

	Portabello	Morel	Amanita	Truffle
	Ginger	Ginseng	Turmeric	Valerian
Agriculture	Eggs	Honey	Poultry	
	Milk	Butter	Cheese	
	Oats	Wheat	Soybeans	
	Beets	Onions	Garlic	
	Mutton	Pork	Beef	
Woodcutting	Pine	Poplar	Cedar	Teak
	Apple	Cherry	Walnut	Rosewood
	Oak	Red Oak	Maple	Mahogany
	Ash	Birch	Zebrawood	PurpleHeart
Hunting	Squirrel Meat	Duck Meat	Venison	Boar meat
	Rabbit Pelt	Deer Pelt	Wolf Pelt	Bear Pelt
	Feather	Elk Bone	Skull	MadStone
	Sunfish	Salmon	Crab	Octopus

Research

In Ametisse, it is generally accepted that there is much more unknown than known. To this end, many dedicate themselves to unravelling the mysteries of the world, through study and research. Research is broken up into a few types, each of which serves a different function, but all forms are dependent on your character's field of study. A Field of Study is a specific type of knowledge which your character is assumed to be a master of. By default, your character's culture is considered a Field of Study.

Mastering a Field of Study costs 2 Skill Points.

There are three main ways to use a Field of Study:

- **Observation:** At any time, you may ask a game runner for additional information based on your Field of Study, and receive relevant information in the given situation. Simply approach the Game Runner and say "May I make an *Observation*?" And they will ask you which Field of Study you would like to apply to the situation.

- **Inquiry** (1SP, may be taken five times): Spend an inquiry to ask a member of story Team a question of greater importance than a simple observation. This could be about the events unfolding over the weekend, or about an object you possess, or a specific NPC. These sorts of things will be, essentially, an encyclopedia's entry on whatever you are asking about. You will gain knowledge, and while it may be surface level, you may be able to glean something useful from it.
- **Research** (2SP, may be taken up to three times): Spend a Research, and thirty minutes of Role-Play to investigate something in depth. It is encouraged (and rewarded) to have up to two research assistants help you with your research. They do not need to spend a Research to participate, but may contribute their Fields of Study. When you perform a research, visit Logistics to collect a research card. Write your questions and relevant Fields of Study on the card, and those of your assistants, as well as their names, and you may even list certain items you may have found on your journey, which will be marked "Can be Researched", if they are relevant. Then, submit this completed card to Logistics.

Research requires more time to answer than an inquiry, and represents a much more in-depth study of a subject. To this end, you will receive the answers to your research between events, via Discord Direct Message. The more relevant Fields of Study you have on the form, the more information you will receive. Additionally, each research assistant will add to the total amount of knowledge you receive. Research is a generally very powerful tool in unravelling mysteries in Court of Spirits, and learning to use it effectively can make a character into a highly valuable asset!

Finally, research has one final use. If you do not find an opportunity to use your research action during a game, your research action can be spent between games. Using the Research forum on the Court of Spirits Discord, you may collaborate with other players, formulate theories, and finally ping a director (@director) to submit a research action. You may ask three questions, and must list the Fields of Study of yourself and two other characters when you submit this way. Responses will be delivered in the forum, publicly.

Some fields of Study, such as the specific schools and domains of magic, are only available, once you have purchased that given school for use by your character. These restricted fields are designated with an (R) below.

Fields of Study		
Aubade (Faith)	History of the Age	Domain of Animism (R)
Mistral (Faith)	Lost Languages	Domain of Etherealism (R)
Mamanen (Faith)	Medicine	Domain of Inertialism (R)
The Old One (Faith)	Spirit Etiquette	School of Necromancy (R)
Barge Pantheon (Faith) (R)	Phytology	School of Elementalism (R)

Setsward and Frena (Faith)	Bushcraft	School of Summoning (R)
	Cartography	School of Witchcraft (R)
	Astrology	School of Suffusion (R)
	Steam Engines	School of Rejuvenation (R)
		School of Sigilism (R)

Arcane

Magic in Court of Spirits is broken up into several schools, each of which is accessible through understanding of the three key Domains:

Animism: The domain of creatures of the mortal plane.

Etherealismism: The domain of spirits.

Inertialism: The domain of the physical.

Every Character starts out with an understanding of one of these domains, and further domains can be unlocked later, by mastering the magics of a school.

Schools of magic are all connected to Domains, which represent the portions of the world they interact with. To learn a school of magic, one must be a master of all domains connected to it.

To this end, the starting schools of magic are:

Necromancy, Summoning, and Elementalism.



To master a new Domain, you must be a Spellcaster of at least one school attached to your current domain of mastery, at which point, you can buy the skill “Domain Mastery” and unlock another.

Each school has three levels of casting underneath them that can be learned for three Skill points apiece, they are:

Adept: One who is capable of casting basic cantrips in that school

Spellcaster: One who is capable of casting rank one spells

Ritualist: One who is capable of rank two spells and rituals

Once a character has unlocked all three of these levels in a starting school, they may then unlock another domain, and begin to pursue more schools of magic, as connected to their new domains.

For example, someone who is a master of Inertialism then becomes a ritualist in Elementalism. They can choose to unlock either Animism or Etherialism. In our example, they choose Etherialism. Now, they have three schools available to study: Elementalism, Suffusion, and Summoning. Once they master Suffusion or Summoning, they can master Animism, and then have access to all schools.

When a caster has unlocked any domain, they receive 8 spellcasting tokens: Seven white and one black. In this way, spellcasters are able to cast more spells the more they study. Finally, when a spellcaster has mastered all seven schools, they may take another set of spellcasting tokens all eight of which will be white, reaching a total of thirty-two tokens, twenty-nine white, and three black.

Although we will have stones available for new players on their first game, you will be expected to bring your own in future games.

Adept:

3 Skill Points

Allows a user to access the cantrips of a given school of magic. When taken, also provides the user with one cantrip by default.

Spellcaster:

3 Skill Points

Prerequisite: Adept (of same school)

Allows a user to access the rank 1 spells of a given school of magic. When taken, also provides the user with one rank 1 spell by default.

Ritualist

3 Skill Points

Prerequisite: Spellcaster (of same school)

Allows a user to access the rank 2 spells of a given school of magic. When taken, also provides the user with one rank 2 spell by default.

Domain

3 Skill Points

Prerequisite: Spellcaster in a related school

Unlocks use of a domain of magic, granting access to more of the magic skill tree. Also allows caster to increase their number of spellcasting tokens.

Refocus

3 Skill Points

Prerequisite: Mastery of two Domains.

Once per six, you may ignore the negative effects of a black Spellcasting Token, and treat it as if it were a white one.

Spells

Although characters unlock some spells automatically on becoming Adept, Spellcaster, and Ritualist in any given school, there are many other spells to be mastered. Learning spells is done just like learning other skills. Find a teacher, and learn a lesson on that spell, and then have your teacher sign off on the spell.

Cantrip:

1 Skill Point

Prerequisite, Adept in same school

Rank 1 Spell:

2 Skill Points

Prerequisite, Spellcaster in same school

Rank 2 Spell:

3 Skill Points

Prerequisite, Ritualist in same school

Every School of magic has its quirks, and some spells present interesting synergies. Let's take a moment to look at the three school available to starting players:

Elementalism

Elementalism is the ability to manipulate the base elements of Ametisse: Fire, Ice, Air, and Earth. It is well suited to combat of course, allowing users to send bursts of flame flying from their hands, but there are many useful utility cases for elementalism, especially when used in conjunction with the "mote" cantrip, which allows an elemental to create an orb of elemental energy, tied to themselves. Using a mote to transfer magical abilities to others can make an Elementalist something of a Jack of all Trades.

[Click here](#) to see a list of spells that can be taken by a beginning Elementalist.

Necromancy

A necromancer is more than some wizard who raises the dead. In fact, many necromancers use their deep understanding of the flow of life and death to become powerful battlefield healers, utilizing their Reliquaries to gather life force and grant it to themselves or to others. A true Necromancer is a master of the energies of the body, and can manipulate the physical form, as well as the life force, binding a life to its body, or even temporarily rejuvenating a body, in the absence of life.

[Click here](#) to see a list of spells that can be taken by a beginning Necromancer.

Summoning

No one can deny the power of the Spirits, and few are as capable of utilizing that power as a Summoner. Whether they are borrowing the gifts of a spirit to empower themselves, or transforming their Familiar into the form of a spirit, Summoners have some of the most versatile abilities in Ametisse. The Familiar, a trademark of Summoning, grants the spellcaster additional abilities, but a familiar can only be transformed every three minutes, limiting the ability to change their skills. Don't get caught with the wrong form at the wrong time, or it won't matter how powerful of a spirit you can conjure.

[Click here](#) to see a list of spells that can be taken by a beginning Summoner.

Religious Rites

In Ametisse, the gods are active in everyday life. While mortals make offerings to the spirits who live around them, and may receive boons, there are some spirits who have gained so much power that they can no longer give the individual attention that a neighbor might receive. Instead, they have ascended to godhood, a state in which they may be reached from anywhere, and offer boons to any who truly believe in their purposes.

When choosing an in game faith, think of it as you are choosing a way that your character sees the world. Most people in the game have a faith of some sort, whether it is worshiping a concept, a pantheon, or a specific divine spirit that they call their god. Some go even further in their worship and become priests of their faith, spreading the rules and rituals of their faith in return for a small portion of divine power to spread amongst their fellow worshipers.

To learn about the gods of Ametisse, go [here](#).

It is important to note that faith in the game is a completely "opt in" experience. There is plenty of room in the game for mortals who do not worship any spirits at all. It is just another way to get involved in the story!

Priesthood

3 Skill Points

Prerequisite: Must have a chosen faith

You have dedicated your life to the works of your god, and as such, have developed the ability to communicate with them, to a degree, no matter where they are. To this end, you may perform

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a religious ceremony, with other followers of your faith, and receive guidance, as well as boons. To perform a ceremony, you must gather members of the faith, and perform a small ritual, relevant to your faith. (i.e. a faith dedicated to Aubade, the Greenmirror's god of the sun might perform a song together, and burn a collection of herbs in their honor) Then, any priests participating may receive a vision from their deity, offering a goal for their followers, and a boon in exchange for completing their works.

In practice, a religious ceremony has a few key steps:

- A roleplay that lasts at least 30 minutes
- The use of Level one Gathering Items, which are destroyed as part of the ritual. What the items are is not important, and can be chosen for flavor, per the faith, but, for every *five* people involved in the ritual, one item must be used.
- After the ritual has been performed, any Priests involved will visit Story for guidance. A story Team Member will present them with a goal: The god will ask their followers to perform tasks on their behalf. If the players accomplish the goal, they will receive a boon. The boon will be predetermined, and explained to the priests, who then return to the faithful, and explain the task and the benefits.

Strength of Faith*

1 Skill Point, returns with rest.

Prerequisite: Priesthood

Your connection to your deity is strong enough to push past a moment of weakness, and carry on. Once per rest, you may shout an invocation on behalf of your deity, calling upon them to remove *weakness* from yourself.

Anoint

1 Skill Point, may be taken multiple times, usable once per game.

Prerequisite: Priesthood

By offering a small prayer to your deity, and placing a mark on the hand or forehead of a fellow follower of said deity, you may grant a weekend-long boon to a member of your faith. This blessing may be any of the four from the table below, but characters may only bear one anointment per game, and cannot change it partway through by changing the mark.

Blessing	Effect
The Broken Finger	Provides a once-per-rest resist to effects delivered by Gesture
The Loosed Knot	Provides a once-per-rest resist to effects delivered by Packet
The Dulled Blade	Provides a once-per-rest Dodge to effects delivered by Weapon

Sanctify

2 Skill Point, may be taken 3 times, usable once per game.

Prerequisite: Anoint

By performing a short ritual in a building, tent, or other enclosed space, you may grant that space a boon from your deity, which will last for three days. To do so, expend one use of the appropriate tag, and walk around the space for three minutes, role-playing a prayer to your deity. Once this is complete, hang a piece of paper with the description of the sanctification and your character's signature in a prominent place. Until the end of the game, any players in that space will receive the benefit of the blessing. There are four blessings available, each one requiring a different component to be used.

Each use of Sanctify may apply one of the following blessings to a structure:

Blessing	Tag	Effect
Blessing of Healing	Nettles	In this space, mortals may pray for three minutes to restore their Crushed or Severed limb.
Blessing of The Hearth	Thyme	In this space, all cooking effects delivered here last for a twelve instead of a six.
Blessing of The Craftsman	Cedar	In this space, Crafting items takes ten fewer minutes. This effect stacks with others. (Remember that crafting may not take less than 10 minutes)

Return To Life*

4 Skill Points, May be taken 3 times

Prerequisite: Sanctify x3

Your connection to your deity is so powerful that you can, on a few occasions, call forth miracles, bringing the dead back to life. Perform a small invocation of your deity over the body of a character who is in the "Death" stage, and then call "Life". The affected target does not have to be of the same faith as the priest using the skill. If the target is not "dead", or for some reason cannot be affected by the "life" call, this skill is not expended.

Clout

Throughout your time playing Court of Spirits, your character may begin to gain a reputation among the locals. Maybe the government hears of the work you've been doing, or the local merchant's guild owes you a favor. Maybe you have had some surprising run-ins with the local underworld, or you've become a bit of a local hero. Over time, these favors and this reputation begin to add up into what we call **Clout**.

Clout is a series of systems designed to let a character's reputation pay off.

There are four kinds of Clout, which are tracked on your character sheet:

- Government: favors from local officials, postmasters, generals, etc.
- Merchant: favors from local merchants, artisan's guilds, or even major shipping companies.
- Underworld: Reputation among petty thieves, local gangs, or secret societies, (if such a thing existed.)
- Community: Reputation gained among the locals, average citizens etc.

Clout is, in a sense, a currency. It is a measure of your goodwill with certain groups that can be turned in for favors.

Those favors are divided into two kinds: Small Favors and Big Favors, each of which can be used based on the amount of Clout your character has on their sheet.

A Small Favor is a once-a-game favor that can be called in at check-in, based on the amount of Clout you have. For example, Clout with the merchants might net you a free item every game, the quality of which depends on your Clout score. All Small Favors are called in as you collect your character sheet at the beginning of the game. You may call in a favor of a lower value than your max Clout in a category, but never one higher. You can collect one Small Favor for each category of Clout per game. See the table "Small Favors" below.

A Big Favor is something generally riskier to the people who you are asking the favor of. For example, sending a letter for free is a small matter to a local postmaster, but *intercepting* a letter is much riskier, and more likely to damage their trust in you.

To that end, Big Favors have more impact on the game and the world, *but* they will actively cost points from the given Clout pool. While Small Favors are once a game, the only limit to how many Big Favors you can call in is how much Clout you have.

To call in a Big Favor, contact a member of story Team, and they will help you arrange the favor. See the table "Big Favors" below for ideas on the kind of Big Favors a character can call in. This list is a good starting point, but Court of Spirits likes to reward creative storytelling, so if you have an idea about a favor you'd like to call in, reach out to Story, and see if something can be arranged. Bear in mind that not all favors are possible, and even the ones you pull in

might not be repeatable in the future, as the favor system is heavily tied to story. But it never hurts to try something a little crazy!

Clout is a reward for doing deeds in the game world, and to that end, it may often be passed out to characters at the end of an adventure, or a Mod. At the end of the game, staple these cards to your character sheet, and they will be added to your character sheet before the next game. If you would like to call in a Big Favor during the same game you received the Clout, turn in the card when you perform the action.

There is another form of Clout in game, called a “calling card” which can only be distributed by specific NPCs. A calling card will have the name of the NPC, as well as its Clout value written on it. When you prove your worth to some NPCs, they may hand you a calling card. These *can* be stapled to your sheet at the end of the game and simply added to your Clout total, *or* they can be used to call in favors from that specific NPC. To do this, speak to a member of Story Team as soon as possible, and they will help you arrange the favor from that NPC, in whatever way works best.

A list of Small Favors is Below, and a detailed list of Big Favors can be found [Here](#). Big Favors are considered an advanced gameplay style, and may not be for everyone, but the impact they can have on the game is often massive, and can change the course of a weekend.

Small Favors:

Rank	Governmental	Merchants	Community	Underworld
10	1 Postage or 1 Luna	Rank 1 Herbalism or Woodcutting Item	Rank 1 Agriculture Item	Rank 1 Mining or Hunting Item
20	Mounted Courier (immediately send a letter to anyone within 50 miles. Will arrive within 3 hours of expenditure)	Barter (Trade any two items in your possession for any two items of identical rank)	I know a guy! find somebody in the community to teach you a new skill. Bypass the skill training requirement for a new skill.	1 Rumor (see story to redeem)
30	2 postage or 2 Lunas	Rank 2 Herbalism or Woodcutting Item	Rank 2 Agriculture Item	Rank 2 Mining or Hunting Item

40	Magical delivery (send one letter *anywhere* via magic instantly)	Economy of Scale (Trade any 4 items in your possession for any 4 items of identical rank)	Local Expert: find somebody in the community that has a Field of Study you need for a research action. (You can also choose to learn this Field of Study)	1 Solid Lead (see Story to redeem)
50	3 postage or 3 Lunas	Rank 3 Herbalism or Woodcutting Item	Rank 3 Agriculture Item	Rank 3 Mining or Hunting Item

Game Weekend

So, you did it. You made your character, you talked to the New New Player Team, you bought your ticket, you made your costume, and now.... *You're ready!*

...right?

Well, yes and no. To be really ready for a game, there are some additional things you should know and be prepared for. But don't worry, you really *are* very close!

First and foremost, let's talk about how your weekend will go. On the Friday that a game starts, players have some time out of character to get ready before the fun begins, and there are a few things you'll need to do before game.

Camping

First of all, you'll want to figure out where you are sleeping. If you are camping on site, use the time before game starts to get your camp ready, and get a safe place to sleep. On site, there will be an area set up for Out of Character camping. In this area, you may set up any kind of tent, and we will all use our imaginations to picture it as an appropriately fantasy-style tent. More long-standing players may want to set up an in-genre tent, something made to look a bit more like it belongs in Ametisse, and those can be set up elsewhere on site. But for new players, or new larpers in general, we recommend starting *Out of Genre*.

So, why do you need a tent at all? Court of Spirits is a high-immersion game, starting late Friday night, and running until Sunday morning. That means that with a few small exceptions, you'll be playing the part of your character for over 48 hours. Those exceptions, by the way, are:

- Sleeping
- Inside the bathrooms
- Inside your out-of-genre tent
- In the NPC camp
- During your NPC Shift

You may find that you don't want to sleep on site at all, and that is okay. You may leave the site at any time, and come back. But, when you are on site, you must be in character.

"Genre"

When we refer to things as in or out of "Genre" we mean "does it look like it belongs to the game world?" Something that is "out of genre" looks or sounds like it does not belong in the world. Because this game is based on immersion, things being out of genre can affect the vibe of the game, so please be aware of this, and don't be offended if a Team Member says that something is too "out of genre" we're all working together to make Ametisse come alive!

Checking In

After you have a place to sleep, you should check in with Logistics. They will have your character sheet, help you with any check-in skills your character may have, and help you with your weapon safety check. Every player, no matter how new or old, needs to check in, and go

through a safety check. If you haven't purchased a ticket yet, you can do so at Logistics. New players may also be able to borrow a loaner weapon from the safety check, if they don't have one. But loaners are very limited, so if you can get your hands on your own weapon, bring one. For questions about which weapons are safe and acceptable, you may want to reach out to the community on Discord.

Finally, as a new player, once you have finished Check-In, you'll be sent to New Player Training. Here, a member of the New Player Team will give you a quick class on how to dive into Court of Spirits, and answer any questions you may have about the game. Pay attention, and be sure to ask lots of questions. The New Player Team wants you to have a great first game, and will definitely have good advice on how to get knee-deep in the game!

Game On

After you have your character sheet, your training, and a place to sleep, it's time for the game to begin! All Players and Team Members meet up for a pre-game meeting: "The Opening Ceremony". During the Opening Ceremonies, The Team will make important announcements, update players on any new or special rules, generally make sure everyone is ready for the game, and present that game's Prologue: A brief monologue setting the scene for that weekend's game. At the end of the Prologue, one team member will declare "3, 2, 1, GAME ON!" at which point, the game truly begins. From that point on, everyone is expected to be in character, and behave as their character would until Sunday morning, when we all gather again for the Closing Ceremonies. The closing Ceremonies begin with a Team member declaring "3,2,1, GAME OFF", which takes everyone out of character for the weekend. Then, a member of Story Team will present an Epilogue, wrapping up the weekend, and team members will give final announcements, before cleanup begins.

NPC Shifts

All players of Court of Spirits are required, as part of the game, to take a shift playing non-player-characters. These are the monsters, villagers, spirits and stray dogs that make up the world of ametrissé, and make it feel rich and exciting. When you check in at the beginning of the weekend, there will be a signup sheet for NPC shifts. These are broken up into Three-hour blocks, and when it is your block, you are expected to show up at NPC camp, wearing simple black clothing: think theatre blacks. Check in with a Team Member (They will have white headbands on) and they will help you get involved in NPC work, giving you a character to play, pointing you towards the costumes and props you might need, and getting you all set to play an NPC. There will be opportunities for all sorts of things during NPC shifts, and many people find playing an NPC to be just as fun (and sometimes moreso) than playing their own character.

After your three hours are up, stop by a Team Member, and get your NPC shift signed off on your character sheet. If you fail to do this, your character will not get their Skill Points for the game, so make sure you do!

Also, there are a few more things to know about NPC shifts. If you bring a bag of your own costumes, you will receive a Brownie Point (BP), special OOC points that can help you in

your IC adventures. Remind your Team Member that you brought the bag when you get signed out so that they can give you the BP. Also, spending extra time doing NPC earns you a Brownie Point per hour, and if you do an entire weekend of NPC, you'll receive 1.5 Brownie points per hour, *and* you won't need to pay admission to the game.

A few notes for NPCs:

- NPCs are the backbone of Court of Spirits, making the world feel rich, and real and lived in. When you are playing an NPC, it is your turn to make the world feel more exciting for other players, and when it is their turn, they will make the world fun for you and your character. NPCing is your turn to make the world fun and vibrant for everyone!
- Playing an NPC is *not* a competitive sport! No matter what stats you are given, or how big of a weapon you pick up, as an NPC you are not playing to win! NPCs are to provide fun and interesting challenges for the characters. Remember, when it is their turn, they'll be doing the same thing for you!
- When you are given a role to play by a Team Member, take a moment to figure out what that character might be like. If you are a playful spirit, think of something that might be particularly interesting to your spirit, and maybe something that would frighten it. If you are playing a peasant, make sure to give them a name (*not* a silly one, Zumbo Pumbo), and maybe a bit of backstory. Give your character a "why", a reason for what they are doing that feels real to you. These little choices beforehand can make a big impact on how you approach the character, and improve both your experience, and the interactions they will have with the PCs!
- If you have any questions about establishing a background or finding your "why" you can always talk to the Team Member running your group. They want to make sure that you are comfortable and excited about what you are doing, and will happily help you!

Roleplaying

When you play in a LARP you are agreeing to participate in a shared fantasy with common standards and references determined by both the source material (the rulebook) and the story team. Roleplaying in this shared fantasy can look a few ways.

A story team member points to a small pile of rocks and declares it is a treacherous hill in front of you. You suspend disbelief and roleplay how your character would address a treacherous hill.

An enemy reduces you to zero Hit Points and roleplays cutting your tongue out. You roleplay being unable to form words while in the Critical state.

Your character is revived from Death after a dramatic battle. Wrapped in the intense emotions of the moment, your character's closest friends all wrap their arms around you and cry tears of relief.

An important part of LARPing that is different from tabletop games is the capacity to enact physical action. You will be physically affecting other people with your actions, whether that's striking them with a boffer, touching their arm to heal them, or sharing a hug during an intense roleplay scene. Because of this, it's essential that everyone uses the same definition of **consent**. Consent must always be a verbal, informed, freely given, and enthusiastic yes to the offered action *before* any physical action takes place. Consent is most often obtained by requesting consent for physical roleplay.

"Consent for physical roleplay" means that every participant gives clear and ongoing permission for any physical interaction. Consent must be asked each time unless you and another player have explicitly agreed otherwise. Situations when you would ask for consent for physical roleplay is when you want to physically touch another character in any way, like holding hands or (miming) removing a character's limb. These are actions that may make the player feel uncomfortable, even if it doesn't make their character feel that way. Over time, you and other players may develop enough trust to establish **blanket consent**, a mutual verbal agreement that certain physical actions are always acceptable without asking each time. This should never be assumed, it must be clearly discussed and confirmed by everyone involved. At Court of Spirits, the only blanket consent that applies to all players by default is consent to being struck by a weapon/packet in combat (unless you are a noncombatant.)

Character Versus Character (CvC)

Character vs. character conflict, or **CvC**, is a type of conflict where characters oppose one another. It is explicitly in-game conflict, not out-of-game conflict, where one character takes actions that result in a negative change in another character's story. As a note, player versus player (PvP) conflict is not a part of this game as ultimately, all players are on the same team. Best practices when it comes to CvC usually includes a check in either before or after the conflict happens to make sure that all players feel respected and valued. Some players prefer to pre-plan their CvC, negotiating an intense rivalry between their character and another to add depth to their shared story, but most often CvC happens in the moment at game and requires a check in after. Here is an example of what that could look like.

Odessa, who is played by Brian, wants revenge on Lark, who is played by Anne, because Lark stole a plot relevant item from Odessa. Brian and Anne discuss this conflict over Discord and determine together what would make for the best story between Odessa and Lark as well as what the fair punishment for Lark would be.

In this example, the conflict is simple: Lark's action is clearly antagonistic and most players would recognize why Odessa would respond strongly. But CvC isn't always so clear-cut.

Before leading a dangerous mission in the forest, Zuriel rallies their party and tells them that they will ensure no one is left behind. After an already difficult fight, the party is ambushed by enemies and one party member, Lili, ends up surrounded while another party member, Stanis, is Dead and needs to be taken to someone to revive him within three minutes. Zuriel has to choose: risk leaving Stanis to save Lili or leave Lili to try to get Stanis revived in time. Zuriel chooses to save Stanis and as a result Lili is overwhelmed by enemies and killed.

This situation isn't black and white. Most players can understand Zuriel's impossible choice, there's no clear "right" answer. Still, Lili's player may want their character to confront Zuriel about being left behind, which can naturally lead to CvC. It is now up to the players to check in with one another about what happened and how their characters can move forward while prioritizing the fun of the game rather than "winning" the conflict with each other. In addition to this, the players must not only work through their character's choices and the impact that they made, but also the **bleed** that they may feel in connection with their characters.

Bleed

Bleed is a natural part of roleplaying a character, where the character's emotions and the player's emotions suddenly become one in the same. Whether it's the hype from a successful mission or the sorrow from your character taking a heavy loss, bleed is what often brings people into LARPing. Bleed can significantly add or detract from a player's game experience. That said, it is important to have healthy coping mechanisms to identify and address bleed when it happens in order to protect your own real life mental health, even if your character's mental health is in shambles.

Here are our top tips:

- If you notice yourself feeling a strong emotion during your roleplay, take a moment and identify if these are your character's feelings or your personal ones before continuing. If they are yours and you are feeling overwhelmed, no one will ever blame you for needing to go out of character and saying you need to leave the scene. (Additionally, if you see someone do this, it would be best practice to check in with that player later about that scene.)
- Talk about your character in the third person when discussing situations out of game/character. It creates some space between you and your character and adds a differentiation between the two. Do this when speaking about other players and their characters as well.
- Check in with players after an emotional scene and thank them for the roleplay. This will reassure them that you were never upset with them out of character. You can always do this after the game has concluded if you don't feel it's appropriate to do right after the scene.
- Use "Oh Mother" as a way to express any kind of discomfort and indicate to the person you are interacting with that there is discomfort and you need them to ease up or check in.

- Remember that consequences are still a part of the game. While check-ins are always encouraged, you need to be willing to compromise if your character got themselves into a situation that they may need to face consequences for.
- If you're able to, connect with players outside of events to remind yourself that they are separate from their characters.
- Let game exist at game. Talking outside of game about game should be fun, not always business. Give yourself a chance to shed your character.
- Self care during the game! Sometimes your character's sudden bad attitude could be because you're hungry or tired. Care for yourself before you care for your character.

For more tips about handling bleed, we recommend this article that cites studies about experiences with roleplaying: <https://www.nordiclarp.org/2015/03/02/bleed-the-spillover-between-player-and-character/>

Playing an Antagonistic Character

There are many ways to tell a compelling story and sometimes that includes through the eyes of a rascal. An enemy. A villain. Antagonists by definition need to stand in conflict with the views of the perceived protagonists. That said, there may not be a lot of room to exist as an antagonistic player character (PC) in Court of Spirits, but we certainly won't stop you from trying!

We just ask that you keep a few things in mind:

- *Antagonistic behavior may lead to isolation.* Just like in real life, if people don't trust you then they are less likely to want to work with you to assist with your goals - sometimes even if it would benefit themselves to ally with you!
- *Never attack out of character traits.* Your character may be the snobbiest person in all of Highveld, but you should still stick to calling someone poor for their lack of in character currency and not because of their real life haircut.
- *You can not always defend your character's cruel actions.* While you may need to empathize with your character to understand their actions, that doesn't excuse them. Out of character, you still have a responsibility to acknowledge the reality of what occurred and how it may have affected others and their bleed. If you took an antagonistic action, call it for what it is.
- *Portraying an antagonist is often more emotionally challenging than portraying a protagonist.* Be willing to do what is needed to address your own bleed and self care. Make sure you separate yourself from your character and remind others to do the same.
- *Play to lift.* This is an expectation for ALL players, but especially for our antagonists! We want to tell exciting collaborative stories with each other and sometimes that means allowing yourself to play the fool. Sometimes this means being in the wrong and fully committing to that wrongness so others have something meaningful to play against.
- *Even bad guys have feelings.* Even the most fearsome antagonist will still have mortal feelings because you, the player, do. Your villain can be scared, sad, in love, have meaningful relationships, identify mistakes, and feel lonely. An antagonist doesn't need to be a mustache-twirling schemer 100% of the time. In fact, those genuine moments of vulnerability often make them richer, more compelling, and more fun for others to interact

with. Embracing that complexity is part of what makes playing an antagonist so rewarding for you and for everyone sharing the story with you.

In Conclusion...

At Court of Spirits, roleplaying is a collaborative art. Whether you are navigating physical roleplay, engaging in negotiated CvC, addressing emotional bleed, or portraying an antagonist, the goal is always to create an exciting and fun shared story. Communicate clearly, obtain consent, support one another, and remember that the player behind the character is who matters most.

Downtime and Non-Combat Activities

During the daytime hours of Court of Spirits, the game operates under an Opt-In model, which is to say, you won't find yourself in peril unless you have invited trouble, or been invited on an adventure. This means, in general, that you will have a lot of opportunity, when the sun is up, for downtime. Downtime is a great time to rest, relax, eat, and above all, explore your character, and those around you. We encourage players to stretch their legs and their improv abilities by exploring the nearby encampments, and meeting other characters. Make friends, hint at that juicy backstory you've laid out, and get to know each other, as well as your strengths and weaknesses. Because, when the danger comes (night time) you'll want to know which of your friends can patch up that sword wound in your gut or who can swing fire when the ice monster marches through town.

There will always be opportunities to get into trouble during the day, and you will often find NPCs looking for adventurers to escort them on a dangerous mission, but downtime encourages players to engage with the Role-Play elements of LARP and dig into character development. It is also a great time to play small games, do your crafting, share a meal with comrades, or dig into research projects.

Tabletops

Occasionally, an adventure at Court of Spirits will be too grand, or too involved, or too incredibly insane for the storyteller to accurately portray it with costumes and swinging foam. In these cases, the storyteller may engage in what is called a “Tabletop”- think of a classic Tabletop Role-Playing-Game, and strip out *most* of the math. In a Court of Spirits tabletop, players will work together with the storyteller to play out the adventure, by describing the things Characters face in the world, and presenting them with challenges. Players and the Storyteller will work together telling the story until a player’s character runs into a definite question, one that can be answered with “yes” or “no”, and is not immediately answerable. At this point, the player rolls dice to determine the outcome.

Players will roll a six-sided dice, (commonly referred to as a D6) to determine the outcome. The basic roll is 1D6, however, if the character has an ability or an item that might provide them with an advantage, the player may convey this to the Storyteller, and if the storyteller agrees, they may roll two dice, and take the better outcome.

However, there may be times when a character has a disadvantage, and the Storyteller may require them to roll two dice and take the *worse* result.

After the roll, the Storyteller describes the action and any consequences that come from it, and the story continues.

Characters have all of the same stats, skills, spells and equipment in a tabletop that they do in regular play, but remember that a Storyteller may need to apply certain restrictions for the purposes of the function of the story. These will always be made clear at the beginning of the tabletop. Additionally, Storytellers are encouraged to embrace the “rule of cool”, and thus, players are encouraged to try fun things that they might not be able to do in standard play. The storyteller has final say on whether something may be attempted, of course, and characters are always at the whim of the dice.

Roll	Do you get what you want?	
6	Yes, And...	You get what you want, and something else.
4	Yes...	You get what you want.
2	Yes, But...	You get what you want, but at a cost.
5	No, But...	You don't get what you want, but it's not a total loss.
3	No....	You don't get what you want.
1	No, and...	You don't get what you want, and things get worse.
Tabletop rules adapted from FU RPG by Nathan Russel		

Appendices

In-Depth Faith Descriptions

Ametisse has numerous deities attributed to different aspects of the world, and to that end this list is very certainly incomplete. However, the below list is a collection of common and popular faiths from the world. Below you will find the names of the gods, descriptions of their domains, guidance on the tenets their followers are expected to embody, and suggestions on how they would prefer their religious rites to be performed.

Remember that this information is presented from an in-character perspective. There is always a possibility that these things are untrue, but they are presented in this rulebook the way that a follower of a given faith believes them to be.

Gods of Ametisse

- ❖ **Aubade** (*Ah-BAY-d*) - Greenmirror's goddess of Sunlight, hard work, community and deeds. Aubade is a bright, warm and generous goddess, who shines the light of the sun onto Greenmirror, and grants them the energy to power their home, as well as the great forges below. And all that is asked in return is acts of service to the city and its people. Followers of Aubade tend to sing a morning song to welcome her to the sky, and do their best to help others when she is in the sky, basking in her warmth. At sunset, they sing songs of gratitude and yearning for her return.

- Aubade encourages her followers to:
 - Be as generous with their warmth as she is with hers.
 - Push back against the darkness in the world.
 - Dedicate themselves to the tasks they take on.
- Religious Rites to Aubade might include:
 - Timing related to the sun's movements
 - Singing songs
 - Group projects (crafting, building, etc. working hard and enjoying it)

- ❖ **Mistral** (*MISS-Tral*)- Greenmirror's goddess of the wind, mischief, independence, and devotion. Mistral is cool and playful, a stark contrast to her sister, Aubade's constant working. Mistralites tend to be somewhat unpredictable in their daily routines, just as Mistral's gusts can appear at any time. Mistral uses her breezes to spin the windmills of Greenmirror, and may even help the ships of the Thresh travel safely, though no one is quite sure that is really her.

- Mistral Encourages her followers to:

- Work hard, but keep their whimsy
 - Follow the wind as it speaks to them
 - Love themselves, and love her.
- Religious Rites to Mistral might include:
 - Woodwind instruments or whistling
 - Telling stories of mischief
 - Dances involving large, swirling movements.
- ❖ **Mamanen**, (*MA-ma-nen*)- A goddess of the harvest, often revered among the Dross. Mamaden, or “Momma” is known to bless harvests in exchange for milk or wine, though some children have had particularly good luck finding wild berries in exchange for favorite toys and the like. There are likely other gods of the Harvest, but Momma seems to be the most communicative, she is often seen wandering through fields in a long dress, whispering to plants that need a little extra help.
 - Mamanen Encourages her followers to:
 - Look after the flora of the world
 - Be generous, Be loving
 - Forgive transgressions, for they may not have the appearance of mistakes
 - Religious Rites to Mamanen might include:
 - Communal meals
 - Enriching the land
 - Drinking water
- ❖ **The Old One**: An ancient god believed to inhabit the depths of the Thresh plainsgrass among its many crumbling ruins. Some say the Old One summoned the invasive species of spirit enhanced grass and ruined once rich and fertile farmland. Others say that he rescued all of the mortals he could and lifted them from the ground on light rafts woven from the dried grasses that eventually became the first thresh ships.
 - The Old One’s followers are encouraged to:
 - Live lightly and frugally
 - Uplift others no matter what
 - Respect and protect your elders and the stories they have to tell
 - Religious Rites to The Old One might include:
 - Braiding smaller stalks of plainsgrass
 - Telling stories of great bravery from the past
 - Having physical contact the raw earth
- ❖ **Setsward and Frena**: The Rivers of the Pactmade States, Setsward and Frena, have been tied together for longer than memory. They share common tributaries, and flow to the same seas. In many ways, they are one. But, the differences become clear in the Winter and Spring. In the winter, Setsward stays strong and even, fighting the ice that

forms on its shore, and in the spring, it overflows into the river basins, spreading rich, nutritious silt across the farmlands. Frena, however, often freezes over, or even dries up when the seasons change; she is smaller, and flightier, but has been known to reward those in her keep, occasionally showering them with gifts, such as sedimentary gold.

- The Rivers Encourage their followers to:
 - Carve a steady course, but never be forced to stay the same.
 - Share their bounty, when they can
 - Flow over anyone who would dam their path.
- Religious Rites to The Rivers might include:
 - Flowing dances with arms linked, moving as a river together
 - Call and response songs, one voice for Frena, one for Setsward

❖ **Gods of the Barge Folk:** The pantheon of the Barge Folk is a core component of the culture, and is therefore covered in somewhat more depth in their Cultural Deep-Dive, but a cursory glance would include:

- Guisen and Heverre: Twin wind spirits.
- Lumé: God of the reeds and the riverbanks.
- Fotack: The great catfish.
- Kliehn: The mother maple tree.
- Mellenjé: The great bird

In Depth Cultural Deep-Dives

[Cultural Deep-Dives](#)

Pregenerated Character Builds

[Court of Spirits Character build ideas!](#)

List of Skills

Name	SP	Prerecs	Armament Reqs	Returns	Take Limit	Description
General Skills						
Additional Hit	1				5	Adds one hit to your base total. These hits can be replenished with healing and potions.
Dodge	1			Rest	∞	When an opponent hits you in combat with a weapon-based attack, you may call "dodge", and ignore the attack. Dodges do not count against magical effects, unless delivered by a weapon. Finally, dodge cannot prevent "stealth" attacks.

Resist	2			Rest	∞	When you are affected by a magical effect, you may call "Resist", and ignore the effect. Resist does not defend against attacks from weapons, but would defend against packet effects.
Bardic Skills						
Song of Rest*	1			12's	3	The bard performs for 3 uninterrupted minutes to an audience of no less than 3 audience members be it through song, story, or dance. At the end of the performance, three audience members may regain one use of an expended skill that Returns with Rest.
Song of Strength*	1			12's	3	The bard performs for 3 uninterrupted minutes to an audience of no less than 3 audience members be it through song, story, or dance. At the end of the performance, three audience members reduce their weakness timer to 1 minute. This effect lasts until the next 6.
Song of Courage*	1			12's	3	The bard performs for 3 uninterrupted minutes to an audience of no less than 3 audience members be it through song, story, or dance. At the end of the performance, three audience members gain a single "Resist" to the Fear condition
Song of Sorrow*	3			12's	1	The bard performs one song, in the presence of any number of characters who are in any of the stages of dying. As long as the bard is able to continue their performance, uninterrupted, any character who can hear them does not need to count for their death stages.
Song of Healing*	3	May only be used with a Troupe of 3 Bards		12's	1	The Troupe performs for 3 uninterrupted minutes to an audience of no less than 3 audience members be it through song, story, or dance. At the end of the performance, one member of the troupe may call "Aura: Heal 5."
Healing Skills						
Pulse Check	0				1	Allows a character to determine if another character is Unconscious or Dead. Simply approach the character and call "Pulse Check". They must tell you if they are Unconscious or Dead.
Checkup	1				1	Allows a character to check up on a willing creature. By placing a hand on (or near) their shoulder for three seconds and calling "Checkup" you are able to determine how many hits they have remaining, as well as any ailments or status effects they may be under. Additionally, if they are in one of the stages of Dying, they must tell you. They must answer truthfully.
Tourniquet	1	Checkup			1	Allows a player to add three minutes to the critical counter of another willing creature. To perform this skill, tie a bandage onto a character's arm, call "Tourniquet" and explain to the target that they have three additional minutes of Critical before they move to Unconscious. A target can only benefit from this effect once per rest.
Splint	1	Checkup			1	Allows a character to spend thirty seconds of role-play to repair a crushed limb. Once the roleplay is complete, call "Repair Limb". When having a limb repaired in this way, roleplay of extreme pain is recommended.
Bandage	1	Tourniquet or Splint				Allows a character to tie a bandage onto another character, and heal them by one hit. This skill takes as long to administer as it takes to tie a bandage (a strip of cloth) onto the target's arm or leg, and say "Heal 1". This skill cannot be used on the same target more than four times (two arms, two legs). The Target must keep these bandages in place until they have taken a rest, or the effect ends, and the target takes 1 hit of damage for every bandage removed prematurely.
Surgery	3	Bandage			1	Allows a character to reattach limbs affected by Sever using thirty seconds of RP. Surgery can also be used for many other Role-Play based effects in

						game, such as removing foreign objects from a person, collecting trophies, and many other things, which may be discovered in game.
Aciurgy	2	Surgery		Rest	3	A proper surgeon can heal anything, and you are... the best we've got. Using your advanced knowledge of surgery, you can perform thirty seconds of Role-Play on a wounded patient, after which, you may call "heal 5"
Resuscitate	2	Surgery		Rest	1	Allows a character to perform thirty seconds of Role-Play to move a character Dead to Unconscious. However, the user is immediately put into weakness.
Martial Skills						
Warrior's Strength	3	24sp Min 18sp in Melee Combat Skills			1	Add one damage to all strikes with melee weapons. This effect stacks with any other advantages to increase attack power, but remember, strikes can never do more than 5 damage, maximum. Cannot be taken at character creation.
Berzerker						
Rage*	2			Rest	∞	Call "Rage" and role-play intense aggression. For ten seconds add 1 extra damage to every strike. During this time, you may use no defensive skills, or perform any other action but moving or striking with a weapon. This effect stacks with any other advantages to increase attack power, but remember, strikes can never do more than 5 damage, maximum. This effect cannot be used simultaneously with Juggernaut.
Bonecrusher	2		>24" Weapon	Rest	∞	Call "Crush Limb" when you strike a limb, instead of damage. The targeted limb takes the "Crush" effect.
Howl of Fury*	2			Rest	∞	You let out a primal roar that shatters the conviction of your foes. The next time you land a successful strike on an opponent, call "Fear" instead of damage. The target takes the Fear effect, and must, if safely possible, retreat 30 feet from you for 30 seconds.
Unarmored Frenzy	3	Rage	0 Armor or Depleted Armor		1	While wearing no armor, a Berzerker's Rage damage buff increases to 2. This can be triggered by either wearing no armor, or by running out of armor during combat, however, it does not function during uses of Indomitable.
Indominable	3	Rage			1	Your sheer force of will allows you to push beyond normal limits. If you are ever brought to Critical (0 Hits) and still have uses of Rage, you may call "Indomitable!" and use all of them consecutively. When you have expended all of your uses of Rage you immediately fall Unconscious.
Assassin Skills						
Stealth Attack	3		≤ 24" Weapon or Thrown Weapon and ≤ 5 Points of Armor		1	Using only short weapons or thrown weapons, deliver an attack to the back of a target, calling "Stealth 5". This attack may not be dodged, or resisted. Stealth may not be used by a character wearing more than five points of armor, or carrying a shield.
Vanish	2		≤ 5 Points of Armor	Rest	3	Use vanish to quickly escape a dangerous situation. Pass behind something that blocks the view of you, whether that is a tree, a pole, or even another person. When you emerge, place a closed fist over your head, indicating that you are out of character. After five seconds, you must

						return to character, wherever you are. This effect can be stacked, leading to a maximum of 15 seconds of invisibility. Vanish may not be used if you are wearing more than five points of armor.
Barrage of Blades	1		≤ 5 Points of Armor and Thrown Weapons	Rest	4	Adds one damage to consecutive thrown weapon attacks against a single target. For example, with one instance of this skill, throwing two weapons at a target deals "one" and then "two" damage. If you expend four uses of this skill, and throw five knives, they would deal "one" "two" "three" "four" and then "five" damage, respectively. If, while using this skill, you change targets, perform a different kind of attack, use a defensive, or the target blocks one of the attacks, the combo is broken, and the damage increase ends.
Cut the Nerve	1	Stealth Attack	≤ 24" Weapon or Thrown Weapon and ≤ 5 Points of Armor	Rest	3	When using a stealth attack, you may expend a use of this skill to call "Stealth Crush (limb)" instead of damage.
Poisoner's Blade	2		≤ 24" Weapon or Thrown Weapon and ≤ 5 Points of Armor	Rest	2	When using a stealth attack, you may expend a use of this skill to instead call "Stealth Weakness" instead of damage.
Excision	2		≤ 24" Weapon or Thrown Weapon and ≤ 5 Points of Armor	Rest	1	When using a stealth attack, you may expend a use of this skill to call "Stealth Sever(limb)" instead of damage.
The Stalwart						
Juggernaut*	2		≥ 5 Points of Armor	Rest	∞	Call "Juggernaut" and then make no other sounds, except for OOC calls. For ten seconds, any strikes that contact you deal only one damage, no matter what they otherwise might do. Elemental attacks, physical strikes, packets, sigils and any other attack that could be negated by a dodge cannot harm your character more than one hit. This effect even protects from Stealth attacks. However, anything that would require a Resist will still take effect. This effect cannot be used simultaneously with Rage.
Bash	1		Medium or Tower Shield	Rest	∞	When you land a successful strike on an opponent, call "repel" instead of damage. The target takes the repel effect, and must, if safely possible, take five steps away from you.
Hamstring	2			Rest	∞	When you land a successful strike on an opponent, call "grip" instead of damage. The target takes the grip effect.
Defender	3	Dodge	Short or Longer Weapon or		1	While wielding a weapon or Medium or Larger shield, expend one use of Dodge to call "Defend (name of ally)" when an ally within reach of your weapon is hit with any attack that could be blocked with a Dodge. They do not take that effect.

			Medium or Tower Shield			
Last Stand	3	Juggernaut			1	If you are ever brought to Critical (0 Hits) and still have uses of Juggernaut, you may call "Last stand!" You expend the use of Juggernaut and immediately gain 5 temporary hits. Until you take a Rest, or fall unconscious, you cannot receive any healing. Additionally, if you are brought to critical again before you are able to take a rest, you move immediately into Unconscious.
Swashbuckler						
Disarm	1		≤ 48" Weapon and One Open Hand and No Shields	Rest	∞	When you land a successful strike on an item held by an opponent (weapon, shield, wand, etc), call "Disarm" instead of damage. The target should drop the item held in the afflicted hand and cannot retrieve it for 3 seconds. Player must have 1 completely free hand, no shields
Riposte	3		≤ 48" Weapon and One Open Hand and No Shields		1	When you use a dodge, call "Riposte", applying 2 additional damage to your next weapon strike. This effect stacks with any other advantages to increase attack power, but remember, strikes can never do more than 5 damage, maximum. Player must have 1 completely free hand, no shields
Devastating Witticism*	2		≤ 48" Weapon and One Open Hand and No Shields	Rest	∞	The duelist spends 3 seconds speaking to their opponent. Their words cut to the very soul of their enemy, either through insult, boast, or banter. The next time you land a successful strike on an opponent (within 30 seconds), call "stun" instead of damage. The target takes the stun effect. Player must have 1 completely free hand, no shields
Punto Ultima*	3	Devastating Witticism	≤ 48" Weapon and One Open Hand and No Shields		1	Whenever you personally reduce an enemy to zero hits with your primary weapon, you may expend a use of Devastating Witticism over the corpse to receive 5 Temporary hits.
Main Gauche	3		≤ 48" Weapon		1	The duelist may use Disarm, Riposte, and Devastating Witticism while wielding a short weapon (<24"), a targe, a lantern, mote, or artifact in their offhand.
Greatweapon Master						
Cleave	2		> 48" Weapon and Wielded in 2 Hands	Rest	∞	Call "Sever Limb" when you strike a limb, instead of damage. The targeted limb takes the "Sever" effect. To use this skill, you must be holding a weapon longer than 48" with two hands.
Aegis Bane	2	Cleave	> 48" Weapon and Wielded in 2 Hands		1	Whenever you use the Cleave skill, you can instead call "Crush Shield." The attack must hit your opponent's shield in order to take effect. To use this skill, you must be holding a weapon longer than 48" with two hands.

Momentum	3		> 48" Weapon and Wielded in 2 Hands		1	Whenever you personally reduce an enemy to zero hits with your two handed weapon, your next two handed weapon strike within 3 seconds deals 5 damage. (Remember, strikes can never do more than 5 damage, maximum.)
Deflect	3		> 48" Weapon and Wielded in 2 Hands	Rest	3	When you use a Dodge to avoid a dangerous effect, call "Deflect" your next two handed weapon strike within 3 seconds may use the call that you just Dodged, even if you might not have the ability to make such a call normally. To use this skill, you must be holding a weapon longer than 48" with two hands.
Incredible Strength	3		> 48" Weapon and Wielded in 2 Hands		1	While using a two-handed weapon ($\geq 48"$) with both hands, you may add 1 additional damage to all strikes. This effect stacks with any other advantages to increase attack power, but remember, strikes can never do more than 5 damage, maximum.

The Tempered Path

Path of the Empty Palm	3		White $\leq 24"$ Weapon and ≤ 5 points of armor		1	The player may fight with two, white, short ($\leq 24"$) weapons. These weapons represent your hands. By default, your "hands" deal 2 hits worth of damage. May not wear more than 5 points of Armor, May not be used in conjunction with skills that use Weapons
Path of the Anchor.	3	Path of the Empty Palm	≤ 5 points of armor		1	Whenever you are attacked with an effect that causes Attract or Repel you may call "No Effect" as long as you are not carrying a weapon. May not wear more than 5 points of Armor
Path of the Quiet Fist	2	Path of the Empty Palm	White $\leq 24"$ Weapon and ≤ 5 points of armor	Rest	∞	If you make a legal attack to the torso of an opponent (neck and head are illegal targets and you should never aim for them), you may call "Silence" instead of damage. The target takes the silence effect and cannot cast any spells that require a verbal component. May not wear more than 5 points of Armor, Must be fighting with Empty Palm style
Path of the Coiled Serpent	1	Path of the Empty Palm	Thrown Weapons and ≤ 5 points of armor	Rest	∞	When you land a successful thrown weapon strike on an opponent, call "attract" instead of damage. The target takes the attract effect, and must, if safely possible, take five steps toward you.
Path of the Iron Limb	4	Path of the Empty Palm	White $\leq 24"$ Weapon and ≤ 5 points of armor		1	Your legs from the knee down are immune to damage and the Crush effect. They can still be Severed. May not wear more than 5 points of Armor, Must be fighting with Empty Palm style

Archery

Great Shot	3		Bow		1	While using a Bow, you may add 1 additional damage to all arrow strikes. This effect stacks with any other advantages to increase attack power, but remember, strikes can never do more than 5 damage, maximum.
Broadhead	3	Great Shot	Bow		1	While using a Bow, you may add 1 additional damage to all arrow strikes. This effect stacks with any other advantages to increase attack power, but remember, strikes can never do more than 5 damage, maximum.
Pinning Shot	1		Bow	Rest	∞	When you successfully hit a target with an arrow, you may call "Grip" instead of damage.
Disarming Shot	2		Bow	Rest	∞	When you successfully hit a target with an arrow, you may call "Disarm" instead of damage.

Stealth Shot	4	Broadhead	Bow and ≤ 5 points of armor		1	When you successfully strike a target with an arrow, you may add the "Stealth" modifier to the call. Stealth may only be added to damage, no other effects.
Combat Magic						
Neutral Packet	0	Adept in a School of Magic	≤ 5 Points of Armor and No Shields		1	Any caster that has achieved Adept in at least one school of magic may throw packets for "1" damage with no timers or cool down. These packets have no elemental properties.
Polar Packet	1	Adept in a School of Magic	≤ 5 Points of Armor and No Shields	Rest	∞	The caster spends 3 seconds concentrating and then may call "Attract" or "Repel" instead of damage.
Stunning Packet	2	Adept in a School of Magic	≤ 5 Points of Armor and No Shields	Rest	∞	You may alter the nature of your Neutral Packet to halt your opponent in their tracks. The caster spends 3 seconds concentrating and then may call "Stun" instead of damage.
Arcane Armor Training	3	Adept in a School of Magic	No Tower Shields		1	You may wear up to 10 Hit Points in Armor and use Medium or smaller shields while using "Combat Magic".
Smithing						
Smithing	1				1	Allows a player to spend 30 minutes crafting materials into a single item on the tier 1 blacksmithing table.
Repairs	1	Smithing			1	Using 3 minutes of roleplay, a smith may repair a broken weapon, shield, or armor, as well as restore any lost Hit Points on armor.
Expedient Repairs	1	Repairs		Rest	∞	Using 30 seconds of Roleplay, a smith may repair a broken weapon, shield, or armor, as well as restore any lost Hit Points on armor.
Practiced Hand	1	Smithing			1	Reduces the time required to craft a smithing Item by five minutes
Master Smith	2	Practiced Hand			1	Allows a player to spend thirty minutes crafting materials into a single Item on the tier 2 Blacksmithing Table.
Weapon Smith	1	Smithing			1	Allows a player to spend 30 minutes crafting materials into a single weapon with one attribute from the Weaponsmithing Table. Basic weapons can only be used with a physrep that is under 48"
Great Weapon Smith	1	Weaponsmith			1	Allows a player to spend 30 minutes crafting materials into a single weapon with one attribute from the Weaponsmithing Table. With this skill, there is no limit to weapon size.
Master Weapon Smith	2	Great Weapon Smith			1	Allows a player to spend 30 minutes crafting materials into a single weapon with two unique attributes from the Weaponsmithing Table. With this skill, there is no limit to weapon size.
Shield Smith	1	Smithing			1	Allows a player to spend 30 minutes crafting materials into a single Medium shield with one attribute from the shield smithing Table. Shields made with this skill must be medium shields.
Great Shield Smith	1	Shield Smith			1	Allows a player to spend 30 minutes crafting materials into a single Tower Shield with one attribute from the shield smithing Table. Shields made with this skill must be tower shields.

Master Shield Smith	2	Great Shield Smith			1	Allows a player to spend 30 minutes crafting materials into a single shield with two unique attributes from the Shield Smithing Table. With this skill, there is no limit to shield size.
Armor Smith	1	Smithing			1	Allows a player to spend 30 minutes crafting materials into a single suit of heavy armor with one attribute from the armorsmithing table.
Master Armor Smith	2	Armor Smith			1	Allows a player to spend 30 minutes crafting materials into a single suit of heavy armor with two attributes from the armorsmithing table.
Tailoring						
Stitching	1				1	Allows a player to spend 30 minutes crafting materials into a single item on the Tailoring table.
Mends	1	Stitching			1	Using 3 minutes of roleplay, a Tailor may repair a single tailored item.
Quick Patch	1	Mends		Rest	∞	Using 30 seconds of Roleplay, a smith may repair a single tailored item.
Swift Stitching	1	Stitching			1	Reduces the time required to craft a Tailoring Item by five minutes
Master Sewist	3	Swift Stitching			1	Allows a player to spend thirty minutes crafting materials into a single Item on the tier 2 Tailoring Table.
Tanner	1	Stitching			1	Allows a player to spend 30 minutes crafting materials into a single suit of light armor with one attribute from the armorsmithing table.
Master Tanner	2	Tanner			1	Allows a player to spend 30 minutes crafting materials into a single suit of light armor with two attributes from the armorsmithing table.
Magical Crafting						
Enchanting	3				1	Allows a player to spend 30 minutes crafting materials into a single Item from the "Bauble" table, or any Enchanting Item they have the recipe for.
Artificing	3	Enchanting			1	Allows a player to spend 30 minutes crafting materials into a single Item from the "Talisman" table, or any Artificing Item they have the recipe for.
Runecrafting	3	Artificing			1	Allows a player to spend 30 minutes crafting materials into a single Item from the "Focus" table, or any Runecrafting Item they have the recipe for.
Lapidary	3	Runecrafting			1	Allows a player to spend 30 minutes crafting materials into a single Item from the "Lapidary 1" table, or any Lapidary Item they have the recipe for.
Cooking						
Cook	3				1	Allows a character to produce any food item they have the recipe and ingredients for. By spending thirty minutes role-playing cooking, and expending the required items, a cook may bestow long-lasting effects to up to five characters. These effects last until the next six. (see Section: "Cooking" for further info.)
Chef	3	Cook			1	Allows a character to produce any level 2 food item they have the recipe and ingredients for. This operates exactly the same as Cook, but with more powerful effects.
Apothecary	3				1	Allows a character to produce rank 1 potions as long as they have the recipe and ingredients for. By spending thirty minutes role-playing potion-making, and taking the required items to logistics, an alchemist will produce an item tag for the given potion. Potions do not expire, and each tag will have multiple uses on it. To use a potion, mime drinking from a potion bottle, call out the effect, and check off one use on the item card. When all of the boxes are checked off, the potion is empty.

Pharmacist	3	Apothecary			1	Allows a character to produce rank 2 potions as long as they have the recipe and ingredients for. By spending thirty minutes role-playing potion-making, and taking the required items to logistics, an alchemist will produce an item tag for the given potion. Potions do not expire, and each tag will have multiple uses on it. To use a potion, mime drinking from a potion bottle, call out the effect, and check off one use on the item card. When all of the boxes are checked off, the potion is empty.
Alchemist	3	Pharmacist			1	Allows a character to produce rank 3 potions as long as they have the recipe and ingredients for. By spending thirty minutes role-playing potion-making, and taking the required items to logistics, an alchemist will produce an item tag for the given potion. Potions do not expire, and each tag will have multiple uses on it. To use a potion, mime drinking from a potion bottle, call out the effect, and check off one use on the item card. When all of the boxes are checked off, the potion is empty.
Gathering						
Day Job	1				3	Gather 1 coin per rank.
Mining	1				3	Gather 1 rank of Mining items per rank.
Herbalism	1				3	Gather 1 rank of Herbalism items per rank.
Agriculture	1				3	Gather 1 rank of Agriculture items per rank.
Woodcutting	1				3	Gather 1 rank of Woodcutting items per rank.
Hunting	1				3	Gather 1 rank of Hunting items per rank.
Research						
Field of Study	2				∞	A Field of Study is a specific type of knowledge which your character is assumed to be a master of. (See section "Research" for further info)
Inquiry	1				5	Spend an inquiry to ask a member of story staff a Question of greater importance than a simple observation. This could be about the events unfolding over the weekend, or about an object you possess, or a specific NPC. These sorts of things will be, essentially, an encyclopedia's entry on whatever you are asking about. You will gain knowledge, and while it may be surface level, you may be able to glean something useful from it.
Research	2				3	Spend a Research, and thirty minutes of Role-Play to investigate something in depth. (See section "Research" for further info)
Arcane						
Adept	3				7	Allows a user to access the cantrips of a given school of magic. When taken, also provides the user with one cantrip by default.
Spellcaster	3	Adept of same school			7	Allows a user to access the rank 1 spells of a given school of magic. When taken, also provides the user with one rank 1 spell by default.
Ritualist	3	Spellcaster of same school			7	Allows a user to access the rank 2 spells of a given school of magic. When taken, also provides the user with one rank 2 spell by default.
Domain	3	Spellcaster in a Related School			3	Unlocks use of a domain of magic, granting access to more of the magic skill tree. Also allows caster to increase their number of spellcasting tokens.

Refocus	3	Mastery of 2 domains		6's	1	Once per six, you may ignore the negative effects of a black Spellcasting Token, and treat it as if it were a white one.
Religious Rites						
Priesthood	3	Must have a chosen Faith			1	May perform religious ceremonies. (See section "Religious Rites" for further info)
Strength of Faith*	1	Priesthood		Rest	1	Your connection to your deity is strong enough to push past a moment of weakness, and carry on. Once per rest, you may shout an invocation on behalf of your deity, calling upon them to remove weakness from yourself.
Anoint	1	Priesthood			∞	By offering a small prayer to your deity, and placing a mark on the hand or forehead of a fellow follower of said deity, you may grant a weekend-long boon to a member of your faith. Characters may only bear one anointment for a weekend, and cannot change it partway through by changing the mark. (See section "Religious Rites" for further info)
Sanctify	2	Priesthood			3	By performing a short ritual in a building, tent, or other enclosed space, you may grant that space a boon from your deity, which will last for three days. (See section "Religious Rites" for further info)
Return to Life*	4	Sanctify x3			3	Perform a small invocation of your deity over the body of a character who is in the "Death" stage, and then call "Life". The affected target does not have to be of the same faith as the priest using the skill. If the target is not "dead", or for some reason cannot be affected by the "life" call, this skill is not expended.
Heritage Skills						
<i>In this section, SP is not the cost to take the skill, but the cumulative number of Skill Points at which the skill automatically unlocks for a given character.</i>						
Changelings						
Speak in Tongues	12					Changelings can understand and communicate in almost any spoken language from birth.
Attunement	21			Rest		Once per rest, while holding an object, you may ask a story member a "yes" or "no" question about that object.
Hush	33			Rest		Once per rest, you may use the call "By my Gesture Silence" on one target.
Dwarves						
Careful Hands	12					Reduce crafting time by 10 minutes. (Remember that crafting may not take less than 10 minutes)
Hardheaded	21			Rest		Once per rest, resist one Stun.
Sturdy	33					Whenever an effect grants you Temporary Hits, take two <i>additional</i> Temporary Hits.
Dragonfolk						
Draconic Resist	12			Rest		Once per rest, resist one effect of the opposing element to your own.
Hoard	21					Collect one additional silver at check-in.
Breath Weapon	33			Rest		Once per rest, you may use the call "By my Gesture 5 (element)" on one target, using your draconic element.
Elves						

Understand Flora	12					Gain the Field of Study "Plants of Ametisse"
Elven Agility	21					Gain 1 dodge.
Gift of Life	33			Rest		Once per rest, you may transfer 2 hits either to or from yourself. (This skill can be used while Critical)
Humans						
Enduring	12					Weakness for humans lasts 30 seconds less than normal.
Community	21					Whenever you share a meal made by a Cook or a Chef, shared with five people, add one extra hour to the duration of the effect for everyone.
Tenacity	33					Once per game, when you run out of hits, you may call "Tenacity" and restore 5 hits.
Kobolds						
Fetch	12					Kobolds can run during a rest, as long as it is for a game, such as Fetch. They still may not engage in combat, and are encouraged to drink water.
Hunter	21					Collect one additional rank 1 hunting item at check-in.
Howl	33					Once per game, if five or more Kobolds Howl together, they may regain all "Returns with Rest" skills. The Howl should involve standing in a pack, barking and howling together for thirty seconds.
Mechanicals						
Fearless	12			12s		Once per Twelve, rather than taking a "Fear" effect, you may disable your mechanics, and take a "Stun" instead.
Machine power	21			Rest		Once per rest, call "Repel" on a weapon strike, rather than damage.
UnMortal	33					You may purchase "Additional Hit" up to five more times. (Max hits becomes 15)

List of Starting Spells

Elementalism

Rank	Name	Effect
Cantrip	Bolt	Every three seconds, you may throw a packet for 1 elemental damage. Each packet may be of a different element, choosing Fire, Ice, Earth or Lightning as the packet is thrown. Call: "One Fire" or "One Ice", etc."
Cantrip	Elemental Blade	Once every thirty seconds, you may touch a weapon, and

		grant an element to its next strike. This effect is applicable to either your own weapon or to an ally's. Call: Grant 1 Strike (Element) (Fire, Ice, Earth, Lightning)
Cantrip	Mote	Conjure a ball of elemental light into your hand. The ball may be no brighter than three candles, and should match the color of the element it is conjured with (Red for fire, Blue for Ice, Green for Earth, or Yellow for Lightning) An elementalists may not have more than three motes active at any time.
Rank 1	Counter Element	Negate the damage dealt by one elemental attack that otherwise would hurt the caster. Your next attack does +3 damage of the element that was negated.
Rank 1	Nerve Jolt	Touch a willing target, and call "Remove Weakness by Lightning"
Rank 1	Cauterize	Touch a willing target who is in the "Critical" state. Call "Extend Critical by three minutes."
Rank 1	River's Flow	Grant 1 Dodge that returns with rest for the next 6 to the caster or an ally. The caster may not have more than 3 castings active at any time.
Rank 2	Elemental Aegis	For 3 minutes the caster and up to two people that the caster is touching with a hand may call "No Effect" to a specified element of the caster's choosing. If the targets carry a Mote from the elementalists, they do not need to be in contact with the caster to continue to utilize this effect.
Rank 2	Water Breathing	Until the next 6, you may breathe under water. Additionally, anyone in direct physical contact with you may do so as well. If they let go of the caster for any reason they must immediately hold their breath until they can touch the caster again. If they stay underwater without water breathing for 3 minutes, a player immediately goes Critical. If the targets carry a Mote from the elementalists, they do not need to be in contact with the caster to utilize this effect.
Rank 2	Stone Sense	Concentrate for 30 seconds. At the end of the casting, ask a mod runner about the location of any doorways, hallways, and secret passages within 50 feet of the caster.

Necromancy

Rank	Name	Effect
Cantrip	Burst of Darkness	"Every three seconds, you may throw a packet for 1

		Darkness. Call: "One Darkness"
Cantrip	Transfer Vitality	Touch: Grant 2 Temp Hit Points at the cost of 1 Hit Point from either: • The Caster • A Willing Ally • By Killing a Critical Enemy Note: the Hit Points taken cannot be <i>Temporary Hit Points</i>. This spell has a thirty second cooldown.
Cantrip	Light of the Dead	Using a lantern that casts blue light, hold the lantern near enough to another player that you cast light on them, and call "detect Undead" if they are undead in nature, they must tell you.
Cantrip	Sense Undead	Once every 3 minutes, you may focus for 3 seconds and declare, ""sense Undead"" If present, a member of Story will let you know if any undead are within 30 feet. If no Story is around..... Your perception is unclear
Rank 1	The Call From Beyond	Packet: Weakness to one target. Call: "Weakness"
Rank 1	Reliquary	When using the cantrip "Transfer Vitality" to kill a critical enemy, you may instead store the two temporary Hit Points inside your Light of the Dead. You may store up to ten temporary Hit Points in your reliquary in this way, and Grant them all at once, either to yourself or to another target, via touch. The spell is cast (stones are drawn) when you Grant the Hit Points, not when you store them.
Rank 1	Mummy wrap	Touch a willing target who is in the "Death" state. Call "Extend Death by three minutes."
Rank 1	Lantern of Souls	By raising your Light of the Dead and concentrating for three seconds, you may reveal invisible spirits within 30 ft of you. If present, a member of Story will reveal the spirits. If no Story is around..... your perception is unclear.
Rank 2	Sanguine Pact	Form a powerful bond with an ally, allowing you to heal them with your reliquary. Take the hand of your target, and explain the rules of the pact: until their next rest, they cannot receive healing through any means but the pact. After they have taken a rest, the pact ends. In exchange, you may heal them from your reliquary using Hit Points, rather than Temporary hit points, as long as you are able to see them. Simply call "Target Name, Heal X".

		You may not fill your reliquary from yourself or your pactmate. Finally, if your pactmate falls unconscious while the pact is active, the caster takes 5 Darkness.
Rank 2	Raise Dead	Touch: Cast this spell on a target who is in Death Count. They are raised, temporarily, to full Hit Points, and have all of their "Returns with Rest" skills refreshed. However, their death count continues, and at the end of their death count, if they have not received a "Life" effect, or find their way out of the death stages, they die permanently, as if they had not been raised.

Summoning

Rank	Name	Effect
Cantrip	Ray of Light	"Every three seconds, you may throw a packet for 1 Light. Call: "One Light"
Cantrip	Lend Me Your Aid	"Touch: Once per 30 seconds, Grant next weapon strike of caster or Ally +1 Hit Point -Must include a verbal declaration or request of aid from the spirits"
Cantrip	Familiar	You summon a small, non-flying creature (no larger than a squirrel) to be your companion. It has the intelligence of a well trained dog but has no combat abilities. If your familiar is killed, you may spend thirty seconds summoning it again. A summoner may only have one familiar. OOC Note: This should be represented by a small stuffy or hand puppet
Rank 1	Aspect of Fox	Grant Self 1 Dodge. When that dodge is expended your next weapon attack or Ray of Light does +1 damage. Or Familiar: Grant Self 1 Vanish
Rank 1	Aspect of Spider	Wall Crawl: while touching a vertical surface (like a wall, tree, post, etc) you do not count as touching the floor with your feet. The spell ends when you end contact with the vertical surface. Or Familiar: Webbing: Packet: Grip 1 target
Rank 1	Aspect of Vulture	Carrion: Consume the body of a dead or critical creature. Self Heal 3 Or Familiar: Circle the corpse: touch a willing target and add

		three minutes to their unconscious counter. As long as your familiar is in contact with them, this effect remains.
Rank 2	Aspect of Bear	Self: Ursine Roar: Call "Aura: Repel" OR Familiar: This spell adds ten to your Hit Point maximum and lasts for three minutes. When you cast Aspect of Bear, your current Hit Points are also increased by ten. When this spell ends, your Hit Point maximum returns to normal. If your current Hit Points are higher than your normal maximum, they decrease to that value.
Rank 2	Aspect of Owl	Self: Borrow one Field of Study from a willing character. You may behave as if you have mastered this Field of Study until the next Six. OR Familiar: Throw your familiar (role-playing that they have flown away) then, place a hand on your head and call "Blink", then move as quickly as is safe, to the location they land. When you arrive, pick up your familiar and call "Blink" again, materializing where your Familiar has traveled.
Rank 2	Aspect of Opossum	Self: This spell may be used while "Unconscious". Draw stones as normal: If successful, you go to the beginning of your "Critical" count. If you draw a black stone, you move directly to your "Death" count. OR Familiar: Trash digging: Once per Twelve, bring your Possum to Logistics, tell them you are digging for trash. You will receive one random tag from the return pile.

Suffusion

Rank	Name	Effect
Cantrip	Axiom	Every three seconds, you may throw a packet for 1 Order. Call: "One Order"
Cantrip	Potency	Concentrate for 30 seconds. Double the numerical value of one attribute (duration, Hit Points, etc) of a potion. The potion must be ingested within 3 seconds of casting this cantrip or the effect disipates.
Cantrip	Blood to Steel	Meld the body to the cold steel protecting it. Place your hand on a willing target (can target self), after 30 seconds of uninterrupted concentration you may drain up to 3 Hit Points from the target's body and and Restore Armor Hit Points equal to the Hit Points lost.

Witchcraft

Rank	Name	Effect
Cantrip	Bedlam	Every three seconds, you may throw a packet for 1 Chaos. Call: "One Chaos"
Cantrip	Foretell	A good Witch sees the potential futures and plans accordingly. By drawing a card from a tarot deck, or rolling a die, a Witch may prepare allies for what lies ahead. Once every three minutes, you may perform 30 seconds of roleplay, which involves either drawing one of six cards, or rolling a six-sided dice. Your target receives a boon from the table below, which cannot be removed or replaced until the next six. A character may only have one foretell boon at a time. Additionally, a witch may draw themselves a card once every six, which does not offer the same boon to them as it does to others, but instead, modifies their leveled spells. Cards: (1)Veature: Until the end of the next 6: Target has -1 Hit Point (2)Tapest: Until the end of the next 6: your critical base time is 6 minutes (3)Maeve: Once before the end of the next 6 the target may convert any number of Temporary Hit Points they have to Hit Points (4)Ferro: Until the end of the next 6: Grant 1 Resist, Returns with Rest (5)Ouri: Until the end of the next 6: Once per rest replace 1 weapon or packet attack with ""2 Chaos"" or gain advantage on a Tabletop dice roll (6)Musowae: Until the end of the next 6: Target has +1 Hit Point, Returns with Rest and can exceed the 10 Hit Point maximum"
Cantrip	Death for Life	Drain the lifeforce of a dying creature to sustain yourself. Once every 30 seconds you may drain a target in the critical state, killing them instantly, and heal the caster for 1 Hit Point. Call: "Death, Heal Self 1"

Rejuvenation

Rank	Name	Effect
Cantrip	Salve	The simplest form of healing. Once every 3 minutes, concentrate for 3 seconds and you may convert 2 of the targets Temporary Hit Points into Hit Points.

Cantrip	Everfresh	During the 10 minutes a crafted food can be consumed, the caster concentrates over that meal for 30 seconds. Any number of portions of a meal made using Cooking or Chef can now be consumed within the next 3 Hours.
Cantrip	Stabalize	The first step in reversing injury is slowing it down Call "Stabilize" and explain to your target that so long as you remain in physical contact the target cannot proceed to the next stage of dying, however they continue to count down to until reaching 0. You may perform other spells and healing skills during this time, but the target will progress to the next stage if you break contact while they are at 0 count.

List of Fields of Study

Fields of Study		
Aubade (Faith)	History of the Age	Domain of Animism (R)
Mistral (Faith)	Lost Languages	Domain of Etherealism (R)
Mamanen (Faith)	Medicine	Domain of Inertialism (R)
The Old One (Faith)	Spirit Etiquette	School of Necromancy (R)
Barge Pantheon (Faith) (R)	Phytology	School of Elementalism (R)
Setsward and Frena (Faith)	Bushcraft	School of Summoning (R)
	Cartography	School of Witchcraft (R)
	Astrology	School of Suffusion (R)
	Steam Engines	School of Rejuvenation (R)
		School of Sigilism (R)

Favors

Small Favors:

Rank	Governmental	Merchants	Community	Underworld
10	1 Postage or 1 Luna	Rank 1 Herbalism or Woodcutting Item	Rank 1 Agriculture Item	Rank 1 Mining or Hunting Item
20	Mounted Courier (immediately send a letter to anyone within 50 miles. Will arrive within 3 hours of expenditure)	Barter (Trade any two items in your possession for any two items of identical rank)	I know a guy! find somebody in the community to teach you a new skill. Bypass the skill training requirement for a new skill.	1 Rumor (see story to redeem)
30	2 postage or 2 Lunas	Rank 2 Herbalism or Woodcutting Item	Rank 2 Agriculture Item	Rank 2 Mining or Hunting Item
40	Magical delivery (send one letter *anywhere* via magic instantly)	Economy of Scale (Trade any 4 items in your possession for any 4 items of identical rank)	Local Expert: find somebody in the community that has a Field of Study you need for a research action. (You can also choose to learn this Field of Study)	1 Solid Lead (see Story to redeem)
50	3 postage or 3 Lunas	Rank 3 Herbalism or Woodcutting Item	Rank 3 Agriculture Item	Rank 3 Mining or Hunting Item

Big Favors

Governmental	
Investigate	Investigate a person or event. specifically governmental permits, interactions, etc.
Access	Between games a governmental document pertinent to your inquiry will be delivered to you.
Audience	Gain access to a meeting with either a person of significant political influence or their local representative within the next 12. If that is not possible, a letter of your choosing will be delivered with priority to political figure of your choosing.
Expungement	Reduce the sentence of a minor crime for yourself or an ally of your choosing.
Grease the Wheels	Expedite the processing of any Big Government Favor to the next 6 (within reason)
Passport	Generate a document that will allow safe passage for a person or small group to travel to a location of your choosing between games.
Diplomatic Immunity	For one game, make it a high crime to assault or physically interfere with one player character or NPC on any actions short of physical violence and murder.
Mercantile	
Bring Something in	Order a material from any gathering table, up to rank 2.
Appraisal	An expert assess the market value on an item of your choosing.
Find a Buyer	In the next 6, a party interested in purchasing an item or artifact of your choosing. Expect to haggle
Caravan	Safely transport an item or person using legal channels to a location of your choosing between games
Market Manipulation	Pull the levers of industry to artificially inflate the pricing of a good from NPC vendors for the remainder of the game
Warehouse Access	Utilize your contacts to get first right of refusal on the latest shipments that have come into town. Shipments come in LATE
Tax Writeoff	Convince a Merchant, Guild, Cooperation, etc to make a substantial charitable donation to a project of your choosing
Community	
Ask Around	Ask around about an individual or event. Details will likely be surface level, but may offer useful insights.
Town Meeting	Call a Town Meeting with NPC's of significant power
Mediation	Local sentiment shifts marginally in favor of the proposal you've made
Raise a barn	Focus the effort of your community on the construction of a community building like a barn, school, orphanage, etc
Testify	Call in an NPC that you interacted with within the last 2 games to give their account of an event

Underworld	
Look Into	Learn intimate details about a person or event. Details are likely to be.... <i>personal</i>
Word on the Street	Find out one rumor of eminent action on the street.
Alternate Route	Get an item or person somewhere away from town without taking traditional routes
Meeting of the Minds	Arrange a meeting with a prominent Underworld figure (or their representative) within the next 6. (Within reason)
Golden Ticket	Get the password for this seasons Auction
Protection Racket	A faction of your choosing (building, business, place of worship, etc) gets the protection of your associates (within reason) until the beginning of the next game.
Persona Non Grata	Select a person or faction. Until the next game, that target will find previously accessible associates hard or impossible to interact with or utilize.

Glossary of Terms

Term	Definition
Caution	An OOC call that warns a scene partner of a potential hazard.
Clout	A social currency involving a character's standing with NPCs.
Critical	The first stage of Dying. No skill use, no running, no combat, only staggering, dying dramatically. Lasts for Three Minutes. Can be ended with healing.
Crush	The target may no longer use the affected limb, and must leave it hanging limp at their side. Any item in the grip of this limb may remain gripped, but may not be used. If a leg is Crushed, the target must behave as though that leg is unusable, hopping, if safe, otherwise, it is best to sit down. If both legs have been Crushed, the target must sit or lay down. A target with two crushed legs may still crawl if safe, but cannot walk until their legs have been repaired. Crush can also be used on Weapons and Shields, with the call being modified to "Crush Shield" or "Crush Weapon". In these instances, the item no longer functions until repaired by the appropriate smith. (see smithing) Players with a crushed sword may not attack with it, and a crushed shield can block no attacks.
Death	Final stage of dying. No skill use, no speaking, must lay down. Lasts for three minutes. Can be ended by Resurrection.
Disarm	Target must drop the item in their targeted hand, be it a weapon, shield, potion, or any other item. This effect effectively opens the hand of the target. If delivered by a nonspecific delivery method, or by a method that does not target one limb, such as an Aura call, or packet, targets must drop the item in their dominant hand. If that hand is empty, drop whatever is in the non-dominant hand
Favor	A use of Clout.
Fear	The affected target must do everything in their power to safely escape from the deliverer of the effect for the duration. Role play of extreme terror is recommended.
First Aid	An OOC call usable only by Team Members to alert the First-Aid team to a problem.
Flurry	A series of weapon attacks. Three consecutive swings, each targeted at a different body part. After three swings, the weapon must return to a neutral position before another Flurry may be attempted.
Frailty	When Magic backfires, the effects can be devastating: A character in Frailty may not move faster than a slow walk, cannot cast spells, and, in order to use a cantrip, must concentrate for five seconds before calling the skill. This effect lasts three minutes.
Grip	Target may not move their left foot from the ground, as if it is bound to the earth. They may not walk away for either 10 seconds or until the effect is released. Targets of this effect may use their arms as normal to fight, cast spells, etc, but may not move from the spot they are gripped to.

Hit Points	A measure of a character's vitality. Starts at 5, and can be increased up to 20. When reduced to 0, the player begins dying.
Oh Mother	An IC way of indicating OOC discomfort.
Rest	A thirty minute period of Downtime during which a character may not engage with combat, after which, "Returns with Rest" skills, and Spell Tokens are restored.
Sever	The affected limb has been removed. The target may no longer use the limb, and must drop any objects in the grip of said limb. Otherwise, this effect is effectively identical to Crush, with the exception that removing Sever is more difficult.
Silence	Target may not speak for 30 seconds. This prevents the use of spells that require a verbal component, but does not prevent the use of OOG calls, like "Caution". Skills affected by Silence will be marked with an * next to their name.
Sixes	a six-hour increment of time at which skills may refresh or end. Sixes are at 6am, 12pm, 6pm, and 12am.
Stun	Target must freeze for the duration of this effect, generally, 3 seconds, unless modified. They may not walk, swing weapons, use spells, etc. and must roleplay the effect of a staggering head injury
Time Freeze	An OOC call that pauses the game. Repeat it aloud when you hear it, crouch and Listen to the Team Member as they describe the actions taking place in character.
Time In	An OOC call that ends a Pause Game or a Time Freeze. May only be called by Team Members.
Pause Game	An OOC call that pauses the game. Repeat it aloud when you hear it, crouch and wait for a Team Member to handle the situation.
Too Close	An OOC call for when players are too close to each other in combat. If players can touch each other with their hands, they are too close together to be safe.
Twelves	a twelve-hour increment of time at which skills may refresh or end. Twelves are at 12pm, and 12am.
Unconscious	The second stage of Dying. No skill use, no speaking, must lay down. Lasts for three minutes. Can be ended by healing.
Weakness	The affected target may use no defensive abilities while under this effect, and any damage they attempt to do is limited to one Hit Point maximum, regardless of any buffs that may be applied.

Player Resources

Player Discord: <https://discord.gg/srgGWGTYfj>

Website: courtofspirits.com

[Safety and First Aid Guide](#)

[Costume Style Guide](#)

[Archery Guide](#)

[Photo Policy](#)

Team Organization Chart:

Name	Player Resources	New Player	Logistics	Story	Rules	HR	DEI	Art	Discord	Email
Brad West	☐	☒	☒	☒	☐	☐	☐	☐	@cyc4015	Brad@courtofspirits.com
Danny West	☐	☐	☐	☒	☒	☐	☐	☒	@dwest739	Danny@courtofspirits.com
Mel Cohen	☒	☐	☐	☒	☐	☒	☒	☐	@anemiccreep	Mel@courtofspirits.com
Nick Prouty	☒	☒	☐	☒	☒	☐	☐	☐	@infernoshil	
Sky	☐	☒	☒	☐	☐	☐	☐	☒	@skys_cat	
Trevor West	☐	☐	☒	☐	☐	☐	☐	☒	@Tall_Awkward_Guy	
Chloe Alonzo	☒	☒	☒	☒	☐	☐	☐	☒	@local_rock_thrower	
Hans Kreiswirth	☐	☐	☐	☐	☐	☐	☒	☐	@99centprince	
TJ Reyes	☐	☒	☐	☐	☐	☒	☒	☐	@jehuty9486	