

Crafts & Disciplines

Warrior abilities for
“The Realms”
fantasy LRP
system

Player's
version



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(main cover picture by Dominic Lavery)

Affinity with Nature

Level 3 Na, Pu

No plant or animal based ability, effect or enchantment/rite will effect the character. A snake bite will still cause damage, but the character would be immune to the poison. Consult a marshal if you think your affinity may help you, generally this reduces damage from all poisons by 2 points. This ability also enables the user to be unharmed by any effect that involves his elemental alignment. A character with earth alignment could not be crushed, one with fire could not be burnt, etc. This includes elemental 'attacks'.

Alchemist

Level 3 Na, Tr

Enables the creation of a total of six difficulties level of potions before a weekends adventuring and six difficulties level of potions on each day of adventuring. The character may attempt the researching of new potions, but this is an expensive, long and can be dangerous task.

Alchemist - Apprentice

Level 2 Kn, Na, Tr

Enables the creation of a total of four difficulties level of potions before a weekends adventuring and four difficulties level of potions on each day of adventuring. Potions may either be two temporary drafts (lasting 1 month) or one permanent potion may be brewed. After 5 minutes of study, alchemic preparations unknown by the character may be identified.

Apothecary

Level 1 Kn, Na, Sk, Tr

Grants the ability to create potions, poisons, salves, ointments and other alchemic substances. The character requires the necessary equipment and recipes (see The Alchemy Supplement). Up to two difficulties level of potions, before a weekends adventuring and two difficulty levels of potion during each day of adventuring may be created. These potions contain two temporary drafts (lasting 1 month). Additionally, after 5 minutes of study and without any ill effect, those alchemic preparations previously used on, or taken by, the character may be identified. Note: Players must carry a list of previously identified substances that must be signed by the marshal.

Arcane Knowledge

Level 3 Ga, Kn

The character has widely studied/travelled and come across many ancient manuscripts & whispers of things forgotten. If they study an unknown object or artifact they are able to determine aspects of its possible history, uses or trigger words. This ability requires a minimum of 1 hour of analysis, while touching the object, to discover 1 specific aspect investigated.

Armourer

Level 2 Sk, St, Tr

Enables the creation of one suit of armour up to AC4, or alternatively one metal weapon may be made. Only one item may be made before each weekends adventuring, and half the items standard cost must be expended in materials. This ability also grants the ability to repair an additional 6 points of armour per day (so 12 in total with Tanner ability), up to and including AC4 can be repaired. (Note: each point of repair requires 5 minutes. An anvil which normally costs about 40 marks, must be available for the repair or creation of metal items).

Backstab

Level 2 Ab, De, Mo

A single blow to the back location (using a weapon 12' or less in length) does 'through' damage. 'Backstab' must be called for the blow to ignore physical armour. Due to surprise (unless the victim has 'Six Sense') dexterity cannot not be used. 'Displacement' WILL stop this attack. This ability may only be used 4 times a day (May be retaken to increase its use by once in a day).

Blend

Level 2 **Ab, Na, Tr**

As "Merge" Enchantment/rite, enables the character to blend in with any suitably sized earth based, vegetative material or shadow which is next to them. Once blended with their background, caster must remain still or the effect is broken. This ability may be used up to twice a day but not whilst being observed. (May be re-taken to increase its use by one each day)

Blinding Speed

Level 2 **Mo, Sk, Tr**

Allows movement at twice the user's normal speed (therefore everyone else must move at half their normal speed) for 30 seconds. 'Blinding Speed' MUST be shouted to activate this ability, the effect immediately ends if the user physically attacks someone or thing. The character must fully rest (to build up energy) for 1/2 hour before the ability can be used again. This ability cannot be used if wearing metal or restrictive armour (any greater than AC2) or if carrying very heavy object(s) i.e. 2-handed weapons (excluding a staff). (May be re-taken once, for two uses before the need for a rest period)

Bowyer

Level 2 **Na, Sk, Tr**

Two wooden weapons, or 2 dozen arrows may be created, before each weekends adventuring. Two wooden weapons on each day of adventuring may also be created. Each weapon created on an adventure requires 5 minutes. Where the weapons involve some metal components (i.e. Cross-bows). Half the items standard cost in materials must be expended, but otherwise no costs are involved.

Channel Power

Level 3 **Bi, Ga**

By focusing their will, this power enables one held/worn weapon/item, to become encompassed by their life force when in combat. A weapon is enabled to strike creatures normally only struck by enchanted weapons. 'Enchanted' must be called to use either in striking or defence. This power may be directed twice a day for 5 minutes. Empowered items are immune to shatter. (May be re-taken for each 1 additional use)

Cloak

Level 3 **Ab, Co**

The recipient becomes totally immune to any enchantment/rite/item that reveals information, or requires detection of them eg. Alarm, Commune, Detect Power, Lightning Strike, Summoning Call etc. They are still traceable by natural means, i.e. noise, smell, etc and affected by wards. eg. Death Rune, Binding circle, Witch Ward, etc. This ability also covers items worn or held by the subject.

Constitution

Level 1 **Li, Na, Pu, St**

Endows the player with an extra hit (+1) on every location and two extra hits (+2) on their total life (may be re-taken up to four times, for +1TBL (once only) or +1 on a location).

Controlled Fall

Level 1 **Ab, Fa, Mo, Sk**

Allows any length of fall without injury so long as they are within 5ft of a wall so they may slow their decent. Pit spikes etc at the bottom of a fall might still cause damage.

Death Trance

Level 2 **De, Ne, Tr**

This ability makes the character give all the physical signs of being dead. When used, breathing and heartbeat are reduced to minimal levels (undetected by normal means). In this state bleeding & poisons/potions (in the blood) are temporarily suspended. Healers Gift shows the user as dead, but they still have power if detected for. They are still aware of what is

happening around them and may snap out of the trance instantly at will. This ability also slows the ageing process if used over a long period.

Dexterity

Level 2 **Fa, Mo, Sk**

This enables the player to "Dodge" an attack and avoid a single blow. To use Dexterity the user must shout out "Dodge" when struck. They MUST be able to see the blow coming (or possess the warrior ability 'Sixth Sense') to dodge. This may be used four times a day or twice if restrictive or metal armour (more than AC2) is worn. (May be re-taken up to twice, for each additional use in a day)

Disguise

Level 1 **Co, Kn, Sk, Tr**

The user may change his/her physical appearance (height, weight, sex and colour). The disguise makes the person unrecognisable by visual means and is normally undetectable except by certain enchantments, scent or the like. The voice is unchanged and will need to be disguised by the player. The change takes 5 minutes and requires some props with which to effect the disguise.

Equilibrium

Level 1 **Ga, Mo, Na, Sk**

Enables the movement across surfaces that they might otherwise have problems crossing such as: sand, quicksand, snow, bog & marsh. Users must run at speed and if they pause or stop the ability fails. Surfaces without sufficient resistance i.e. air, steam, clouds & water cannot be crossed with this ability.

Free Action

Level 3 **Mo, Sk**

It is very difficult to keep the character captive or restrained. They are able to escape from manacles, ropes, chains or other like 'equipment' of a non-enchanted nature in 10 seconds. They are also unaffected by any enchantment/rite specifically targeted at them (not area effect) that would hamper their movements (e.g. trip, paralysis, etc). They can normally 'break free' of magical bonds in 5 minutes.

Healers Gift

Level 1 **De, Li, Na, Ne**

By examination, the extent & hidden nature of wounds on themselves or others may be determined, e.g. locational damage, poison, disease, etc. Also grants the ability to stop the flow of blood from an open wound by merely 'fussing' over the injury for a few moments, however no damage is recovered.

Impure Blood

Level 3 **Ab, Co**

Your blood becomes a permanent torrent of putrid decay. Anything that bites the character takes 2 TBL. The character may also 'bleed' their TBL to produce a contact poison (1TBL = Merkdew, 2TBL = Serpent Venom, 3TBL = Scarlet Death). The poison takes 1 minute per point to bleed & must be used within an hour or it becomes useless.

Insanity

Level 1 **Co, Fa, Kn, Tr**

You must take on a specific insanity. You may act with it how you wish, but all those with this ability should never seem quite right in the head. The ability makes you immune to most mind control effects, but not damage. It confers immunity to Befriend, Command, Charm, Enrage, Fear, Forget, Phobia and Summoning Call. The ability is permanently active, but "Insanity" must be called to inform the crew and marshal that an effect has been resisted.

Instant Stand

Level 1 Fa, Mo, Sk, Tr

May ignore effects and enchantments that would normally knock you down or cause you to fall, i.e. Knock down, trip, earth tremor, Mavericks Oil (if trodden on) etc. It does not save you from accidentally falling over.

Khaos Scream

Level 3 Ab, Co

The user is able to shrug off any one magical effect specifically cast at them. The scream will not work once the magical effect has taken place. It does not work on touch effects. The character is normally able to scream twice a day. A third use may be made, but this leaves the user mute for 1 hour and only able to whisper for the rest of the day. (May be re-taken up to twice, for an additional use each day)

Knockback

Level 2 Mo, Sk, St

On successfully hitting with a 2-Handed weapon and shouting "knockback", a person is sent flying 3 steps backwards. This ability may be used up to 3 times per day. (Note: dexterity or displacement will prevent this, but parrying will not). The person struck will also fall over once moved back, unless they call "instant stand". Note: Simultaneous use of knockback may occur, and larger creatures or any with the ability "Strength" may resist this effect by calling "no effect". (May be re-taken, for additional uses in the day).

Lay Hands

Level 2 Li, Na, Pu

Cures damage or 'physical' ill effects caused by up to 3rd level enchantments or rites. Effects such as 'Disease' are reversed & the body restored so long as the casters hands are laid over the effected area affected within 5 minutes of the effect. The ability requires total concentration for 5 minutes. Three levels of enchantments/rites may be cured each day, i.e. 3x1st level, 1x2nd & 2x1st or 1x3rd level. (May be re-taken twice, adding two levels of curing)

Leap

Level 1 Mo, Na, Sk, St

Grants the ability to leap in any direction up to 20ft further than the character can actually jump. If you leap past an enemy you must shout "Leap" and you may be struck once by any within range as you pass, although the blow may be blocked. This ability is only possible in non-restrictive, non-metal armour (Max AC2). (May be re-taken once, for an additional 10ft distance per leap)

Literacy

Level 1 Bi, Kn, Pu, Sk

This ability allows the character to read and write in common (and for ancient races their racial tongue). Hence they can read signs, scrolls and other written words in known languages.(May be re-taken for each additional language learnt)

Luck

Level 3 Fa, Mo

With their innate luck, the character is able to 'avoid' a physical blow or an enchanted effect specifically aimed at them. They are able to 'avoid' an effect twice per day. This ability cannot be used while the user is under a curse (May be re-taken once, for one additional use in the day)

Lycanthrope

Level 3 Na, Tr

Grants the ability to change into a specific were-from (type to be agreed by marshal). Change takes 30 seconds (costume supplied by character), during which they are immune to all damage & magical effects. Usable once per day, for as long as they like (changing back does not count as another use). On a night of the full moon the character can change one additional

time. Six and two points are added to the TBL & LOC respectively & they can inflict damage with claws (single), but cannot use weapons/armour, speak (except basics), or cast spells. They take -1 damage (enchanted, silver & star ore weapons do normal damage). Specific were-types also gain additional abilities, see supplement for additional info. (May be re-taken for one additional use per day).

Meditate

Level 2 Kn, Li, Pu

Through extensive training in breathing and relaxation, this ability grants an extra rest slot for the day. (This ability may not be re-taken)

Mutation

Level 3 Co, Tr

One particular type of attack that the character must receive in game causes a mutation (players choice) and thereafter is permanently resisted with the call "Mutation". A physical mutation in line with the resist must also be gained. One particular enchantment or effect (such as the touch of a wraith) might be mutated against, but not one type of race or, one type of weapon or simply physical damage.

Neutrality to Lycanthropes

Level 2 Co, Na, Tr

Requires the appropriate glyph to be continuously presented and the ability vocally invoked to prevent a single Lycanthrope from approaching or initiating an attack on the user. All creatures that can change their form are affected by this ability (vampires, werewolves, etc). If the user attacks the shape changer the ability has no further effect on that individual shape changer.

Neutrality to Undead

Level 2 Bi, De, Ne

Requires the appropriate glyph to be continuously presented and the ability vocally invoked to prevent a single undead from approaching or initiating an attack on the user. If the user attacks the undead, the ability has no further effect on that individual undead.

Neutrality with Animals

Level 2 Fa, Li, Na

Requires the appropriate glyph to be continuously presented and the ability vocally invoked to prevent a single animal (giant types included) from approaching or initiating an attack on the user. If the user attacks the animal, the ability has no further effect on that individual animal.

Night Veil

Level 2 Ab, Ga, Mo

This ability enables the character to use deep shadow to stay unseen whilst they remaining still. This ability will fail if brightly coloured clothing is worn or if use in daylight or in any bright light. When the character uses this ability their hand must be placed in the air (to indicate they cannot normally be seen). May be used up to twice a day (May be re-taken increasing use by once per day)

Predict Adversity

Level 1 Fa, Ga, Kn, Sk

This ability allows the player to receive certain knowledge of events that have yet to occur. Once a day: at the beginning of an adventure; before entering a specific area; before performing a specific action, they may ask a marshal a question. The answers will be either a yes, no or maybe (May be re-taken up to three times, for an additional use each day, once per question of each type).

Project Spirit

Level 2 Ab, De

Grants ability to leave their body & travel incorporeal. They are invisible & cannot speak, touch or see anything of the material plane, but they can observe power/spirits. In most instances the character should remain in their place of meditation and the marshal will describe what the character can observe. In some instances however (decided by the marshal), the characters defenceless body must be represented by a deposit of all the characters kit, and they will represent their walking soul. If the body is harmed the travelling form immediately returns. A soul cannot pass through wards of power. This ability may be used twice/day for no more than 5 minute periods (May be re-taken once, for an additional use in the day)

Pure Spirit

Level 1 Ab, Bi, Li, Pu

With this ability the character is immune to the effects of curse-based enchantments/rites and those that act upon the soul. Bind Soul, Curse, Fear & Phobia will not effect if you reply "Pure Spirit" when attacked. Note: The ability is permanently active, but "Pure Spirit" must be called to inform the crew and marshal that an effect has been correctly resisted.

Purify Blood

Level 2 Pu, St, Tr

Grants half effect from all poisons. If the effect is simply death, the character will take half their TBL in damage and fall unconscious until attended or 1/2 hour has passed. This ability can also be 'called' to resist the effects of diseases; damage is taken but halved (fractions rounded down). Also with concentration and rest the effects of Lycanthropy, Vampirism, and even some potions may be nullified.

Recall

Level 3 Bi, Ga

When the word recall is invoked, the character is instantly transported to their chosen recall point. A recall point can only be set where you have taken a rest period. Up to two recall points can be remembered, but the chosen point of recall must be noted on the character sheet. This ability may be used once a day (May be re-taken once, for an additional use in the day). Note this ability will not work between different planes.

Recognise Undead

Level 1 De, Li, Ne, Pu

Allows the user to determine the type of Undead within clear view. The creature will NOT realise that it is being used, although the ability name should be called so that the monster or marshal can respond if appropriate.

Regeneration

Level 3 Li, St

Providing they are not dead, this ability enables a character to re-gain one point of TBL "or" 1 point to their worst location, per hour. A location destroyed by fire or acid damage cannot be restored. (May be re-taken up to twice, once for an additional point per hour of TBL "or" an additional point to their worst location point per hour).

Revenant

Level 3 De, Ne

Upon death your power re-animates your body as an "Revenant" undead. You keep most of the abilities that you had in life, but may only continue progress in the realm of Necromancy. Racial innate's & the realms of Life & Purity are also lost. As an undead your locations are usable until they fall off (at negative their starting level). You have no TBL and you gain all the other strengths & weakness common to all undead (See undead supplement for additional information).

Revert

Level 2 Co, Na, Tr

This ability allows a character to revert from an enchanted form back to there original form once per day. This ability applies to those changed to a magical state such as stone, or those in were-form. This ability cannot be used if the character is berserking as it is an activated ability. (Maybe re-bought for additional uses).

Sanctuary

Level 2 Kn, Li, Pu

By the chanting of a mantra "POWERS PRESERVE ME, I CLAIM SANCTUARY AGAINST THEE" the specific individual pointed at will ignore the person chanting. The user must remain stationary to concentrate & continually present their appropriate realm glyph. The ability may be invoked twice a day for up to 5m (May be retaken for an additional use each day).

Sense Power

Level 1 Ga, Kn, Li, Tr

This ability is used to establish whether an close object (within 1 inch) contains power, OR alternatively, precisely what realms one object touched contains. This ability is not automatic and must be concentrated on for at least 5 minutes to be effective.

Shining Spirit

Level 3 Li, Pu

In melee with undead the character must declare "Shining Spirit" to become surrounded by an aura of light (to be represented at night by a light source carried by the character). This grants 5 minutes immunity to the "touch" attacks of Undead. It may be re-declared at any time.

Sixth Sense

Level 2 Fa, Kn, Tr

The character gets a few seconds warning (e.g. the hairs on his neck rise), which enables him to react faster to unexpected occurrences. Combined with the use of 'Dexterity', enables 'Backstab' or 'Throat Slit' to be dodged. In any 'TIME FREEZE' situation the character should call 'Six Sense'. A marshal or crew will then inform the character, if anything is revealed. NB: This ability also prevents the damage from 'Backstab' & 'Throat Slit' going 'through'.

Smith

Level 3 Sk, St

Enables the creation and repair of a higher quality of armour called "crafted armour". Crafted armour provides one point of protection above standard armour, e.g. Crafted plate mail is AC5. Only one crafted item may be made before booking a weekends adventuring, and the full items standard cost must be expended in materials. This ability also grants the ability to repair an additional 6 points of armour per day (so 18 in total with Tanner & Armourer ability), up to and including AC5 can be repaired. (Note: each point of repair requires 5 minutes. An anvil must be available for the repair or creation of metal items).

Sniff

Level 1 Ab, Kn, Na, Sk

An acute sense of smell allows the individual to determine the rough odour of an area and possibly any associated type of creature when requested. An answer need not be precise, i.e. rotting flesh for zombies and it cannot be used reliably to identify potions or follow trails. This ability may also help to "see" in darkness, at the marshal's discretion.

Stone Shape

Level 3 Na, Tr

Enables the user to change themselves into unnatural rock. In this form they are immune to normal physical damage, but they can be damaged by blunt enchanted weapons. They cannot be moved but may stay in rock form for as long as they remain still. Stone shape may be assumed twice a day. 'Shatter' causes 1 point of damage and 'Transformation' 2 points of damage to a location. Bleeding will occur from such wounds on reversion. (May be re-taken for each additional use per day)

Strength

Level 3 St, Tr

This ability allows a person to make full use of any 2-handed weapon, enabling them to do double damage with it. When trying to open doors, bend items, lift people etc. they are considered twice as strong for calculating effects. Characters may also resist the effects of 'Knock back'.

Tanner

Level 1 Na, Sk, St, Tr

Enables the creation of one suit of non-metal armour. Only one item may be made before each weekends adventuring, and half the items standard cost must be expended in materials. Also grants the ability to repair up to 6 points of non-metal armour per day. (Note: each point of repair requires 5 minutes, and half the standard cost for materials must be expended).

Teach Realm

Level 3 Kn, Sk

Grants the ability to teach any realm abilities known up to a one level below their own realm level, i.e. a teacher with Gateway #2 could only teach Gateway #1. Teaching one level below involves the pupil accompanying the tutor on an adventure, realms 2 levels below can be taught in just 1 hour without accompaniment. At all levels 50% of the "book" cost must be given to the guild/school for materials. Only one realm maybe taught per day. (May be re-taken once to enable the teaching of pupils to the same level as the teacher)

Throat Slit

Level 3 De, Sk

Enables a dagger to be used from behind to throat slit causing 2 points of damage through to the head regardless of all physical armour. The dagger must be placed on the victims chest (NOT THEIR THROAT) and "Throat Slit can be called" stated. Once the dagger is been placed on the chest "Throat slit" can be called any time, or not at all. Unless the victim has "Six Sense" dexterity can not be used. "Displacement" WILL stop this attack.

Torture

Level 1 De, Ne, Sk

Enables the gaining of a truthful answer to one question per minute of role-play torture. Up to a maximum of 3 questions may be asked before the victim falls unconscious. N.B. No real torture should ever be used (as if you didn't know). One hit of total body life is inflicted to the tortured after all the questions have been asked. (May be re-taken up to three times, for an additional question each session)

Track

Level 1 Ab, Mo, Na, Sk

This enables the character to tell number, direction and rough animal type when looking at their tracks. The ability can also help in foraging for ingredients, at the marshal's discretion.

Unarmed Combat

Level 2 Mo, Sk, St

The character is able to concentrate his strength and power into his hands and can therefore cause one hit of damage. N.B. Lightly tapping with the flat of the hand only & 'single' shouted when striking. No closed fists, kicking or martial arts skills must be used.

Ward Pact

Level 2 Bi, Co, De

Creates a permanent kin-ship with a specific chosen race, (which includes all ½ races). However, the pact must be invoked by declaring it at each meeting to ensure that no adverse action is taken on a warded individual. Causing injury to the pacts kin, having invoked the pack at a meeting, permanently breaks the pact & creates an enmity making them the preferred target of the ex-kin. (May be re-taken to grants packs against other races)

Warp

Level 2 Co, Ga, Tr

On a shout of "Warp" the player is temporarily endowed with either an extra hit per location and two extra hits on their total body life (TBL), if they are wearing metal armour, otherwise +2 per location and +4 TBL, for 5 min's. This ability can only be activated in combat, and battlecry's/shouts must be used to keep it maintain for its duration. May be activated up to two times a day, (May be re-taken up to twice, for an additional use in the day).

Weapon Mastery - 1h

Level 3 Kn, Sk

This enables the user to cause an extra point of damage with their chosen single-handed weapon, in their chosen hand ONLY (this includes thrown or mechanical weapons). May be re-taken for each additional weapon type, or for use in the off-hand.

Woad

Level 1 Bi, Fa, St, Tr

Ritual tattoo designs drawn upon the body of the individual focuses the characters power conferring a (physical only) +1 AC upon up to three separate locations. Damage will come off any armour worn before the woad. If the physical blow goes 'through' armour (due an ability/enchantment) the woad WILL be effective. A woad once struck will only become effective again once redrawn after a rest period has been taken. (May be re-taken for 1 additional location, up to three times)