

The Coral Gate Campaign



Serious Fantasy
The Coral Gate
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Rules and Regulations

ACTOR'S HANDBOOK

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www.thecoralgate.com
version 1.4 (November 2011)

The Coral Gate Campaign

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What is The Coral Gate?

The Coral Gate at its simplest can be described as a fun, but challenging, continuous theatre in a high fantasy setting in which you are an Actor. Producers and Directors are responsible for creating the primary setting; however the Actors have a significant effect on how the story plays out. There are other characters, NPC's (non player characters), and monsters who will be encountered. The Coral Gate is an active and dynamic game, set in a seedy slum outside an old and mostly forgotten city. If you have ever enjoyed table top games like Dungeons & Dragons™, Live Action Role Play or an online game like World of Warcraft™, then The Coral Gate might be for you. Instead of using a piece of paper and dice, or a character online, you become the character!

Producers

Producers are the ultimate authority in The Coral Gate. They oversee the proper workings of all game functions such as Rules disputes, Director guidance, the Gaming Center, Actor ethics, etc. Their goals are for you to have challenging fun in a safe environment and to be readily available should you require assistance.

Directors

Directors are responsible for introducing new campaign encounters, material and devices. They also operate those ideas and keep the material storyline moving forward.

Actors

Actors include anyone playing the role of a character, Stock Actor, NPC, or a monster. You are an Actor.

Stock Actors

Stock Actors, or non-player characters (NPC), are characters that exist to move story lines forward or for interacting with Actors for specific purposes. They are usually played by Producers or Directors, but on occasion the roles can be assumed by another player.

Safety First

Your safety is priority one. Let us say that again. **Your safety is priority one.** If at any time you find yourself in an unsafe gaming situation, such as fighting in the dark in a rocky ditch, you may say "Pause" ("Hold" is also acceptable) and move the scenario to a safe location. If a Pause is called for an injury, the injured Actor should be immediately stabilized and then moved from the playing area if necessary and possible. [See the Medic section for more information.](#)

If you are threatened or harassed out of game by anyone, notify a Producer or Director without delay. In addition, if you see someone on site who obviously doesn't belong please notify a Producer or Director. Our sites are privately rented and anyone not playing The Coral Gate could be trespassing. In every case Producers or Directors will address the situation for you straight away.

Calling “Pause”

Anyone at anytime may say “**Pause**”; however, it should be used only for safety issues, injuries or by a Director to explain a scenario to the Actors. Upon hearing this word everyone in the vicinity must immediately stop game play and kneel on one, or both, knees or sit. Once the reason for the stoppage has concluded, all Actors will assume their previous playing positions, a designated person (usually the one who called “Pause”) will count “3, 2, 1” in a loud voice and say “Play On”. At this point the game will resume from its stopping point. While safety is paramount and we do not wish to discourage the use of Pause, Actors misusing this procedure may be subject to disciplinary action.

Medics

If you are physically hurt, or you see someone who is obviously hurt and cannot communicate for themselves you may call for a medic. We may have people on hand who are EMT’s, nurses or simply people knowledgeable in basic first aid and CPR who will respond to medic calls. Once a medic call is made, Actors must clear an area around the injured person to allow the responders to assess the situation and render aid if necessary. We do observe privacy laws so questions regarding the Actor or injury will not be answered to unauthorized people.

Latex may be used in this game so you will need to take appropriate precautions if you are allergic to latex. Be aware that latex can be used in our weapons and you may be struck with them resulting in latex on skin contact. We also may serve peanuts.

Everyone is ultimately responsible for their own health so if it is a serious injury please call 911 as you would at home.

Ethics and Behavior

Please remember that a character may be a cheating, stealing slime-bag, but this type of behavior will not be tolerated in an Actor. Stealing in any circumstance is asking for an instant ban. Cheating is also intolerable and punitive steps will be taken when it is discovered. There will be no harassing of anyone in any manner. No peeking in the bathrooms, windows of cabins, or other questionable behavior. Please remember that if it is against the law offsite, it is still against the law onsite and you can be prosecuted for those types of infractions. We may be guests on State property at some venues and the Rangers do oversee what happens in their Park. Anyone guilty of these types of charges will be subject to disciplinary action up to and including loss of Character Points, suspension or permanent expulsion. No real weapons of any type are allowed in The Coral Gate for the safety of everyone; this includes real swords and knives that are secured closed or “peace bonded”. Please carry yourself as a respectable member of society while you are in the Park. While you are offsite, try not to frighten the “normals” by wearing makeup or odd looking costuming; they may not understand. 😊

If you have any questions about ethics, behavior, or any other matter you may always ask a Producer or Director for assistance.

Basic Game Mechanics

How to Play by the Rules

This Rulebook has been kept simple and concise. Due to the number of combinations of skills, magic, and Actor actions all possible scenarios have not been detailed. As a result, this Rulebook consists of things that can be done; anything that is not mentioned or detailed is something that you cannot do without Director or Producer approval. For example, although the Rulebook does not specifically state so, a player may not cast a fire spell to set fire to a forest. With that in mind, the following are some general rules that do not fit in other categories:

- Any hand that is current holding any in game item (a weapon, shield, potion, etc.) may not be used for any other in game purpose. For example, an Actor with a weapon in their right hand may not pour potions, cast spells, inscribe a letter, forge armor, etc with their right hand.
- Once a skill or skill based action is completed, a spell incantation begun, or any spell based action is started it is considered used, whether or not it affects the target.
- Spell packets are not considered in game items. Actors cannot see spell packets. Although packets are not in game items, an Actor may not cast a spell with anything else in their casting hand other than packets. If an Actor runs out of spell packets he cannot call "Pause" to retrieve more. If an Actor runs out of spell packets during combat and requires more they must be collected in-play during the combat.
- No member of The Coral Gate may physically touch another Actor, under any circumstances, without permission from that Actor. This means no casting of spells without contact through a spell packet; you may not physically touch another Actor to affect him with a spell. It is also important to note that no matter how fast you approach another member of The Coral Gate you must have enough control to stop your momentum before contacting that person.
- There are no open flames allowed on site (candles, lanterns, camp fires, etc.) Light spells, light elixirs, physically represented torches, and other sources of light should be diffused light, such as flashlights covered with cloth to dim the brightness, or glow sticks. Please be considerate of other people's night vision.
- No Combat Art can be used to mitigate an attack from behind, unless *specifically* stated in the Art.
- When using a Combat Art to attack, you must abide by the specific weapon types. However, when using a Combat Art to negate an incoming attack of the same type the type of weapon is not considered. For instance, a blunt weapon must be used to perform a Crushing Strike. However, any weapon may be used to expend a Crushing Strike to negate an incoming Crushing Strike.
- You may only have one physical defense spell (additional Hit Points or Armor Points) and one magical defense spell (armor or defensive effects against magic) simultaneously active.
- There is no religion in The Coral Gate. There are powerful beings, but no gods or goddesses. Please refrain from utilizing real life religious symbols in a religious manner in your costuming.
- Anything with in-play value (scrolls, spell books, pages, recipes, items, etc) must be brought to each and every event you attend. If your character finds the Rod of Real Ultimate Power™, then you can't leave it at home where it's safe. Bring it to site and hide it if you want, but it has to be on site and in-play somewhere.

Life and Death

If you have positive Hit Points, then you are alive and well. Once your Hit Point total goes to zero, you begin to bleed to death. You will never go below zero in Hit Point total regardless of how much damage you sustain. It takes sixty seconds for a person to bleed to death. At that point, you are Dying and your body remains for four additional minutes. Once that time passes, your body instantly decays to dust leaving your in-game belongings behind where you laid. During the time you are Bleeding Out, you are able to be healed back to consciousness; one point of healing brings you back to one Hit Point. Each additional point of healing restores one Hit Point. If you are unfortunate enough to be Dying, normal healing will not bring you back from this state. If you are instantly killed by a spell or effect of some type, you immediately begin your four minute Dying count, foregoing the sixty second Bleeding Out period. All characters have the ability to determine Living, Bleeding Out and Dying status. An Actor must say "Triage" while next to the target. The target will answer back with the appropriate status. Triage can be actively resisted by the target.

Once your body Dies and decays, you must travel directly to the Gaming Center to be resurrected. When you die you are subjected to "Death Shock." The shock of dying causes you to forget the 15 minutes preceding your death until your resurrection at the Gaming Center. As an example, you walk down a dark trail with Max the Murderer and 20 minutes into your journey he kills you. You would only remember the first five minutes of your journey (travelling with Max the Murderer) and nothing else until you are resurrected. Note that you could logically question the last people you remember being with but would be unable to personally recall any details.

Every character begins the game with three lives. An additional life is gained every three levels thereafter. For example: at first level Max has three lives, at fourth level he has four lives, and at seventh he has five lives, ad infinitum. If Max dies, one life is removed for each death. Should a character lose his last life, the body does not dissipate.

Phys Reps and Resurrection

When you die, anything considered in-game is left behind. These are things that you use for effect in the game such as weapon, shields, recipe and spell pages, resources (things you use to make other things), elixirs, scrolls, in-play money, etc. Generally, if it is an item of some kind and has a tag, drop the item and corresponding tag. Armor Repair tags and Experience Tags are specifically excluded from the "drop it" rule, and for some reason people keep resurrecting with their clothes (just figure you had a spare set in the closet).

If your character is killed and must resurrect, you *may* choose to take the item phys reps with you. However, the tag for the item must be left. An Actor may leave the phys reps with the tags if he chooses, but it is a choice that must be made at the time of death - not later that day, or at the end of the event. *Once the decision is made, that's it.* In addition, only the original owner of a phys rep may decide to keep the phys-rep. If you receive a phys rep with a tag you must drop the phys rep. (And no, you cannot change the phys-rep just to change it).

Whoever picks up the tag gets to select a new phys rep of the appropriate type. A necklace must still be a necklace; something made of a specific material must still be made of that specific material; a sword must still be a sword of the same type. The new phys rep does not have to resemble the old, and no characters will be able to tell that the new phys rep used by Tim the Invincible is really the magic item that Joe the Not-So-Invincible had a few days ago - this includes Joe. Once Tim has his new phys rep, for all intents and purposes, Tim has a new item and Joe's item disappeared into the cobwebs under his bed.

We realize this isn't an exact science, but you get the idea. Please be true to the spirit of the rule; even if an item has 800 specific properties and the guy 2 cabins down came up with a new phys rep with those exact 800 specific properties. This is the give-and-take required to allow Actors to keep the awesome items that they've bought or made and don't want to give up.

Character Points, Experience and Leveling

Each character begins at Level 1 with 10 Character Points to be spent on the various Skills and Arts within his respective race and class. During the course of game play Experience Tags will be acquired for killing monsters, role-playing and completing quests. These Experience Tags can be turned in at the end of gameplay and will be added to your character sheet. Once enough Experience Tags are turned in, you will gain a level and receive ten more Character Points to spend. Your current level is also taken into consideration when turning in Experience Tags; Level 1 – 7 characters must turn in Rank 1 Experience Tags, Level 8 – 14 must turn in Rank 2 Experience Tags, level 15 – 21 characters must turn in Rank 3 Experience Tags. An Actor turning in incorrect Experience Tags loses those tags with no benefit. Harder monsters and quests will result in higher Rank Experience Tags. If you find an Experience Tag you cannot use, you may give or trade it to other Actors. Experience Tags may not be stolen. You may only gain a maximum of one level per game event.

Leveling Chart

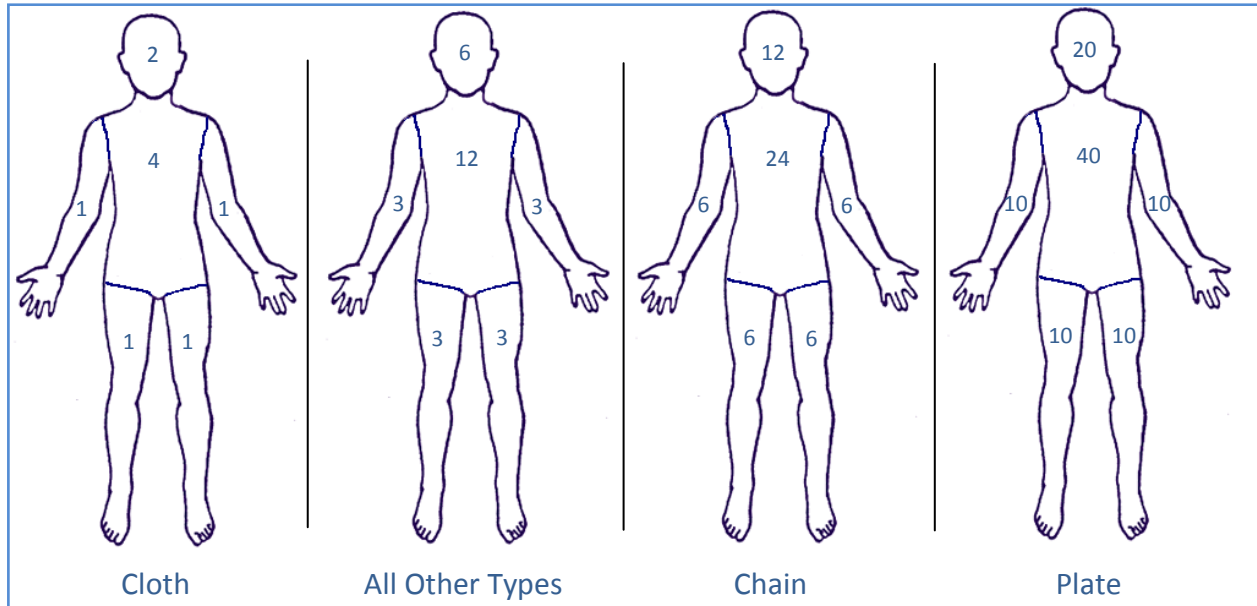
Level	Rank 1 Experience Tags to Next Level	Rank 2 Experience Tags to Next Level	Rank 3 Experience Tags to Next Level
Level 1	20	n/a	n/a
Level 2	35	n/a	n/a
Level 3	50	n/a	n/a
Level 4	65	n/a	n/a
Level 5	80	n/a	n/a
Level 6	95	n/a	n/a
Level 7	110	n/a	n/a
Level 8	n/a	20	n/a
Level 9	n/a	35	n/a
Level 10	n/a	50	n/a
Level 11	n/a	65	n/a
Level 12	n/a	80	n/a
Level 13	n/a	95	n/a
Level 14	n/a	110	n/a
Level 15	n/a	n/a	20
Level 16	n/a	n/a	35
Level 17	n/a	n/a	50
Level 18	n/a	n/a	65
Level 19	n/a	n/a	80
Level 20	n/a	n/a	95
Level 21	n/a	n/a	110

Hit Points and Armor Points

Hit Points are a representation of your physical well being. Every Actor and creature in The Coral Gate has a specific number of maximum Hit Points. Once a Hit Point is taken, it is gone until healed. If you have positive Hit Points, you are alive and well; at zero you are either Bleeding Out or Dying, depending on the time that has passed. Each Class starts with a set amount of Hit Points. **You must spend Character Points on the Body Development skill if you wish to have more.** Actors with the minimum number of Hit Points have sometimes referred to themselves “glass”. There is nothing sadder than a “glass” Defender or more offensive than a “glass” Wizard.

Armor Points are representative of the physical armor you are wearing. The more (or stronger) armor you wear, the more Armor Points you have as long as you have the requisite Armor Agility skills. It is not possible to go below zero Armor Points. Once an Armor Point is used, it is gone until repaired. Armor Points are influenced by two things. Potential Armor Points; how many Armor Points does the armor item actually possess and the Armor Agility skill; how well can the character use the armor. The Potential Armor Points possessed by materials for each body

area is denoted in the following table. A set of full plate armor has 100 Armor Points (this total can be raised by magical means and by Tradeskills). If multiple layers of armor are worn, only the best layer is assigned Armor Points. Warriors have the skill to use 15 points of armor by default. Should a Warrior desire the benefits of a full set of plate armor, he would need to acquire the requisite skill in Armor Agility to use the additional amount. Otherwise, he would be wearing full plate armor that is only worth 15 Armor Points. Each class has a minimum number of Armor Points requiring no additional skill.



To be awarded Armor Points, helmets must cover the same area as a ball cap without the bill at a minimum; torso armor must cover at least two thirds of the front; arm and leg armor must cover at half of the upper or lower arm/leg. Cloth armor may consist of normal clothing and costuming. Most adventurers cannot afford multiple sets of armor, so in general this is not allowed. However, there are rumored to be ways of obtaining additional sets of armor.

Your maximum Hit Points are your class minimum plus any Body Development you have learned. Your maximum Armor Points are your class minimum plus any Armor Agility you have learned, assuming you are physically wearing the requisite type of armor.

Damage

Damage comes in two main types: physical and magical. Magical damage is subdivided into magic, ice, fire, acid, and lightning damage. Unless specified by an effect, all damage reduces Armor Points until there are none left and then Hit Points are reduced. A rarer type of magic is Spirit Magic. This magic takes away from Hit Points directly, ignoring Armor Points all together. (Example: Vlad has 15 Armor Points and 9 Hit Points. He is hit with a spell with the effect "5 Spirit". This damage will go directly to his Hit Points leaving him with 15 Armor and 4 Hit Points.) Certain spells and effects will decrease the amount of damage you take.

All small weapons, such as daggers, have a base damage of 1. Two Handed Weapons have a base damage of 5. Staffs and all other weapons have a base damage of 2.

Debuffs

All non-damaging negative spell effects are designated as "debuffs." These are effects such as root, snare, slow, negative melee damage, and negative spell damage to name a few. The duration on most debuffs is 10 minutes or until cured, whichever occurs first. Debuffs with other durations will have it stated in the tagline.

Bufs

All non-healing positive spell effects are designated as “bufs.” These are effects such as bless weapon, free movement, Fur Skin, and Body of Bronze to name a few. The duration on buffs varies and will be shown on the spell tag.

Killing Strike

If a character or monster is at zero Hit Points, paralyzed, or otherwise suitably incapacitated a Killing Strike may be rendered by weapon or spell. The Actor wishing to deliver a Killing Strike with a weapon must touch the target’s torso with the weapon and say “Killing Strike 1, Killing Strike 2, Killing Strike 3”. To deliver a Killing Strike by spell, a damaging spell is cast normally at the target and “Killing Strike” is stated as well. The spell must hit the target in a legal area and is lost from memory. Once the Killing Strike is completed the target immediately goes to Dying status and the four minute count to dead begins.

How do I cast a spell?

Just as with melee combat, safety is the primary concern with casting spells. A spell packet must be reasonably softly tossed, not pitched like a fastball in the Major Leagues. The intent is to let the target know they were hit, not cripple them with your throw. **The head, groin, hands, feet and ankles must not be targeted. Spells hitting any other area, such as the torso, cloak, or weapon, take full effect.** Note that if you intentionally allow yourself to be hit by a spell packet in any area, you cannot mitigate it and take the full effects of the spell. It is best to toss a spell packet to hit the target squarely in the torso with just enough force to let the target know that they have been hit. A Savant must say the complete spell incantation appropriate for the spell they wish to cast before the spell packet is released. The tagline may be stated immediately after the packet is thrown. Every spell in the game has its own incantation which must be spoken for the spell to work. The incantation must be loud enough for at least one person, other than the caster, to hear and verify that it was correct (unless the caster is completely alone). Once the incantation is spoken, the spell is used and the packet must be immediately thrown, a delay of more than a breath causes the spell to fail. If an Actor misstates the spell, throws a packet too soon, or too late the magic inherent in a spell is incorrectly formed and disperses without effect. The caster loses that spell from memory the same way that a successful spell is lost. A spell correctly cast that misses the target or has no effect still causes the spell to be lost from memory. A target must take the spell effect if the packet hits any legal body part, equipment or clothing. A player may carry as many packets in their hands or pouches as they wish.

How do I swing a sword?

When swinging a weapon you must remember Rule #1: Safety! No weapon should be swung at anywhere near normal force. You should be striking your target with the minimum force required to let them know they were hit. The intent is to tap the target to let them know they are struck, not bruise them into submission. A combat swing is a light tap with *no less than a half a second between swings*. An Actor states damage during every swing made with a weapon. Damage may not be stated without swinging a weapon, nor can it be stated seconds after a hit has been made. If an Actor is stating damage and the words are unintelligible, or the swings are “rapid-fire”, the target will not take the damage. The damage stated is the total number of points a character wishes to inflict at the time of the swing, up to the Actor’s maximum damage. For example, a long sword has a base damage of 2. An Actor with the skill to wield a long sword (without any other skills) would state, “2 Normal” (or less) with every swing made with the long sword. This informs the target of the swing that if the swing connects, the target should subtract 2 Hit Points from their total. The damage is the number called, while the words following are called the tagline. All taglines are explained later in this rulebook. Many combat skills that modify damage or taglines must be announced just prior to being used. For example, Combined Strike multiplies weapon damage for one swing. An Actor possessing this skill and using it in combat would announce “Combined Strike” followed by their modified damage and the appropriate tagline (such as “Combined Strike 6 Normal”).

For safety there will be no hitting of the head, groin, hands, feet, or ankles permitted. Actors struck in these areas take no effect from the strike. Actors who repeatedly strike illegal areas will be subject to disciplinary action.

How do I use a shield?

As with every part of The Coral Gate, safety is paramount. A shield is a defensive weapon used to block incoming physical attacks. Any physical attack striking a shield first is negated, unless otherwise stated. Any magical or spirit attack striking a shield will have full effect. A shield may negate any amount of physical damage without becoming damaged itself. **An Actor may never strike another with a shield under any circumstances.** In addition, an Actor cannot hide the majority of their body behind an upright shield. This is known as turtling. While it is a sound tactic, it is unsafe and the resulting situation provides no legal way to attack the Actor, thus it is disallowed.

What is a combat?

Some Combat Arts and Spells have durations of up to one combat, or cannot be used if you are engaged in combat. You are considered engaged in combat if someone throws any spell at you, swings a weapon at you, or uses any type of Combat Art on you; or you do the same to someone else. The combat lasts until either the foe or you, are incapacitated, or if both parties cease the attack.

When do Blade Poisons take effect?

Thieves have this uncanny knack at finding the smallest weak point in armor. Blade Poisons take effect with a legal combat hit, regardless of whether it hits Armor Points or Hit Points. The tagline will let you know what the effect was, if any.

What is a combat hit?

Some Combat Arts take effect after a combat hit. A combat hit is defined as a weapon blow that strikes the body, or limbs, of a target in a legal body part. Typically Combat Arts can be used until a combat hit is landed, 10 seconds pass, the character voluntarily ceases the Art (or uses another Art), or the Art is negated; whichever occurs first. A Combat Art that is physically blocked is still active until one of the preceding scenarios occurs. The Combat Art tagline must be stated on each swing.

How to use an elixir

All orange spell packets are elixirs. You may also carry vials, test tubes (no glass please), or flavored drink in candy wax vials. Elixirs are ingested, applied, or poured, on a three count. The person using the elixir will say “*pouring one, pouring two, pouring three*”. After the count the effects of the elixir are taken. There are two ways you are allowed to carry and use your elixirs.

- Have one phys rep for each elixir carried, and each vial is either labeled (with the elixir tag carried on you skill ring) or has the elixir tag attached to the vial.
- Have one phys rep for each elixir carried. The individual vials are not labeled or marked, but when you use one you must get the appropriate elixir tag from your skill ring and touch it to the vial before using it.

Be careful not to pour your Acid Elixir of Death down your buddy's throat instead of the Bob's Pick Me Up!

Gaming Center

The Gaming Center is where all skill and game functions are handled. This is where you will spend your Character Points, get new spells and skills at the start of each game, resurrect if you should die, work metal into armor and weapons, create scrolls, elixirs, tinctures, etc.

Out of Play

Being out of play means that you are not playing your character. Your character cannot be interacted with in any way. Wearing a white headband signifies that an Actor is out of play. All bathrooms are considered out of play as well. As The Coral Gate is a continuously running game, you should stay in-play as much as possible during gaming hours. There is a 90 minute break each game day between 5:30 and 7:00pm to allow all participants the opportunity to rest, eat, shower, etc. At this time, all current spells and skills are lost and replaced by the next game day's spells and skills.

Actor Classes

Melee Actor Classes

Learning Melee Combat and Development Arts

Melee character classes over 3rd level must be taught their Arts by either another Actor or a Stock Actor (NPC). Learning from Stock Actors may involve service, payment, or both, and is accomplished through in-play actions. Learning from another Actor is also done in-play but the terms must be negotiated between the Actors involved. You may only learn the Combat and Development Arts within your class description. For example: a Warrior cannot learn Lock Pick since it is in the Thief description, nor could a Dread Bringer learn Weapon Expert as it is in the Warrior section. Tradeskills can be learned by any class. All Combat Arts other than weapon skills, shield, weapon damage (including Back Attack), Fear Immunity, and Apply Blade Poisons allow the use of the Art once per game day each time the Art is learned.

Warrior

The Warrior is a standard heavy fighter. They learn how to use armor faster than other classes, are able to use any weapon type, gain proficiency with weapons quickly, and are generally very durable. They are susceptible to magic and may not cast magical spells except Protection Class scrolls. Warriors start with the ability to wear 15 Armor Points and have 10 Hit Points. They may purchase the ability to wear more armor and/or more Hit Points with the Character Points they earn at each event.

Warrior Combat Arts Chart

Skill	Prerequisite	Warrior Character Point Cost
Dagger	None	1
Staff*	None	2
1 Hand Blunt	None	4
1 Hand Edged	None	4
2 Handed Blunt*	None	6
2 Handed Edged*	None	6
Shield*	Weapon Skill	5
Weapon Damage +1*	Weapon Skill	6
Weapon Damage +2*	5 Combat Arts, Weapon Damage +1	12
Weapon Damage +3*	10 Combat Arts, Weapon Damage +2	14
Weapon Damage +4*	15 Combat Arts, Weapon Damage +3	20
Weapon Damage +5*	20 Combat Arts, Weapon Damage +4	25
Adrenaline Rush 1	Weapon Skill	2
Adrenaline Rush 2	Weapon Damage +2	3
Adrenaline Rush 3	Weapon Damage +3	4
Brutal Strike	Weapon Skill	5

Combined Strike 1	Weapon Skill	4
Combined Strike 2	Weapon Damage +2	5
Combined Strike 3	Weapon Damage +3	6
Crippling Strike	Weapon Skill	2
Crushing Strike	Weapon Skill	2
Knuckle Strike	Weapon Skill	5
Furious Attack	Weapon Skill	4
Severing Strike	Weapon Skill	10
Weapon Expert*	Weapon Skill	10

*may only learn once

Warrior Combat Arts

Adrenaline Rush 1

Imparts the ability to add one damage point to each swing of a weapon for one combat, regardless of the number of foes. The Actor must say “*Adrenaline Rush 1*” when this Art is initially activated.

Adrenaline Rush 2

Imparts the ability to add two damage points to each swing of a weapon for one combat, regardless of the number of foes. In addition to gaining the newly learned Adrenaline Rush 2, one of the character's previous Adrenaline Rush 1's becomes an Adrenaline Rush 2. (Example: Vlad has learned the Adrenaline Rush 1 Combat Art 5 times. He then learns one Adrenaline Rush 2. Vlad now has 4 uses of Adrenaline Rush 1 and 2 uses of Adrenaline Rush 2). The Actor must say “Adrenaline Rush 2” when this Art is initially activated.

Adrenaline Rush 3

Imparts the ability to add three damage points to each swing of a weapon for one combat, regardless of the number of foes. In addition to gaining the newly learned Adrenaline Rush 3, one of the character's previous Adrenaline Rush 2's becomes an Adrenaline Rush 3. (Example: Vlad has learned the Adrenaline Rush 2 Combat Art 5 times. He then learns one Adrenaline Rush 3. Vlad now has 4 uses of Adrenaline Rush 2 and 2 uses of Adrenaline Rush 3.) The Actor must say “*Adrenaline Rush 3*” when this Art is initially activated.

Brutal Strike

This art can only be used with two hand weapons and allows the warrior to call unblockable damage on the next combat hit. Any strike that contacts *any* legal part of an opponent means the opponent takes the damage. For example a shield would not stop this damage even if the attack was physically blocked. This skill may be combined with other combat arts. An Actor may expend a Brutal Strike to negate a Brutal Strike on him. The tagline for this Art is “*Brutal Strike. <damage> Unblockable*”.

Combined Strike 1

Using this art enables a Warrior to double (x2) the damage points to his next combat hit. Only non-spell enhanced damage is doubled. The tagline for this Art is “*Combined Strike <damage>*”.

Combined Strike 2

Using this art enables a Warrior to triple (x3) the damage points to his next combat hit. Only non-spell enhanced damage is tripled. In addition to gaining the newly learned Combined Strike 2, one of the character's previous Combined Strike 1's becomes a Combined Strike 2. (Example: Vlad has learned the Combined Strike 1 Combat Art 5 times. He then learns one Combined Strike 2. Vlad now has 4 uses of Combined Strike 1 and 2 uses of Combined Strike 2). The tagline for this Art is “*Combined Strike <damage>*”.

Combined Strike 3

Using this art enables a Warrior to quadruple (x4) the damage points to his next combat hit. Only non-spell enhanced damage is tripled. In addition to gaining the newly learned Combined Strike 3, one of the character's previous Combined Strike 2's becomes a Combined Strike 3. (Example: Vlad has learned the Combined Strike 2 Combat Art 5 times. He then learns one Combined Strike 3. Vlad now has 4 uses of Combined Strike 2 and 2 uses of Combined Strike 3). The tagline for this Art is "*Combined Strike <damage>*".

Crippling Strike

This Art can only be done with edged weapons. Targets hit with this affect are crippled to the extent that they can only walk at a slow pace until healed (purity, etc). Example: Vlad the Warrior would say "Crippling Strike" and then swing his sword at his opponent until he lands a combat hit. After this his opponent would only be able to move at a fast walk or hobble for 10 minutes. (About ½ of normal running speed). An Actor may expend a Crippling Strike to negate a Crippling Strike landed on him. The tagline for this Art is "Crippling Strike, *Snare, 10 minutes*".

Crushing Strike

This Art can only be done with blunt weapons. A target hit with this art is stunned and unable to move or react for 1 second. Example: Vlad the Warrior uses Crushing Strike and then swings his mace at his opponent until he lands a combat hit. His opponent would then count out loud "*one thousand one*", and be unable to move or defend himself during this time. An Actor may expend a Crushing Strike to negate a Crushing Strike landed on him. The tagline for this Art is "Crushing Strike, *Stun, 1 second*".

Knuckle Strike

A target hit with Knuckle Strike is unable to use his primary weapon for offense for 3 seconds. Example: Vlad the Warrior would say "Knuckle Strike Sword" and then swing his primary sword at his opponent until he lands a combat hit. The target would then be unable to use his sword offensively for 3 seconds. An Actor may expend a Knuckle Strike to negate a Knuckle Strike landed on him. During The tagline for this Art is "Knuckle Strike *<weapon>, 3 seconds*".

Furious Attack

This Art does damage equal to the current swing to everyone except the Warrior in a 10 foot radius. The Warrior need only state the tagline when used; he should not swing his weapon around to avoid potential safety issues. The tagline for this Art is "Furious Attack, *<damage>, 10 Foot Radius*".

Severing Strike

This Art can only be done with two hand weapons. Upon striking a foe, the warrior can choose a specific limb to be cut off; such as right arm, left leg, tentacle if the target has one, etc. Heads are not limbs. Example: Vlad the Warrior would say "*Severing Strike Right Arm*" and then swing his weapon at his opponent until he lands a combat hit. Edged weapons cut off the limb; blunt weapons mangle the limb so badly as to render it irrevocably useless. The limb is severed until magically reattached. An Actor may expend a Severing Strike to negate a Severing Strike landed on him. The tagline for this Art is "Severing Strike, *Sever <limb>*".

Weapon Damage

Weapon Damage permanently adds damage to all of his weapon attacks. The amount added is reflected in the rank learned. For example: Weapon Damage +1 adds 1 point of damage to melee attacks; +2 adds 2 points. Weapon Damage does not stack, only the higher damage is added,

Weapon Expert

Allows the Warrior to use weapons in both hands (max length of the secondary weapon is 30 inches), use

his Combat Arts and Weapon Skills with either hand. Without this skill, a Combat Art or Weapon Skill must indicate which hand it can be used in at the time it is learned. Once learned, all Combat Arts can be used with either hand. Weapon Experts struck with Knuckle Strike cannot use their primary weapon for offense for 3 seconds. If they are hit with another Knuckle Strike within those 3 seconds, their other (offhand) weapon is affected as it would now be his primary weapon.

Weapon Skills

Weapon skills allow the use of a dagger, staff, one handed blunt, one handed edged, two handed weapon, or shield. The handedness (right or left) is chosen at the time of learning, dagger, one handed blunt, one handed edges, and shield may be bought twice; once for right hand and once for left hand. This will not allow simultaneous use, but will allow the character swap a weapon to his other hand if he becomes debilitated

Warrior Development Arts Chart

Skill	Prerequisite	Warrior Character Point Cost
Body Development 1	None	1
Body Development 2	10 Body Development 1, Level 8	1
Body Development 3	10 Body Development 2, Level 15	2
Armor Agility 1	None	1
Armor Agility 2	10 Armor Agility 1, Level 8	1
Armor Agility 3	10 Armor Agility 2, Level 15	2

Warrior Development Arts

Body Development (Rank 1, Rank2, Rank 3)

Each Body Development Art adds 2 Hit Points to the character's maximum Hit Points. You may only learn 10 levels maximum in each Rank.

Armor Agility (Rank 1, Rank2, Rank 3)

Each Armor Agility Art adds 2 Armor Points to the character's Armor Points Maximum. The number of Armor Points awarded to a character can never exceed the value of his worn armor. For example: a Warrior wearing full leather armor has a maximum of 30 available Armor Points even if he has 20 Armor Agility. If he has no skill in Armor Agility, only 15 Armor Points are given (class minimum). You may only learn 10 levels maximum in each Rank.

Defender

Defender is a truly apt title for this class. They often serve a cause or a belief and are good-natured. Of all the classes in The Coral Gate, they can be the most protective. Weapons are important to a Defender, but nothing is more important than their shield and defensive maneuvers that enable the survival of those they are sworn to protect. Defenders are kind in word and deed, but not foolish. They will not hesitate to kill an enemy who is beyond redemption, or whom they know will cause evil in the future. Those who show cowardice in the face of the enemy are worth very little in the eyes of a Defender. In some lands Defenders are called Paladins or Knights. They may not associate with Dread Bringers or Corruption Savants for any length of time. Defenders must not perform evil deeds or they will lose their class abilities. Defenders start with the ability to wear 10 Armor Points and have 10 Hit Points. They may purchase the ability to wear more armor and/or more Hit Points with the Character Points they earn at each event.

Defender Combat Arts Chart

Skill	Prerequisite	Defender Character Point Cost
Dagger	None	2
Staff*	None	3
1 Hand Blunt	None	5
1 Hand Edged	None	5
Shield*	Weapon Skill	3
Weapon Damage +1*	Weapon Skill	12
Weapon Damage +2*	5 Combat Arts, Weapon Damage +1	15
Weapon Damage +3*	10 Combat Arts, Weapon Damage +2	20
Weapon Damage +4*	15 Combat Arts, Weapon Damage +3	22
Weapon Damage +5*	20 Combat Arts, Weapon Damage +4	27
Adrenaline Rush 1	Weapon Skill	2
Adrenaline Rush 2	Weapon Damage +2	3
Adrenaline Rush 3	Weapon Damage +3	4
Blade Shield	1 per Enraging Strike	5
Combined Strike 1	Weapon Skill	4
Combined Strike 2	Weapon Damage +2	5
Combined Strike 3	Weapon Damage +3	6
Crushing Strike	Weapon Skill	2
Knuckle Strike	Weapon Skill	5
Enraging Strike	Lay On Hands	3
Fear Immunity*	Blade Shield	5
Infuriating Strike	1 per Blade Shield	4
Lay on Hands	None	5
Parry	Weapon Skill	2
Parry Other	1 Per Parry	4

*may only learn once

Defender Combat Arts

Adrenaline Rush 1

Imparts the ability to add one damage point to each swing of a weapon for one combat, regardless of the number of foes. The Actor must say “Adrenaline Rush 1” when this Art is initially activated.

Adrenaline Rush 2

Imparts the ability to add two damage points to each swing of a weapon for one combat, regardless of the number of foes. In addition to gaining the newly learned Adrenaline Rush 2, one of the character's previous Adrenaline Rush 1's becomes an Adrenaline Rush 2. (Example: Vlad has learned the Adrenaline Rush 1 Combat Art 5 times. He then learns one Adrenaline Rush 2. Vlad now has 4 uses of Adrenaline Rush 1 and 2 uses of Adrenaline Rush 2). The Actor must say “Adrenaline Rush 2” when this Art is initially activated.

Adrenaline Rush 3

Imparts the ability to add two damage points to each swing of a weapon for one combat, regardless of the number of foes. In addition to gaining the newly learned Adrenaline Rush 3, one of the character's previous Adrenaline Rush 2's becomes an Adrenaline Rush 3. (Example: Vlad has learned the Adrenaline Rush 2 Combat Art 5 times. He then learns one Adrenaline Rush 3. Vlad now has 4 uses of Adrenaline Rush 2 and 2 uses of Adrenaline Rush 3). The Actor must say “Adrenaline Rush 3” when this Art is initially activated.

Blade Shield

A shield must be held to activate this Art. It allows a Defender to negate all melee attacks directed at him for 5 seconds, even those from behind. During this time the Defender can do nothing except remain stationary or walk at a slow pace. To use this Combat Art the Actor will say "*Blade Shield*" and count the 5 second duration out loud. The effect is ended early if the Defender is incapacitated.

Combined Strike 1

Using this art enables a Defender to double (x2) the damage points to his next combat hit. Only non-spell enhanced damage is doubled. The tagline for this Art is "*Combined Strike <damage>*".

Combined Strike 2

Using this art enables a Defender to triple (x3) the damage points to his next combat hit. Only non-spell enhanced damage is tripled. In addition to gaining the newly learned Combined Strike 2, one of the character's previous Combined Strike 1's becomes a Combined Strike 2. (Example: Vlad has learned the Combined Strike 1 Combat Art 5 times. He then learns one Combined Strike 2. Vlad now has 4 uses of Combined Strike 1 and 2 uses of Combined Strike 2). The tagline for this Art is "*Combined Strike <damage>*".

Combined Strike 3

Using this art enables a Defender to quadruple (x4) the damage points to his next combat hit. Only non-spell enhanced damage is tripled. In addition to gaining the newly learned Combined Strike 3, one of the character's previous Combined Strike 2's becomes a Combined Strike 3. (Example: Vlad has learned the Combined Strike 2 Combat Art 5 times. He then learns one Combined Strike 3. Vlad now has 4 uses of Combined Strike 2 and 2 uses of Combined Strike 3). The tagline for this Art is "*Combined Strike <damage>*".

Crushing Strike

This Art can only be done with blunt weapons. A target hit with this art is stunned and unable to move or react for 1 second. Example: Vlad the Defender uses Crushing Strike and then swings his mace at his opponent until he lands a combat hit. His opponent would then count out loud "*one thousand one*", and be unable to move or defend himself during this time. An Actor may expend a Crushing Strike to negate a Crushing Strike landed on him. The tagline for this Art is "*Crushing Strike, Stun, 1 second*".

Knuckle Strike

A target hit with Knuckle Strike is unable to use his primary weapon for offense for 3 seconds. Example: Vlad the Defender would say "Knuckle Strike Sword" and then swing his primary sword at his opponent until he lands a combat hit. The target would then be unable to use his sword offensively for 3 seconds. An Actor may expend a Knuckle Strike to negate a Knuckle Strike landed on him. During The tagline for this Art is "*Knuckle Strike <weapon>, 3 seconds*".

Enraging Strike

When hit with this Art a foe will direct all his attacks for the next 5 seconds at the Defender and approach at best speed if needed. Enraging Strike may be delivered by combat hit or spell packet. The effect is ended early if the Defender is incapacitated. The tagline for this Art is "*Enraging Strike, Enrage, 5 seconds*".

Fear Immunity

Fear Immunity negates all fear and fear-like effects that would affect the Defender.

Infuriating Strike

When this Combat Art is used, all foes within 10 feet will direct all their attacks for the next 5 seconds at

the Defender. The Defender must strike the ground or their shield with their weapon and loudly proclaim *"Infuriating Strike, Enrage, 10 foot radius, 5 seconds"*. The effect is ended early if the Defender is incapacitated.

Lay on Hands

When a Defender uses Lay on Hands on someone; he heals Hit Points to the recipient; no status is affected. The number of Hit Points healed is 5 points per level of the defender. This Art can be packet or weapon touch delivered and can be used on the Defender himself. Before delivering the packet, or touching the target with a spell packet, the Defender will say *"Lay on Hands. Heal <points>"*.

Parry

Parry allows the Defender to negate any one melee attack directed at him. Parry can be used to stop an attack from behind. The tagline for this Art is *"Parry"*.

Parry Other

Parry Other allows the Defender to negate any one melee attack directed at anyone or anything, including himself, within weapon's reach of him. The tagline for this Art is *"Parry Other"*.

Weapon Damage

Weapon Damage permanently adds damage to all weapon attacks. The amount added is reflected in the rank learned. For example: Weapon Damage +1 adds 1 point of damage to melee attacks; +2 adds 2 points. Weapon Damage does not stack, only the higher damage is added,

Weapon Skills

Weapon skills allow the use of a dagger, staff, one handed blunt, one handed edged, or shield. The handedness (right or left) is chosen at the time of learning, dagger, one handed blunt, one handed edges, and shield may be bought twice; once for right hand and once for left hand. This will not allow simultaneous use, but will allow the character swap a weapon to his other hand if he becomes debilitated

Defender Development Arts Chart

Skill	Prerequisite	Defender Character Point Cost
Body Development 1	None	1
Body Development 2	10 Body Development 1, Level 8	2
Body Development 3	10 Body Development 2, Level 15	2
Armor Agility 1	None	1
Armor Agility 2	10 Armor Agility 1, Level 8	2
Armor Agility 3	10 Armor Agility 2, Level 15	3

Defender Development Arts

Body Development

Each Body Development Art adds 2 Hit Points to the character's maximum Hit Points. You may only learn 10 levels maximum in each Rank.

Armor Agility

Each Armor Agility Art adds 2 Armor Points to the character's Armor Points. The number of Armor Points awarded to a character can never exceed the value of his worn armor. For example: a Defender wearing full leather armor has a maximum of 30 available Armor Points even if he has 20 Armor Agility. If he has no skill in Armor Agility, only 10 Armor Points are given (class minimum). You may only learn 10 levels maximum in each Rank.

Dread Bringer

A Dread Bringer is as selfish as a Defender is generous. They are evil to the core and will only make alliances of a lasting sort with other evil creatures. They will attempt to gain the upper hand by any means necessary and are only content when they are in control of things. They frequently travel with Thieves, Corruption Savants, or the rare Wizard or Warrior, as those are the only ones who can tolerate the presence of these Dark Lords for very long. Dread Bringers start with the ability to wear 10 Armor Points and have 10 Hit Points. They may purchase the ability to wear more armor and/or more Hit Points with the Character Points they earn each event.

Dread Bringer Combat Arts Chart

Skill	Prerequisite	Dread Bringer Character Point Cost
Dagger	None	2
Staff*	None	3
1 Hand Blunt	None	5
1 Hand Edged	None	5
2 Handed Blunt*	None	7
2 Handed Edged*	None	7
Weapon Damage +1*	Weapon Skill	12
Weapon Damage +2*	5 Combat Arts, Weapon Damage +1	15
Weapon Damage +3*	10 Combat Arts, Weapon Damage +2	20
Weapon Damage +4*	15 Combat Arts, Weapon Damage +3	22
Weapon Damage +5*	20 Combat Arts, Weapon Damage +4	27
Adrenaline Rush 1	Weapon Skill	2
Adrenaline Rush 2	Weapon Damage +2	3
Adrenaline Rush 3	Weapon Damage +3	4
Combined Strike 1	Weapon Skill	4
Combined Strike 2	Weapon Damage +2	5
Combined Strike 3	Weapon Damage +3	6
Crushing Strike	Weapon Skill	2
Curse Aura	Harm Touch	10
Knuckle Strike	Weapon Skill	5
Harm Touch	1 per 3 Combat Arts	3
Leeching Strike	Harm Touch	3
Scent of Corruption	Harm Touch	5
Severing Strike	Weapon Skill	10
Spite	Weapon Skill	7
Stillness	Weapon Skill	5

*may only learn once

Dread Bringer Combat Arts

Adrenaline Rush 1

Imparts the ability to add one damage point to each swing of a weapon for one combat, regardless of the number of foes. The Actor must say "Adrenaline Rush 1" when this Art is initially activated.

Adrenaline Rush 2

Imparts the ability to add two damage points to each swing of a weapon for one combat, regardless of the number of foes. In addition to gaining the newly learned Adrenaline Rush 2, one of the character's previous Adrenaline Rush 1's becomes an Adrenaline Rush 2. (Example: Vlad has learned the Adrenaline Rush 1 Combat Art 5 times. He then learns one Adrenaline Rush 2. Vlad now has 4 uses of Adrenaline Rush 1 and 2 uses of Adrenaline Rush 2). The Actor must say "Adrenaline Rush 2" when this Art is initially activated.

Adrenaline Rush 3

Imparts the ability to add two damage points to each swing of a weapon for one combat, regardless of the number of foes. In addition to gaining the newly learned Adrenaline Rush 3, one of the character's previous Adrenaline Rush 2's becomes an Adrenaline Rush 3. (Example: Vlad has learned the Adrenaline Rush 2 Combat Art 5 times. He then learns one Adrenaline Rush 3. Vlad now has 4 uses of Adrenaline Rush 2 and 2 uses of Adrenaline Rush 3). The Actor must say "Adrenaline Rush 3" when this Art is initially activated.

Combined Strike 1

Using this art enables a Dread Bringer to double (x2) the damage points to his next combat hit. Only non-spell enhanced damage is doubled. The tagline for this Art is "*Combined Strike <damage>*".

Combined Strike 2

Using this art enables a Dread Bringer to triple (x3) the damage points to his next combat hit. Only non-spell enhanced damage is tripled. In addition to gaining the newly learned Combined Strike 2, one of the character's previous Combined Strike 1's becomes a Combined Strike 2. (Example: Vlad has learned the Combined Strike 1 Combat Art 5 times. He then learns one Combined Strike 2. Vlad now has 4 uses of Combined Strike 1 and 2 uses of Combined Strike 2). The tagline for this Art is "*Combined Strike <damage>*".

Combined Strike 3

Using this art enables a Dread Bringer to quadruple (x4) the damage points to his next combat hit. Only non-spell enhanced damage is tripled. In addition to gaining the newly learned Combined Strike 3, one of the character's previous Combined Strike 2's becomes a Combined Strike 3. (Example: Vlad has learned the Combined Strike 2 Combat Art 5 times. He then learns one Combined Strike 3. Vlad now has 4 uses of Combined Strike 2 and 2 uses of Combined Strike 3). The tagline for this Art is "*Combined Strike <damage>*".

Crushing Strike

This Art can only be done with blunt weapons. A target hit with this art is stunned and unable to move or react for 1 second. Example: Vlad the Dread Bringer uses Crushing Strike and then swings his mace at his opponent until he lands a combat hit. His opponent would then count out loud "one thousand one", and be unable to move or defend himself during this time. An Actor may expend a Crushing Strike to negate a Crushing Strike landed on him. The tagline for this Art is "*Crushing Strike, Stun, 1 second*".

Curse Aura

The Dread Bringer will say "*Curse Aura 10 foot radius, -2 melee damage, -50 spell damage*". All friends and foes alike within 10 feet will do 2 less physical damage for 10 minutes and 50 less magical damage (total) off the next spells cast by each of them (i.e. A Great Shark gets hit with Curse Aura and calls -2 to all melee attacks for 10 minutes. In addition it casts 4 lightning bolts; 15 points each. The first 3 lightning bolts do 0 damage and the last does 10).

Knuckle Strike

A target hit with Knuckle Strike is unable to use his primary weapon for offense for 3 seconds. Example: Vlad the Dread Bringer would say "Knuckle Strike Sword" and then swing his primary sword at his opponent until he lands a combat hit. The target would then be unable to use his sword offensively for 3 seconds. An Actor may expend a Knuckle Strike to negate a Knuckle Strike landed on him. During The tagline for this Art is "*Knuckle Strike <weapon>, 3 seconds*".

Harm Touch

The affected target takes magic damage and the Dread Bringer will gain Hit Points. The damage done and

number of Hit Points healed is 3 times the Dread Bringer's level. For example: Vlad the 5th level Dread Bringer Harm Touches a goblin, 15 points of corruption damage are dealt to the goblin and 15 Hit Points are healed to Vlad. This attack can be packet or weapon touch delivered. The Dread Bringer is healed the full amount regardless of the damage actually done. If packet delivered, it acts as a spell, meaning it will affect someone regardless of where it hits them (yes, even in a shield, just like any other spell). If the packet misses, the attack is lost. If the Art is weapon touch delivered, it acts as any other Combat Ability and must hit the target cleanly without being blocked to affect the target. Before delivering the packet or touching the target the Dread Bringer will say "Harm Touch <damage> Corruption". There is a cool down (delay) period of 10 seconds to be observed between Harm Touch uses.

Leeching Strike

The Dread Bringer is healed for half the damage done in a Leeching Strike. The amount of damage done is 4 points per level of the Dread Bringer; the amount the Dread Bringer is healed is 2 points per level. Leeching Strike can only be delivered by a combat hit. For example: a 7th level Dread Bringer will call Leeching Strike 28 corruption and upon a successful strike the target will take 28 points of corruption damage while the Dread Bringer will be healed 14 Hit Points. The strike is only effective on a legal combat hit and the Dread Bringer is healed the full amount regardless of the damage actually done. During the combat swing the Dread Bringer will say "Leeching Strike <damage points> Corruption". There is a cool down (delay) period of 10 seconds to be observed between Leeching Strike uses.

Scent of Corruption

Allows the Dread Bringer to blend in freely with corruption creatures for up to 10 minutes. During this time the Dread Bringer may move among, listen, and otherwise do as he pleases. The magic is broken if a hostile act towards corruption creatures occurs by the Dread Bringer. This would include theft or moving possessions not his own. This Art is initiated by saying "The scent of corruption is upon me" and indicated by crossing both forearms on the Dread Bringer's chest, elbows out.

Severing Strike

This Art can only be done with two hand weapons. Upon striking a foe, the Dread Bringer can choose a limb to be cut off; such as an arm, leg, or tentacle if the target has one, etc. Heads are not limbs. Example: Vlad the Dread Bringer would say "Severing Strike Right Arm" and then swing his weapon at his opponent until he lands a combat hit. Edged weapons cut off the limb; blunt weapons mangle the limb so badly as to render it irrevocably useless. The limb is severed until magically reattached. An Actor may expend a Severing Strike to negate a Severing Strike landed on him. The tagline for this Art is "Severing Strike, Sever <limb>".

Spite

Spite turns an incoming melee attack back on the attacker (this Art cannot be used on attacks coming from the rear). The Dread Bringer will take no effect from the attack while the attacker suffers the full effects. This Art cannot be negated by the attacker's combat arts, unless specifically stated. When an attack is landed on the Dread Bringer, whether it is damage or a combat art, the Dread Bringer may say "Spite" and instead the attacker will suffer the damage or effects.

Stillness

The affected target will not attack the Dread Bringer (may still attack others) for 10 seconds unless attacked by the Dread Bringer. The affect cannot be used in any offensive manner. This can be packet or weapon touch delivered. Before delivering the packet or touching the target the Dread Bringer will say "Stillness, 10 seconds".

Weapon Damage

Weapon Damage permanently adds damage to all weapon attacks. The amount added is reflected in the

rank learned. For example: Weapon Damage +1 adds 1 point of damage to melee attacks; +2 adds 2 points. Weapon Damage does not stack, only the higher damage is added,

Weapon Skills

Weapon skills allow the use of a dagger, staff, one handed blunt, one handed edged, or two handed weapon. The handedness (right or left) is chosen at the time of learning, dagger, one handed blunt, and one handed edges may be bought twice; once for right hand and once for left hand. This will not allow simultaneous use, but will allow the character swap a weapon to his other hand if he becomes debilitated

Dread Bringer Development Arts Chart

Skill	Prerequisite	Dread Bringer Character Point Cost
Body Development 1	None	1
Body Development 2	10 Body Development 1, Level 8	2
Body Development 3	10 Body Development 2, Level 15	3
Armor Agility 1	None	1
Armor Agility 2	10 Armor Agility 1, Level 8	2
Armor Agility 3	10 Armor Agility 2, Level 15	3

Dread Bringer Development Arts

Body Development

Each Body Development Art adds 2 Hit Points to the character's maximum Hit Points. You may only learn 10 levels maximum in each Rank.

Armor Agility

Each Armor Agility Art adds 2 Armor Points to the character's Armor Points. The number of Armor Points awarded to a character can never exceed the value of his worn armor. For example: a Dread Bringer wearing full leather armor has a maximum of 30 available Armor Points even if he has 20 Armor Agility. If he has no skill in Armor Agility, only 10 Armor Points are given (class minimum). You may only learn 10 levels maximum in each Rank.

Thief

Thieves are called many things in many lands: rouge, cutthroat, brigand, and many more names. Their attitudes vary as much as their names; some fight the good fight, others are the dregs of humanity, and still others are concerned only for themselves. They are not well versed in fighting from the front; instead they are most effective when attacking from behind. Thieves start with the ability to wear 5 Armor Points and have 10 Hit Points. They may purchase the ability to wear more armor and/or more Hit Points with the Character Points they earn at each event.

Thief Combat Arts Chart

Skill	Prerequisite	Thief Character Point Cost
Dagger	None	2
Staff*	None	7
1 Hand Blunt	None	5
1 Hand Edged	None	5
Shield*	Weapon Skill	5
Weapon Damage +1*	Weapon Skill	14
Weapon Damage +2*	5 Combat Arts, Weapon Damage +1	17
Weapon Damage +3*	10 Combat Arts, Weapon Damage +2	22

Skill	Prerequisite	Thief Character Point Cost
Weapon Damage +4*	15 Combat Arts, Weapon Damage +3	24
Weapon Damage +5*	20 Combat Arts, Weapon Damage +4	29
Back Attack Damage +1*	Weapon Skill	5
Back Attack Damage +2*	5 Combat Arts, Back Attack Damage +1	10
Back Attack Damage +3*	10 Combat Arts, Back Attack Damage +2	13
Back Attack Damage +4*	15 Combat Arts, Back Attack Damage +3	18
Back Attack Damage +5*	20 Combat Arts, Back Attack Damage +4	23
Adrenaline Rush 1	Weapon Skill	2
Adrenaline Rush 2	Weapon Damage +2	3
Adrenaline Rush 3	Weapon Damage +3	4
Apply Feeble Blade Poison*	Weapon Skill	10
Apply Blade Poison*	Apply Feeble Blade Poison	15
Apply Strong Blade Poison*	Apply Blade Poison	20
Combined Strike 1	Weapon Skill	4
Combined Strike 2	Weapon Damage +2	5
Combined Strike 3	Weapon Damage +3	6
Crippling Strike	Weapon Skill	2
Knuckle Strike	Weapon Skill	5
Escape from Combat	none	10
Severing Strike	Weapon Skill	10

*may only learn once

Thief Combat Arts

Adrenaline Rush 1

Imparts the ability to add one damage point to each swing of a weapon for one combat, regardless of the number of foes. The Actor must say “*Adrenaline Rush 1*” when this Art is initially activated.

Adrenaline Rush 2

Imparts the ability to add two damage points to each swing of a weapon for one combat, regardless of the number of foes. In addition to gaining the newly learned Adrenaline Rush 2, one of the character's previous Adrenaline Rush 1's becomes an Adrenaline Rush 2. (Example: Vlad has learned the Adrenaline Rush 1 Combat Art 5 times. He then learns one Adrenaline Rush 2. Vlad now has 4 uses of Adrenaline Rush 1 and 2 uses of Adrenaline Rush 2). The Actor must say “Adrenaline Rush 2” when this Art is initially activated.

Adrenaline Rush 3

Imparts the ability to add two damage points to each swing of a weapon for one combat, regardless of the number of foes. In addition to gaining the newly learned Adrenaline Rush 3, one of the character's previous Adrenaline Rush 2's becomes an Adrenaline Rush 3. (Example: Vlad has learned the Adrenaline Rush 2 Combat Art 5 times. He then learns one Adrenaline Rush 3. Vlad now has 4 uses of Adrenaline Rush 2 and 2 uses of Adrenaline Rush 3). The Actor must say “Adrenaline Rush 3” when this Art is initially activated.

Apply Feeble Blade Poison

Apply Feeble Blade Poisons allows the Thief to apply certain special poisons to his weapon. It takes 1 minute to apply the poison. Feeble Blade Poisons must be found or created in the game.

Apply Blade Poison

Apply Blade Poisons allows the Thief to apply certain special poisons to his weapon. It takes 1 minute to apply the poison. Blade Poisons must be found or created in the game.

Apply Strong Blade Poison

Apply Strong Blade Poisons allows the Thief to apply certain special poisons to his weapon. It takes 1 minute to apply the poison. Strong Blade Poisons must be found or created in the game.

Back Attack Damage

Back Attack Damage permanently adds damage to all weapon attacks initiated from the rear of the target. The amount added is reflected in the rank learned. For example: Back Attack Damage +1 adds 1 point of damage to melee attacks; +2 adds 2 points. Back Attack Damage does not stack with itself, only the higher damage is added, however it does stack with Weapon Damage.

Combined Strike 1

Using this art enables a Thief to double (x2) the damage points to his next combat hit. Only non-spell enhanced damage is doubled. The tagline for this Art is "*Combined Strike <damage>*".

Combined Strike 2

Using this art enables a Thief to triple (x3) the damage points to his next combat hit. Only non-spell enhanced damage is tripled. In addition to gaining the newly learned Combined Strike 2, one of the character's previous Combined Strike 1's becomes a Combined Strike 2. (Example: Vlad has learned the Combined Strike 1 Combat Art 5 times. He then learns one Combined Strike 2. Vlad now has 4 uses of Combined Strike 1 and 2 uses of Combined Strike 2). The tagline for this Art is "*Combined Strike <damage>*".

Combined Strike 3

Using this art enables a Thief to quadruple (x4) the damage points to his next combat hit. Only non-spell enhanced damage is tripled. In addition to gaining the newly learned Combined Strike 3, one of the character's previous Combined Strike 2's becomes a Combined Strike 3. (Example: Vlad has learned the Combined Strike 2 Combat Art 5 times. He then learns one Combined Strike 3. Vlad now has 4 uses of Combined Strike 2 and 2 uses of Combined Strike 3). The tagline for this Art is "*Combined Strike <damage>*".

Crippling Strike

This Art can only be done with edged weapons. Targets hit with this affect are crippled to the extent that they can only walk at a slow pace until healed (purity, etc). Example: Vlad the Thief would say "Crippling Strike" and then swing his sword at his opponent until he lands a combat hit. After this his opponent would only be able to move at a fast walk or hobble/skip for 10 minutes. (About ½ of normal running speed). An Actor may expend a Crippling Strike to negate a Crippling Strike landed on him. The tagline for this Art is "*Crippling Strike, Snare, 10 minutes*".

Knuckle Strike

A target hit with Knuckle Strike is unable to use his primary weapon for offense for 3 seconds. Example: Vlad the Thief would say "Knuckle Strike Sword" and then swing his primary sword at his opponent until he lands a combat hit. The target would then be unable to use his sword offensively for 3 seconds. An Actor may expend a Knuckle Strike to negate a Knuckle Strike landed on him. During The tagline for this Art is "*Knuckle Strike <weapon>, 3 seconds*".

Escape from Combat

The Thief may avoid a fight by Escaping from Combat. The thief must not be already engaged with a foe, or have been engaged in the previous five minutes. Engaged is defined as purposefully attacking or attacked (by spell or melee) by another. The Actor will say "*Escape from Combat 1, Escape from Combat 2, Escape from Combat 3*" and raise both hands over their head. If they are not attacked during that count, they may move in any direction for twenty seconds at whatever speed they wish. During this time

they are not seen, nor may be attacked, nor may they communicate in any way. At the end of twenty seconds they will appear at their new location. While appearing the Thief must say, “*Appearing 1, appearing 2, appearing 3*” and cannot be attacked until he finishes the count. This Art may not be used more than once per hour.

Severing Strike

A Thief can use this Art with a one handed weapon only from behind. Upon striking a foe, the thief can choose a limb to be cut off; such as an arm, leg, or tentacle if the target has one, etc. Heads are not limbs. Example: Vlad the Thief would say “*Severing Strike Right Arm*” and then swing his weapon at his opponent until he lands a combat hit. Edged weapons cut off the limb; blunt weapons mangle the limb so badly as to render it irrevocably useless. The limb is severed until magically reattached. The tagline for this Art is “*Severing Strike, Sever <limb>*”.

Weapon Damage

Weapon Damage permanently adds damage to all weapon attacks. The amount added is reflected in the rank learned. For example: Weapon Damage +1 adds 1 point of damage to melee attacks; +2 adds 2 points. Weapon Damage does not stack, only the higher damage is added,

Weapon Skills

Weapon skills allow the use of a dagger, staff, one handed blunt, one handed edged, or shield. The handedness (right or left) is chosen at the time of learning, dagger, one handed blunt, one handed edges, and shield may be bought twice; once for right hand and once for left hand. This will not allow simultaneous use, but will allow the character swap a weapon to his other hand if he becomes debilitated

Thieving Arts Chart

Skill	Prerequisite	Thief Character Point Cost
Create Lock Set 1*	None	2
Create Lock Set 2*	Create Lock Set 1	2
Create Lock Set 3*	Create Lock Set 2	2
Create Lock Set 4*	Create Lock Set 3	2
Create Lock Set 5*	Create Lock Set 4	3
Create Lock Set 6*	Create Lock Set 5	3
Create Lock Set 7*	Create Lock Set 6	3
Create Lock Set 8*	Create Lock Set 7	4
Create Lock Set 9*	Create Lock Set 8	4
Create Lock Set 10*	Create Lock Set 9	4
Lock Pick 1*	None	3
Lock Pick 2*	Lock Pick 1	3
Lock Pick 3*	Lock Pick 2	3
Lock Pick 4*	Lock Pick 3	4
Lock Pick 5*	Lock Pick 4	4
Lock Pick 6*	Lock Pick 5	4
Lock Pick 7*	Lock Pick 6	5
Lock Pick 8*	Lock Pick 7	5
Lock Pick 9*	Lock Pick 8	5
Lock Pick 10*	Lock Pick 9	6

*may only learn once

Thieving Arts

Create Lock Set

A thief can create a rank 1 through 10 lock set depending on the skill learned and used. This lock set is a

security system for a container or entire building and will bar anyone who does not have the key (or is let in by a key holder) from entry. Two lock sets may be created per event; lock sets are only good during the event they were created and must be appropriately physically represented. A lock set may only be installed by a thief and it takes 30 minutes to install.

Lock Pick

Lock picking will enable a thief to disable a lock set of equal or lower rank than the learned lock pick rank, allowing entry into the secured container or building. After a successful lock pick the lock set remains unlocked until relocked by the key. A thief will be unable to pick a lock set of higher ranking, but will not know the lock set is of higher rank until after 15 minutes of picking. The lock pick attempt can be ended at any time. If no light source is used while picking 30 minutes is added to the pick attempt. Tradeskill items and magical means are also available to alter the completion time (LiPit). Lock Picks must be physically represented.

Lock Pick Time Table

Chart is time in minutes	Lock Set 1	Lock Set 2	Lock Set 3	Lock Set 4	Lock Set 5	Lock Set 6	Lock Set 7	Lock Set 8	Lock Set 9	Lock Set 10
Lock Pick 1	60	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Lock Pick 2	56	60	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Lock Pick 3	53	56	60	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Lock Pick 4	49	53	56	60	n/a	n/a	n/a	n/a	n/a	n/a
Lock Pick 5	46	49	53	56	60	n/a	n/a	n/a	n/a	n/a
Lock Pick 6	43	46	49	53	56	60	n/a	n/a	n/a	n/a
Lock Pick 7	40	43	46	49	53	56	60	n/a	n/a	n/a
Lock Pick 8	36	40	43	46	49	53	56	60	n/a	n/a
Lock Pick 9	33	36	40	43	46	49	53	56	60	n/a
Lock Pick 10	30	33	36	40	43	46	49	53	56	60

Thief Development Arts Chart

Skill	Prerequisite	Thief Character Point Cost
Body Development 1	None	1
Body Development 2	10 Body Development 1, Level 8	2
Body Development 3	10 Body Development 2, Level 15	3
Armor Agility 1	None	1
Armor Agility 2	10 Armor Agility 1, Level 8	2
Armor Agility 3	10 Armor Agility 2, Level 15	3

Thief Development Arts

Body Development

Each Body Development Art adds 2 Hit Points to the character's maximum Hit Points. You may only learn 10 levels maximum in each Rank.

Armor Agility

Each Armor Agility Art adds 2 Armor Points to the character's Armor Points. The number of Armor Points awarded to a character can never exceed the value of his worn armor. For example: a Thief wearing full leather armor has a maximum of 30 available Armor Points even if he has 20 Armor Agility. If he has no skill in Armor Agility, only 5 Armor Points are given (class minimum). You may only learn 10 levels maximum in each Rank.

Spell Casting Actor Classes

Savants start the game weak physically, but are able to toughen their bodies through training. There are four known types of Savants, but there continue to be rumors of Savants capable of unimaginable feats. Each Savant has strengths and weaknesses, and three of the four require a stringent role-playing commitment. Failure to maintain this role-playing commitment will result in penalties to the character. Savants start with the ability to wear 5 Armor Points and 5 Hit Points. They may purchase the ability to wear more armor and/or more Hit Points with the Character Points they earn each event. You may only learn the Combat and Development Arts within your class description. For example: a Light Savant cannot learn Lockpick since it is in the Thief description, nor could a Dread Bringer learn Spell Rank 1 as it is in the Spell Caster section. Tradeskills can be learned by any class.

All Savants are required to have a spell book. When you start your character you will be given an apprentices book with basic spells. More detailed information is in the [Inscriptionist Create Spell Book section](#). To have additional spells added to your spell book, you must find them in-play and have an Inscriptionist transcribe it into your book. More information is in the [Inscriptionist Spell Book Pages section](#).

Spell Durations

All spell effects last 10 minutes unless stated otherwise in the spell description.

Learning Savant Combat and Development Arts

Savants over 3rd level must be taught their Arts by either another Actor or a Stock Actor (NPC). Learning from Stock Actors may involve service, payment, or both and is accomplished through in-play actions. Learning from another Actor is also done in-play, but the terms must be negotiated between the Actors involved.

Savant Combat Arts Chart

Skill	Prerequisite	Savant Character Point Cost
Dagger	None	3
Staff*	None	5
1 Hand Blunt	None	5
1 Hand Edged	None	5
Spell Slot Rank 1	None	1
Spell Slot Rank 2	5 Spell Slot Rank 1	1
Spell Slot Rank 3	5 Spell Slot Rank 2	2
Spell Slot Rank 4	5 Spell Slot Rank 3	2
Spell Slot Rank 5	5 Spell Slot Rank 4	3
Spell Slot Rank 6	5 Spell Slot Rank 5	3
Spell Slot Rank 7	5 Spell Slot Rank 6	4
Spell Slot Rank 8	5 Spell Slot Rank 7	4
Spell Slot Rank 9	5 Spell Slot Rank 8	5
Spell Slot Rank 10	5 Spell Slot Rank 9	5

*may only learn once

Weapon Skills

Weapon skills allow the use of a dagger, staff, one handed blunt, or one handed edged weapon. The handedness (right or left) is chosen at the time of learning, dagger, one handed blunt, and one handed edged may be bought twice; once for right hand and once for left hand. This will not allow simultaneous use, but will allow the character swap a weapon to his other hand if he becomes debilitated

Spell Slot

Learning a Spell Slot allows the memorization of one spell of that Spell Rank for the appropriate class. Each Spell Slot allows you to cast one spell of the appropriate rank per game day. For example: learning one Spell Slot Rank 1 would give you the ability to memorize one Rank 1 spell and cast it once per game

day. Only five of each Rank can be learned until all 10 Ranks are learned, then you may learn five more of each Rank.

Savant Development Arts Chart

Skill	Prerequisite	Savant Character Point Cost
Body Development 1	None	1
Body Development 2	10 Body Development 1, Level 8	3
Body Development 3	10 Body Development 2, Level 15	4
Armor Agility 1	None	1
Armor Agility 2	10 Armor Agility 1, Level 8	3
Armor Agility 3	10 Armor Agility 2, Level 15	4

Savant Development Arts

Body Development

Each Body Development Art adds 2 Hit Points to the character's maximum Hit Points. You may only learn 10 levels maximum in each Rank.

Armor Agility

Each Armor Agility Art adds 2 Armor Points to the character's Armor Points. The number of Armor Points awarded to a character can never exceed the value of his worn armor. For example: a Savant wearing a full set of clothes has a maximum of 10 available Armor Points even if he has 20 Armor Agility. If he has no skill in Armor Agility, only 5 Armor Points are given (class minimum). You may only learn 10 levels maximum in each Rank.

Light Savant

A Light Savant focuses not just on healing, but also on strengthening and protecting themselves and their companions. They are, for the most part, not the caster who stands in the back only casts healing magic. A Light Savant is adept at protective magic and is able to channel their magic through their weapons. They may also receive innate bonuses versus certain types of foes. Light Savants will not associate with Dread Bringers or Corruption Savants for any length of time.

Light Savant Spell List

Rank 1

Stitch - *By the power of light, I stitch your wounds. "Heal 5".*

This spell will heal 5 Hit Points to the target.

Light – *I focus light into its physical form.*

A Light spell creates a magical source of light. A glow stick must be used for a physical representation of the light. Once a game day passes, the light is turned off, on purpose, exhausted batteries, glow stick failure, etc, the spell is done. Duration: 1 game day.

Blood Infusion – *With light's conviction, I delay your end. "Reset Count".*

This spell resets the target's Bleeding Out count back to 1 second. It has no affect on any other status.

Douse Taint - *I channel purity into you and douse taint.*

Douse taint will negate all temporary debuffs of 3rd level and lower on the target.

Rank 2

Sense Corruption – *In the presence of light, I sense the corruption before me.*

Detects corruption magic and effects in an object that is hit with a spell packet. Only a positive or negative result is returned. This spell has no effect on a living or dead entity. Duration: instant.

Hammer - *With Light's Might, I hammer you. "6 Magic"*

A target struck by this spell suffers six points of magic damage.

Bless Weapon - *I channel purity to bless my weapon.*

This spell gives the Light Savant's weapon +1 normal damage for one combat. Once the combat is over, or 10 minutes pass (whichever occurs first) the weapon loses this effect. While blessed the weapon is not subject to Knuckle Strike, being disarmed, or destroyed.

Assess Condition - *By the power of light, I assess your condition.*

The Light Savant will know the current number of missing Hit Points and all combat conditions on the target of this spell. For example, if cast upon someone who has 20 Hit Points and is currently at 12 Hit Points, stunned, paralyzed and stuttered, the caster would know the target is missing 8 Hit Points, stunned, paralyzed and stuttered. Things such as race, age, magical defenses, etc, are not revealed. Duration: instant.

Rank 3

Magic Weapon - *I channel purity to enchant your weapon.*

Creating a magic weapon via this spell causes the targeted weapon to have the Magic tagline for the next 60 seconds.

Glimmer of Light - *With Light's Might, I summon a glimmer. "15 Light"*

Being hit by a glimmer of light will cause 15 points of light based damage to a corrupted target, doing no damage to any other target.

Treat Wound - *By the power of light, I treat your wounds. "Heal 15"*

This spell will heal 15 Hit Points to the target.

Bless Other Weapon - *I channel purity into you and bless your weapon.*

This spell gives the targeted weapon +1 normal damage to one foe for one combat. Once the foe is dead, the combat is over, or 10 minutes pass (whichever occurs first) the weapon loses this effect.

Rank 4

Consecrate Weapon - *I channel purity to consecrate my weapon.*

This spell gives the Light Savant's weapon +2 normal damage for one combat. Once the combat is over, or 10 minutes pass (whichever occurs first) the weapon loses this effect. While consecrated the weapon is not subject to Knuckle Strike, being disarmed, or destroyed.

Pure Speech - *Through thoughts of light I link myself to you for the purpose of pure speech.*

This spell allows speech communication between the caster and most any target with a mind, even if the target cannot normally speak, for 10 minutes. This spell only affects the caster and his target and requires a Rainbow Snake Tongue as a reagent to cast.

Acumen - *I invoke acumen so that I may remember.*

Acumen allows the caster to recall any spell 3rd level and below, effectively placing that spell in memory as if he had just studied it.

Strike - *With Light's Might I strike you. "12 Magic"*

A target struck by this spell suffers 12 points of magic damage.

Rank 5

Mend Wound - *By the power of light, I mend your wounds. "Heal 25"*

This spell will heal 25 Hit Points to the target.

Corruption Shield - *I weave light about you to shield you from corruption.*

The target of this spell is given a magical shield which will absorb the first 45 points of corruption damage done. Duration: 1 game day or until points are expended, whichever occurs first.

Glimmered Weapon - *I invoke purity for a glimmered weapon.*

This spell gives the Light Savant's weapon +1 normal damage and the Light tagline for one combat. Once the combat is over or 10 minutes pass (whichever occurs first) the weapon loses this effect.

Raxx's Protection from Corruption – *With Light's shielding effect, I grant all around me protection from corruption.*

When cast, the Savant must stop and cross his right arm over his chest. Anyone touching the Savant at the time of casting will negate any corruption attack, be it physical or magical for the duration as long as they remain touching the caster. Only the characters touching the Savant are affected by this protection and no one may join in the protection after the casting. Should the Savant lower his arm, the spell is terminated. If someone breaks contact or takes offensive action the protection is over for that person only. Otherwise this spell will end after 10 minutes.

Rank 6

Assault - *With Light's Might, I assault you. "18 Magic".*

A target struck by this spell suffers 18 points of magic damage.

Ray of Light - *With Light's Might, I summon a ray of light. "30 Light".*

Being hit by a glimmer of light will cause 30 points of damage to a corrupted target, doing no damage to any other target.

Disperse Wound - *By the power of light, I disperse your wounds. "Heal 30".*

This spell will heal 30 Hit Points to the target.

Consecrate Other Weapon - *I channel purity and consecrate your weapon.*

This spell gives the targeted weapon +2 normal damage to one foe for one combat. Once the foe is dead, the combat is over, or 10 minutes pass (whichever occurs first) the weapon loses this effect.

Regenerate Limb - *By the power of light, I regenerate your limb.*

This spell will restore one of the target's lost limbs.

Rank 7

Remove Taint - *I channel purity and remove your taint.*

Remove taint will negate all temporary debuffs on the target of 9th level and lower on the target.

Sanctify Weapon - *I channel purity to sanctify my weapon.*

This spell gives the Light Savant's weapon +3 normal damage for one combat. Once the combat is over, or 10 minutes pass (whichever occurs first) the weapon loses this effect. While sanctified the weapon is not subject to Knuckle Strike, being disarmed, or destroyed.

Rayed Weapon - *I invoke purity for a ray of light.*

This spell gives the Light Savant's weapon +2 normal damage and the Light tagline for one combat. Once the combat is over or 10 minutes pass (whichever occurs first) the weapon loses this effect.

Substitution – *I invoke substitution so that I may remember what has passed.*

Substitution allows the caster to recall any spell 6th level and below, effectively placing that spell in memory as if he had just studied it.

Corruption Savant

A Corruption Savant studies the weakening and crippling effects of magic. They are well versed in weakening their friends and enemies alike. Their spells can be anything from a minor annoyance to a crippling infirmity on their foes. Corruption Savants believe that their survival is first and foremost; all other concerns are secondary. Corruption Savants will not associate with Defenders, Nature Savants, or Light Savants for any length of time.

Corruption Savant Spell List

Rank 1

Hobble - *With corruption, I hobble you. "Snare"*.

A target which is ensnared can only move at half normal speed.

Darkness - *I focus darkness into its physical form.*

Darkness will extinguish any magical or alchemical light source hit by the spell. Duration: instant.

Delay Death – *I delay your death for corruption. "Reset Count"*.

This spell resets the target's Bleeding Out count back to 1 second. It has no affect on any other status.

Decay Weapon – *With corruption, I decay your <weapon>. "Decay <weapon>"*.

At the time of casting the weapon must be named and that weapon is destroyed (unless indestructible) on contact. If no weapon is named, the target may choose one if he has more than one on his person. If no weapon is possessed, there is no effect.

Rank 2

Strength of the Dead – *I infuse myself with the strength of the dead.*

This can only be cast on the Corruption Savant's own person. Strength of the Dead gives the Corruption Savant +1 strength for 10 minutes. This strength does not apply towards damage.

Leech – *I leech your body into mine. "8 Corruption"*.

Leech will do 8 points of corruption damage to the target and heal the Corruption Savant by 4 Hit Points.

Pestilence - *With corruption, I infect you with pestilence. "Melee Damage -1"*.

A target struck by this spell will do 1 less point of physical damage per attack for 10 minutes.

Blood Boil - *I summon corruption to boil your blood. "8 Corruption"*.

This spell causes 8 points of corruption damage to the target.

Rank 3

Warp Mind – *With corruption, I warp your mind. "Stun, 3 seconds"*.

A target hit with this spell is stunned for 3 seconds.

Transfer Blood – *I infect your body with my dark blood. "Heal <points>"*.

Transfer body will drain Hit Points from the Corruption Savant and transfer a portion of them to the target. The Savant may choose how much to drain. This ratio of damage to healing is 5:1. For example if 10 Hit Points are taken from the Savant, 2 Hit Points are given to the target.

Corruption - *I infect you with corruption. "Melee Damage -1. Spell Damage -20"*.

A target struck by this spell will do 1 less point of physical damage per attack for 10 minutes and has the next 20 points of spell damage cast by him nullified (i.e. A Great Shark gets hit with corruption and calls -1 to all melee attacks for 10 minutes. In addition it casts 5 ice darts; 5 points each. The first 4 ice darts do 0 damage and the last does 5). Putrefied Swap Gas is required as a reagent to cast this spell. Duration: 10 minutes.

Rank 4

Poison Bolt - *I summon a bolt to poison you. "16 Corruption".*

This bolt causes 16 points of corruption damage to the target.

Corrupt Speech – *With loathing, I corrupt your speech.*

This spell prevents the target from communicating with anyone or anything for 10 minutes.

Acumen – *I invoke acumen so that I may remember.*

Acumen allows the caster to recall any spell 3rd level and below, effectively placing that spell in memory as if he had just studied it.

Decay Armor - *With corruption, I decay your armor. "Decay Armor".*

All of the armor points worn by the target are destroyed upon being hit with this spell. If no armor is worn, there is no affect.

Rank 5

Transfer Health - *I infect your body with my dark health." Heal <points>".*

Transfer health will drain Hit Points from the Corruption Savant and transfer a portion of them to the target. The Savant may choose how much to drain. This ratio of damage to healing is 3:1. For example if 9 Hit Points are taken from the Savant, 3 Hit Points are given to the target.

Light Shield - *I weave corruption about you to shield you from light.*

The target of this spell is given a magical shield which will absorb the first 45 points of light damage done.

Duration: 1 game day or until points are expended, whichever occurs first.

Steal Body - *I steal your body into mine. "20 Corruption".*

Steal body will do 20 points of corruption damage to the target and heal the Corruption Savant by 10 Hit Points.

Protection from Light – *With Corruption's shielding effect, I grant all around me protection from light.*

When cast, the Savant must stop and cross his left arm over his chest. Anyone touching the Savant at the time of casting will negate any light attack, be it physical or magical for the duration as long as they remain touching the caster. Only the characters touching the Savant are affected by this protection and no one may join in the protection after the casting. Should the Savant lower his arm, the spell is terminated. If someone breaks contact or takes offensive action the protection is over for that person only. Otherwise this spell will end after 10 minutes.

Rank 6

Threaten - *With corruption, I threaten your safety. "Stillness".*

A target struck by this spell will not attack the caster for 10 minutes. This spell cannot be used offensively and if the caster attacks the target during the duration the spell is broken.

Dementia - *With corruption, I infect you with dementia. "-45 Spell Damage".*

A target hit with this spell has the next 45 points of spell damage cast by him nullified (i.e. Bob gets hit with dementia and casts 5 ice darts; 5 points each, and 1 fire lance; 25 points. All 5 ice darts do 0 damage and the fire lance does 5). Duration: 10 minutes.

Weaken Limb – *With corruption, I weaken your <right/left arm>. "Weaken <right/left arm>, 10 seconds".*

The arm to be weakened must be named in the casting (i.e. right arm). A target hit by this spell has the affected arm weakened and must drop whatever items are in or attached to that hand and arm. The item(s) cannot be retrieved by the target for 10 seconds.

Histen's Greymantle – *I weave a Greymantle about you to corrupt your spirit. "Greymantle".*

No type of healing will heal a target hit with this spell for 10 minutes. Effects that resurrect or reset the Bleeding Out count will still function, however.

Rank 7

Frenzy - *With corruption, I infect your mind with frenzy. "Frenzy".*

A target hit with this spell will attack the closest entity directly in front of him whether it be friend or foe. The attack will last until one or the other is rendered Bleeding Out, Dying, or Dead.

Stutter – *With corruption, I slow your thoughts. "Stutter 3".*

A target hit with this has his spell casting ability impaired. Before each spell incantation, the affected caster must count "one thousand one, one thousand two, one thousand three" and then the spell incantation is spoken.

Duration: 10 minutes.

Decay Limb – *With corruption, I decay your <limb>. "Decay <limb>".*

The limb to be decayed must be named in the casting (i.e. right arm). A target hit by this spell has the affected limb crumble to dust and fall off.

Substitution – *I invoke substitution so that I may remember what has passed.*

Substitution allows the caster to recall any spell 6th level and below, effectively placing that spell in memory as if he had just studied it.

Nature Savant

Nature Savants are what most would call a Druid. They follow the creed of "live and let live" for the most part. They understand the circle of life, and realize that death from time to time is necessary. They do seek to prevent the unnatural death of both plants and animals, including the intelligent races. However, the Tiger will always be a Hunter, and the Antelope always the Prey. They will not associate with a Corruption Savant or Dread Bringer for any length of time. There are rumors of what people call Feral Druids. These druids have cast off most of the trappings of civilization, and view the intelligent races as a plague upon Oceania.

Nature Savant Spell List

Rank 1

Ensnare - *For Nature's Wrath, I ensnare you. "Snare".*

A target which is ensnared can only move at half normal speed.

Strength of the Sea – *Nature, give me the strength of the sea.*

This can only be cast on the Nature Savant's own person. The caster gains +1 strength for 1 hour. The strength does not add to physical damage.

Fur Skin – *Nature clothe you with fur.*

The target of this spell gain 5 points of armor if he is physically wearing fur or leather armor.

Free Movement – *Nature grant me free movement.*

This may only be cast on the Nature Savant. It allows the Savant to negate the next incoming Bind/Root/Snare.

Duration: 1 game day or until the negation is used, whichever occurs first.

Rank 2

Nurse Wound – *Nature comfort you and nurse your wounds. "Heal 8".*

A target hit with this spell will have 8 Hit Points restored.

Fiery Cudgel – *Nature's rage envelops my weapon with fire.*

Can only be cast on a wooden weapon. This spell gives the Nature Savant's weapon +1 normal damage and the Fire tagline to one foe for one combat. Once the foe is dead, the combat is over, or 10 minutes pass (whichever occurs first) the weapon loses this effect.

Animal Enhancement – *May Oceania possess and protect this animal.*

Any normal animal affected by this spell will gain 20 Hit Points, +1 damage and become non-hostile to the caster for 10 minutes.

Missile Shield – *May the air protect you with a missile shield.*

Someone with a missile shield will negate the next incoming small missile (arrow, rock, bottle, etc; not boulder or large objects). The Actor will say "negate" when hit by the next missile. Duration: 1 game day or until the negation is used, whichever occurs first.

Rank 3

Thunder Clap - *I summon a thunder clap to shock you. "12 Lightning".*

This spell causes 12 points of lightning damage to the target.

Plant Empathy – *Nature grant me empathy with plants.*

While under the affects of empathy, the Nature Savant will be ignored by all plants. The spell lasts for 10 minutes or until a hostile act is initiated by the Savant towards a plant.

Protection from Fire – *Nature emanate forth and protect you from fire.*

If cast on an item, this spell grants complete fire immunity to that item for one hour. If cast on a person, that person gains a shield against the next 20 points of fire damage taken which will last until the points are expended.

Water Breath – *With aid from the ocean, I grant you water breath.*

This spell allows the target to breathe water for 1 hour.

Rank 4

Skin Like Bark - *Nature clothe me and give me skin like bark.*

This can only be cast on the Nature Savant's own person. The Savant will gain 20 Armor Points. Once used, these points are gone and may not be restored. Duration: 1 game day or until points are expended, whichever occurs first.

Flaming Cudgel – *Nature's rage envelops my weapon with a flaming inferno.*

Can only be cast on a wooden weapon. This spell gives the Nature Savant's weapon +2 normal damage and the Fire tagline to one foe for one combat. Once the foe is dead, the combat is over, or 10 minutes pass (whichever occurs first) the weapon loses this effect.

Acumen – *I invoke acumen so that I may remember what has passed.*

Acumen allows the caster to recall any spell 3rd level and below, effectively placing that spell in memory as if he had just studied it.

Soften Metal – *With fire's fury, I soften the metal in your <weapon>. "Decay <weapon>".*

When cast on a metal weapon; which must be named in the casting, it destroys that weapon unless it is indestructible.

Rank 5

Control Animal – *With nature's empathy, I control this animal.*

A normal animal struck by this spell is totally under the control of the Nature Savant for 10 minutes.

Thunder Burst - *I summon a thunder burst to shock you. "20 Lightning".*

This spell causes 20 points of lightning damage to the target.

Leather Skin - *Nature clothe you and give you skin of leather.*

The target of this spell gain 15 points of armor if he is physically wearing leather armor. Once used, these points are gone and may not be restored. Duration: 1 game day or until points are expended, whichever occurs first.

Siege Shield - *May the air protect you by creating a siege shield.*

Someone with a siege shield will negate incoming missiles of any type for 1 minute. The Actor will say "negate" when hit by missiles while under this effect.

Rank 6

Blessing of the Earth - *Nature surround me with the blessing of the earth.*

This can only be cast on the Nature Savant's own person. The Savant will temporarily gain 15 Hit Points and 20 points of armor. Once used, these points are gone and may not be restored. Duration: 1 game day or until points are expended, whichever occurs first.

Porcupine - *By Nature's might I sprout the quills of a porcupine.*

When cast, the Nature Savant can take no action other than moving and conversing as normal. When struck with a physical attack he will say "*Reflect 12 damage*" and those 12 points are taken by the attacker. Every time any physical attack hits the caster for the next minute this damage is reflected. Only the physical damage is reflected and the Savant still takes the full damage done by the attack.

Elemental Shield - *May Nature shield you from the elements.*

A person with this effect has a shield against the next 50 points of elemental damage taken (ice, lightning, fire or acid). Duration: 1 game day or until points are expended, whichever occurs first.

Melt Metal - *With fire's fury, I melt the metal in your <armor/shield>. "Decay <armor/shield>".*

When cast on a shield or armor it destroys that item unless it is indestructible.

Rank 7

Animal Empathy - *Nature grant me empathy with animals.*

While under the affects of empathy, the Nature Savant will be ignored by all normal animals. The spell lasts for 10 minutes or until a hostile act is initiated by the Savant towards an animal.

Patch Wound - *Nature comfort you and patch your wounds. "Heal 28".*

A target hit with this spell will have 28 Hit Points restored.

Thunder Bolt - *I summon a thunder bolt to shock you. "28 Lightning".*

This spell causes 28 points of lightning damage to the target.

Substitution - *I invoke substitution so that I may remember what has passed.*

Substitution allows the caster to recall any spell 6th level and below, effectively placing that spell in memory as if he had just studied it.

Wizard

Wizards are the purest casting class. They specialize in dealing damage to their enemies, and protecting themselves. They live by whatever moral belief they choose and may freely associate with any other class. They are not particularly well-rounded, but their offensive spells make them a threat to anyone.

Wizard Spell List

Rank 1

Ice Dart - *I summon an ice dart to freeze you. "5 Ice".*

This spell causes 5 points of ice damage to the target.

Lesser Glyph – *I inscribe a lesser glyph in this area to protect this space.*

This spell creates an invisible glyph at the spot it was cast (place the spell tag there) which will cause 15 points of magic damage to any creature who passes within 3 feet of it, excluding the caster. This will consume the glyph. No glyph may be inside the area of effect of another glyph. Duration: 1 game day. It takes five minutes to cast and can only be used in a marshalable area.

Magic Shield – *With weirding armor, I forge a magic shield.*

This can only be cast on the wizard's own person. This shield will absorb the first 10 points of spell damage (magic, ice, lightning, fire or acid) done to the wizard. Duration: 1 game day or until points are expended, whichever occurs first.

Strengthen Weapon - *With weirding vigor, your weapon is reinforced.*

This spell enables the target weapon to negate the next decay/destroy it is affected by. Once used, these points are gone and may not be restored. Duration: 1 game day or until the negation is used, whichever occurs first.

Rank 2

Body of Bronze – *By the essence of Oceania, I transform into a body of bronze.*

This can only be cast on the wizard's own person. It will absorb the next 15 points of physical damage done to the caster. Once used, these points are gone and may not be restored. Duration: 1 game day or until points are expended, whichever occurs first.

Detect Magic – *I call upon the weirding to detect these magics. "Detect Magic".*

Anything hit by this spell will be seen to glow for a second in the caster's eyes if magic is present upon it. Duration: instant.

Ice Spear - *I summon an ice spear to freeze you. "10 Ice".*

This spell causes 10 points of ice damage to the target.

Snare – *I cause Oceania to snare your body. "Snare".*

A target which is ensnared can only move at half normal speed.

Rank 3

Lightning Bolt - *I summon a lightning bolt to shock you. "15 Lightning".*

This spell causes 15 points of lightning damage to the target.

Strengthen Armor - *With weirding vigor, your armor is reinforced.*

This spell enables the target armor to negate the next decay/destroy it is affected with. Duration: 1 game day or until the negation is used, whichever occurs first.

Augment Ice – *I focus my power to augment my influence over ice.*

This can only be cast on a wizard. When cast, the wizard's next ice spell will have 20 points of damage added to it. You may only have one augment active at a time. Duration: 1 game day.

Eldritch Flash - *I summon an eldritch flash to shock you. "9 Magic, 10 Foot Radius".*

This spell causes 9 points of magic damage to all within 10 feet of where the spell packet strikes.

Rank 4

Fire Bolt - *I summon a fire bolt to burn you. "20 Fire".*

This spell causes 20 points of fire damage to the target.

Dispel Magic – *I surround you with the weirding force to dispel magic upon you.*

This spell will negate all debuffs under 4th level on the target.

Acumen – *I invoke acumen so that I may remember what has passed.*

Acumen allows the caster to recall any spell 3rd level and below, effectively placing that spell in memory as if he had just studied it.

Wizard's Shield - *With wierding armor, I forge a wizard's shield.*

This can only be cast on the wizard's own person. This shield will absorb the first 40 points of spell damage (magic, ice, lightning, fire or acid) done to the wizard. Duration: 1 game day or until points are expended, whichever occurs first.

Rank 5

Fire Lance - *I summon a fire lance to burn you. "25 Fire".*

This spell causes 25 points of fire damage to the target.

Physical Anchor – *I weave a mysterious bond to create a physical anchor.*

This spell can only be cast on small containers (bags, boxes, chests, etc.) being no more than 12" in any dimension and will cause the container to become virtually indestructible as well as immobile at the location the spell was cast. A lock may be placed on the container before casting if one is desired and available. The container will remain so for 1 game day at which time it returns to normal. This spell requires a Still Shadow as a reagent to cast.

Sessilate – *Oceania will sessilate your essence. "Root, 1 Minute".*

Both of the targets feet are immediately affixed to the ground for 1 minute. The target creature is unable to move from that spot. This effect will also force a flying creature to the ground for the duration, although a flying creature will not be stuck in place.

Body of Iron – *By the essence of Oceania, I transform into a body of iron.*

This can only be cast on the wizard's own person. It will absorb the next 25 points of physical damage done to the caster. Duration: 1 game day or until points are expended, whichever occurs first.

Rank 6

Augment Fire– *I focus my power to augment my influence over fire.*

This can only be cast on a wizard. When cast, the wizard's next fire spell will have 40 points of damage added to it. You may only have one augment active at a time. Duration: 1 game day.

Lightning Strike - *I summon a lightning strike to shock you. "30 Lightning".*

This spell causes 30 points of lightning damage to the target.

Greater Glyph– *I inscribe a greater glyph in this area to protect this space.*

This spell creates an invisible glyph at the spot it was cast (place the spell tag there) which will causes 75 points of magic damage to any creature who passes within 3 feet of it, excluding the caster. This will consume the glyph. No glyph may be inside the area of effect of another glyph. Duration: 1 game day. It takes five minutes to cast and can only be used in a marshalable area..

Choke – *I weave aether around your throat to choke you. "Silence".*

A target affected by choke is unable to speak or cast spells for 10 minutes.

Rank 7

Acid Stream - *I summon an acid stream to melt you. "35 Acid".*

This spell causes 35 points of acid damage to the target.

Eldritch Blast - *I summon an eldritch blast to shock you. "15 Magic, 10 Foot Radius".*

This spell causes 15 points of magic damage to all within 10 feet of where the spell packet strikes..

Forked Lightning Bolt - *I summon a forked lightning bolt to shock you. "25 Lightning".*

Two separate packets may be thrown consecutively at one or more targets, each causing 25 points of lightning damage to the target. Damage must be called after each packet is thrown.

Substitution – *I invoke substitution so that I may remember what has passed.*

Substitution allows the caster to recall any spell 6th level and below, effectively placing that spell in memory as if he had just studied it.

Tradeskills

Adventurers with Tradeskills are a valued part of any society. Within The Coral Gate, this is no different, and perhaps even truer. Tradesmen are the heart of the society here, with each having their particular specialty, and the sounds of bartering are often heard throughout the shanty town where low end wares are sold to the dregs that make this place their home.

Tradeskills are divided into three categories, with a fourth being Learn in Play (LiPiT-see glossary for definition of the game term), Smiths, Alchemists, and Inscriptionists. Each Tradeskill has a specialty and few indeed can Master all three.

Tradeskills go hand and hand with your adventuring class. For example, one might be a Defender who is also a Smith, or a Wizard who is also an Inscriptionist.

Performing Tradeskills in The Coral Gate is based solely on materials supply. If you have the materials, the skill, and the recipe, you can go to the Gaming Center and create the item, although some items have a time requirement for creation that must be met before the result can be gained. Note: Most materials in The Coral Gate have an expiration date. Failure to use the materials during this time frame results in the loss of said materials due to rot, decay or other forces both magical and mundane.

Teaching Combat Arts, Spell Ranks and Tradeskills

Teaching is not an actual Tradeskill, but it is similar enough to include in this section. If you wish to be able to teach a Combat Art, Spell Rank or Tradeskill Rank to other Actors you must be a teacher of the specific Combat Art, Spell Rank, or Tradeskill Rank to be taught. When you first learn a skill, you may opt to spend 1 more Character Point on that skill. This will allow you to teach other Actors that skill from the time it is learned forward. This decision can only be made at the time the skill is originally learned, so think carefully if this is a path you wish to follow! In order to teach higher ranking skills, you must also be able to teach those below it. In order to teach Rank 5 spells, you must be able to teach rank 1 through 4 spells, to teach Weapon Damage 2 you must be able to teach Weapon Damage 1, to teach Adrenaline Rush 2 you must be able to teach Adrenaline Rush 1, etc.

Learning Tradeskills

Tradeskills over Rank 3 must be taught by either another Actor or a Stock Actor (NPC). Learning from Stock Actors may involve service, payment, or both and is accomplished through in-play actions. Learning from another Actor is also done in-play, but the terms must be negotiated between the Actors involved.

Tradeskill Recipes

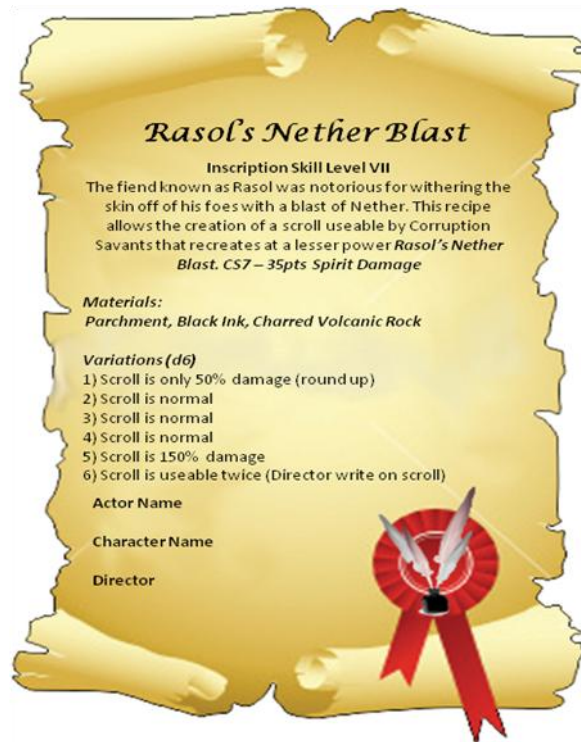
Tradesmen also require unique recipes that may be placed in a recipe book, although this is not necessary. Each Tradesman makes unique and personal notations about the various processes of their recipe, which prevents others from being able to understand the techniques needed to reproduce that recipe. Due to the personal nature of recipes, only the Tradesman who owns the recipe can understand and use its formulations as written. Should a

recipe be stolen or transferred to another character it cannot be used for 24 hours while it is translated, and then can only be used by the new owner.

Recipes are found on parchments in many places or can occasionally be purchased from merchants who pass through The Coral Gate. Typically, common recipes can be purchased, but the most valuable are closely guarded and will be expensive or require substantial service to a merchant to gain.

Recipes will contain both a description of what they create, and typically a materials list to show what must be gathered to create the product. Most recipes can only be created as they are listed on the recipe sheet, but rarely the more difficult ones will have a chance to be something more or less than originally intended. These are handled at the gaming center and include an element of randomness.

Example:



Tradeskills Chart

Trade Skill	Prerequisite	Character Class							
		Warrior	Defender	Dread Bringer	Thief	Light Savant	Corruption Savant	Nature Savant	Wizard
Smith 1	None	2	2	2	3	3	4	3	4
Smith 2	Smith 1	2	2	2	3	3	4	3	4
Smith 3	Smith 2	2	3	3	4	4	5	4	5
Smith 4	Smith 3	3	3	3	4	4	5	4	5
Smith 5	Smith 4	3	4	4	5	5	6	5	6
Smith 6	Smith 5	4	4	4	5	5	6	5	6
Smith 7	Smith 6	4	5	5	6	6	7	6	7
Smith 8	Smith 7	5	5	5	6	6	7	6	7
Smith 9	Smith 8	5	6	6	7	7	8	7	8
Smith 10	Smith 9	6	6	6	7	7	8	7	8
Alchemy 1	None	4	3	3	2	3	2	2	3
Alchemy 2	Alchemy 1	4	3	3	2	3	2	2	3

Trade Skill	Prerequisite	Character Class							
		Warrior	Defender	Dread Bringer	Thief	Light Savant	Corruption Savant	Nature Savant	Wizard
Alchemy 3	Alchemy 2	5	4	4	3	4	3	3	4
Alchemy 4	Alchemy 3	5	4	4	3	4	3	3	4
Alchemy 5	Alchemy 4	6	5	5	4	5	3	4	4
Alchemy 6	Alchemy 5	6	5	5	4	5	4	4	5
Alchemy 7	Alchemy 6	7	6	6	5	6	4	5	5
Alchemy 8	Alchemy 7	7	6	6	5	6	4	5	5
Alchemy 9	Alchemy 8	8	7	7	6	7	6	6	6
Alchemy 10	Alchemy 9	8	7	7	6	7	5	6	6
Inscription 1	None	4	4	4	4	2	3	3	2
Inscription 2	Inscription 1	4	4	4	4	2	3	3	2
Inscription 3	Inscription 2	5	5	5	5	3	4	4	3
Inscription 4	Inscription 3	5	5	5	5	3	4	4	3
Inscription 5	Inscription 4	6	6	6	6	4	4	5	3
Inscription 6	Inscription 5	6	6	6	6	4	5	5	4
Inscription 7	Inscription 6	7	7	7	7	5	5	6	4
Inscription 8	Inscription 7	7	7	7	7	5	5	6	4
Inscription 9	Inscription 8	8	8	8	8	6	6	7	5
Inscription 10	Inscription 9	8	8	8	8	6	6	7	5

Smiths

A Smith is a worker of metals. He can bend iron, create and repair weapons or armor, and even learn to work with more exotic materials such as Silver and Gold. They can also perform more mundane tasks such as making vials for Alchemists or repairing various damaged metal items. They frequently repair armor for those who run into trouble on the outskirts of Shanty Town. Some even sell their services so they can continue their training.

Note: Smiths may repair armor in the field if they have processed their broken iron tags at the Gaming Center. This means smiths take their broken iron tags (found in game) to the Gaming Center and trade them for Armor Point tags. The ratio is based on their current skill in Smithing. It takes 5 minutes to repair armor in the field.

This list is not inclusive, just what is commonly found in The Coral Gate. There are many more recipes out there that must be learned in-play. Remember recipes are only useable by one character, so they can be quite valuable.

Armor Repair in Game Process Explanation: Borlo, the town guard, gets in a scrap with an unruly lizard man. Borlo prevails, but his chain shirt is nearly shredded (reduced to 0 Armor Points). Borlo then goes to his buddy who is a smith. The smith has already processed his armor at the Gaming Center and has 20 points of armor on him. This happens to be the value of a real chainmail shirt, so he takes 5 minutes and refits Borlo's chain shirt, taking it back to its maximum value. (There are rumors of tool kits that expert smith's can make which greatly reduce the time to refit armor. LiPiT!)

Rank 1

Armor Repair I: Create 1 Armor Point for 5 Broken Iron.

Work Iron: Allows the working of iron metal.

Rank 2

Weapon Repair I: Repair 1 destroyed weapon for 20 Broken Iron.

Create Mortar and Pestle I: Reduce Alchemists' create time by 25%

Create Armor Smith Field Kit I: Reduces armor repair time to 4 minutes for 1 game day.

Rank 3

Armor Repair II: Create 1 Armor Point for 4 Broken Iron.
Create Whetstone I: +1 damage to edged blade for 1 combat.

Alchemists

Alchemists are able to take both common and rare ingredients and turn them into something wonderful, deadly, or both! The compounds created are neither good nor evil in and of themselves; it is all in how they are used. They are frequently seen scavenging in places most others wouldn't want to go. One man's trash is another man's treasure, so the saying goes. With proper knowledge, and the right reagents, an Alchemist can make elixirs to heal wounds, clear the mind, bring the dead back to life, or keep them permanently down. In order to use an alchemical substance you must have learned the appropriate Rank in Alchemy. Blade Poisons can only be applied by thieves and they must have the appropriate Blade Poison skill.

Rank 1

Bob's Pick-Me-Up Elixir: Heals 1 Hit Point, ingested.
Spell Inscription Ink I
Phosphorescent Moss: Light source.
Intoxicant cure: Cures intoxication, ingested.

Rank 2

Spell Inscription Ink II
Free Action: Move normally under water, ingested.
Solvent: negates any oil, applied.
Oil of Ice, Fire, Acid, Lightning resistance: 10 points of elemental armor, applied.
Feeble Blade Poison: +2 damage one swing, applied.
Intoxicant: Induces extreme drunkenness, ingested.
Create Acid Washed Quill: Skill Enhancer for Inscriptionists

Rank 3

Spell Inscription Ink III
Lesser Heal Elixir: Heal 8 Hit Points, ingested
Minor Truth Serum: Must tell the truth for 5 minutes but it may be twisted to letter of law, ingested.
Mood Enhancer: Makes the victims current mood much stronger, ingested.

Inscriptionists

Inscriptionists specialize in writing and transcribing. Their skills include translating languages, deciphering *Lost Magic*, transferring spells between spell books, and creating power scrolls that can be used in battle. Inscriptionists, like Smiths and Alchemists, must have materials to conduct their trade. Often times they have to find these rare inks and parchments, or the ingredients to make them in the lands surrounding The Coral Gate. Some Inscriptionists are able to make the Protection Class of scrolls which allow anyone to use them.

It is common knowledge that you must have a specific type of quill to inscribe and create different Rank spells and scrolls. A Basic Quill (this is a Tradeskill created item or a loot drop) is required for an Inscriptionist to inscribe any spell Rank 1 – 3 into a spell book, as well as create any scroll Rank 1 – 3. Quills last 3 game months (events) before becoming worn to use further. Higher ranking quills are required at for these levels 4-6, 7-9, and 10.

Spell Book Pages vs. Battle Scrolls

During Play characters may beg, borrow, steal, or find magical scrolls. There are several types. Sometimes characters find pieces of old spell books, labeled spell book pages. These are valuable because they can be

transcribed by the appropriate level Inscriptionist into a permanent spell book. This destroys the page being copied from. The magic that binds spell books together and empowers spells is not strong enough to allow the duplication of a spell from book to book. Should an Inscriptionist copy a spell page from one book to another, the spell disappears from the first book and appears in the new book. If the transcription fails then the spell disappears from both books.

Battle Scrolls are as the name says, used in battle. They typically only have one cast and they are consumed. They may not be transcribed or copied in any way. Most battle scrolls are slightly more powerful than a memorized spell of the same type. Battle Scrolls will state who can use them on the scroll.

Creating a Spell Book

In order for a Savant to memorize spells, they must have a spell book. All starting Savants will begin the game with an apprentice's spell book (sheets of paper stapled together with the official The Coral Gate seal) supplied at the Gaming Center. No other spells can be transcribed into an apprentice spell book, it is what it is. A character will have to find or have a regular spell book created in order to increase his spell collection. Should a spell book be stolen or given to another owner, it must be brought to the Gaming Center to have the ownership transferred and there will be a 24 hour cool down period before it can be memorized from again.

Spell books do not need to be carried in order to cast spells, but they must be brought to the gaming center to memorize spells. Only one Actor can use a spell book for memorization of spells and the owning Actor's real and character name will be inscribed in it. This will be strictly enforced.

Rank 1

Create Spell Book (must have phys rep in order to do this)

Copy to Spell Book I

Lesser Enhance Light (extra damage or longer spell effect for Light Savant spells)

Lesser Enhance Corruption (extra damage or longer spell effect for Corruption Savant spells)

Lesser Enhance Sorcery (extra damage or longer spell effect for Wizard spells)

Lesser Enhance Nature (extra damage or longer spell effect for Nature Savant spells)

Rank 2

Copy to Spell Book II

Lesser Protection from Fire

Lesser Protection from Ice

Lesser Protection from Acid

Lesser Protection from Lightning

Lesser Protection from Light

Lesser Protection from Corruption

Skill Enhancer for Smiths (Detailed Schematics I)

Rank 3

Poison Strike (16pts) – Corruption Savant

Water Bolt (16pts) – Nature Savant

Magical Shear (20pts) – Wizard

Restore Wounds (20 pt heal) – Light Savant

Copy to spell Book III

Lesser Protection from Magic

Races

If life is a tapestry and all people threads within it, then race is what determines the color of the threads. Races add to the color and vibrancy of the world in which we are acting. Properly done make-up and superb racial role-play can enhance any situation and spur others on to new levels of excellence.

When considering what race to pick, first of all decide if you want to wear makeup. If the answer is no, you have limited your choices to Human and Half Elf. There is nothing wrong with this as good role-playing and a good costume define who your character will become. Please consider the personality of the character you wish to role-play when choosing a race as well. If you elect to pick a makeup race, be aware that some require prior approval and some have a maximum number that will be allowed, called a race cap.

Races that are denoted by having a [C] next to the race have caps. This is done to preserve the role-playing atmosphere and the fact that some races are rarer than others. If you are approved for a capped race, regular attendance is required at The Coral Gate events. Regular is defined as at least ½ of the events per year. Failure to regularly attend will open a slot for another player to make a character of that race, and you will likely be changed to Human until a future slot opens; exceptions are made for personal emergencies, military service, etc. The number of slots available will depend on the population of the game.

Those seeking a more challenging acting experience with set rules and guidelines may wish to play a restricted race. Any race description that has the symbol [R] next to it means that an actor must gain Producer approval to play a member of that race. A restricted race may also be capped, which means that there is a set limit on the number of Actors that may be actively playing that race at any one time. A player must demonstrate exemplary role-play and make-up skills to be considered for playing a restricted race. Restricted races must be played by Actors with strong role-playing skills. They require clear character direction and depth of character history. Remember, the ability to play a restricted race is a privilege, not a right, and those who cannot stick to the rules for their race will be turned into Humans. An actor who cannot consistently attend and play a restricted race (at least once every two events) will not be allowed to play one; exceptions are made for extreme personal emergencies, military service, etc

Human

Humans are the most abundant race in The Coral Gate. They are the quickest to learn, adapt, and grow out of all of the races. They make up both tribes and kingdoms and can be found in the harshest of conditions to the most paradisiacal. They are also the quickest to breed, burn out, and die. They are arguably victims of their desires, particularly those of pride, conquest, possession, and personal gain. There are also those who are the exceptions to the rule. Extraordinary Humans often lead to incredible advances for entire Kingdoms. Scholars of other races ponder whether the humans' drive is a blessing or a curse.

For more information see our website: <http://www.thecoralgate.com/characters/racial-descriptions/humans/>

Restrictions: They may be played without any sort of restriction, so actors should feel free to play any class or any type of human be they gypsies, barbarians, or other human types that may seem a different race at first glance.

Racial Abilities: 1st level: +5 Character Points, humans start with 15 Character Points.
7th level: +5 Character Points.

Makeup Requirements: None, but they should not use any markings, facial makeup, or hair color that would cause them to be confused with another race.

Half Elf

Half-Elves are the offspring of Humans and Bright Elves, though they do not necessarily have Human and Bright Elven parents. This is because Half-Elves can breed true to themselves, causing furious speculation on the nature of both Humans and Elves in general. Regardless, Half-Elves, though fairly numerous, are generally reviled by both sides of their heritage. The Humans do not easily tolerate the half-breeds out of jealousy, fear, or hate for their Elven gifts. The Bright Elves often pity Half-Elves and bar them from the Elven inner mysteries.

Actors who wish to play a Half-Elf must wear small elf ears or ear tips to show their mixed blood. They are also encouraged to think about how someone who had always been either pitied or bullied would react to situations and life in general.

For more information see our website: <http://www.thecoralgate.com/characters/racial-descriptions/half-elves/>

Restrictions: They may be played without any sort of restriction.

Racial Abilities: 1st level: Repair Item - May repair a broken, rusted, or corrupted weapon within one minute of its destruction once per game day.
7th level: +5 Character Points.

Makeup Requirements: Elf Ears or ear tips must be worn at all times, even if they are not visible.

Bright Elf [C]

Bright Elves are the masters of forest and field, forgotten knowledge, magic, and blade. Just ask one! Though it is inarguable that Bright Elves are generally better at most anything than other races, it is argued whether that is natural aptitude or simply the advantage of more rigorous early training. Regardless, Bright Elves typically consider themselves to be above petty squabbles like regional wars and massacres, and most stick to their woodland settlements in the trees. Sometimes entire forests are found emptied of Bright Elves along with all evidence that they were there, leading to wild conjecture about where they could have gone and why.

Bright Elves are a bit out of place in the slums of The Coral Gate. The reason for their being here is unknown, for it seems likely they would be able to leave and return to their homeland across the sea. Whatever the reason, bright elves are generally shown courtesy, if not respect, by the indigenous population of The Coral Gate.

For more information see our website: <http://www.thecoralgate.com/characters/racial-descriptions/bright-elves/>

Restrictions: May not be Dread Bringers or Corruption Savants and they may not travel, work with, or associate with these classes.

Racial Abilities: 1st level: Repair Item - May repair a broken, rusted or corrupted weapon within one minute of its destruction once per game day.
7th level: Tradeskill Expert - Must pick one field of study to specialize in, and may modify the Tradesman result die roll in that Tradeskill by one, once per game day.

Makeup Requirements: Actors wishing to play a Bright Elf will need to wear elf ear prosthetics of any size even if the ears cannot be seen. Their hair must be colored White, Black, or Red. Wigs are permitted. They must wear grayish white face/body makeup (Mehron Cake – Blithe Spirit 19B or Ben Nye PC-02 Light Ivory is recommended and hair color is available at many costume stores). They will also need to dress in saturated colors and “quality” fabric, such as velvets and silks (simulated is fine as long as it looks fancy). Those who wish to wear armor are encouraged to add small and intricate details.

Dark Elf [C]

Dark Elves are rarely seen anywhere. This is likely due to the fact that most of civilization has ordered them to be killed if seen. Dark Elves are as arrogant and gifted as their cousins, the Bright Elves. While a Bright Elf will refuse to even speak of the Dark Elves existence, a Dark Elf will readily admit the enmity between the two races. Dark Elves have been generally considered a blight upon the world, accused of being responsible for entire villages butchered and burned within the space of a night. Not one Dark Elf town has ever been reliably reported, or even of a group of more than a handful. Gossip says that the night itself births them and takes them back before sunrise. Other gossip states that this is the only thing that has ever made a Dark Elf smile, except for murder. Unlike their brethren the Bright Elves, Dark Elves are right at home in the slums of The Coral Gate. They strive in dark, dirty environments, and a life of crime is second nature to them.

For more information see our website: <http://www.thecoralgate.com/characters/racial-descriptions/dark-elves/>

Restrictions: Dark Elves may not be Light Savants, Nature Savants or Defenders. They have a dislike for Bright Elves, and will not associate with them.

Racial Abilities: 1st level: Decay Weapon or Armor – Once per game day may cast Decay Weapon or Decay Armor as the Corruption Savant Spell. The incantation of the appropriate spell must be spoken.
7th level: Conserve Resources - Once per game day, a Dark Elf may attempt to keep the materials used in a Tradeskill production instead of consuming them. Roll 2d6; 10, 11, 12 succeeds in the recipe and keeping the materials, 2, 3, 4 fails the recipe and consume the materials, and 5 - 9 succeeds in the recipe and consumes the materials.

Makeup Requirements: Must have black makeup on all exposed skin parts and white hair (Ben Nye PC-23 Black or Mehron Cake Black. We also recommend finishing the black makeup with Black Charcoal Powder). Actors wishing to play a Dark Elf will need to wear elf ear prosthetics of any size even if the ears cannot be seen. Wigs are permitted. They will need to dress in saturated and dark colors. Like those who play Bright Elves, actors who wish to play Dark Elves are encouraged to add small, intricate details to both clothing and armor.

Lightborn

Summoned ages ago from another world by a now forgotten kingdom to fight in a long lost battle, the Light Born have survived and even thrived here. Bred for battle and war, they excel at both physical and spell casting combat. Originally their race was susceptible to controlling magic, but over time this trait seems to have diminished or vanished completely. The Lightborn are very Human-like, though it would be a mistake to tell one that to their face. Bright markings of metallic hues dominate their features. No one outside of the Lightborn race knows how these markings are created, though some have claimed to see them grow and shrink before their very eyes without any visible cause. The majority of Lightborn seen outside their guarded communities are exceptional with a weapon and very dismissive of those without a clear purpose, whether immediately or in life in general.

For more information see our website: <http://www.thecoralgate.com/characters/racial-descriptions/lightborn/>

Restrictions: Lightborn may not be Corruption Savants or Dread Bringers and they may not travel, work with, or associate with these classes.

Racial Abilities: 1st level: Summon Light - Once per game day may cast Light as the Light Savant Spell. The incantation of the appropriate spell must be spoken.
7th level: Dispel Affliction - Once per game day may Dispel Affliction on himself only. Remove Taint will remove all temporary debuffs under 10th level. The incantation *“May light dispel my affliction”* must be spoken.

Makeup Requirements: Must have metallic colored markings of non-geometric design on their face. These markings may not extend more than one inch away from the eyes. (We recommend Mehron Metallic Power combined with Mehron Mixing Liquid or Ben Nye Fireworks Pencil Gold or Silver. Other methods will work as well. Actors do not have to exactly copy their markings from event to event, but are should keep it as similar as possible. Marking color, once chosen, may not be changed.

Mur’Kor [R]

Mur’Kor and Mur’Ai have always been a feature in this part of the world. Elsewhere, they are known as Sea Trolls and Sea Hags, but neither race will ever refer to themselves as such. Though no one is quite sure whether they are one race or two, it is certain that no one has seen a female Mur’Kor or a male Mur’Ai. When a Mur’Kor and a Mur’Ai share a bond they both become stronger for it, but not without a price. It is obvious that there is some sort of connection between the two, as it is rare to see a Hag without her Troll or a Troll without his Hag unless one has recently been slain. Sometimes a pair will squabble over trivial matters, such as who gets to eat the next water beetle, but they will always support each other in serious matters. Mur’Kor are typically huge and perfectly suited to physical combat both in and out of the water. Though both Trolls and Hags a generally very ugly, their disposition can be much more fair.

For more information see our website: <http://www.thecoralgate.com/characters/racial-descriptions/the-mur/>

Restrictions: Mur’Kor may not be Savants.

Racial Abilities: 1st level: Regrowth – Mur’Kor may choose, once per game day, to regrow a missing limb, excluding their head.
7th level: Regeneration – Mur’Kor may, once per game day, Regenerate from Bleeding Out status to 1 Hit Point.

Extra Ability when bound to a Mur’Ai: + 2 strength, which also bestows extra weapon damage. The penalty when your Mur’Ai is not at the event, or if your Mur’Ai resurrects during the event: -2 strength, which also decreases weapon damage. Once you choose your Mur’Ai, notify the Directors of the game that you are formally a pair and you will be given tags verifying your bonus.

Makeup Requirements: Actors will need to paint their skin in a mixture of blues, greens, grays, or browns (we recommend Mehron Starblend Cake Green or Ben Nye Color Cake PC83 Sallow Green / PC 843 Frankenstein Green as a start). Prosthetic noses, warts, barnacles, and tusks are optional. Actors must dress for a ragged look and must wear nautical themed details, such as shells, netting, fish bone, etc.

Mur’Ai [R]

Another creature that originates from the ocean, Mur’Ai are not pleasing to the eye of most humans. They will have skin (olive green) similar to Sea Trolls and various growths on their faces and bodies.

But over time, Mur’Ai may learn to alter their appearance or perhaps alter how others see them; only the Mur’Ai know the truth of this matter. This new appearance allows them to be beautiful, with sea green to sea blue skin that seems to glitter with salt in the sun light. The barnacles and warts that decorate their face as Hags are no more, and many would say they are beautiful.

They may choose to tag a Mur’Kor as a companion, servant, or mate, but the Hag will always be the leader in this relationship.

For more information see our website: <http://www.thecoralgate.com/characters/racial-descriptions/the-mur/>

Restrictions: Mur’Ai may not be the Warrior, Defender or Dread Bringer classes.

Racial Abilities: 1st level: Once per game day a Mur’Ai may invoke a Visage of Fear. After speaking the incantation *“I manifest a Visage of Fear”* she will throw a spell packet at a target. A successful hit affects the target with fear for 1 minute.

7th level: Once per game day a Mur’Ai may invoke a Visage of Beauty. After speaking the incantation *“I manifest a Visage of Beauty”* she will throw a spell packet at a target. A successful hit affects the target with charm for 10 minutes.

Extra Ability when bound to a Mur’Kor: Once per game day a Mur’Ai can invoke Mass Stillness for 30 minutes by saying *“I invoke a Visage of Peace, Mass Stillness”*. As long as the Visage is active the Mur’Ai must keep both forearms crossed over her chest. While under the effects of Mass Stillness, no being will attack or physically block the Mur’Ai, although they can be interacted with in any other manner. Any hostile action on the part of the Mur’Ai will end the Mass Stillness immediately. The penalty when your Mur’Kor is not at the event, or if your Mur’Kor resurrects during the event: Hit Points and Armor Points are halved (rounding up). Once you choose your Mur’Kor, notify the Directors of the game that you are formally a pair and you will be given tags verifying your bonus.

Makeup Requirements: Must wear Green makeup (we recommend Mehron Starblend Cake Green or Ben Nye Color Cake PC83 Sallow Green / PC 843 Frankenstein Green). Prosthetic accents are encouraged! (barnacles, warts, etc).

Shalbir [R] [C]

Similar to Light Born, Shalbir are not indigenous to our world. It is believed they were first summoned as an endgame move between two warring nations, but they ended up being the downfall of both when they became uncontrollable. There they forged their own kingdom. Over time they turned on each other, and that kingdom too fell. All Shalbir were not destroyed; their unnatural strength and mean disposition made them natural survivors and mercenaries. Some few were civilized enough to blend in and actually lead other men, but their evil core has never truly been bred out. While most Shalbir have unnatural physical strength and rage, it is rumored that a few Shalbir Savants have unnatural strength in their spells instead.

For more information see our website: <http://www.thecoralgate.com/characters/racial-descriptions/shalbir/>

Restrictions: Shalbir may not be Light Savants, Nature Savants or Defenders and they may not travel, work with or associate with these classes.

Racial Abilities: 1st level: +1 Strength, which also bestows extra weapon damage.

7th level: Shalbir Rage - Once per game day Shalbir can enter a Shalbir Rage against one foe; calling +3 damage and the magic tagline for the duration of the attack on that foe. While in a rage, the Shalbir can do nothing except attack the chosen foe until either the foe or the Shalbir has been rendered dead or dying. To initiate the ability the Shalbir will say *“The Rage of the Shalbir is upon you”*.

Makeup Requirements: A gray skin color with red veins or scales on top. We recommend Mehron Light Grey and Red Star Blend Cake or Ben Nye Cadaver Grey (PC – 81) with Red of your choice. Actors wishing to play a Shalbir will need to wear multiple horns (not more than 2 inches long) that protrude from all over their face, not just their foreheads. Some Shalbir may have five or more horns sticking out. Actors should consider dressing in a hodgepodge of styles from different countries, cultures, and races.

Appendices

What should I bring to the game?

<http://www.thecoralgate.com/forums/viewtopic.php?f=3&t=32>

How to make safe armor

[See link to website](#)

How to make a weapon

<http://www.thecoralgate.com/forums/viewtopic.php?f=3&t=47>

How to make a shield

<http://www.thecoralgate.com/forums/viewtopic.php?f=3&t=46>

How to make spell packets

<http://www.thecoralgate.com/forums/viewtopic.php?f=3&t=31>

How to apply make-up

<http://www.thecoralgate.com/forums/viewforum.php?f=4>

RP tips

[See link to website](#)

Status Effects and Taglines

All players must know these when starting the game. These status words and taglines are used to describe a condition or an effect to an Actor, and are often called out after spell incantations or other attacks. These words can be used both in-play and out of play interchangeably to explain the condition of a player character. They give us a common vocabulary to understand what has occurred. All status effect and taglines may have different numeric values depending on the spell/creature and last for 10 minutes unless otherwise stated in the tagline.

Combat Effect (tagline)	Combat Condition	Effect
<minus> Spell Damage	<i>Spell Damage Debuff</i>	A character affected by this has the next named number of points of spell damage cast by him nullified (i.e. Tom gets hit with -20 Spell Damage. When Tom throws spells, for example: 5 ice darts; 5 points each. The first 4 ice darts do 0 damage and the last does 5).

Acid		An acid based damage or effect.
Bind	<i>Bound</i>	A character that is bound magically has his legs bound together and his arms pinned to his side.
Bleeding Out	<i>Bleeding Out</i>	When an Actor reaches zero Hit Points and less than 1 minute has passed they are Bleeding Out. A character at this status can be restored to Living by many means. When the Triage skill is used on the character they will respond "Bleeding Out."
Blunt		Damage caused by non-edged weapons and spell effects. Some monsters take additional damage from blunt weapons.
Charm	<i>Charmed</i>	A charm effect places the victim under total control of the caster. They will view the caster as a trusted ally. They will not however give up their wealth, weapons, or other possessions. In addition, the charmed individual will not commit suicide or perform other questionable acts unless the character would normally do so. Commands of these types do not break the charm, they are simply ignored
Dead	<i>Dissipated</i>	If you are dead, your body has dissipated and you should be walking to the gaming center to resurrect.
Decay	<i>Decayed</i>	An item or limb that is decayed immediately rots and turns to dust.
Knuckle Strike	<i>Knuckled</i>	A target hit with Knuckle Strike is unable to use his primary weapon for offense for 10 seconds.
Dying	<i>Dying</i>	When a character reaches zero Hit Points and 1 minute has passed they are Dying. A character may only be brought back to Living status by magical means. Spells and potions that have this capability will state so in their descriptions. They are generally somewhat rare and higher level. Dying status is bad! When the Triage skill is used on the character they will respond "Dying."
Edged		Damage caused by bladed weapons and spell effects. Some monsters take additional damage from edged weapons.
Enrage	<i>Enraged</i>	An Actor who is enraged must attack the target that did the enraging for the required amount of time.
Fear	<i>Feared</i>	A character that is feared cannot perform hostile acts for the duration of the fear.
Fire		A fire based damage or effect.
Frenzy	<i>Frenzied</i>	A target hit with this spell will attack the closest entity directly in front of him whether it is friend or foe. The attack will last until one or the other drops
Grey mantle	<i>Grey mantled</i>	A character under the effect of a Gray Mantle cannot be healed by any means for the duration of the effect. Heal spells, potions, and effects are still consumed.
Heal		Heal effects restore the named amount of Hit Points, unless you are Dying.
Ice		An ice based damage or effect.

Light		A light (virtuous magic) based damage or effect. Various corrupted beings, such as some monsters, Dread Bringers and Corruption Savants take damage from light sourced attacks.
Lightning		A lightning based damage or effect.
Living	<i>Living</i>	An Actor who has positive Hit Points. They could be under other effects such as disease, paralyzed, sleeping, etc. When the Triage skill is used on the character they will respond "Living." Even undead, as they are alive in some sense of the word.
Magic		Damage caused by magic weapons and spell effects Some monsters are only affected by magic.
Melee Damage <minus>	<i>Melee Damage Debuff</i>	A character affected by this has the named number of damage points taken off of his melee damage. A character calling 4 normal would only call 3 normal under a Melee Damage -1 effect.
Negate		Negate will be said by an Actor anytime an effect is prevented by that character via a spell or skill.
Normal		Non-magical weapons and spells
Paralyze	<i>Paralyzed</i>	When Paralyzed an Actor is completely immobilized and unable to move or act in any way. They are however aware of their surroundings, and can see in the direction they are facing, and hear normally. Characters under this status effect may be subject to a Killing Strike.
Parry		Parry is used to negate a specified incoming melee attack.
Petrify	<i>Petrified</i>	A character that is petrified is turned to stone. They are invulnerable in this state, except to specific spells and abilities which state they may harm Petrified individuals.
Reduced Effect		Some monsters or characters may not take full effect from an attack or Combat Art. They will say "Reduced Effect" to notify you when that occurs.
Reflect		Reflects the incoming melee or magic attack back on the attacker with no effect on the target.
Reset Count		When at Bleeding Out status, a character affected by a reset count restarts their Bleeding Out count back to 1 second.
Root	<i>Rooted</i>	When Rooted a character's feet are stuck to the ground. They may otherwise act normally except for being stuck to the ground.
Sever	<i>Severed</i>	A Sever effect cuts of the named limb.
Silence	<i>Silenced</i>	A silenced character may not speak or cast spells, but may otherwise act normally.
Sleep	<i>Sleeping</i>	Not to be confused with out of play or real life sleeping (in your bunk!). The subject of the Sleep status must stand still, is subject to a Killing Strike, and will be unaware of anything that happens around them while in this status effect. They may be awoken up by touching them on their shoulder with a spell packet for 5 seconds. (This count must be done out loud.)

Slow <seconds>	<i>Slowed</i>	A target hit with this spell has its physical attacks slowed. The target must count one thousand one for each second stated after the slow tagline in between each melee strike attempted. For example, under a Slow 2 an Actor must say “one thousand one, one thousand two” in between swings.
Snare	<i>Snared</i>	A snared character may not move faster than a normal. They may otherwise act normally.
Spite		Reflects an incoming melee attack back on the attacker. The Dread Bringer will take no effect from the attack while the attacker suffers the full effects. This Art cannot be negated by the attacker’s combat arts.
Stillness	<i>Still</i>	Anyone affected by Stillness will not attack the caster, but can otherwise act normally.
Stun <seconds>	<i>Stunned</i>	Similar to Paralyze, but very short in duration. The proper context for the tagline is: “Stun 3 seconds” While stunned a creature may not cast spells, use combat arts or defend itself. It may not however be subjected to a Killing Strike.
Stutter <seconds>	<i>Stuttered</i>	A character under this effect will take longer to cast spells. The proper context for the tagline is: “Stutter 3”. The 3 in this case is the count before a caster starts their spell incantations until cured. Example: A character is hit with an Insanity spell. From then on they must count 1001, 1002, 1003 out loud before every spell they cast. The number after stutter is the number of seconds of delay between each spell cast.
Unblockable		Unblockable damage and effects cannot be stopped
Weaken	<i>Weakened</i>	A target hit by this spell has the affected arm weakened and must drop whatever items are in or attached to that hand and arm. The item(s) cannot be retrieved by the target for 10 seconds.