

Fantasy Alive Rulebook v11.0 Rule Change Document

Preamble

Being on the Rules Committee at Fantasy Alive means discussing the ins and outs of the game on a nearly daily basis. We talk to a lot of players who have interesting ideas and perspectives on Fantasy Alive and LARPing in general. These talks are sometimes quickly completed and decided upon but others require time to think through all the ramifications that the ideas will cause. It's this thought process we'd like to provide some insight into.

The very first consideration the Rules Committee thinks about when confronted with a suggestion is whether the concept meshes with the game as a whole. This includes aspects like, the in-game history of the world, the theory behind how the world functions, and the interactions of the suggestion with the over-arching ideas of the rules. These are all complicated aspects to consider and so require a range of player and character experiences to properly review a suggestion.

This process has been streamlined over time by the Committee formalizing a few concepts of what the Fantasy Alive rule system should be. For the ease of use for all players in Fantasy Alive, here are some of those concepts:

- Discounts on skill costs are only offered by Races. This is to save a lot of time and complications with Logistics. Any other method of altering skill costs would cause too much strain on Logistics and will not be accepted.
- Magical Components are the best method of ensuring highly powerful and/or game-changing spells can be regulated. Removing Magical Components as a requirement for these spells through just about any means would negatively effect the balance of the game.
- The rules must provide the ability to play a wide range of character concepts, but still be as simple to use as possible. When confronted with a suggestion that will cause complications to combat, Logistics or balance of the game, the Committee will choose the simplest solution that does not conflict with accepted game concepts. Some aspects of Fantasy Alive are by their nature complicated, but will continue to exist as they are considered required to continue the core ideals of the game.
- Fantasy Alive has a few different systems for the game mechanics, which cover all the aspects of the game we believe are necessary. When adding or changing rules, we will fit ideas into one of the existing mechanics.
- All aspects of the game need to be able to be represented in a way that is clear and easy for players to understand. How this representation can be done varies greatly, but must be possible and not cause issues with meta-gaming.
- Suggestions rejected in previous years by the Rules Committee will not be accepted in future years unless new ideas or arguments are provided. Please review previous Rule Change Documents or ask a Rules Committee Member to see if your suggestion has already been discussed.

Thank you to everyone who has contributed their suggestions for this and all previous years. We appreciate the ideas and the interest in improving Fantasy Alive that you all show us by taking the time to send them in.

Your Fantasy Alive Rules Committee 2017,

Doug Rene, Ian Patterson, Meghan Patterson, Liam Frape, Joel Steinmann, John Andrew Dunlop, Blair Jordan and Curtis Lubberts

Feel free to contact us at: rules.fa@gmail.com

Keep the suggestions coming!

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FORMAT OF RULES CHANGES – Rulebook Section: Specific Skill/Section – Change

Suggested Rule

Submission received to add to the Fantasy Alive Rulebook.

Rule Team Thoughts

A brief description of the thoughts on the submission, use within the game, balance of the addition and any other pertinent information that allowed the Rules Team to decide what to do with the submission.

Decision

Updated section of the rulebook. If possible, changed section has been **coloured blue**.

Action to Players

Changes to characters required due to the rule change. **Actions written in red are significant changes to players.**

New Additions

1. Skills: Clerical Investment – New Abilities gained at CI 7 and 8

Previous Rule

Clerical Investment [Deity]: This is the base skill for all cleric, priests, shamans, wise-ones and templars. Each time this skill is purchased the character gains access to the next tier of spells granted by their patron deity up to a maximum of 9. A character may not be invested with more than 1 deity at any time and switching religions means losing all spells and abilities gained from the previous investment. Upon gaining level 6 in Clerical Investment, the cleric is in high enough favour with their deity to be granted a spell that they may now cast at will. At level 9 a second cast-at-will spell is granted. The spells granted by each deity can be found in their descriptions in the Gods and Goddesses section.

Suggested Rule

Give abilities to 7th and 8th level CI.

Rule Team Thoughts

The increasing cost of Clerical Investment is designed to deter players from purchasing the skills easily. The point is to cause only those players that truly want to role-play the devotion of their deity to spend the skill points. So it has been seen for some time that the high costs were justified, and the arguments presented to the Team has not changed that idea. What the Team has decided is worth developing are additional optional skills with Clerical Investment as a pre-requisite that will allow clerics alternate options for their character growth.

This concept is just beginning and the Rules Team will gladly accept suggestions from the players for other skills for the next rule addition.

Decision

Addition of new skill:

Skill: Expanded Domain

Cost: 7 SP

Pre-Req: Clerical Investment 7 or 8

Description: The cleric has shown devotion to their deity so much so that the Deity is willing to more openly share their follower. This skill allows the cleric to pick one spell from a deity's spell list that is Shared to their deity. That spell may now be cast without the addition 5 SE cost. This skill may be purchased once at Clerical Investment 7 and once more at Clerical Investment 8. Only spells of 6th level and lower may be selected for this skill.

Tutor: x2

Action to Players

None required.

2. Equipment: Armour – New armour type: Gambeson

Previous Rule

Armour types: Leather, Studded, Hardened, Chain, Scale, Plate.

Suggested Rule

Gambesons provide some protection to the wearer, could they provide AP?

Rule Team Thoughts

The Rule Team agreed that a Gambeson does provide protection and enhances the game atmosphere.

Decision

Add a new Armour type: Gambeson

Gambeson: Sturdy cloth that has been stuffed to absorb the weight of additional armour and/or attacks.

<i>Armour Type</i>	<i>AP (per location)</i>	<i>Threshold</i>
Gambeson	0.5	0

Value: 9 cp per location

<i>Item</i>	<i>Time</i>	<i>Materials</i>	<i>Skills</i>
Gambeson (1 location)	1h	1 Cloth	Armour Smith 2

Added to Armour Smith Description:

Pad Cloth: Allows the smith to manufacture Gambeson armour. Tools are required to use this skill.

Action to Players

Check with an Armour Marshal to determine if your phys-rep is appropriate as armour. Players with a Gambeson they wish to use for armour may now purchase tags within the game.

3. Skills: New Combat Skill – Sustaining Fury

Previous Rule

None.

Suggested Rule

Skill: Sustaining Fury

Pre-req: Fury + Natural Threshold And/Or Rapid Healing

Cost: 2-4 SP

Gives the character the ability to gain 1 temporary LP when they fury to a maximum of their LP (ie: 10 LP Fury = 10LP + 10 Temp). This fades after the Fury ends.

Rule Team Thoughts

The Team agreed that adding additional skills that work with the Fury skill will give interesting options to players. The submission was good, but decided that it needed to be available to more races, easier to use and have a negative so that the LP will stack with other temporary LP.

Decision

Add new Combat Skill: Sustaining Fury

Name: Sustaining Fury

Pre-req: Fury + 10 LP

Cost: 8 SP

Tutor: x3

Description: This skill grants the character 5 temporary LP whenever their Fury is activated. When the Fury ends, the character takes 5 LP damage. For example, if the Fury ends and the character is at 4 LP, they drop to -1 LP. This skill stacks with other effects that grant temporary LP.

Action to Players

None required.

4. Skills: Clerical Investment 10 and Divination 10 – New Levels

Previous Rule

Both skills only reached level 9.

Clerical Investment [Deity]: This is the base skill for all cleric, priests, shamans, wise-ones and templars. Each time this skill is purchased the character gains access to the next tier of spells granted by their patron deity up to a maximum of 9. A character may not be invested with more than 1 deity at any time and switching religions means losing all spells and abilities gained from the previous investment. Upon gaining level 6 in Clerical Investment, the cleric is in high enough favour with their deity to be granted a spell that they may now cast at will. At level 9 a second cast-at-will spell is granted. The spells granted by each deity can be found in their descriptions in the Gods and Goddesses section.

Divination: The base skill for fortune-tellers, seers and soothsayers. Divination is the ability to read items such as cards, palms and the stars or to communicate with otherworldly creatures in order to discover or divine information. For each level purchased a new tier of Divination spells or rituals are acquired.

Suggested Rule

Give players the ability to buy CI or Div 10 but require IG actions and quests.

Rule Team Thoughts

The Rule Team agreed to the addition but have decided to keep the details of purchasing level 10 in these skills a mystery.

Decision

Changes made to Clerical Investment and Divination descriptions:

Clerical Investment [Deity]: This is the base skill for all cleric, priests, shamans, wise-ones and templars. Each time this skill is purchased the character gains access to the next tier of spells granted by their patron deity up to a maximum of 9. A character may not be invested with more than 1 deity at any time and switching religions means losing all spells and abilities gained from the previous investment. Upon gaining level 6 in Clerical Investment, the cleric is in high enough favour with their deity to be granted a spell that they may now cast at will. At level 9 a second cast-at-will spell is granted. The spells granted by each deity can be found in their descriptions in the Gods and Goddesses section. [There are further options for growth for characters that reach Clerical Investment 9. Once reaching this level and wishing to develop further, the player should contact the Head of Plot and the Owner to discuss.](#)

Divination: The base skill for fortune-tellers, seers and soothsayers. Divination is the ability to read items such as cards, palms and the stars or to communicate with otherworldly creatures in order to discover or divine information. For each level purchased a new tier of Divination spells or rituals are acquired. [There are further options for growth for characters that reach Divination 9. Once reaching this level and wishing to develop further, the player should contact the Head of Plot and the Owner to discuss.](#)

Action to Players

None required.

5. Skills: New Academic Skill – Trade Master

Previous Rule

Trade Adept

After extensive training in his/her field, a tradesperson can often perform astounding acts. The effects of this skill are unique to each trade and are described below. Any ability useable once per encounter may be purchased multiple times.

- Alchemist: Adept Alchemist - The Alchemist is so adept at his/her craft that they may take a 5-count to apply a Mixture or Oil. This ability is useable at will.
- Armour Smith: Field Repair - The smith has the skill necessary to repair armour even under the pressure of battle. During an encounter, the smith may repair 5 locations of armour with a minute count. At the end of the encounter, armour that has been repaired using Field Repair still experiences the permanent 1 AP reduction due to being damaged in combat. You must have the necessary materials required to fix armour in order to use this skill and the materials are used up in the process.
- Bowyer/Fletcher: Deflect Missile - A well trained Bowyer knows enough about missile attacks to anticipate their flight. Once per encounter a missile weapon or a projectile attack with the prefix "Alchemical" which strikes the Bowyer/Fletcher does no damage. The call is "No Effect, Deflect Missile".
- Craftsman: Quick Search - A skilled craftsman can easily spot variations and differences in most anything that can be crafted. Once per encounter, the craftsman can choose to spend 1 minute searching and receive everything that a 5 minute search would provide. The skill is not wasted if the search count is interrupted, but must be started over again. At the end of the search count declare "Quick Search" to use this ability.
- Herbalist: Adept Herbalist - The Herbalist is so adept at his/her craft that they may take a 5-count to apply a Mixture or Oil. This ability is useable at will.
- Labourer: Sudden Strength - Working his/her muscles for a living has given this character a hidden reserve of strength. Once per encounter the labourer may add one additional level of Exceptional Strength to one action. This stacks with any other Exceptional Strength he/she may have.
- Mechanic: Anticipation - Knowing the inner workings of most traps and triggers, the mechanic has gained an almost sixth sense for traps. Once per encounter a character may use this skill to avoid the effects of a trap. The call for this is "Anticipation." This skill does not work against a Death Trap.
- Merchant: Keen Eye - With enough experience a Merchant can spot valuable objects at a quick inspection. Once per encounter per purchase, the Merchant can call Sense Items as per the spell Fortunes of War to detect IG items or coins. This skill cannot be used to perform the quick search part of the same spell.
- Physician: Delay Onset - With a good knowledge of anatomy and quick reactions, a physician can put off illnesses that have just been inflicted. Once per encounter the physician can do a 5-count on a character that is suffering from a Disease, Toxin or other negative Herbal effect to delay its effects. The effect is then temporarily removed until the encounter is completed when it returns as if it had just been taken. This ability will only delay one effect per use and if the target receives another effect it will work as normal. If the target is struck with the same effect that has already been delayed, the effect will work normally and the delayed effect will not occur after the encounter. The call for this skill is: "Delay 1, Delay 2... Delay 5, <Effect>"
- Weapon Smith: Weapon Familiarity - Having crafted a wide range of weapons, the smith is familiar with the workings of each and is harder to battle when wielding one of his/her craft. Once per encounter a weapon smith may negate a Disarm effect by calling "Resist Disarm"

Suggested Rule

When Trade Adept was introduced, the Rules Team intended to include further skills that characters focusing on Trade Skills could utilize during events.

Skill: Trade Master

Cost: 10 or 15?

Pre-Req: Trade Skill 10

Desc:

Alchemist - Not sure. I'd like to separate this and Herbalism though. Different skills for each if possible.

Armour Smith - Adept maintains threshold of armour crafted by self even if the AP is fully damaged in a fight.

Bower/Fletcher - Adept's bows have +1 Base damage on any bow crafted by self

Craftsman(type) - 1/day Identify effect on items related to Craft.

Herbalist - Same as alchemy. One thought: Reusable drinks: basically regurgitate a mixture and it can be used again 1/day.

Labourer (type) - Can act as if one step higher on injury chart while at LP amounts. (2LP+ Fine, 1LP Injured, 0LP Semi-conscious, -1 to -4LP Unconscious, -5LP or less, Dying, Never critical)

Mechanic - Immune to your own traps (take no effect if triggering your own trap)?

Merchant - Detect Coin?

Physician - Detect Wounded - Call causes anyone who is down on LP within range to say "Here." No effect on anyone in their Death Count or Dead.

Weapon Smith - Adept's weapons have +1 Base Damage on any weapon crafted by self.

Rule Team Thoughts

The Team did not want to include any skills which required marking tags to designate its creator or owner, thinking that this would cause too many issues. The goal with these additions was to give Tradespeople the ability to participate at events but not require the use of other skills to make these abilities functional.

The Trade Adept skill has also been moved to Academic Skills to remove issues with Racial skill cost adjustments.

Decision

New skill added: Trade Master

Skill: Trade Master

Cost: 10 SP

Pre-Req: Trade Skill 10

Tutor: x3

Trade Master

Mastering their craft, some Tradespeople can manage feats that extend beyond mere production. The effects of this skill are unique to each trade and are described below. Any ability useable once per day may be purchased multiple times.

- Alchemist: Quick Mix - Once per day a Master Alchemist can create an Alchemical Mixture requiring only 5 minutes of brew time per level. All the ingredients required in the Formula must be supplied and it must be completed uninterrupted or the ingredients are lost and mixture fails. This skill does not allow batching and cannot be used during downtime. Mixtures created by this skill expire at the end of the event.
- Armour Smith: Enduring Threshold – Once per day a Master Armour Smith may take a 1-minute count to grant the physical armour worn by a character the ability to maintain its threshold even if the AP is fully damaged during an encounter. This effect lasts for the remainder of the current Encounter (or 5 minutes).
- Bowyer/Fletcher: Arrow Adjustment – For one encounter per day the Master Bowyer/Fletcher can remove the effect type Body from arrows or add the effect type Padded (i.e. “3 Wood” or “3 Wood Padded Body”). Each arrow requires a 5-count to modify and another arrow cannot be modified until the first arrow has been used. The effect lasts on the arrow for 1 encounter or until fired.
- Craftsman: Patch-Together – Once per day a Master Craftsman can temporarily Repair any object broken or Shattered with a 5-count. The Repair lasts until the end of the encounter at which point it breaks or Shatters again.
- Herbalist: Quick Mix - Once per day a Master Herbalist can create an Herbal Mixture requiring only 5 minutes of brew time per level. All the herbs required in the Recipe must be supplied and it must be completed uninterrupted or the herbs are lost and the Mixture fails. This skill does not allow batching and cannot be used during downtime. Mixtures created by this skill expire at the end of the event.
- Labourer: More Work to Do – Once per encounter a Master Labourer can bring themselves from Unconscious (0 LP) to Semi-conscious (1 LP) with a 5-count. Using this skill does not count as Healing and so is not affected by any methods of raising LP healed (i.e. Rapid Healing or Healing Balm). This ability may also be used to remove a Sleep effect from the character. A 5-count of “More Work to Do 1, More Work to Do 2...” is the call for using this skill.
- Mechanic: Wedge – Once per encounter a Master Mechanic can temporarily block a door or other enclosure with hinges so that it requires a 1-minute count with Exceptional Strength 2 to open. The enclosure is also granted 1 Resist Shatter. Using this skill requires a 5 count of “I Wedge the door 1, I Wedge the door 2...”. The blockage on the door is permanent until removed. The Wedge can be removed by the Mechanic who set it with a 5-count.
- Merchant: Calculating Mind – A Master Merchant has such a keen mind for business that it is hard to sway them. Once this skill is purchased the character is Immune to the spell Charm. Other methods of causing the Charm effect, such as Greater Charm, work normally. This skill can only be purchased once.

- **Physician: Quick Drink** – A Master Physician has administered enough medicine in their time to make the process a simple and quick one. This skill allows the Physician to feed a drinkable Mixture to a willing, helpless or unconscious target without the need for a 5-count. Instead, the call is “Quick Drink <Mixture>”. This skill can only be purchased once.
- **Weapon Smith: Weapon Cover** – Once per day a Master Weapon Smith can take a 1-minute count to temporarily change the damage type of any weapon to one of these types: Steel, Wood, Silver, or add the Padded effect. The weapon returns to its original damage at the end of the encounter. This skill does not work on weapons that have been magically enchanted (i.e. Flame Blade). This ability changes the damage type, but not the weapon’s core properties so for example, an Adamantine weapon could swing for Wood damage but would still be immune to the Shatter effect.

Trade Adept skill moved to Academic Skills

Action to Players

None required.

6. Creating a Character: New Social Class – Magistrate

Suggested Rule

This is something I've been pondering for a while and hope the team finds it valuable. I've noticed that characters who excel in organizational and non-martial roles have difficulty advancing socially within the game environment.

The concept of Knighthood is intrinsically tied to martial leanings, which is an assumption that it simply can't be separated from. However, an army needs planners, judges, lawspeakers and strategists as well as warriors.

What I propose is a complementary sister-class to Knight that holds the same social rank, but describes an individual who, rather than upholding the Kingdom with weapon and shield, does so with a quill and gavel. For the purposes of this proposal, I will refer to this class as 'Magistrate'.

This Magistrate's duties would be to preside fairly over trials; act as strategists, planners and dignitaries; create official documents and writs; direct resources and manpower; and provide leadership and guidance. There is certainly a great deal of overlap between the two, as a Knight can perform all of the above duties, but the difference lies in where the the Noble's skills primarily lie.

It's my hope that the introduction of this social class will help to highlight these other types of skills, which are pretty vital (though less flashy) to keeping a Kingdom running smoothly. It may help to provide more opportunities for advancement for more traditionally feminine character types, as well.

For implementation, I suspect that it can be worked in with a minimum of upheaval, presented as simply an alternate but equal name for a Knight that implies a different skillset.

Some other ideas for the name of the social class:

- Seneschal
- Reeve
- Bailiff
- Marshal (though this may come off as a bit fighty, too)
- Steward

Rule Team Thoughts

<i>Class/Title</i>	<i>Time</i>	<i>Law</i>	<i>Description</i>
<i>Knight/Magistrate</i>	40	Noble Law	Granted an honorary title by a ruling noble

The Rules Team fully agree with the idea of this addition.

Decision

Adding new Social Class: Magistrate

Magistrate: Acting as aides to other nobility, Magistrates are organizers and facilitators. Granted an honorary title by a member of the nobility (Lord or higher), they are the key to the smooth governing of a noble's lands.

Action to Players

None required.

7. Skills: New Ability – Toughness

Suggested Rule

Toughness: Prerequisite Natural Threshold. Once per encounter you may take half damage from an attack that would otherwise remove LPs (not an attack that would only remove APs).

Rule Team Thoughts

The Rules Team like the idea of including more skills which add options for defences, especially ones that allow players to build different character concepts and be distinctly different but still useful.

Decision

New Ability Skill: Toughness

Skill: Toughness

Cost: 5 SP

Pre-Req: Natural Threshold

Tutor: N

Description: Only the hardest can shrug off an opponent's strongest strike like it was nothing. This skill allows the character to Minimize the effect of any one attack which causes damage regardless of the source of the damage. This is useable once per encounter per purchase and the call is "Toughness".

Action to Players

None required.

8. Magic: New Spell – Dispel

Suggested Rule

Dispel (duration instantaneous): This spell will instantly end an ongoing spell named during the casting of this spell (e.g. "I dispel Mystic Hide"). This spell has no effect on spells of an instantaneous duration. If cast on a spell with a permanent duration, the magic is suppressed for 5 minutes or the remainder of the encounter.

Rule Team Thoughts

The Rules Team has had suggestions for an effect like this for some time and has worked on creating an effect that is useful and properly balanced. This most recent one needed some adjustments to be seen as fitting into the Fantasy Alive Rulebook.

Decision

Updated section of the rulebook. If possible, changed section has been **coloured blue**.

Lvl	Name	Energy	Incant	Description	Duration	Category	MEL	Mix
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4	Dispel	12	I disrupt your magic as I Dispel <Spell Name>	This spell ends the named Spell currently active on the target creature. Dispel will not remove any spell with a duration of Permanent, Concentration or Instantaneous. Anti-magic cannot be Dispelled.	Instantaneous	Magic	0	No
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This spell will be placed in these Deity’s spell lists: Anajaream, Astrid.

Action to Players

None required.

9. Alchemy and Herbalism: New Mixture – Neutralizing Paste

Suggested Rule

Antacid/Neutralizer – negates effects of acid if applied to surface of object within a 5-count (*or longer?*) afterward.

Rule Team Thoughts

Acid is an immediate damage, so the suggestion given requires some adjusting. A mixture that is similar in effect to Thermal Gel seemed appropriate.

Decision

New Alchemy Mixture: Neutralizing Paste

Mixture: Neutralizing Paste

Level: 3 Alchemy

Type: Apply

Minimum Required Ingredients: Gum, White Cinnabar, Zinkenblend

Description: This paste is remarkably good at reducing chemical burns. Once this mixture is applied to a creature, it creates a barrier against Acid damage. This translates to the creature covered with this mixture taking only half damage from the Acid affect for 1 Encounter or 5 minutes. The call for this is “Half.”

Action to Players

None required.

Suggestions Not Implemented

1. Skills: Alchemy/Herbalism and Craftsman – Batching of ingredient/herb creation

Previous Rule

Create Ingredients: As rare and complicated as alchemical Ingredients can be, they are all extracted from relatively common sources. This ability enables characters to purchase the skill Craftsman <Ingredient Extractor>. This skill acts exactly like a normal Craftsman skill but with Alchemical Ingredients as the goods. Alchemical equipment is required to use this skill.

Herb Garden: As rare and fragile as Herbs can be, they can still be grown the same way as most plants. This ability enables characters to purchase the skill Craftsman <Herb Gardener>. This skill acts exactly like a normal Craftsman skill but with Preserved Herbs as the goods.

Suggested Rule

Allow characters to batch the creation of herbs/ingredients like batching mixtures.

Rule Team Thoughts

The skill Craftsman does not work the same as the creation of Mixtures, and the idea of batching does not have a simple analogue in the Craftsman production rules. Allowing batching of herbs/ingredient production would require complex exceptions to the Craftsman rules or a complete overhaul. The Rules Team would prefer to keep the Craftsman rules simple.

Secondly, the possibilities for acquiring herbs/ingredients are sufficient. Allowing additional herbs/ingredients through this change would cause an unbalance to the creation system of Mixtures.

Decision

No change.

Action to Players

None required.

2. Magic: Spells – New Spell for elemental/extra damage on natural attacks

Previous Rule

None

Suggested Rule

Create a spell like Flame Weapon that work on natural attacks (claws, fists, etc.).

Rule Team Thoughts

The balance of weapons having magical effects added to them is that natural attacks are immune to Disarm. The Team believes that natural attacks would become too powerful and cause issues with other game rules should they be allowed to be magically altered or enhanced.

Decision

No change.

Action to Players

None required.

3. Equipment: New materials for Armour – Bone/Stone/Wood

Previous Rule

Materials: Steel, Wood (weapons only), adamantine, mithril, kereste, silver

Suggested Rule

Add in Bone/Stone/Wood as materials for armour (and maybe weapons)

Rule Team Thoughts

Inferior materials such as bone, stone and normal wood are not used for weapons and armour (beyond wood for current equipment), and this is because they would be inferior quality to the steel and other materials in the book. This means that rules for each type would have to be created that made them have worse damage, AP and/or Threshold and so would almost definitely not be used.

Players are welcome to create phys-reps that look like they are made from other materials for the aesthetic or design of their characters, but must still fall within the current rulebook for materials, creation and repair.

Decision

No change.

Action to Players

None required.

4. Magic: New Spells – Mute and/or Deafness

Previous Rule

Tongue Bind: A common mixture used by bounty hunters to collect on spell-casting targets, this Herbal concoction renders the victim speechless. The target of this mixture is under a Mute effect.

Mute: A character under this effect finds themselves unable to vocalize even the slightest sound. While Muted, characters cannot talk or use magical incantations. This effect lasts 5 minutes.

Suggested Rule

Create a new spell which can cause the Mute effect or a Deafness effect.

Rule Team Thoughts

When the Rules Team created Tongue Bind and the Mute effect, it was decided then to leave the Mixture and the physical attack Muting Blow as the methods to cause the Mute effect. This was done to keep magic from being the source for all the effects in the game and raise the usefulness of other skills. No argument was offered to change this decision.

A Deafness effect is one that has been play-tested in the past and found to be not effective. It is impossible to cover a player's ears to phys-rep the effect as the player still requires hearing to understand calls made. When an attempt to allow players to role-play deafness occurred, it resulted in meta-gaming both accidentally and on purpose.

Decision

No change.

Action to Players

None required.

5. Magic: New Spell – Extract Magic

Previous Rule

No method of recovering Arcane Ink once used.

Suggested Rule

Name: Extract

Level: 4

Component Type: Magic

Energy: 20

Description: This spell allows you to extract arcane ink used on a scroll destroying the scroll but gaining the ink. This process takes 1 Hour per ME of the spell on the scroll, that must be used from your down time. If you extract a level 5 or higher scroll you will not get a component, this spell only extracts ink.

Rule Team Thoughts

The intended use for this skill is to gain value from illegal or scrolls not seen as useful enough, but with the downtime requirement the Team does not see it as useful enough. The Team also offers that items not seen as useful to one player may be useful to another, or an NPC. This maintains the value of an item and so negates the need for this skill.

Decision

No change.

Action to Players

None required.

6. Skills: New Combat Skill – Controlled Fury

Previous Rule

None.

Suggested Rule

Skill: Controlled Fury

Pre-Req: Fury + Iron Will

Cost: 10 SP

Fury does not need to be a death sentence should things go wrong. Allows the character to use Iron Will to bring themselves out of their Fury

Rule Team Thoughts

The point of Fury is that it cannot be stopped. This skill would remove the negative which balances out the stacking bonus of Fury.

Decision

No change.

Action to Players

None required.

7. Magic: New Spell – Stitch Wounds

Previous Rule

Wound: A vicious attack that leaves the target with a large laceration. A successful strike causes the victim to take the damage called as well as 1 LP per minute for 5 minutes or until treated with First Aid by a Physician. The Wound damage pauses during the First Aid count. Healing LP by other means can help the victim survive, but does not remove the Wound effect.

First Aid: The most common of Physician skills is first aid; with 1 bandage and 60 seconds a physician can stop the bleeding in wounded individuals. When the physician begins tending the wound it causes any Death Count to stop; the target becomes unconscious and will wake with 1 LP after five minutes. If first aid treatment is interrupted the target must continue their Dying Count from where they left off and first aid will have to be started again (requiring a second bandage). This ability used in conjunction with Patient Care can bring a target that is Dying or Unconscious to 1 LP. A Physician with Heal can use First Aid on a target that is Dying, Unconscious, Semi-Conscious or Wounded and heal them to 3 LP. First Aid can also be used to remove the Wound effect.

Suggested Rule

Spell: Stitch wounds

Cost: 8me/se

Level: 3

Potion: yes

Effect: Cures the wound effect.

Rule Team Thoughts

The decision to give only Physicians a method of curing the Wound effect was intentional when the effect was created. This was intended to improve the Physician skill by giving it the only method of curing the effect. The Rule Team will avoid giving all effects to magic within the game to promote the use of other skills. This helps to promote the core concept within the rules of cooperation between different character builds.

Decision

No change.

Action to Players

None required.

8. Creating a Character: New Concept – New Player Starting Packages

Previous Rule

All players made up a character by the usual rules (pick race, start with 20 or 15 SP, 300cp to buy gear, etc.)

Suggested Rule

Create packages for new players to have coming into game for their first ever event. They can be general archetypes of the races with maybe a bit of variance.

Rule Team Thoughts

This aspect of the game should be developed by the New Player Advisors and Logistics and be available to players new to Fantasy Alive. But this does not need to be placed in the book or decided upon by the Rules Team.

Decision

No change.

Action to Players

None required.

Further actions from New Player Advisors, Logistics and Owner on this idea will be taken to make a final decision on this suggestion.

9. Magic: New Spell – Enchanted Weapon

Previous Rule

1	Flame Blade	4	I make now this Flame Blade. Fire Damage	This spell causes the target weapon (but not a claw, fist or other natural attack) to ignite changing the damage called to "Fire". At the end of the duration the weapon becomes Corroded. This spell will not work on a weapon which already has magic effecting its damage, permanent or temporary.	1 Encounter or 5 Minutes	Elemental	0	Oil
2	Frost Blade	6	I make now this Frost Blade. Ice Damage	This spell causes the target weapon (but not a claw, fist or other natural attack) to freeze changing the damage called to "Ice". At the end of the duration the weapon takes a Shatter effect. This spell will not work on a weapon which already has magic effecting its damage, permanent or temporary.	1 Encounter or 5 Minutes	Elemental	0	Oil

Suggested Rule

4th level spell

Energy 16

Turns a weapon to magic damage

No negative effects on the weapon

(Caster only maybe)

Rule Team Thoughts

The above spells exist for use when a player encounters an enemy that is powerful enough to require a damage type other than steel and wood. These spells are created with negatives and short durations in order to balance out their power. Creating other lower level spells which grant different damage types have been discussed in the past and no suitable negative could be found to balance the power those spells would grant.

The Rules Team also considers the damage types only available for weapons at higher levels (Light, Dark, Magic) to be more powerful and rare. Keeping them at higher levels and cost to cast helps to maintain that concept that these damage types should be held in greater regard.

Decision

No change.

Action to Players

None required.

10. Magic: Circle Magic – New System

Previous Rule

No formal rules in place for how Circle Magic works.

Suggested Rule

Suggested Ideas in document: "FA – Circle Magic Ideas – 2017-01-29.docx"

Rule Team Thoughts

The Rules Team believes that no functioning system for this has been completed at this time. It is the intention of the Team to revisit this system as well as some other advanced ideas and attempt to formalize them for all players. This will require further time and additional meetings to accomplish.

Decision

The Rules Team has agreed to another meeting later in the year.

Action to Players

None required.

11. Skills: New Academic Skill – Arcane Spell Mastery

Previous Rule

Add on to Spell Specialization

Suggested Rule

Arcane Spell Mastery

- 15 SP

- Pre-req: Spell Specialization

- Effect: Allows the Arcaner to take an additional 1 ME off of the spell cost of one spell that has been previously selected by the skill Spell Specialization. The ME cost of the spell selected cannot be lowered below 1 ME.

Rule Team Thoughts

This skill begins to make Arcaners delve into the niche of clerics. The Rules Team sees Arcane casting as a method of being versatile and have choices in your magic. Clerics are strictly limited in their spells but cast those spells easier than Arcaners. This skill is considered to blur the lines between the two types of casting too much.

Decision

No change.

Action to Players

None required.

12. Skills: New Academic Skill – Method of Casting without Prefix

Previous Rule

None.

Suggested Rule

Adder's Tongue – 20 SP – Prerequisite: Arcane Research 1 or CI 3 – This illegal skill allows the caster to make use of any other deity's incant or the mage's incant of "With Will and Mind". The caster may not benefit from using a holy symbol while casting this way, nor may they cast "at will" spells.

Concealed Cast [energy type]: Prerequisite Magery or Clerical Investment 1. The caster may replace a spell's prefix with a silent 5-count (the incant must be spoken as normal). The spell costs 1 more ME/SE than normal to cast.

Rule Team Thoughts

The Rules Team has received suggestions for methods of hiding the casting from illegal gods and turned them down then for the same reasons as now.

The Rules Team believes that playing a follower of one of the illegal gods, or an arcaner not joining the mage's guild, is to be treated as a challenge for anyone wishing to try. There are methods of playing these and remaining in game or not getting caught, but the Team will not create rules to formalize how to play those kinds of characters. The challenge is in using the current rules and in-game world to try it.

Decision

No change.

Action to Players

None required.

13. Skills: New Academic Skills – Arcane Research Options

Previous Rule

Arcane Research [Focus]: This skill allows an arcaner to spend time manipulating magical force in order to create a desired effect. Once the arcaner has spent sufficient time, they culminate their research into a specific spell. When purchasing this skill for the first time, the focus is set at General. Details on other foci and specifics of this skill can be found in the Magic section of this book.

Suggested Rule

Mystic Improvement – 5 SP – Prerequisite: Arcane Research [Armour] or CI 4 – Every purchase of this skill adds 1 to the AP granted by the spells: Mystic Robes, Mystic Hide, Mystic Leather, Mystic Chain, Mystic Plate, and Mystic Armour. This skill cannot take the amount of AP granted by the spell past double the base of the spell. *Further, if more than 9 AP would be granted from purchases of this spell to Mystic Leather, Mystic Chain, Mystic Plate, or Mystic Armour, the Threshold granted by the spell is increased by 1.* The incant for the spells remain the same except for increasing the AP/Threshold granted.

Damage Mastery [Damage Type] – 10 SP – Prerequisite: Arcane Research [Elemental, Divine, or Magic] or CI 4 – This skill enables the character to add +1 damage to a damaging spell matching the damage type chosen. This cannot increase a spell's damage past double the base of the spell. If the Prerequisite used is Arcane Research, the damage type must match a type available to that Focus. If the Prerequisite used is CI 4, the damage type must be available from the Deity's primary domain. This skill can be purchased multiple times. *This skill has no effect on innate spells.*

Unholy Tap – 10 SP – Prerequisite: Damage Mastery [Dark] – This vile and illegal skill allows the caster to regain 1 LP when they do damage with an Unholy Dart, Unholy Bolt, or Unholy Smite. IG this has a clearly visual effect *as energy from the target's soul flows back into the caster.* The incant remains the same, except the words "I Heal From" are added to the end of the incant. For an hour after using this skill, the caster detects as Cursed. The caster does not have to use this skill if they possess it.

Lvl	Name	Energy	Incant	Description	Duration	Category	MEL	Mix
4	Caster's Boon	20	I hereby create this Caster's Boon, +1	This spell enchants a weapon such that, when held in an outstretched	24 Hours	Magic	0	Oil

			Spell Damage	hand, increases the base damage of any damaging spell by 1. If this weapon is used to block a weapon strike, it takes the Shatter effect and the enchantment is lost.				
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Rule Team Thoughts

The Team received some suggestions for skills that fall under an idea that has not been fully developed yet: abilities for Arcaners based on the Categories of magic. Using Arcane Research and the Category chosen as a pre-requisite, additional skills will be available that add to the options for building an arcane character.

The suggestions above were seen as fitting into that idea, but time constraints did not allow the Rules Team to properly discuss these and come up with other abilities to cover all 12 Categories of magic (13 if including General).

Decision

The Rules Team plans to look into this idea for the next Rules Addition year. Suggestions on skills to work with this idea are welcome to be sent to the Rules email.

Action to Players

None required.

14. Skills: New Academic Skill – Flexible Seer

Suggested Rule

Flexible Seer – 20 SP – Prerequisite: Master of Divination 1 in all Foci– This skill allows a Diviner to exchange a Ritual Item for one from the same Focus when casting spells of a level equal or less to the level of Master of Divination. *The Diviner may exchange the Ritual Item to a different Focus if the spell is 2 levels lower than the rank of Master of Divination in the spells Focus. When using a different Focus, you may not make use of Master of Divination.*

Rule Team Thoughts

The limitations to Divination are time and inexpensive, small in-game items. Allowing a skill to lessen the items required to carry makes the skill easier, which the Rules Team believes will cause a problem with balance.

Decision

No change.

Action to Players

None required.

15. Combat: New Effect – Tolerance/Potency

Suggested Rule

Tolerance Points

Every character has a number of Tolerance Points (TP) equal to their LP with an additional number of TP equal to their LP for every Resist Toxin (RT), their character has. For those math inclined, $TP = (1+RT) \times LP$. A character will minus the Potency of their drink from their TP total. When a character reaches 0 TP, they take the Feeble Mind effect, for as long as their TP is below 0. If the character reaches a number of TP equal to the LP below 0, they take the Sleep effect, for as long as their TP is below 0. TP is regained at a rate of 1 per 10 min for each RT the character has. Anything that would cure a poison, or herbal effect, will return a character to full TP.

Potency

Potency is measured in points per 5 ounces. If you do not have a measuring cup, don't panic. Do your best to make an honest estimate. The average beer has a Potency of 0.5, the average wine is Potency 1, and the average liquor is Potency 5. Make sure to read the label of what you are drinking as there can be stronger or weaker wines, liquors, and ales.

Rule Team Thoughts

This suggestion is seen as regulating something in a complicated manner that does not need regulating. Currently players are allowed to role-play however they wish their character would handle alcohol. This is acceptable especially since the vast majority of alcoholic beverages used in-game are considered Free-Items and therefore do not have tags associated with them. Bringing in this system would require a great deal more work for plot and logistics with very little addition to the atmosphere of the game.

Decision

No change.

Action to Players

None required.

16. Magic: New Spell – Heroic Inspiration

Previous Rule

Heroes' Feast

Suggested Rule

Heroic Inspiration.

Either Level 5 level 6.

Either 1-encounter or 24 hours.

Single target immunity to fear, charm, toxin.

Rule Team Thoughts

This spell would be too powerful to grant without a component, and seen as not useful enough to cast if it does require a component. The Rules Team could not find a good balance point for the spell.

Decision

No change.

Action to Players

None required.

17. Skills: New Combat Skill – Pierce Armour

Suggested Rule

Pierce Armour [weapon type]: Prerequisite Critical Attack. Every time you take this skill, you may ignore one level of an opponent's Threshold (from any source). For example, taking this skill twice will allow your attacks to bypass a Threshold of 1 or 2, but Thresholds of 3 or higher will work normally. The call for this is "Piercing X" where X is the highest Threshold bypassed.

Rule Team Thoughts

This suggestion acts as a lesser version of the Body effect. The Team believes that including this as a skill or effect would be confusing during combat and not be used. The Body effect has more skills associated with it and is more useful.

Decision

No change.

Action to Players

None required.

18. Skills: New Combat Skill – Sneak Attack

Suggested Rule

Sneak Attack [weapon type]: Prerequisite Backstab or Aim. Once per encounter, your attack is considered to be a Surprise Attack. The call for this is "Surprise" after the damage type (e.g. "2 steel body surprise").

Concealed Weapon [weapon type]: Prerequisite Weapon Mastery. If a weapon is sheathed (or otherwise completely concealed from view) at the start of an encounter, the first attack made with it (successful or not) in the encounter is considered a surprise attack. The call for this is "Surprise" after the damage type (e.g. 2 steel body surprise). The weapon cannot simply be resheathed to use this skill a second time in the same encounter, but if you draw a second weapon of the appropriate type then the skill can be used normally. Only the following weapon types may be chosen with this skill: knife, thrown weapon, improvised weapons.

Rule Team Thoughts

This skill would generally require the use of a Master Dodge to defend against it. That means that the skill would have to be of a higher skill point cost than Master Dodge as the defence for effects is generally easier/cheaper in FA. But even at that high a skill cost, this skill is still seen to be too powerful, especially if combined with any other skill.

Concealed Weapon only works with Sneak Attack so is included here.

Decision

No change.

Action to Players

None required.

19. Skills: New Combat Skill – Flurry of Blows

Suggested Rule

5) Flurry of Blows [weapon type]: Prerequisite Weapon Mastery. Once per encounter you may call “Flurry” during an attack (e.g. “3 steel flurry”). If the attack hits, it counts as if two identical attacks had struck the opponent. Each of these strikes must be resisted separately (e.g. Dodge would avoid once strike, but not both, unless it is used twice). The damage is not doubled into a single strike, so in the above example if the struck opponent had a Threshold of 3, they would take no damage from either hit. For once per encounter skills used with the strike, this counts as two uses of the skill (which must be available in order to use Flurry of Blows with that particular skill).

Rule Team Thoughts

This skill would be confusing in the middle of combat and cause many pauses or Zebra calls in order to clarify whether enough defences were used. The rules for combat should be kept as simple as possible to allow players to enjoy the experience without undue interruptions.

The Rules Team also believes a skill like this is also not balanced with the rules of the game. The system is designed with individual strikes causing an effect and the target reacting accordingly. This suggestion requires multiple decisions being made for a single strike.

Decision

No change.

Action to Players

None required.

20. Skills: New Ability – Diehard

Suggested Rule

Die Hard: Prerequisite 12+ LP. If your LP are reduced to 0 or lower, you may continue to take actions as if you were at 1 LP for a 5-count, after which time you lose consciousness as normal.

Rule Team Thoughts

The concept of this skill is seen to be covered by the new skill, Sustaining Fury.

Decision

No change.

Action to Players

None required.

21. Skills: New Ability – Racial Abnormality

Suggested Rule

Racial Abnormality [skill]: The cost for the chosen skill is lowered by 1 SP each time it is purchased. Racial Abnormality may be purchased several times for the same skill, but it cannot lower the SP cost of purchasing the skill below its base SP cost.

Rule Team Thoughts

Creating skills which change the skill point cost of other skills will cause unnecessary complications with logistics. Changes to skill point costs are limited only to Racial packages so that no adjustments need to be made after character creation.

Decision

No change.

Action to Players

None required.

22. Skills: New Ability – “X”Ancestry <trait>

Suggested Rule

“X” Ancestry [trait]: Prerequisite – can only be purchased during character creation. Your character has at least one ancestor of a different race. You may select a single racial trait (one bullet point) of the ancestor’s race to add/replace to your own racial traits. For example, a Gnome with Elven Ancestry could choose to begin with 5 ME.

Rule Team Thoughts

This skill has the same reasoning as with Racial Abnormality:

The idea of this skill also runs counter to the decision that characters in the world of Fantasy Alive can only be of one race. Mixed race couples can have children, but these children will can only be one of the parent’s races and have only those racial characteristics.

This skill will also cause unnecessary complications at logistics.

Decision

No change.

Action to Players

None required.

23. Skills: New Academic Skill – Trainer <Skill>

Suggested Rule

Trainer [skill]: Prerequisite Teacher and selected skill. You can act as a tutor for the selected skill, even if the PC you are tutoring does not have the prerequisites for the skill. However, the SP cost and training time is still multiplied (minimum x2) despite having a tutor. Abilities can not be tutored using this skill.

Rule Team Thoughts

With only a few exceptions, the Tutor system in Fantasy Alive allows players to choose to purchase skills without any other person training them. Otherwise, the system is designed so that the best option for characters is to foster cooperation and relationships with other characters. This idea is a core value of Fantasy Alive and any suggestions which run counter to it will have a very hard time passing the Rules Team’s approval.

Decision

No change.

Action to Players

None required.

24. Skills: New Academic Skill – Irresistible Spell <energy type>

Suggested Rule

Irresistible Spell [energy type]: Prerequisite 20 ME or 20 SE. Once per encounter, a spell cast cannot be resisted by any means (Iron Will, Spell Shield, Reflect, Protection from Magic, Magic Vestment, etc), except an Anti-Magic Shell/Zone or mithril. Any immunities to the effect of the spell still apply as normal. The spell costs double the usual ME/SE.

Rule Team Thoughts

This skill/spell is seen as intended to circumvent the defences of the enemies that the Plot Team creates for the players to battle. Implementing this suggestion would cause increased hardship on the Plot Team in balancing combats for the enjoyment of the players.

Decision

No change.

Action to Players

None required.

25. Skills: New Academic Skill – Creature Lore

Suggested Rule

Creature Lore [creature type]: The character has general and specific knowledge about a broad group of creatures, including their abilities, resistances and vulnerabilities. Players with this skill may approach a plot marshal and state that they are using this skill. They may be given general information or possibly answers to specific questions.

Rule Team Thoughts

This suggestion has the same issues as skills suggested in previous years like Favoured Enemy:

- How does a player determine what creature type he/she is fighting (or seeing)? Is there a way of doing this with certainty that does not require excessive out-of-game talk?
- How specific should we get in categories for the skill? The lines between different races can be difficult to distinguish at times. Are you good at fighting all undead, or just skeletal undead (which require different weapons and skills than fighting zombies, for example)? Putting every possible PC and NPC race into understandable fixed categories seems like an overwhelming task.

Decision

No change.

Action to Players

None required.

26. Skills: New Academic Skill – Magical Artisan <Trade Skill>

Suggested Rule

Magical Artisan [trade skill]: Prerequisite: Magery or Clerical Investment 1, and level 10 in the selected trade skill. You know how to craft objects to more easily accept enchantments. When casting the spells Item, Enchant Item, Contingency, Permanency, Enchant Weapon or Enchant Armour on an item created with the selected trade skill that you have crafted yourself, the ME/SE required is reduced by 10. This reduced ME/SE cost is also used when determining how much time is required to research these spells for arcane casters.

Rule Team Thoughts

The limiting factor on creating magic items is not the ME/SE cost. With rituals you can easily reach that if a single caster doesn't have the energy. The limiting factor is Components, so the Rules Teams do not see how this skill would ever be used.

Decision

No change.

Action to Players

None required.

27. Skills: New Academic Skill – Mathematics

Suggested Rule

Mathematics: Prerequisite: Read and Write. This skill is required in order to perform any calculation more complicated than addition, subtraction, multiplication or division of single digit numbers.

Rule Team Thoughts

All skills made in Fantasy Alive provide some use for a character. This suggestion does not provide any use other than to require spending additional skill points. The idea of this skill also seems unnecessary since the concept of higher learning required to achieve advanced magic is currently covered by the Arcane Research skill.

This also falls into the problem of properly representing the skill, which is explained in the introduction along with other suggestions and/or concepts that do not suit the Fantasy Alive rule system.

Decision

No change.

Action to Players

None required.

28. Magic: New Spell – Spirit Walk

Suggested Rule

Spirit Walk (duration 1 encounter or 5 minutes – *not sure on this duration, may not be long enough*): The caster dons a blue headband/light as their spirit temporarily leaves their body. The caster leaves their body and all physical possessions behind (armour may or may not appear on the spiritual representation, but the physical items remain with the body). Their spirit is free to travel with all memories and mental faculties of the

caster. They may pass through walls but may not affect any physical object (can neither move objects nor attack creatures in any way), nor may they cast further spells. Likewise they may not be harmed or affected by any other creature except by spells/effects that specifically affect spirits. They may only be seen/heard by those with the ability to perceive spirits in this way, but may themselves see and hear everything around them. Unlike the spirit of the deceased, the caster cannot detect resurrectors nor can they be resurrected, but a Banishment spell will instantly return them to their body. The caster is unaware of anything happening to their body, but should they be killed, their spirit will immediately return to their body before rising as a conventional spirit. The caster may end the spell at any point before the end of the duration by returning to their body.

Rule Team Thoughts

The concept of this skill has already been suggested and denied. This suggestion does not provide any reasoning to reconsider the previous decision which is copied here:

Changes to the way spirits could perceive the world were done in order to remove the effects this spell is suggesting. Spirits are required to find someone to resurrect and cannot interact otherwise. Changing this will result in issues with meta-gaming.

Decision

No change.

Action to Players

None required.

29. Magic: New Spell – Invisibility

Suggested Rule

Invisibility (duration 1 encounter or 5 minutes): The caster dons a yellow headband. For the duration of the spell, other players cannot physically perceive the caster, though all Detect spells work as normal. The caster can physically manipulate objects and attack while invisible. When moving objects, the caster must describe what is seen out of game (e.g. “Physical description, the door opens but no one seems to be standing behind it.”) Any object held in the caster’s hands, picked up after Invisibility is cast or any object made of mithril remains visible, including weapons (making their location somewhat easy to ascertain). When attacking, the caster must call “Invisible attack” before each swing (e.g. “Invisible attack, 2 steel”). The caster can be harmed or affected by spells or situations as normal, assuming an attacker has a rough idea of where to attack/target.

Rule Team Thoughts

This suggestion is one that the Rules Team believes will cause more issues with meta-gaming than it will provide depth or role-play.

Decision

No change.

Action to Players

None required.

30. Magic: New Spell – Open Portal (Different than current spell of the same name)

Suggested Rule

Open Portal (duration 1 hour): This spell must be cast on some physically defined portal (a door, archway, a pair of crossed trees, etc). A visible energy field forms across the aperture. For the duration of the spell, anyone

or thing moving across the portal will be instantly transported to a location designated by the caster at the time of casting. This location must be on the same plane and previously visited by the caster. The location may be up to 1 mile away, but this can be increased by 1 additional mile for each extra 5 ME/SE expended by the caster. The portal is one way only, but the caster may make it two-way by stepping through and casting the spell again on the newly formed exit aperture. The Permanency spell can be used to create a permanent portal.

Companion spell: Seal Portal

Seal Portal (duration instantaneous): When cast upon an active portal, the portal is instantly closed barring further travel through it. This spell does not prevent a new portal from being created at the same location.

Rule Team Thoughts

The power of this effect is well beyond any other spell within the current Fantasy Alive Rulebook. It is something that may be adjusted and used by the Plot Team or as a very advanced ability for characters.

Decision

No change.

Action to Players

None required.

31. Magic: New Spell – Reform Weapon

Suggested Rule

Reform Weapon (duration 5 minutes or 1 encounter): This spell can be cast on any non-mithril weapon, changing its base type for the duration of the spell. Any materials, properties, conditions, spells, etc that are capable of affecting the new item remain unchanged (e.g. a corroded master-crafted silver dagger coated with blade oil and under the effect of an Enchant Weapon spell could be changed into a corroded master-crafted silver polearm coated with blade oil and under the effect of an Enchant Weapon spell). A Permanency spell can be used to permanently change the weapon's type.

Rule Team Thoughts

Fantasy Alive requires that players use proper physical-representations for their weapons. This includes also adhering the proper tag for the weapon on the phys-rep. This suggestion would require that the player carry additional phys-reps that were out-of-game and changing the tag on the phys-rep each time this spell was used. This would cause meta-gaming as well as delays in combat and/or additional Zebra calls.

Decision

No change.

Action to Players

None required.

32. Magic: New Spell – Transmute Material

Suggested Rule

Transmute Material (duration 5 minutes or 1 encounter): This spell can be cast on any non-mithril item to temporarily changing its base material but leaving its form unchanged (e.g. you could turn a copper coin temporarily into gold, but it would remain stamped as a copper coin). Only one type of material can be changed into another with each casting (e.g. the head of a spear could be changed from steel to silver, but the wooden

haft would remain unchanged). The item changed can be no larger than the caster is capable of physically lifting up. A Permanency spell can be used to permanently change the item's material composition. This spell has no effect on living tissue and cannot be used to transform any material into living tissue.

Rule Team Thoughts

The concept of this suggestion has been covered by the new Trade Mastery for Weapon Smith.

Decision

No change.

Action to Players

None required.

33. Magic: New Spell – Bestial Transformation

Suggested Rule

Bestial Transformation (duration 5 minutes or 1 encounter): The caster transforms themselves and any held/worn items into a monstrous beast. The caster is unable to use any physical item/weapon while transformed, nor will they be able to speak coherently (and thus unable to cast further spells). While transformed, the caster will have Exceptional Strength 3, 15 additional LP and natural unarmed attacks that do a base of 2 wood damage.

Rule Team Thoughts

The concept for this spell was tested through a Plot-line previously and found to cause too many problems for just the small number of players affected. The requirement to carry make-up or prosthetics in order to properly phys-rep this will cause issues to the flow of the game.

Decision

No change.

Action to Players

None required.

34. Magic: Holy Symbols – New Greater Holy Symbol

Suggested Rule

Greater Holy Symbol – as regular holy symbol, but reduce SE cost by 2 instead of 1.

Rule Team Thoughts

Reducing all spell costs for clerics by 2 would grant any cleric with the spells Repulse or Lend Health the ability granted by a level 6 Invested cleric of Stasa or Apenca. This would cause serious imbalances within the magic system.

Decision

No change.

Action to Players

None required.

35. Combat: Other Effects – Reaction

Suggested Rule

Reaction – A prefix call used when a strike on a creature causes an affect upon the one dealing the blow. It is used when an attack causes the creature to have an automatic retaliation and the call is “Reaction <Effect>” where the <Effect> is automatically taken by the one who caused the Reaction, normally due to a melee weapon strike. Reaction effects are due to an attack and so cannot be defended against by the skill Parry. All other viable defences are possible. For example, a troll’s blood is incredibly acidic and so when struck by a weapon attack it will call “Reaction, Corrode!”

Rule Team Thoughts

This call was play-tested and seen to be a good addition to the possibilities for effects in Fantasy Alive. However, a set rule that allowed simple implementation and ease of use in fast-paced combat situations could not be determined in time for this rule change.

Decision

The suggestion will be reviewed further by the Rules and Plot Teams to find a suitable addition to the rulebook for an addendum later in the year or at the next year’s rule change.

Action to Players

None required.

36. Combat: Other Effects – Voice Effects

Suggested Rule

Adding in: “With the sound of my voice...” <spell> <effect>

- This was used to create effects that worked on characters who heard the incant being used.

Rule Team Thoughts

This effect was play-tested and found to have too many flaws that caused metagaming and other disputes.

Decision

No change.

Action to Players

None required.

Change to Rulebook

1. The Basics: Spirits – Change

Previous Rule

Spirit: The character's spirit has left their body. The player must don a blue headband or a blue glow stick to indicate that they are a spirit and place any tags and in-game items (along with props if possible) on the ground where they died. If the character was on their last life or is uncertain where they wish to resurrect, the player must report to plot immediately (see Resurrection below for more information). Spirits only remember events that occur up to and including their death, and they sense nothing clearly in the world, except for resurrection points. If the character has any resurrections remaining they must immediately go to a resurrection point (a person who has the ability to cast the Resurrection spell). Once a resurrection point is reached, the character can see but not speak to, or understand anything the resurrector says.

Rule Change Idea

Clarify how spirits can move and what actions they can take. This change was previously accepted by the Rules Team and is now officially being placed in the Rulebook.

Full New Rule

Spirit: Upon reaching the end of the Death Count the character has died. All in-game objects and tags must be placed on the location where the character died. If the character has no resurrections remaining on their character sheet, the player must report out-of-game to Head of Plot or the Owner for discussion of their options. If the character has at least one Resurrection left on their character sheet, the player will phys-rep a spirit for their character. This is done by stating "Spirit Rises" and donning a blue light or headband. A spirit will seek resurrection as swiftly as possible (informing plot as soon as it is reasonable to do so). A spirit can only see points of resurrection, all other things being shrouded in grey mist, but is by no means obliged to seek the nearest one, if they think that they would be resurrected in an unsafe place.

Spirits may only communicate with those who have the Speak With Dead spell or effect active. They are considered to know everything that they did upon the point of their death.

A spirit has the following options, upon rising from a body.

- Seek a known resurrector. Another PC, or a well known NPC. Travelling in such a way is unhindered by any physical barriers as the spirit can pass through effortlessly and does not see or feel any such physical blocks. (Passing through a wall or other physical barrier requires a call of "Spirit passes through <barrier>"). While a spirit travels, they may at any point call "Detect Resurrector" at a normal speaking volume to which any character with the ability at that exact moment to cast the Resurrection spell must respond "Here." at the same volume.
- Seek an unknown resurrector. The player should travel as a Spirit until a Plot member can be found. At that point, the Plot member will give the player all nearby resurrection points available and a vague description of what the spirit senses from each. From there, the player may choose to seek one of these points or any of the other options.
- Dissipate. A spirit may choose not to resurrect, and instead go on to whatever comes next. This can be done even with Resurrections left on the character sheet, but once chosen the character is Finished and cannot be played. Go to Plot if this is your choice.
- Go Home. A spirit may, with a five-count of "Spirit travels 1, Spirit travels 2, etc.", travel instantaneously to wherever they consider to be their home. If this is far away from the area of play, they will likely not be returning to play this event. If chosen, go see Plot on completing the 5 count.
- Deliberately not seek resurrection. This spirit is likely to become an angry wraith. Go see Plot immediately for instructions on what becomes of your Spirit.

Action to Players

None required.

2. Searching and Theft: Stealing Items – NPC items

Previous Rule

Stealing Items

All weapons and in-game items can be stolen. In most cases after stealing an item you take the phys-rep and tag to a Plot member and they will remove the tag and give it to you. The Plot member will then return the phys-rep to the previous owner as soon as possible. In some instances (particularly if the item is of a rare variety) the owner of the phys-rep may request the phys-rep and the item tag stay together. In these cases the phys-rep's owner will be informed by a Plot member and the item must be well taken care of by the current holder.

Rule Change Idea

Adding in a note about NPC items and the NPCs needing to keep their phys-reps for additional roles.

Full New Rule

Stealing Items

All weapons and in-game items can be stolen. In most cases after stealing an item you take the phys-rep and tag to a Plot member and they will remove the tag and give it to you. The Plot member will then return the phys-rep to the previous owner as soon as possible. In some instances (particularly if the item is of a rare variety) the owner of the phys-rep may request the phys-rep and the item tag stay together. In these cases the phys-rep's owner will be informed by a Plot member and the item must be well taken care of by the current holder.

NPC phys-reps may not be removed from NPCs without the player's express permission. To take a weapon from an NPC, ask that player OOG if you can take the phys-rep. If the NPC says no, then you must leave the phys-rep with them but may state an action IG to the NPC, such as "I take your sword and throw it into the woods over there." Or "I take your weapon and tuck it into my belt." This is so that NPCs can continue to use the phys-reps for future roles, or find the phys-reps which are Fantasy Alive's property and return them to NPC camp when their role is finished.

In the case of a Disarm effect, or some other method of forcing a weapon or item from an NPC's hands, then the item must be kept track of to the best ability of the NPC and the player who caused the Disarm effect. In the case of a lost item, the NPC may be required to call a 'Zebra' to find it as they need the item to continue NPCing. This is why we request players keep track of these items so that we limit the times we must stop the game.

Action to Players

None required.

3. Combat: Damage Types – Padded moved to Other Effects

Previous Rule

Padded: Non-lethal damage; a person cannot be taken below 0 LP with padded damage. If knocked unconscious with padded damage, the target will arise with 3 LP (instead of 1) after the 5-minute count. A character cannot heal damage dealt by other types through padded damage or exceed their maximum Life Point total.

Rule Change Idea

It was decided that Padded was an added effect to a weapon and not its' own damage type, like Steel, Wood or Magic.

Full New Rule

MOVED TO OTHER EFFECTS SECTION:

Padded: Non-lethal damage; a person cannot be taken below 0 LP with padded damage. If knocked unconscious with damage with the Padded effect, the target will arise with 3 LP (instead of 1) after the 5-minute count. A character cannot heal damage dealt by other types through the Padded or exceed their maximum Life Point total.

Other Skills effected:

Lethal Hands: Trained in fighting without weapons, characters with this skill are allowed to use 2 hand-to-hand reps while fighting (or one with another weapon in the other hand assuming they have the Ambidexterity skill). Along with this, the character can choose to swing for Wood damage instead of **Wood Padded damage** with a Hand to Hand rep. This skill also allows characters to use two Fighting Gloves without purchasing Ambidexterity.

Ringing Blow [Weapon Type]: A trick of bounty hunters, Ringing Blow is a hit that rattles a defender through even the thickest armour. This skill allows the character to swing for their normal damage with the call “<Damage Type> Padded Body.” This skill is useable once per encounter per purchase.

Staggering Blow [Weapon Type]: The quickest way to take down a target without lasting damage. This strike allows the character to swing for “x <Damage Type> Padded Body” where x is double the amount of damage the character normally swings. This skill may be used once per encounter per purchase.

Subdue [Weapon Type]: Often guards, bouncers, and bounty hunters may wish to keep their prey alive. This skill allows characters to **add the effect Padded to their damage calls** without having to use a non-lethal weapon.

Hand to Hand: This is the skill or art of unarmed combat. When using the hand-to-hand skill a single dagger-sized boffer is used to represent the character’s attacks. Hand to hand combat results in Wood Padded damage. This skill also allows the use of a Fighting Glove which when wielded in combat, changes the damage to Steel.

Action to Players

Players using the effect Padded must now add it to the end of their damage call. For example: “4 Steel Padded” or “3 Magic Padded.”

4. Combat: Other Effects – Anti-Magic

Previous Rule

7	Anti-Magic Shell	50	I ban magic from this Anti-Magic Shell. Immunity to magic	This incantation creates a spherical shell around the target. The target will become completely resistant to all spells and magical effects. Note, this also cancels any magical effect on the target and any temporary magic on the target’s items as well as preventing the use of spells, scrolls, permanent items and potions.	24 hours	Magic	5	Potion
9	Anti-Magic Zone	85	I ban magic from this place and make my Anti-Magic Zone	Identical to Anti-Magic shell, except this spell creates an unmovable 10'x10' area (which must be marked clearly) that is completely resistance to magic and magical effects.	24 hours	Magic	10	No

Rule Change Idea

There has been a lot of confusion with how Anti-magic effects players and their items. The ideas had been previously defined, but were not made available to all players. The Rules Team decided that this information should now be placed into the Rulebook so that all players can read and understand how this effect works.

Full New Rule

7	Anti-Magic Shell	50	I ban magic from this Anti-Magic Shell. Immunity to magic	This incantation creates a spherical shell around the target. The target is under the Anti-Magic effect for the duration of the spell.	24 hours	Magic	5	Potion
9	Anti-Magic Zone	85	I ban magic from this place and make my Anti-Magic Zone	Identical to Anti-Magic shell, except this spell creates an unmovable 10'x10' area (which must be marked clearly) that is completely resistance to magic and magical effects.	24 hours	Magic	10	No

New Effect added: Anti-Magic

Anti-Magic: Anti-Magic has the following effects:

- Any magical effect is suppressed while under Anti-Magic and for 5 minutes after.
- Nothing under Anti-Magic will detect under any detection spells. During the 5 minutes after, any magical effects on the creature will still not detect, though the creature will detect as magic.
- A character will have no access to Spiritual or Magical Energy while under the effect of Anti-Magic or for 5 minutes after.
- All spells of 4th level and lower currently active on a character will be removed while under the effect of Anti-Magic. The spell(s) must be recast on the character once the Anti-Magic effect is over.
- Spells requiring a Magical Component to cast currently active on a character will be suppressed while under the effect of Anti-Magic and for 5 minutes after.
- A character attempting to cast while under the effect of Anti-Magic or for 5 minutes afterwards has the spell fail to cause an effect. No Magical Energy or Spiritual Energy is wasted as the character simply can't access the energy necessary to try to cast.
- Spells cast by another on a character who is under the effect of Anti-Magic or for 5 minutes afterwards fail and the ME/SE is wasted.
- A character who is under the effect of Anti-Magic or for 5 minutes afterwards that is struck by a weapon enhanced by a magical Damage Type (i.e. Magic, Fire, Ice, Light or Dark) will take no effect.
- In general, all magical properties of an item affected by Anti-Magic will be unable to be activated for the entire time it is under the effect and for 5 minutes after being removed. If affected by Anti-Magic again, the 5 minute suppression on removal is reset.
- Magical Items suppressed by Anti-Magic will not detect as Magical.
- Potions drunk while under Anti-magic suppression are used up with no magical result.
- Scrolls read while under Anti-Magic suppression cause no effect but are not used up.
- Magical Items cannot be activated while under Anti-Magic and for 5 minutes after.
- The time spent under Anti-Magic does not count towards the 24 hours required for a Daily Magical Item to recharge. For example, a Daily item used at noon will have the use recharged at noon the following day. If during that time the Daily item spends 1 hour under an Anti-Magic effect, the item will recharge instead at 1pm.
- Permanent Magical Items do not work while under Anti-Magic and for 5 minutes after.
- Contingency Magical Items cannot be activated while under Anti-Magic suppression.
- Vessels will maintain the same amount of Magical Energy contained within.
- While under Anti-Magic and for 5 minutes after, no Magical Energy can be put in or taken out of the Vessel. Attempts to draw energy from a Vessel fail with no other effect. Attempts to put energy into a Vessel fail to charge the Vessel and the ME is lost.
- A Relic's Once Ever, Daily, Permanent, Contingency and/or Vessel properties will react identically as described above.
- Any powers of a Relic that are not described within the Rulebook will be handled at Plot discretion.

Action to Players

All players should familiarize themselves with these rules on anti-magic to properly use the effect at game.

5. Races: D'Shunn – New Racial – Specialist <type> - Change

Previous Rule

D'shunn

(pronounced: Day-Shoon)

“Revenge is a dish best served cold, cold like the surprise bite of steel when you thought you were alone or the blood of the dead; like the night and of the crypt. Of all these things we are familiar, and it is of these things we shall remind those that have forsaken us.” *The words of an unnamed assassin, written in blood on parchment and pressed by dirk into the back of the slain Elven dignitary, Jaraethas Eltaeath*

Some historians claim the name D'shunn actually stems from the words “the shunned.” It is said that the god Kazzok fell in love with a beautiful maiden from an Elven tribe. She was banished when her betrothed failed to

believe that she was indeed the secret lover of a god and, while banished, Kazzok's unborn child died with her. The angered god Kazzok then cursed the tribe to live the rest of eternity underground.

Regardless of their true past, D'shunn are intelligent, crafty and similar in appearance to Elves; it is only the D'shunn's natural bent towards evil that places them amongst the monstrous races. Although no longer as attuned to the flow of magic, they are incredibly nimble and naturally familiar with both hands. Like their Elven cousins however, D'shunn are also more frail than the average human, although they do not suffer resurrections in the same way. D'shunn are identifiable by their light grey skin and white hair.

- May not purchase Exceptional Strength
- Begin with the Florentine skill
- May purchase Magery and Ambidexterity at half cost
- Spiritual Endurances costs an additional 5 skill points
- 2 resurrections
- 4 Life Points
- May purchase LP to a maximum of 10
- Begin with 10 skill points

Suggested Rule

Racial Skill: Specialist <type> - Due to their cunning minds and self-reliant lifestyle, D'Shunn are naturally suited to figuring things out and surviving without assistance from others. Once, at character creation, the D'Shunn can select a single skill category to which they are naturally inclined (Academic, Combat, or Stealth) for which they will not require a trainer to purchase any skill that costs 10 SP or less. Downtime equal to that required to learn the skill without a trainer must still be spent, with skills with a tutor requirement of "R" being treated as x3, however the character does not suffer a penalty to the SP cost of the skill.

Rule Team Thoughts

One of the major core concepts behind the Fantasy Alive Rules is that cooperation between players is required in order to overcome all of the challenges presented. One aspect of this cooperation is the benefit of having a Tutor for skills, and removing that benefit would negatively affect the cooperation and social aspect of the game.

The Rule Team did agree that the D'Shunn racials were less powerful than others, especially those classified as Beasts. The niche that the D'Shunn are seen as covering in FA is that of the dextrous fighter or arcane warrior. The Team agreed to a racial intended to enhance that niche.

Decision

D'Shunn are granted the following Racial:

- May purchase the skill Channel Spell with Backstab or Weapon Mastery as the pre-requisites (along with 10 ME or SE) as well as the skill may be used with any weapon that the character has the skills Backstab or Weapon Mastery in

D'Shunn racial also changed to:

- May purchase Magery, **Two Weapon** and Ambidexterity at half cost

Action to Players

D'Shunn characters with the Channel Spell skill may choose to exchange their Weapon Mastery skill for the Backstab skill and be refunded the difference in skill points. D'shunn with the skill Two Weapon will be refunded half the SP.

6. Skills: New Combat Skill – Ranged Channel Spell

Previous Rule

Channel Spell [Energy Type]: Passing energy through their weapons, warrior mages can strike blows with more than just muscle. This skill allows a character to cast a spell through a normal weapon swing. This must be

done with a melee weapon and the call “Channel Spell <Spell Incant>” is used instead of the weapon damage call. For example, “Channel Spell Fireball, 8 Fire!” This allows the weapon to act as though it is a magical attack, which means it effects the target if it is blocked or strikes a shield. The only way to defend against this skill is by methods that work on spells such as Dodge or Spell Shield. Note that Return Strike will not work against this skill. When purchasing this skill, the player must select the type of energy able to be channeled, ME or SE. Players may use this skill with any weapon in which they have the Weapon Mastery skill. The spell channeled this way also requires an additional 2 ME or SE on top of the normal spell cost. Due to the energy pushed into the weapons this way, only Master-Crafted quality weapons can survive the process. Any weapon of lower quality immediately Shatters upon completing a swing while channelling. This skill is usable at will. This skill may not be used with a scroll, with an activate item, or for any spell which requires a Component.

Suggested Rule

Create skill or allow Channel spell to be used with ranged weapons.

Rule Team Thoughts

When the skill Channel Spell was created, it was decided then to make it melee only. Since that time the Team has received multiple requests to allow the skill to be used with ranged weapons. No argument offered outweighed the interest in the skill changing.

Decision

Channel Spell skill to be edited to include the use of ranged weapons.

Channel Spell [Energy Type]: Passing energy through their weapons, warrior mages can strike blows with more than just muscle. This skill allows a character to cast a spell through a normal weapon **strike**, and the call “Channel Spell <Spell Incant>” is used instead of the weapon damage call. For example, “Channel Spell Fireball, 8 Fire!” This allows the weapon to act as though it is a magical attack, which means it effects the target if it is blocked or strikes a shield. The only way to defend against this skill is by methods that work on spells such as Dodge or Spell Shield. Note that Return Strike will not work against this skill. When purchasing this skill, the player must select the type of energy able to be channelled, ME or SE. Players may use this skill with any weapon in which they have the Weapon Mastery skill. The spell channelled this way also requires an additional 2 ME or SE on top of the **cost of the spell after any other modifiers have been applied**. Due to the energy pushed into the weapons this way, only Master-Crafted quality weapons can survive the process. Any weapon of lower quality immediately Shatters upon completing a strike while channelling. **When using a ranged weapon with ammunition, the launcher and the ammunition must be Master-Crafted or whichever one is lower quality (or both) take the Shatter effect**. This skill is usable at will. This skill may not be used with a scroll, with an activate item, or for any spell which requires a Component.

Action to Players

None required.

7. Equipment: Weapons – New Weapons

Suggested Rule

Sap – similar to club, but of dagger length.

Pike – significantly longer version of a spear (if safety allows)

Bolas – thrown weapon that causes a Bind effect (with or without damage, depending on type)

Bows that require/allow specific level of Exceptional Strength to be used (e.g. requires Exceptional Strength 1 to be used and adds +1 to damage of arrows).

Rule Team Thoughts

Sap – Just lower club minimum length to 12”. No new weapon type needed.

Pike – Weapons longer than a polearm are considered unsafe for use at Fantasy Alive.

Bolas – Any weapon involving a cord or rope are considered unsafe at Fantasy Alive.

Bows, Strength – Previously received and denied. No new arguments given so no reason to change the previous decision.

Decision

Club minimum length changed.

<i>Weapon</i>	<i>Blade Length Inches (cm)</i>		<i>Overall Length Inches (cm)</i>		<i>Base Damage</i>
	Min	Max	Min	Max	
Club	--	--	>12 (31)	<32 (81)	2

Action to Players

None required.

Minor Changes to Rulebook

- Put price of Buckler in Shoppe
- Added Buckler to mentions of Shields throughout book
- Change Herbalism chart to get rid of incorrect “Poison” reference.
- Add Pull into Resist Movement description.
- Clarify that Command is a Charm spell
- Fix Animate Statue Remove “Cure” typo
- Remove “Asking a Marshal...” from list of improper reasons to go OOG.
- Add Repulse to Free Action spell description