

# THE EDDAR PROFESSIONS

# CRUSADERS

## KNOWLEDGE SKILLS

Knowledge Name	Build Cost	Knowledge Description	Duration	Prerequisites
One Handed Weaponry	3	This ability will allow the user to wield any one-handed weapon including small weapons.	Constant	None
Two Handed Weaponry	4	This ability will allow the user to wield any two-handed weapon including polearms, and bastard weapons.	Constant	None
Armor Efficiency	4	This ability increases the total armor points of the characters armor (not including magical armor or shields) by 25%.	Constant	None
Leather Soak	4	As long as the character is wearing 10 points of Armor (before modifications for Armor Efficiency, magical armor, or shields), this Knowledge will always provide a damage soak of 1, to a minimum of 1 damage.	Constant	None
Studded Leather / Chain Soak	5	As long as the character is wearing 20 points of Armor (before modifications for Armor Efficiency, magical armor, or shields), this Knowledge will always provide a damage soak of 2, to a minimum of 1 damage	Constant	Leather Soak
Plate Soak	6	As long as the character is wearing 40 points of Armor (before modifications for Armor Efficiency, magical armor, or shields) and a Plate armor chest piece, this Knowledge will always provide a damage soak of 3, to a minimum of 1 damage.	Constant	Studded Leather/ Chain Soak
Literacy	2	This skill grants a character to the ability to read and write the common language.	Constant	None
Crusader Stamina	3, 4	This ability will grant the Crusader +5 healable essence. This will stack with other effects that increase healable essence.	Constant	None
Shield	5	This ability allows the user to use any size shield.	Constant	None
Weapon Proficiency	10	Each purchase of this ability will allow the character to swing +1 damage with a particular style of weaponry in their main-hand. The available styles of proficiencies are One-handed, Two-handed or Missile weaponry. If the character is using a bastard weapon, only the proficiencies of the style they are using it in (One- or Two-handed) would apply. Each style must be purchased individually, and the build cost progression is for each style of weapon.	Constant	Any Weapon
Teach	4	This ability will allow a person to teach any skill that they know for any profession for which they satisfy the prerequisites to teach. Advanced skills and lists as well as hidden skills and hidden sub-lists cannot be taught by player characters. A character cannot teach a profession until they have an advanced list in that profession and cannot teach a sub-profession until they know at least 15 build worth of skills from that sub- profession.	Constant	Any 5 <sup>th</sup> Rank Crusade Prayer or Sacrament

Knowledge Name	Build Cost	Knowledge Description	Duration	Prerequisites
Utilize Component	3	This ability allows a character to recognize, harvest, dissect, and use components. The most common components can be used by characters for mana and vigor. Other components may have different effects as described by the component. Characters with this knowledge may also harvest raw components located in-game and grants the knowledge required to dissect components from different creatures. Harvesting and dissecting a component takes 1 minute. For mana and vigor components this will harvest 2 points per minute. A single character may only harvest a maximum of 10 points from a single component node each hour. Components can be traded between players, however all components wither and die at the end of the weekend.	Constant	None
Hybrid Essence	1	For every character level they possess the Crusader may purchase 1 healable essence at a rate of 1 build per essence. Starting at level 1.	Constant	None
Mana	1, 2	The character may purchase 1 healable Mana at a rate of 1 build per point of Mana. Once a character has reached 40 Mana the cost will increase to 2 build per point of Mana and will increase by 1 build for every 40 Mana thereafter.	Constant	None
Vigor	1, 2	The character may purchase 1 healable Vigor at a rate of 1 build per point of Mana. Once a character has reached 40 Mana the cost will increase to 2 build per point of Mana and will increase by 1 build for every 40 Vigor thereafter.	Constant	None

#### *VIGOR SKILLS*

Skill Name	Build Cost	Casting Cost	Skill Description	Duration	Effect	Target	Prerequisites
Armor Patch	5	2v	This skill allows a character to repair 25% of the armor point value of a target suit of armor after 1 minute of work. The armor may be worn at the time. Doubling the cost and spending an additional minute will repair a total of 50% of the armor points to the suit of armor. After this skill has been used on a suit of armor, it cannot be used again until the armor has been repaired to its full value by a smith or through another skill	Instant	Tactical	Self	Armor Efficiency
Block	3	3v	This ability allows a character wielding a weapon or shield to stop any one instance of numerical damage from a physical source that is not delivered from behind.	Instant	Tactical	Self	Any weapon or shield
Break Weapon	4	4v	This skill will break a target weapon struck by the character in combat.	Instant	Offensive	Any	Weapon Proficiency

Skill Name	Build Cost	Casting Cost	Skill Description	Duration	Effect	Target	Prerequisites
Critical Strike	3	3v	This skill will cause a physical attack by the character to inflict 2 times the normal continuous damage of the same type as a normal combat strike. The character should call "Crit X damage" where X is the amount of damage they will inflict. They should also specify the damage type if it is not normal damage	Instant	Offensive	Any	Weapon Proficiency
Deflect	4	4v	This defense allows a character wielding a shield to stop any one effect from a physical source that is not delivered from behind	Instant	Tactical	Self	Block
Intercede	3	2v	This skill will allow a character to strike a target in combat and take any physical or magical effect that was just delivered to the target onto themselves. Intercede may be followed with an appropriate defense to stop the attack as if it had hit the interceding character, but avoidance defenses like dodge and evade cannot be used as the interceding character has deliberately placed themselves in the way of the attack.	Instant	Tactical	Any	Block
Retain	3	2v	This skill will stop the character from letting go of or dropping a weapon, shield, or item being held when a skill would normally force them to do so. This has no effect if the player has dropped the item for any reason other than the use of an in-game skill, spell, or effect.	Instant	Tactical	Self	Weapon Proficiency
Stun	3	3v	This skill causes a character's target to be unable to walk, attack, cast, or use any Defensive Skills. Latent defenses may be invoked. Any Offensive action taken against the Target will end this effect. This Skill must be delivered to the Tunic Area.	5 seconds	Tactical	Any	Any Weapon
Willpower	5	3v	This defense allows a character to stop any one mind effect. The use of willpower does not need to be called unless the mind effect specifies otherwise.	Instant	Tactical	Self	Block
Parry	6	5v	This defense allows a character wielding a weapon or shield to stop any one effect from a physical source.	Instant	Tactical	Self	Block

*CRUSADER PRAYERS*

Rank	Spell Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
Verbal	<i>No Additional Verbal</i>							
1	Smite Beast	2	1m	This prayer will do 10 smite damage to demons and undead. It will have no effect on other types of creatures	Instant	Instant	Demon and Undead	Literacy
1	Lesser Heal	2	1m	This prayer will heal a living target for 5 essence up to the target's maximum healable essence pool.	Instant	Instant	Any	Literacy

Rank	Spell Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
1	Detect Lie	2	1m	This spell will determine if the last statement a target said within 5 seconds was a lie. This will only confirm if the target believes they said something that was false to the best of their knowledge. This prayer has perfect aim. Either the caster or target may request a marshal.	Instant	Instant	Any	Literacy
1	Repel Beast	2	1m	This spell will push a target 10 feet away from the caster and hold them at that distance if the target is undead or a demon. The target may not approach the caster closer than 10 feet, though if the caster approaches the target closer than this the distance is reduced. Once cast, the caster must hold their arm out with an open palm facing the target. If the caster lowers her arm, the effect ends.	5 Minutes	Channeled	Demon and Undead	Literacy
Verbal <i>No Additional Verbal</i>								
2	Healing Stance	3	2m	This prayer will cause the caster to enter a stance that will heal the caster for 5 essence up to her maximum healable essence pool each time she uses the block, parry, or deflect skill.	5 minutes	Instant	Self	Equal number of Rank 1 Crusader Spells
2	Quiet Beast	3	2m	This prayer will prevent the target undead or demon from making any verbal noise.	1 minute	Instant	Demon and Undead	Equal number of Rank 1 Crusader Spells
2	Charge	3	2m	This prayer will allow the caster to instantly break free from and dispel any pin or bind type of effect on herself. This will work on the Crusader prayer "Immovable."	Instant	Instant	Any	Equal number of Rank 1 Crusader Spells
2	Smite Foe	3	2m	This prayer will do 5 Essence damage to any creature the caster regards as an enemy	Instant	Instant	Any	Equal number of Rank 1 Crusader Spells
Verbal <i>No Additional Verbal</i>								
3	Illuminate	4	3m	This prayer will cause the target creature or object to emanate light. The target will lose any resistances or immunities to normal damage before soak. This does not affect resistances or immunities to non-normal damage types. The target cannot be concealed. If a target is not expected to be destroyed quickly, it should be marked with a glow necklace or glow stick. If used to light a room, the duration of this prayer increases to 6 hours.	30 Minutes	Instant	Any	Equal number of Rank 2 Crusader Spells

Rank	Spell Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
3	Divine Judgement	4	3m	This prayer will reduce the target's weapon damage against the caster only to no more than 5 damage if it is more than 5 damage due to any skills or effects. The type of damage remains unchanged, though even vulnerability will not increase the damage above 5. A caster may only affect one target with this prayer at a time.	1 Minute	Instant	Any	Equal number of Rank 2 Crusader Spells
3	Immovable	4	3m	This prayer will cause the caster to become immune to all movement effects. The caster is inflicted with a pin effect that cannot be broken with strength or effects that normally break pins. The caster may lift both feet to shift or pivot, but cannot move from the spot.	5 Minutes	Instant	Self	Equal number of Rank 2 Crusader Spells
3	Protector's Stance	4	3m	This prayer will cause the caster to enter a stance in which the caster can only defend and use defensive or protective combat skills. When the caster enters this stance, they gain +20 temporary vigor which can raise the caster above their normal maximum pool. At the end of the stance any remaining vigor from this temporary bonus is lost.	5 Minutes	Instant	Self	Equal number of Rank 2 Crusader Spells

Verbal *No Additional Verbal*

4	I Command You to Attack Me	5	4m	This prayer will cause the target unable to attack any target other than the caster as long as the caster is conscious and able to fight. The target may choose not to attack anyone, but if the target chooses to attack the caster is the only eligible target. If another character attacks the target, the target may then attack that character in addition to the caster. This prayer is a mind effect.	5 Minutes	Instant	Any	Equal number of Rank 3 Crusader Spells
4	Shield of Essence	5	4m	A target may invoke this latent defense to treat any essence type damage as normal damage. Once invoked, all essence damage will be treated as normal for the duration	6 Hours	Invoked/5 minutes	Any	Equal number of Rank 3 Crusader Spells
4	Holy Weapon	5	4m	This prayer will allow a target weapon to swing for +1 magic damage or elemental damage as chosen by the caster when the spell is cast. If the caster is the only character to carry the weapon, the duration is increased to 30 minutes.	6 Hours	Invoked/5 Minutes	Weapon	Equal number of Rank 3 Crusader Spells
4	Crusader's Shield	5	4m	This prayer will cause a target shield to absorb the explosions of any demons killed by the caster. These explosions are completely negated if the caster is holding the shield and inflicts the killing blow on the demon.	1 Hour	Instant	Shield	Equal number of Rank 3 Crusader Spells

Rank	Spell Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
Verbal				<i>No Additional Verbal</i>				
5	Holy Armor	6	5m	This prayer will grant the caster +1 armor soak.	30 minutes	Instant	Self	Equal number of Rank 3 Crusader Spells
5	Spell Delay	6	5m	This prayer can be used as a defense to allow the caster to prevent a magical effect that strikes her from having any immediate effect. The effect is not negated but paused. When this prayer expires, the held effect will take place normally. If the caster has an appropriate dispelling effect cast during this time, it will destroy the effect being delayed. Alternatively, an appropriate defense may be invoked when this prayer ends and the delayed effect is released.	6 Hours	Invoked/5 Minutes	Self	Equal number of Rank 3 Crusader Spells
5	Crusade	6	5m	This prayer allows the caster not to suffer numerical damage dealt by the specified target until either the caster or the target falls unconscious due to damage. The caster cannot use mana while this prayer is active. If either the caster or target falls due to damage, the prayer will end. When this prayer ends, the caster will enter the critical stage of their death count.	5 Minutes	Instant	Self	Equal number of Rank 3 Crusader Spells
5	Hero's Mercy	6	5m	This prayer will allow a target that is dying to rise at full essence. This will take effect whether the target is in her non-critical or critical stage death count. The caster will then enter her own death count at whatever stage and count the target left off. This prayer does not count toward a target's life effect limit for an event. If this prayer has no effect for any reason, the caster regains the mana spent in casting.	Instant	Instant	Any	Equal number of Rank 3 Crusader Spells

### Sacraments

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
1	Sacrament of Benediction	3	1m, 1v, 1e	This sacrament allows the caster to gain +10 healable essence. This will stack with other effects that increase healable essence	6 Hours	Instant	Any	Literacy
1	Seal of Retaliation	3	1m, 1v, 1e	This seal is triggered only by undead and demons. It will inflict 15 bane damage (which is thus increased to 30 damage) on a target that triggers the seal.	6 Hours	Reactive	Seal	Literacy

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
2	Sacrament of Blessed Protection	4	2m, 1v, 1e	Once invoked, this sacrament will allow the caster to instantly convert 1 mana to 3 points of temporary repairable magical armor. This temporary armor will stack with any other temporary armor increase including other armor generated with this sacrament. There is no limit to how much mana the caster can convert into armor at one time, though this sacrament will end if 40 mana has been converted into armor. This sacrament may only be invoked by a caster once per tag ring.	6 Hours	Invoked/5 Minutes	Any	Equal number of Rank 1 Crusader Sacraments
2	Summon Armament	4	2m, 1v, 1e	This sacrament can be invoked to summon any weapon or shield the caster knows how to use. The caster must provide a prop for the weapon or shield. The item is made of steel, inflicts normal damage unless augmented after summoning, grants full armor points as if newly repaired, and is considered to be tempered and enchantment quality. The item is attuned to the caster.	6 Hours	Invoked/30 Minutes	Any	Equal number of Rank 1 Crusader Sacraments
3	Sacrament of Oath Binding	5	3m, 1v, 1e	A willing target who has not been coerced through magical means must swear an oath when this sacrament is cast. If the target breaks the oath, the following consequences are invoked. The target is compelled to immediately seek out the caster through the fastest non-harmful means. They must then completely confess how they broke the oath to the caster. The target will then be under the caster's full control as per the prayer "Bestow Domination" for 30 minutes, after which point the sacrament ends. These consequences are mind effects, but once the sacrament has been successfully cast they cannot be resisted or defended against by any means including immunities. Any mind effect defenses used to defend against this sacrament must be clarified to the caster of the sacrament.	Weekend	Reactive	Any	Equal number of Rank 2 Crusader Sacraments
3	Sacrament of Field Baptism	5	3m, 1v, 1e	This sacrament will grant a target the ability to cast "Lesser Heal" as per the Crusader prayer. The target will also increase all weapon damage by +1 of the same type. The target may assist in the raising of any Crusader banner even if they are not the caster or ritualist involved, allowing them to act as the banner bearer. A character with a conflicting affinity cannot be the target of a Field Baptism.	6 Hours	Invoked/30 Minutes	Any	Equal numbers of Rank 2 Crusader Sacraments

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
4	Sacrament of the Truth Sayer	6	4m, 1v, 2e	The target of this sacrament may only speak truthful statements. The target is compelled to respond to any questions asked by the caster or the caster's allies. This is a mind effect, but any defenses against it must be called aloud when the sacrament is cast	30 Minutes	Instant	Any	Equal number of Rank 3 Crusader Sacraments
4	Sacrament of Honor Combat	6	4m, 1v, 2e	When the caster invokes this sacrament, they must strike a successful damaging blow against a target within 1 minute or the sacrament is lost. If the caster succeeds, the caster and the target become locked in Honor Combat. The caster and target are only affected by skills or effects delivered by the other character in the Honor Combat. All skills or effects from outside sources have no effect. Neither the caster nor target may leave line of sight of the other, and any skills that would allow either to retreat from combat automatically fail. Others outside the Honor Combat may not impede the movement of either combatant. The sacrament's effects end when either the caster or target falls unconscious due to damage.	6 Hours	Invoked	Any	Equal number of Rank 3 Crusader Sacraments
5	Banner of the Divine Mantle	7	5m, 2v, 2e	This banner will repair 2 armor for all allies every 10 seconds. This will only repair armor currently worn by a target up to its normal maximum armor point value	30 Minutes	Channeled	Banner	Equal number of Rank 4 Crusader Sacraments
5	Sacrament of Valor	7	5m, 2v, 2e	A caster may invoke this latent sacrament to regenerate, repair, or cure any one instance of non-numerical damage or physical status impairing effect every 15 seconds.	6 Hours	Invoked/15 Minutes	Any	Equal number Rank 4 Crusader Sacraments