

# THE SUB- PROFESSIONS

# LOREKEEPERS

Lorekeepers are required to keep a lore book in which to inscribe their lore and spells.

## KNOWLEDGE SKILLS

Build Cost	Knowledge Name	Knowledge Description	Duration	Prerequisites
3 or 5	Scriviner	This knowledge allows the character to inscribe any spell they know into a written text. Any spell cast from the inscribed work will cost one less mana or vigor to cast, however it takes 1 minute to cast this way. A spell costs one build per rank to inscribe into a text. A Lorekeeper must have their Lore Book on their person to cast spells from it. Spells/prayers that cost 0 mana cannot be used to imbue items.	Constant	Literacy
4	Master Teacher	This knowledge allows a character to aid in teaching in a way that allows the ability taught to be used the same event. A character can never be master taught a skill for which they have just learned the prerequisite. A character may only be Master Taught once per event through this means.	Constant	Scriviner
3	Focused Studies	A Lore keeper may choose a focused study which offers the character a potential for more role-play with plot at events. If a Lore Keeper with a given Focus of Study asks a question related to their study, while in-game, with an appropriate Plot Marshal present, or a Marshal specifically asks if any Lore keeper has a specific Focus of Study, that Lore Keeper may receive additional in-game information. Focused Studies may only be learned after 15 points of Build have been spent in Lore Keeper and must be learned from a Plot/NPC teacher. Learning a Focused Study will not create any type of affinity. However, learning abilities listed under certain studies will create the appropriate affinity.	Constant	Identify Magic and at least 15 Build Spent in Lorekeeper (This includes build spent on spells from Scriviner)

## LOREKEEPER SPELLS

Spell Name	Build Cost	Casting Cost	Spell Description	Duration	Effect	Target	Prerequisites
Verbal	<i>I Unlock The Secrets Of An Ancient And Forgotten Past To...</i>						
Detect magic	2	1m	This spell allows a caster to tell if a target is magical or not. This spell will not reveal the nature of the magic or how it works, only the presence of a magical aura.	Instant	Instant	Any	Scriviner
Identify Magic	5	5m	This spell grants the caster the knowledge of the magical properties of an item. This may not work on advanced or hidden properties.	Instant	Instant	Any	Detect Magic
Bestow Invulnerability	5	4m	This spell will stop any one physical effect, including one delivered by surprise. The Lorekeeper must have their Lore Book on their person and it takes 1 minute to cast this spell.	6 Hours	Invoked	Any	Scriviner

Spell Name	Build Cost	Casting Cost	Spell Description	Duration	Effect	Target	Prerequisites
Verbal	<i>I Unlock The Secrets Of An Ancient And Forgotten Past To...</i>						
Bestow Negation	5	4m	This spell will stop any one spell or prayer. The Lorekeeper must have their Lore Book on their person and it takes 1 minute to cast this spell.	6 Hours	Invoked	Any	Scriviner
Bestow Absorption	7	5m	This spell will stop any one spell or prayer as well as heal the user an amount of mana equal to the casting cost of the effect stopped. If used to stop a Power based ability, this will heal the user 1 power. The user may not exceed their Mana or Power Pool cap through use of this spell. The Lorekeeper must have their Lore Book on their person and it takes 1 minute to cast this spell.	6 Hours	Invoked	Any	Negation

### FOCUSED STUDIES

*Listed are the most common Focused Studies. There may be other studies that can be discovered. Major focused studies will usually offer the opportunity to learn other abilities as well as offer information. There are also less common or lesser Focused Studies, that though they may not offer other abilities will still grant an opportunity for information.*

*Learning a Focused Study will not create any type of affinity. However, learning abilities listed under certain studies will create the appropriate affinity.*

*\*All spells gained through a study must be cast with the Lorekeeper verbal*

Spell/Skill Name	Build Cost	Casting Cost	Spell/Skill Description	Duration	Effect	Target	Prerequisites
<b>MARTIAL STUDY</b>							
*Detect Demon	2	1m	This spell will allow a caster to determine if their target is a demon. This will not pierce the illusions that are associated with greater demons.	Instant	Instant	Any	None
Disarm	2	1v	This Skill will cause the Target to drop their weapon and be unable to pick it up for 5 seconds. This Skill is delivered by striking the Target in the arm holding the weapon. If the weapon is two-handed, the Target need only remove the hand of the arm struck for 5 seconds.	Instant	Instant	Any	None
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	Instant	Self	Detect Demon or Disarm from Study
<b>ARCANE STUDY</b>							
*Spheres of Crystal	2	1m	This spell will allow the caster to throw 5 separate packets with one casting of the spell. Each packet inflicts 1 normal damage	Instant	Instant	Any	None
*Stay Your Distance	2	1m	This spell will push a target 10 feet away from the caster and hold them at that distance. 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.	1 minute	Channeled	Any	None

Spell/Skill Name	Build Cost	Casting Cost	Spell/Skill Description	Duration	Effect	Target	Prerequisites
Raise Banner	2	3m	This ability allows the Ritualist to raise a banner as well as aid others in the raising of a banner	30 minutes	Channeled	Banner	Spheres of Crystal or Stay Your Distance from Study

#### EDDAR STUDY

Learning the knowledge has no effect on affinity. However, learning an ability will create an Eddar affinity.

*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	None
*Detect Life	2	1m	This spell will tell a caster whether or not a target is living. If the target is a living creature but is dying, it will tell the caster the target's current death count. This prayer will also tell the caster if the target is currently diseased, poisoned, or unconscious for some other reason (like waylay).	Instant	Instant	Any	None
Balance	3	2v	This Discipline allows the Lorekeeper to Negate the effects of a Pin, Bind, or Movement effect. This does not work on Imprisonment.	Instant	Instant	Self	Detect Lie or Detect Life from Study

#### SH'DDAR STUDY

Learning the knowledge has no effect on affinity. However, learning an ability will create a Sh'ddar affinity.

*Feign Death	2	1m	This spell allows the target to appear as dead. Any detect or assess life skills will determine that the target of this spell is dead. Any movement from the Target will end this effect.	1 hour	Invoked	Any	None
*Incite You to Battle	2	1m	The target is forced to attack only the caster. The target may use any means they choose to attack the caster, but is compelled to attack the caster by any means available to them. If the caster turns their back on the target, the effect ends immediately. This is a mind effect.	1minute	Instant	Any	None
*Shadows Whisper	3	1m,1v,1e	This will allow the caster to create a mental link between themselves and another Target. After the Sacrament is cast, they may communicate using a walkie-talkie. The same caster may bring additional Targets into this communication with added castings of the Sacrament. Players must provide their own walkie-talkie.	6 hours	Instant	Self and Any	Feign Death or Incite You to Battle from Study

#### WODDAR STUDY

*Feather Fall	2	1m	This spell will allow the target to fall for a period of up to 1 minute. If they hit the ground during that time, they will take no impact from that fall. They may move 1 foot per second to role-play moving. This spell will cover a maximum fall of 60 feet per consecutive cast.	6 Hours	Invoked	Any	None
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Spell/Skill Name	Build Cost	Casting Cost	Spell/Skill Description	Duration	Effect	Target	Prerequisites
Cloak of the club	2	1v	You must follow totem casting rules. Once activated this totem will keep all natural animals from attacking or taking aggressive action toward the user. This includes changers in animal form. Also for the duration of one invocation it will prevent one blight effect on the user.	30 minutes	Activated	Self	None

**POLITICS & CULTURE STUDY**

*Captive Your Mind	2	1m	This spell will charm the Target to treat the caster as a friend, and someone not to be harmed. The Target will treat other players as it normally would. The Target is not required to follow any commands. This spell will break if the caster attacks the Target. This counts as a mind effect.	30 Minutes	Instant	Any	
Double Dealing	3	2v	The Lorekeeper may use this skill to give a false clarification to any Truth telling effect used against them. A Marshal is recommended during the use of this skill.	Instant	Instant	Self	Captive Your Mind

**ECOLOGY**

Careful Hand	4	1v	<p>This skill will allow the Lorekeeper 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.</p> <p>In addition, it allows someone to dissect or harvest components in 15 seconds instead of the normal 1 minute. Furthermore, for an additional 1 vigor, the skill also extends the life of a component by 1 month. A component can only be extended once by this means.</p>	Instant	Invoked	Self	
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