

THE SH'DDAR PROFESSIONS

REAVERS

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
Weapon Proficiency	10, 12, 14, 16	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
Sundered Arms	4	This skill will allow the character to fight with a weapon that has received a break weapon effect. During this time, the weapon will strike for half of its base damage and proficiencies the character knows and cannot have any new spells cast upon it. Strength bonuses still apply as normal. If the weapon is struck with a second break weapon, it will shatter beyond use	Constant	Weapon Proficiency x2
Florentine	4	This Knowledge allows the character to use both a One-handed sized and a Small sized weapon at the same time in different hands. They may use the weapons in both an offensive and defensive manner.	Constant	Any Weapon
Florentine Master	5	This Knowledge allows the character to use two One- handed sized weapons at the same time in different hands. They may use the weapons in both an offensive and defensive manner.	Constant	Florentine, Weapon Proficiency
Florentine Proficiency	4, 6, 8, 10	Each purchase of this Knowledge will allow all off- hand attacks from the character to strike for +1 damage.	Constant	Equal number of Weapon Proficiencies
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
Reaver Stamina	3, 4	This ability will grant the Reaver +5 healable essence. This will stack with other effects that increase healable essence.	Constant	None
Backstab	6	With this Knowledge, any strikes to the back of the opponent, while the character is positioned within back 180 degree arc of the target, may deal +1 damage. Any damage dealt this way must have "Backstab" announced preceding the damage call.	Constant	Any Weapon

Knowledge Name	Build Cost	Knowledge Description	Duration	Prerequisites
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 she has an advanced list in that profession and cannot teach a sub-profession until she knows at least 15 build worth of skills from that sub- profession.	Constant	Any 5 th Rank Reaver Prayer or Sacrament
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
Literacy	2	This skill grants a character the ability to read and write the common language.	Constant	None
Hybrid Essence	1	For every character level they possess the Reaver 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
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 Limb	4	3v	When striking any of the limbs of the Target, the character may use this Skill to cause a Break effect to the limb. If struck on an arm with this skill, that arm will now strike for half damage rounded down with a weapon as well as be unable to throw spells. If a target is struck in the leg with this skill, the target may only walk at a heel-to-toe rate.	Instant	Offensive	Limb	Stun
Break Shield	6	4v	This Skill will allow the character to strike a shield and destroy it. The broken shield is considered useless and must be dropped by the target.	Instant	Offensive	Shield	Break Weapon

Skill Name	Build Cost	Casting Cost	Skill Description	Duration	Effect	Target	Prerequisites
Break Weapon	4	4v	This Skill will allow the character to strike a weapon and destroy it. The broken weapon is considered useless and must be dropped by the target.	Instant	Offensive	Weapon	Weapon Proficiency
Critical Strike	3	3v	This Skill will allow the character to swing x2 of their current damage. Magical damage enhancing effects that last for 1 minute or less do not get factored into the multiplication of this skill.	Instant	Offensive	Any	Weapon Proficiency
Disarm	2	1v	This Skill will cause the character's 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	Offensive	Any	Weapon Proficiency
Retain	3	2v	This Skill will allow the character to defend against any Disarm effects. This will not protect the Reaver if they naturally drop the weapon.	Instant	Tactical	Self	Weapon Proficiency
Stun	3	3v	This Skill causes a character's target to be unable to move, 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
Waylay	5	4v	This Skill will cause a character's Target to be rendered unconscious. This Skill must be delivered between the shoulder blades, no more than 6 inches from the base of the neck, and must be delivered as a Surprise Action. This effect will end if the Target receives 5 damage, or a Sever or Break effect. This Skill will not affect Summoned beings, nor will it affect a Target wearing an armored helm of Chain or greater equivalency	5 minutes	Offensive	Any	Backstab
Withdraw Energy	4	2v	This skill allows the character to retain the Mana spent on a weapon cast spell that has in some way missed or been defended against.	Instant	Tactical	Self	1st Rank Reaver Sacrament

REAVER PRAYERS

All Reaver prayers are exclusively weapon cast, even if they are acquired through a non-Reaver ability.

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
Verbal	<i>On This Field Of Battle...</i>							
1	Create Blade of Precision	2	1m	When Invoked, the weapon swings for +1 damage for the next 10 swings	Latent: 6 Hours	Invoked: 1 Minute	Any Weapon	Literacy
1	Create a lesser Life Tap	2	1m	The Caster deals 5 Essence damage to the target and heals 2 Essence to themselves. This prayer can only be used on a target with 1 or more Essence	Instant	Instant	Any	Literacy

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
1	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.	1 Minute	Instant	Any	Literacy
1	Siphon Your Defense	2	1m	This spell will steal one latent spell/prayer on the target. The caster must specify the name of the defense that will be stolen. If the target does not have that latent spell/prayer, the spell has no effect	Instant	Instant	Any	Literacy
<i>Verbal</i>				<i>On This Field Of Battle I...</i>				
2	Sap Strength	3	2m	This Prayer will drain the Target of 1 Strength. If the Prayer is delivered successfully, the Reaver will then gain +1 Strength for the duration. A Target may never be drained below the ability to swing 1 damage by this means	5 Minutes	Instant	Any	Equal number of Rank 1 Reaver Prayers
2	Block healing	3	2m	The target is unable to be healed by magical means for the duration of this prayer. Alchemical or other forms of healing will still function.	1 minute	Instant	Any	Equal number of Rank 1 Reaver Prayers
2	Tether You to Darkness	3	2m	The target is forced to remain within 10 feet of the caster. If the caster turns their back to the target, the effect ends immediately.	1 Minute	Instant	Any	Equal number of Rank 1 Reaver Prayers
2	Create Combat's Insight	3	2m	The Reaver suppresses their Backstab knowledges for the duration, gaining +1 to their Constant Damage for each one suppressed. All Backstab knowledges, regardless of from where they are gained, are suppressed by, and will function with, this prayer, but no more than +3 damage may be gained in this way. This Prayer is Reaver specific.	5 minutes	Instant	Self	Equal number of Rank 1 Reaver Prayers
<i>Verbal</i>				<i>On This Field Of Battle Blood And Rage, I ...</i>				
3	Invoke T'rgall: Rage	4	3m	When invoked, this prayer allows the Reaver to double the multiplier of Critical Strike for 1 swing. This prayer is Reaver specific.	Latent: 6 Hours	Invoked: Instant	Self	Equal number of Rank 2 Reaver Prayers
3	Invoke Balefor: Discipline	4	3m	When cast, the Reaver's next offensive vigor skill that they know can be used 2 times in a row while only expending the Vigor cost for a single use, and without the 5 second pause between offensive actions. This prayer is Reaver specific.	Latent: 6 Hours	Invoked: Instant	Self	Equal number of Rank 2 Reaver Prayers
3	Rend Limb	4	3m	The target's limb is severed.	Instant	Instant	Any	Equal number of Rank 2 Reaver Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
3	Transfer Root	4	3m	The Reaver may invoke this prayer in response to a pin or bind effect, allowing them to negate the pin or bind by transferring the effect to another target. The Reaver has 5 seconds to transfer the pin or bind or they take the effect themselves. The new target may not Dodge or Evade this call, but may otherwise defend themselves from this effect appropriately. If the chosen target does not receive the transferred effect for any reason, the Reaver takes the Pin or Bind, and the spell is lost.	Latent: 6 Hours	Invoked: 5 Seconds	Self	Equal number of Rank 2 Reaver Prayers
Verbal <i>On This Field Of Battle Blood And Rage, I...</i>								
4	Weaken Shield	5	4m	The targeted shield is weakened, allowing the Reaver to call 2 damage whenever they strike the shield. Only the Reaver gains the ability to call this damage.	1 Minute	Instant	Shield	Equal number of Rank 3 Reaver Prayers
4	Pierce Sanctuary	5	4m	The caster's next swing will pierce through any Wall or Sanctuary effect and will not trigger any of its effects. Any skills, prayers and magical enhancements may be used in conjunction with this prayer.	1 minute/Next Swing	Instant	Any	Equal number of Rank 3 Reaver Prayers
4	Create Riposte of the Reaver	5	4m	The Reaver gains one use of the skill Riposte at no cost upon invoking this prayer. This prayer is Reaver Specific	Latent: 6 Hours	Invoked: Instant	Any	Equal number of Rank 3 Reaver Prayers
4	Create Desperate Measures	5	4m	Through this prayer, the Reaver may inflict any amount of Aggravated Essence damage to themselves, restoring 1 Mana or 1 Vigor, in any combination, for every point of Aggravated Essence dealt. This prayer may only be invoked once per hour.	Instant	Instant	Self	Equal number of Rank 3 Reaver Prayers
Verbal <i>On This Field Of Battle Blood And Rage Unyielding, I...</i>								
5	Killing Strike	6	5m	The target is immediately put into the Critical stage of their Death Count. This prayer may only be used on targets who are unconscious, and will not function with a Sleep effect.	Instant	Instant	Any Unconscious	Equal number of Rank 4 Reaver Prayers
5	Call Blood for Blood	6	5m	The caster gains a +1 Mana and Vigor efficiency for the duration of the prayer, not stacking above +2. In addition, the Reaver may increase their Continuous Damage up to +3 by paying 2 Healable Essence per point of damage gained. The amount of Essence paid is chosen at the time of casting. This Healable Essence cannot be regained through any means, but returns to the caster at the end of the effect. This prayer may only be used once per hour.	5 Minutes	Instant	Self	Equal number of Rank 4 Reaver Prayers
5	Stop Vigor	6	5m	The target loses the ability to use any abilities that have a Vigor cost associated with them, including those with a cost of 0 Vigor. This effect will not prevent the use of Racial abilities, including those that grant the use of Skills or Spells with Vigor costs.	5 Minute	Instant	Any	Equal number of Rank 4 Reaver Prayers
5	Stop Mana	6	5m	The target loses the ability to use any abilities that have a Mana cost associated with them, including those with a cost of 0 Mana. This effect will not prevent the use of Racial abilities, including those that grant the use of Skills or Spells with Mana costs.	5 Minutes	Instant	Any	Equal number of Rank 4 Reaver Prayers

SACRAMENTS

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
1	Sacrament of Death	3	1m, 1v, 1e	The Reaver may restore 1 Essence, Mana or Vigor any time they reduce a target to the Critical Stage of their Death Count through any means. This will not raise them above their cap for a given pool. The resource restored may be chosen each time a target is reduced to their Critical Death Count. This Sacrament is Reaver specific	Latent: 6 Hours/ Invoked: 1 Hour	Constant	Self	Literacy
1	Grim Coil	3	1m, 1v, 1e	The chosen arm cannot have a weapon wielded in that arm disarmed by any means. This will not prevent Severs or Breaks, but a Sever will not end the effect early. The weapon wielded in that arm will still remain attached to the severed limb, and will return to the Reaver if the limb is regenerated or otherwise regained in some manner. Arm must be chosen during casting.	Latent:6 Hours/ Invoked 1 Hour	Constant	Self	Literacy
2	Grant Battle's Fervor	4	2m, 1v, 1e	The Reaver grants the target the fervor of battle, granting them +1 Damage to their melee swings for the duration of the effect. In addition, the Reaver may grant the target use of any one Rank 1 or 2 prayer. The target casts the prayer gained off their own Mana Pool. The Reaver loses access to the prayer granted to the target, unless the target is another Reaver. The target of this Sacrament cannot be self, or be of a conflicting baptism or affinity	Latent: 6 Hours	Invoked: 30 Minutes	Any Other	Equal number of Rank 1 Reaver Sacraments
2	Seal of the Shroud	4	2m, 1v, 1e	When triggered, the person triggering the seal is compelled to attack the nearest person for 5 minutes, friend or foe. If a person moves away and another person then becomes the nearest target, the person affected will attack the new nearest target. This is a Mind Effect. For more information on seals, please reference the Casting of Seals section of the rulebook	Latent: 6 Hours	Reactive/ 5 Charges	Seal	Equal number of Rank 1 Reaver Sacraments
3	Dark Stand	5	3m, 1v, 1e	This Sacrament is Reaver specific and allows the caster to keep fighting until they reach -50 Essence. At that time, they fall to the ground at -50 Essence and in their first stage of a death count. In order to be healed, they must be restored to 1 or more Essence by numerical healing, or they must receive a Life Effect. Flowing Health and First Aid, will not function on the character while they are in this type of death count. The caster will also fall into this special death count at -50 Essence when the effect ends for any reason, regardless of how much Essence they have remaining. This Sacrament may only be used once per tag cycle and may be invoked only when the caster is at or below 0 Essence.	Latent: 6 Hours/ Invoked: 5 Minutes	Instant	Self	Equal number of Rank 2 Reaver Sacraments

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
3	Orison of Battle	5	3m, 1v, 1e	This Sacrament is Reaver specific. The Reaver may choose one Favored Prayer per rank, allowing them to cast these prayers with no additional verbal for the duration of this effect. All other casting restrictions and costs must be obeyed and paid appropriately.	Latent: 6 Hours/ Invoked: 15 Minutes	Instant	Self	Equal number of Rank 2 Reaver Sacraments
4	Banner of Battle	6	4m, 2v, 2e	This Banner allows all allies in sight to swing for +1 damage. All banners must be cast with the aid of a Ritualist. For the complete rules on raising a Banner, please reference the Ritualist section of the Rulebook.	30 Minutes	Instant	Banner	Equal number of Rank 3 Reaver Sacraments
4	Harm's Blade	6	4m, 2v, 2e	The Reaver may deal Direct Essence, Mana or Vigor damage on their next swing. All damage increasing effects and skills may be used in conjunction with this Sacrament. Once the strike is successful, the Reaver heals for the amount called. If the swing misses or is negated in any way, the Reaver must wait 1 minute before invoking this effect again, but the effect is not lost until the strike is landed. If the target calls "No Effect" or "Minimal," the Sacrament does not trigger: The Reaver gains no Mana/Vigor/Essence and the Sacrament is not wasted. The Reaver must still wait 1 minute before invoking the effect again if the strike does not land for any reason. This effect may only be called successfully once per tag.	Latent: 6 Hours	Invoked: Instant	Self	Equal number of Rank 3 Reaver Sacraments
5	Blade of Thorns	7	5m, 2v, 2e	The targeted weapon may swing, at will, +0 of any of the following damage types: Mythril, Silver, Essence, Magic or Normal Damage. This effect may only be applied, latent or otherwise, on up to two weapons at a time per caster.	Latent: 6 Hours/ Invoked: 30 Minutes	Invoked: Instant	Weapon	Equal number of Rank 4 Reaver Sacraments
5	Sacrament of Death's release	7	5m, 2v, 2e	This Sacrament is Reaver specific and will allow the Reaver to rise back up after falling to -1 Essence or lower. They will rise with +20 non-Healable Essence, +1 Strength, +2 mana and vigor efficiency to a minimum of 1, and be Immune to any Bind, Pin, Disarm, Waylay, and Mind effects. At the end of 5 minutes, regardless of what Essence total the Reaver is at, they will drop to -1 Essence in their critical Death count. If used in conjunction with Dark Stand, the effects of Dark Stand must be healed first	Latent: 6 Hours/ 5 Minutes	Invoked: Instant	Self	Equal number of Rank 4 Reaver Sacraments