

# THE SH'DDAR PROFESSIONS

# SORCERERS

## KNOWLEDGE SKILLS

Knowledge Name	Build Cost	Knowledge Description	Duration	Prerequisites
Small Weapon	1	This ability will allow the user to wield a dagger or other small weapons.	Constant	None
Leather Efficiency	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
Staff	3	This skill will allow the user the ability to wield a staff.	Constant	None
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 <sup>th</sup> Rank Sorcerer 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 to the ability to read and write the common language.	Constant	None
Caster Essence	1	The caster may purchase 1 healable essence for 1 build every other level. 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

*SORCERER PRAYERS*

Rank	Prayer Name	Build	Casting	Prayer Description	Duration	Effect	Target	Prerequisites
Verbal	<i>I Invoke The Shadows Of Darkness To...</i>							
1	Charm Your Mind	2	1m	This Prayer 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 prayer will break if the caster attacks the Target. This counts as a mind effect.	30 Minutes	Instant	Any	Literacy
1	Create light of Beyond	2	1m	This Prayer will allow the caster to create a red light. This light may be used as either a flashlight, or to light a room. This light will last as long as the caster wishes or for 6 hours.	6 Hours	Instant	Light Source	Literacy
1	Douse	2	1m	This Prayer will allow a caster to extinguish a light source. This includes mundane as well as magical lights. This cannot extinguish a campfire, hearth, or larger fire.	Instant	Instant	Light Source	Literacy
1	Erase/ Restore Page	2	1m	This Prayer will cause any single page of text (including scrolls) to appear to be blank. This may be represented by a blank page of paper used in place of the erased page or an out of game note. At no time may a page be ripped from a book without expressed permission. This prayer cannot be dispelled or detected through normal means. The reverse of this prayer may also be used to return the markings on a page, however it cannot be used to restore natural damage.	Permanent	Instant	Single Page	Literacy
1	Grant You Slumber	2	1m	This Prayer will put the Target into a magically induced sleep. Any contact with the sleeping target's body or weapon (if held) will wake them. This includes the start of a killing blow. Noise will not wake the target from a magically induced sleep.	1 Minute	Instant	Any	Literacy
1	Slow Your Speech	2	1m	This Prayer will hinder the Target's ability to speak. When under the effect of this prayer, the target may only speak 1 word every 3 seconds. This does not pertain to out of game speech such as calling damage.	1 Minute	Instant	Any	Literacy
1	Create Sword of Shadows	2	1m	This Prayer inflicts 5 normal damage to the Target.	Instant	Instant	Any	Literacy
1	Hide the Truth	2	1m	This Prayer will allow the Target to ignore any truth or lie detecting or compelling abilities that may be implemented about one subject for the duration of the effect. Any other line of questions will not be protected by this Prayer. The topic must be chosen when this Prayer is invoked. Both sides of the interrogation may request a marshal.	6 Hours	Invoked/ 1 Hour	Any	Literacy

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
Verbal	<i>I Invoke The Shadows Of Darkness To...</i>							
2	Make You Quiet	3	2m	This Prayer causes the Target to be unable to speak, grunt, moan or any make other such vocal noises.	1 Minute	Instant	Any	Equal number of Rank 1 Sorcerer Prayers
2	Dim your Vision	3	2m	This Prayer will afflict the Target with Blindness.	1 Minute	Instant	Any	Equal number of Rank 1 Sorcerer Prayers
2	Cure Your vision	3	2m	This Prayer will cure the Target of Blindness, including dispelling blindness effects or repairing damage to eyes.	Instant	Instant	Any	Equal number of Rank 1 Sorcerer Prayers
2	Create Tendrils of Despair	3	2m	This Prayer will stun a target for the duration. In addition, the target may not invoke latent defenses. Any damage or offensive action toward the target will break this effect.	15 Seconds	Instant	Any	Equal number of Rank 1 Sorcerer Prayers
2	Mental Block	3	2m	This prayer will erase the last 5 minutes of a Target's memory. This prayer may be cast in succession to remove up to 30 minutes of memory. It may also be used to erase less than 5 minutes of memory but the casting cost will remain the same. Using Dispel Magic within 6hrs. on someone which was a target of Mental Block will cure the effects. This a mind effect.	Permanent	Instant	Any	Equal number of Rank 1 Sorcerer Prayers
2	Create an Audible Glamour	3	2m	This Prayer will allow the Target to shout for 5 seconds when they next fall unconscious. This will occur the next time that they fall and is automatically invoked.	6 Hours	Reactive	Any	Equal number of Rank 1 Sorcerer Prayers
2	Implant Command	3	2m	This Prayer must be cast on a Target that is sleeping or unconscious. As soon as the Target wakes up, they must perform the commanded action. This Prayer cannot cause the Target to kill themselves or another person. When the Command is implanted, a note is to be left along with the associated Mana for the prayer. This Prayer will work with magically induced sleep. This is a mind effect.	Instant	Reactive/ 1 Hour	Any Unconscious	Equal number of Rank 1 Sorcerer Prayers
2	Bestow Ineptitude	3	2m	This Prayer will reduce all numerical Spell Damage dealt by the Target by 5 points to a minimum of 0.	1 Minute	Instant	Any	Equal number of Rank 1 Sorcerer Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
Verbal				<i>I Invoke The Shadows Of Darkness And Deceit To...</i>				
3	Summon a Lance of Darkness	4	3m	This prayer inflicts 15 points of damage to its target.	Instant	Instant	Any	Equal number of Rank 2 Sorcerer Prayers
3	Mask Alchemy	4	3m	This Prayer will allow the caster to change the perceived identity of any Potion or Poison to that of any other Potion or Poison. The actual item and its effects will remain unchanged. The caster must attach the tags to the alchemy with the date and masked identify written on the tags. Identify alchemy will not see through the change. A new physical representation may be provided at the casters choosing	6 Hours	Instant	Any Alchemy	Equal number of Rank 2 Sorcerer Prayers
3	Overwhelm You	4	3m	This prayer will cause the target to be unable to walk, attack, cast, or use any Defensive Skills for 1 minute. Latent defenses may be invoked. Any Offensive action taken against the Target will end this effect.	Instant	Instant	Any	Equal number of Rank 2 Sorcerer Prayers
3	Write Thought	4	3m	This Prayer will allow the caster to place a new memory of up to 5 minutes in the target's mind. This prayer may be cast in series to create a memory of up to 30 minutes. This is a Mind Effect. If the target of this prayer receives a Dispel Magic within 6 hrs. it will cure the effects.	Permanent	Instant	Any	Equal number of Rank 2 Sorcerer Prayers
3	Bestow a mental Fortress	4	3m	This latent defense will allow the Target to stop any single Mind Effect when invoked.	6 Hours	Invoked	Any	Equal number of Rank 2 Sorcerer Prayers
3	Slow Your Weapon	4	3m	This Prayer will slow the rate at which the target may attack to one attack every 5 seconds. For those with the use of Florentine only one attack may be used every 5 seconds regardless of the weapon.	1 Minute	Instant	Any	Equal number of Rank 2 Sorcerer Prayers
3	Suppress Proficiencies	4	3m	This Prayer will suppress all proficiencies a target may have, reducing the target's damage to a minimum of 1, for 1 minute. This prayer will stack with a weakness effects. This prayer will not work if the target does not have a Weapon Proficiency.	5 Minutes	Instant	Any	Equal number of Rank 2 Sorcerer Prayers
3	Illusionary Resistance	4	3m	Once this Prayer is invoked, it will allow the Target to call "No Effect" on any 3 attacks of their choosing during the following 5 minutes. Those effects will still be fully functional, but the call of "No Effect" will happen. The Illusion will mask the success of the effect, though it will still be in place. Example: Illusionary resistance is used on a sever limb. No effect is called. The arm appears normal but the Target loses all use of that limb. This prayer does not work against movement effects.	6 Hours	Invoked/ 5 Minutes	Any	Equal number of Rank 2 Sorcerer Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
Verbal				<i>I Invoke The Shadows Of Darkness And Deceit To...</i>				
4	Bestow Domination	5	4m	This Prayer will grant full control of the target to the caster. The target must act in the caster's best interests, as well as follow any and all commands with the exception of killing themselves or standing idle while allowing themselves to be killed. Unless otherwise told, they may act as normal. The target may defend himself from being killed. They will not attack the caster unless commanded to do so. The caster may only have 1 target under this Prayer at a time. This a Mind Effect.	30 Minutes	Instant	Any	Equal number of Rank 3 Sorcerer Prayers
4	Seal Your Memory	5	4m	This Prayer will allow the caster to erase all of a Target's memories associated with a specific event as long as it took place in the current event. If the target of this prayer receives a Dispel Magic within 6hrs. it will cure the effects. This a Mind Effect.	Permanent	Instant	Any	Equal number of Rank 3 Sorcerer Prayers
4	Trap Your Mind	5	4m	This prayer will stop a mind effect or any effect that would dispel a mind effect, and trap the mind of the target (target being the one casting a mind effect or trying to dispel a mind effect). The target will reactively be affected by the same effect as the sorcerer spell, Tendrils of Despair.	6 Hours	Reactive	Any	Equal number of Rank 3 Sorcerer Prayers
4	Meld With Shadow	5	4m	This Prayer allows the caster to become one with the shadows. During this time, they may not move or speak but they can still perceive normally. They are visible only as a dark form. This prayer is dispelled at will by the caster or with the Spells Illuminate or Dispel Magic. While in this state, the caster cannot be affected by any physical or magical means from the mortal plane. A green headband must be worn while this effect lasts.	30 Minutes	Instant	Self	Equal number of Rank 3 Sorcerer Prayers
4	Steal Ritual	5	4m	This Prayer allows the caster to strip a Ritual or Sacrament off of the target. The target will lose all benefits of the Ritual that was targeted while the caster will gain them as the new target of the effect. The caster must announce the Ritual that they are targeting. If the target does not have that Ritual upon them, the Prayer has no effect and the Mana is lost. If the Ritual in question cannot normally be cast on the caster, it may still be stolen through this prayer. The caster may only gain the effect of this Prayer once per tag ring. Any Target may only be affected by this Prayer once per tag ring. If the Ritual is cast upon an item, the caster must have another valid Target item for the ritual. Permanent effects or Attunements may not be stolen by this Prayer. The effect will last for its remaining duration at the time it was stolen.	Instant	Instant	Any	Equal number of Rank 3 Sorcerer Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
4	Shadow Pocket	5	4m	This prayer will create 2' by 2' square area of shadow. Anything placed in the shadow disappears from normal vision. Items that are hidden should be tagged with the mana tags and marked as concealed. The Dispel Magic and illuminate will perceive what is hidden in a shadow pocket. A single item can only be placed in a single shadow pocket once per event.	6 Hours	Instant	Any	Equal number of Rank 3 Sorcerer Prayers
4	Grant You Spell Inefficiency	5	4m	The Target of this prayer must spend double the normal mana costs to cast any spells or prayers for the duration. This is a mind effect.	1 Minute	Instant	Any	Equal number of Rank 3 Sorcerer Prayers
4	Break your Will	5	4m	The target cannot use the skill Willpower for 15 seconds.	15 Seconds	Instant	Any	Equal number of Rank 3 Sorcerer Prayers
Verbal	<i>I Invoke The Shadows Of Darkness And Deceit Unfathomed To ...</i>							
5	Grant You an Illiterate Mind	6	5m	The Target will lose the knowledge Literacy for the duration. This will prevent use of all Skills, Spells, Prayers, Rituals, and Sacraments for which Literacy is a Pre-requisite, as well as the use of scrolls, and reading or writing in general. This a mind effect.	5 Minutes	Instant	Any	Equal number of Rank 4 Sorcerer Prayers
5	Shadow Walk	6	5m	The sorcerer may throw a packet into a shadow wider than the width of their shoulders, and can move to it. The sorcerer must throw a spell packet from his current location to any shadow within range. At that point he can move unharmed to the new location.	Instant	Instant	Self	Equal number of Rank 4 Sorcerer Prayers
5	Bestow Greater Domination	6	5m	This Prayer will grant full control of the Target to the caster. The Target must act in the caster's best interests, as well as follow any and all commands with the exception of killing themselves or standing idle while allowing themselves to be killed. Unless otherwise told, they may act as normal. The target may defend himself from being killed. They will not attack the caster unless commanded to do so. This prayer can be used to dominate a second target once the caster already has a target under the effects of the Bestow Domination prayer. A player does not have to have a target already dominated to cast this Prayer. The caster may only have 1 Target under this Prayer at a time. The caster must be informed if willpower is used to counter the effect. This a mind Effect.	30 Minutes	Instant	Any	Equal number of Rank 4 Sorcerer Prayers
5	Conceal Prayer	6	5m	Once invoked the prayer allows the caster to conceal the next prayer cast and who cast it. If the target is other than the caster, the caster must touch the target or strike them with a spell packet. This only conceals who cast a prayer and what the prayer does. Targets may otherwise defend as normal against a concealed prayer, but won't know who cast the prayer or what it is they're defending against.	6 Hours	Invoked/ next Prayer	Any	Equal number of Rank 4 Sorcerer Prayers
5	Summon a knowledge Barrier	6	5m	This prayer will allow the caster to suppress the target's ability to use any vigor based skill, spell or prayer. This a mind effect.	5 Minutes	Instant	Any	Equal number of Rank 4 Sorcerer Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
5	Summon a Dreaming Aly	6	5m	This prayer allows the sorcerer to cast a latent dominate onto their target. The prayer must be cast on a sleeping or unconscious person which the Sorcerer then sets a trigger during casting. Once the sorcerer uses the trigger it invokes the prayer and the target becomes dominated. Trigger cannot be defended against; this prayer must be defended against during casting. May only have one target affected by this prayer at a time.	6 Hours	Invoked/ 30 Minutes	Any	Equal number of Rank 4 Sorcerer Prayers
5	Grant Summoning's Revenge	6	5m	This prayer will force any target summoned creature to attack its current controller. If it cannot attack, it will try to find or thwart its controller. This is not a mind effect, and will affect creatures immune to mind effects. Some powerful creatures may be unaffected	5 Minutes	Instant	Summoning	Equal number of Rank 4 Sorcerer Prayers
5	Command Your Shadow	6	5m	As long as there is the least amount of light (moon, star, candle, etc.) to cast shadows, the Sorcerer may have limited control of a target's shadow. When target is successfully hit with this prayer every time the target takes any offensive action the target takes 2 damage.	5 Minutes	Instant	Any	Equal number of Rank 4 Sorcerer Prayers

### SACRAMENTS

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
1	Shadow's Whisper	3	1m, 1v, 1e	This Sacrament 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 plus Any	Literacy
1	Shadow Reach	3	1m, 1v, 1e	The Target may invoke this Sacrament to be able to reach through a Ward without consequence for a limited time. A Target may not reach through any Ward past their waist.	6 Hours	Invoked/ 5 Minutes	Any	Literacy
2	Warding Eye	4	2m, 1v, 1e	This Sacrament will place a ward on a room or doorway. Unlike most Wards, it will not stop anyone from passing through it. Instead, anyone who does pass through the Ward must write their real name on the area notes for the room. A Sylrith baptized person passing through this barrier may list their baptized name.	6 Hours	Instant	Any	Equal number of Rank 1 Sorcerer Sacraments
2	Transform Aura	4	2m, 1v, 1e	This Sacrament will allow the caster to mask the Aura of their Target to detect as Undead, Demonic, Magical, or Mundane. The target's physical appearance will remain unaffected.	6 Hours	Instant	Any	Equal number of Rank 1 Sorcerer Sacraments

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
3	Trade Knowledge	5	3m, 1v, 1e	This Sacrament will allow the caster to let two targets exchange any amount of Spells/ Prayers of the same circles at a one-to-one ratio. The targets may then each cast the abilities that they just gained with their own mana pool, but they lose the ability to cast the spells/prayers that they exchanged for. Targets may not gain prayers that conflicts with their affinity through this sacrament.	6 Hours	Instant	Any	Equal number of Rank 2 Sorcerer Sacraments
3	Illusionary Race	5	3m, 1v, 1e	This Sacrament will allow the Target to appear to be any humanoid race the caster is familiar with. Target must apply the appropriate makeup requirements for the race they are assuming. This Sacrament will not grant the target any racial abilities of that new race. The target may never take on another's specific appearance and will always look the same within each racial group. (For example, Mss. E the Erlish uses Illusionary Race to look like a Drow. Mss. E will no longer look like what she did as an Erlish but she will look the same no matter how many times she uses this sacrament to turn into a Drow or any other Elf race. If Mss. E then decides to use this sacrament to look like a Manri'Khu, she will have a different appearance than she did as an Erlish or Elf, but regardless if she becomes a Nari or Khunari she will always have the same feline features. In addition, if Mss. E decided to look Romani or as any other "human" race she would still be recognizable having the same features she did as an Erlish.	6 Hours	Instant	Any	Equal number of Rank 2 Sorcerer Sacraments
4	Banner of Mental Fortress	6	4m, 2v, 2e	This Banner will grant immunity to all mind effects to all friendly allies for as long as they are in view of the Banner. For more details on banners please see the banners section in the Ritualists section.	30 Minutes	Instant	Banner	Equal number of Rank 3 Sorcerer Sacraments
4	Seal of Entry	6	4m, 2v, 2e	Any Target that sets off this seal must shout the passage that the caster has left written on the area notes. Passage may be up to 30 words long. For more information on seals, please reference the Casting of Seals section of the rulebook	6 Hours	Instant	Seal	Equal number of Rank 3 Sorcerer Sacraments

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
5	Domain of Darkness	7	5m, 2v, 2e	This Sacrament functions as a ward and must be placed on a room, no bigger than 20' by 20'. Unlike most wards, this sacrament will not stop anyone from passing through. Instead any who enter the domain are under the effect of a blindness as long as they remain in the domain. Anyone looking into a Domain of Darkness only sees a dark room. Cure blindness and Cure Your Vision will allow an individual to see within the domain normally, an illuminate will allow someone to see within arm's reach of themselves. Those who are part of casting this sacrament can see inside normally.	6 Hours	Instant	Room	Equal number of Rank 4 Sorcerer Sacraments
5	Shadow Stalker	7	5m, 2v, 2e	This Sacrament allows the Sorcerer to summon a being of Shadow into a willing target. The target then becomes the Shadow Stalker for the duration of this sacrament, and is under control of the caster. A Shadow Stalker May not physically effect or influence the physical world, but may cast spells and prayers.	1 Hour	Instant	Any	Equal number of Rank 4 Sorcerer Sacraments

### Shadow Stalker

Costume Requirements: All black clothing and makeup or mask

Essence: 20

Mana: 40

Vigor: 0

Defenses: Immune to physical effects (Such as, breaks, severs, stuns, etc.), Immune to pins and binds, minimal from numeric physical attacks, minimal from numeric spell damage other than from the Magic and Essence type.

Weakness: Illuminate cast upon the Shadow Stalker will negate all of its defenses for the duration of the Illuminate. Dispel Ritual ends the summoning.

Abilities: Douse (1m), Dim Your Vision (2m), Create Tendrils of Despair (2m), Meld with Shadow (4m), Shadow Whisper (4m), Shadow Walk (5m), Command Your Shadow (5m). These are racial abilities and do not require a verbal.