

THE WODDAR PROFESSIONS

WARDENS

KNOWLEDGE SKILLS

Wardens cannot wear chain armor, but can receive chain soak if they're wearing enough leather to give them the appropriate points.

Knowledge Name	Build Cost	Knowledge Description	Duration	Prerequisites
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
Bastard Spear	2	This ability allows the user to wield a bastard spear. This weapon can be used in either one or two hands.	Constant	None
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
Literacy	2	This skill grants a character to the ability to read and write the common language.	Constant	None
Missile Master	4	This Knowledge will allow the character to wield all Ranged Weaponry.	Constant	None
One Handed Weaponry	3	This ability will allow the user to wield any one-handed weapon including small weapons	Constant	None
Shield	5	This ability allows the user to use any size shield.	Constant	None
Weapon Proficiency	10, 12,	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
Totem of the Animal Lord	3,4,5	This ability allows the warden to share one totem from a line without losing access to that totem. This knowledge must be purchased for each line. The first is available upon reaching Rank 5 in one line of totems (primary), the next is available at Rank 4 in a second line (secondary), and last, Rank 3 in a third line (tertiary).	Constant	Ability to share totem from a line

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 Nethermancer Spell
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 Warden may purchase 1 healable essence at a rate of 1 build per essence.	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
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
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	Offensive	Any	Weapon Proficiency

Skill Name	Build Cost	Casting Cost	Skill Description	Duration	Effect	Target	Prerequisites
Dodge	5	4v	This ability allows a character to stop any one physical or magical effect that is not delivered from behind	Instant	Tactical	Self	Any Rank 5 Totem
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
Sure Shot	5	3v	This skill will cause any numerical Ranged weapon attack to automatically hit the target. The target may use defensive skills to stop this attack. The character still must be able to feasibly inflict the ranged attack at the distance the target is. The ammunition must then be dropped and will not be able to be retrieved until the end of the combat.	Instant	Offensive	Any	Missile Master
Stun	3	3v	This skill causes the Target to be unable to walk, attack, cast, or use any Defensive Skills. Latent defense 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

WARDEN TOTEMS

It takes a Warden one minute per rank to apply all totems the Warden has access to within that rank. (For example, it takes a Warden 1 minute to apply all their 1st Rank Totems, 2 minutes to apply all their 2nd Rank Totems, and would take 3 minutes to apply all their 1st and 2nd Rank Totems)

The cost need not be paid in advance for totems that grant a direct use of an ability like a vigor skill. Latent

totems must have the vigor cost spent upon application of the totem, while Activated totems have their vigor cost spent upon use.

All Totems must be imbued into visible markings on the character. Totems grant their powers once applied for 1 hour plus 1 hour per highest ranking totem that the Warden knows.

A Warden may only learn up to Rank 5 in one line of totems (primary), Rank 4 in a second line (secondary), and Rank 3 in a third line (tertiary). The Warden needs to know only one totem of the previous rank in a given line to purchase any number of totems of the next rank in that same line. When a Warden learns the highest ranking totem they can from a particular line, they may apply the totems they know from that line to others, but the Warden loses access to the totem ability for the duration.

Rank	Totem Name	Build Cost	Casting Cost	Totem Description	Duration	Effect	Target	Prerequisites
<i>Bear: Totems of the Cub</i>								
1	Escape of the Cub	2	1v	This totem will allow the user to break any pin or bind effect for the cost of 2 vigor per use.	Instant	Activated	Self	Literacy
1	Cloak of the Cub	2	1v	Once invoked 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	Literacy

Rank	Totem Name	Build Cost	Casting Cost	Totem Description	Duration	Effect	Target	Prerequisites
<i>Falcon: Totems of the Sparrow</i>								
1	Grip of the Sparrow	2	1v	By hitting the target with a missile weapon, the user is able to stick their foot to the ground. The foot will remain pinned for one minute. This will also prevent the target from being forcibly moved. This is a pin effect.	1 Minute	Activated	Any	Literacy
1	Flock of the Sparrow	2	1v	By hitting the target with a missile weapon, this Totem will cause the target to trip. The target will be forced to touch both knees and hands to the ground. After touching the ground, the target may; roll, crawl, defend themselves, etc. but may not stand up for 5 seconds.	5 Seconds	Activated	Any	Literacy
<i>Serpent: Totems of the Scorpion</i>								
1	Scorpions Poison	2	1v	At time of purchase the Warden must specify which 2 poisons they're learning to create. The Warden can then create those first rank poison. To create a poison, the Warden must "consume" the appropriate components. Poisons made this way last till end of event. The Warden may pay additional vigor to create a Contact +1v or Blade +2v, (no dust). Poisons made this way are created instantly. Once this Totem has been learned the Warden may spend 1 additional build to learn the last, rank 1 poison. If a contact poison was chosen to be made the Warden may immediately spit it at a target, represented by a spell packet.	Varies	Latent	Self	Literacy
1	Scorpions Antidote	2	1v	The Warden can become Immune to a single poison for the duration of the totem. One dose of the Poison must be ingested when the totem is cast.	Varies	Latent	Self	Literacy
<i>Bear: Totems of the Brown Bear</i>								
2	Hide of the Brown bear	3	2v	This totem, when invoked will grant +5 temporary non-repairable armor. These armor points are the first to be used. This totem may only be invoked once per minute.	Varies	Latent	Self	Totem of the Cub
2	Bite of the Brown Bear	3	2v	This weapon or claw delivered totem will remove a targets claw for 1 minute. After 1 minute the claw will grow back and be fully functional. This skill may not be parried.	1 Minute	Activated	Any	Totem of the Cub
2	Fury of the Brown Bear	3	2v	This skill will allow the user to use claws for the duration. They may be up to One-handed weapon length. No proficiencies may be used with the claws but rank 1-3 vigor skills may be. A warden may gift any person with this totem.	Varies	Latent	Any	Totem of the Cub
<i>Falcon: Totems of the Raven</i>								
2	Precision of the Raven	3	2v	This totem functions as the skill bypass armor	Instant	Activated	Any	Totem of the Sparrow
2	Raven's Revenge	3	2v	After the user is struck, they may invoke this totem. The target that struck them will become pinned for 1 minute. This is a pin effect.	1 Minute	Activated	Any	Totem of the Sparrow
2	Raven's Eye	3	2v	This totem grants the Knowledge Blind fighting.	Varies	Latent	Self	Totem of the Sparrow

Rank	Totem Name	Build Cost	Casting Cost	Totem Description	Duration	Effect	Target	Prerequisites
<i>Serpent: Totem of the Widow</i>								
2	Widow's Retreat	3	2v	Once invoked, any damage struck on the users back will lower the attacker's vigor pool by 1 point. The target of this Totem cannot use any offensive ability other than swing their base damage for five minutes after invoking the Totem.	5 Minutes	Activated	Self	Totem of the Scorpion
2	Sting of the Widow	3	2v	When this totem is activated the Warden may ingest one poison they know how to make then have the duration of the totem to choose when that poison coats their weapon or claw. If the Warden is not immune to the poison, they ingest the Warden has 5 seconds to activate this Totem before taking the effects themselves.	Instant	Latent	Self	Totem of the Scorpion
2	Web of the Widow	3	2v	When the user invokes this totem, they are able to throw a web that will bind the target as per the "bind" spell for 1 minute. Any other that touch or strike the target will also become stuck to them for the duration of the web's effect. A spell packet is used with this ability. This is a physical effect. The user is unaffected by their own web.	1 minute	Activated	Any	Totem of the Scorpion

Bear: Totems of the Black Bear

3	Sting of the Black Bear	4	3v	After casting this totem, the user may have any weapon enchantments cast upon his claws. This does not allow the claws to violate any rules about type and quantity of enchantments that would normally apply to weapons	Varies	Latent	Self	Totem of the Brown Bear
3	Hide of the Black bear	4	3v	This totem will grant the user +10 healable Essence. This effect stacks with all other essence granting effects	Varies	Latent	Self	Totem of the Brown Bear
3	Call of the Black Bear	4	3v	The user can summon a black bear into a conscious willing Target other than themselves. Once the target has the mask tabard and claws the summoning takes effect. The summoner of the Black bear controls the summoning. The bear will defend the summoner but only understand simple one or two word commands unless the Warden has another way to communicate with the bear. The Warden applies the totem to themselves as with all totems, but the bear is summoned into a willing target.	1 Hour	Instant	Any Willing	Totem of the Brown Bear

Summoning: Black Bear

Costuming- Fur Tabard, Bear Mask, White Claws (long)

Essence- 40

Vigor- 24

Mana- 0

Attack- 5 damage with Claws.

Defenses- soak of 2.

Knowledges- Strength +2, Claw Proficiency x1

Skills- Critical Strike, Knockback, Break limb

Rank	Totem Name	Build Cost	Casting Cost	Totem Description	Duration	Effect	Target	Prerequisites
<i>Falcon: Totems of the Condor</i>								
3	Ward of the Condor	4	3v	Invoking this totem will protect the user from one surprise attack.	Instant	Activated	Self	Totem of the Raven
3	Speed of the Condor	4	3v	This totem will allow the user to stop any single physical ranged attack, 180 degrees from the front, made against them. The next shot they take with a ranged weapon may be for the exact attack that was stopped. This Totem will not work against large weapons such as boulders, ballista bolts, etc.	Instant	Activated/ 3 Uses	Self	Totem of the Raven
3	Talon of the Condor	4	3v	This skill will allow the user to wield his bow or crossbow for 1 extra point of damage. This skill may only be purchased once. It may be used in conjunction with any other talon totem.	Varies	Latent	Self	Totem of the Raven
<i>Serpent: Totems of the Rattlesnake</i>								
3	Gland of the Rattlesnake	4	3v	This totem will allow the user to create then spit (represented by spell packet) up to 3 blobs of a weak poison. If this poison strikes a target they will take 5 points of damage. All spits must be used within 5 minutes. Poisons created this way are weak and expire after 5 minutes	Instant	Activated	Any	Totem of the Widow
3	Purge of the Rattlesnake	4	3v	When the Warden is poisoned, he may use this totem to push the poison back out of his body. Because of the nature of this totem poisons with a duration with a minute or more can be purged purely enough to be bottled within one minute. Any poisons bottled this way must be used by the end of the weekend or it becomes useless.	Instant	Activated	Self	Totem of the Widow
3	Coil of the Rattlesnake	4	3v	Upon being hit with this totem the target must turn his back on the user for 1 minute or until damaged by the user.	Instant	Activated	Any	Totem of the Widow
<i>Bear: Totems of the Grizzly</i>								
4	Claws of the Grizzly	5	4v	This totem will allow the user to wield his one handed weapon or claws for 1 more point of damage. This skill can only be purchased once. This totem may be purchased in addition to any other claw of the bear totems.	Varies	Latent	Self	Totem of the Black Bear

Rank	Totem Name	Build Cost	Casting Cost	Totem Description	Duration	Effect	Target	Prerequisites
4	Rage of the Grizzly	5	4v	Once this is invoked, the user will have a temporary knowledge of the skill sever limb that can be used through their own Vigor Pool, and gain immunity to mind effects. Furthermore, the user will also receive +20 non-healable essence. This Totem can be invoked once per hour for 10 mins.	10 Minutes	Activated	Self	Totem of the Black Bear
4	Swipe of the Grizzly	5	4v	Once invoked this Totem will allow the user to double their next offensive numerical spell or strike.	Instant	Activated	Any	Totem of the Black Bear
4	Grizzly's Maul	5	4v	This totem allows the user the use of the skill Break Limb twice within 10 seconds. In addition, this Totem also grants a temporary knowledge of the skill Break Limb for 3 Vigor each use that the user must spend off their own Vigor Pool.	Varies	Activated	Self	Totem of the Black Bear
<i>Falcon: Totems of the Hawk</i>								
4	Wings of the Hawk	5	4v	The user is able to enchant his bow or crossbow to shoot +1 elemental damage. The type of elemental damage must be chosen at the activation of this totem and may not be changed during the duration.	30 Minutes	Activated	Bow or Crossbow	Totem of the Condor
4	Feathers of the Hawk	5	4v	While an arrow is notched this totem may be invoked to stop one physical attack against another target within line of sight, other than themselves. The user of this Totem must hit their target with an arrow. Sure Shot cannot be used with this Totem. However, other "guiding" spells/skills may.	Varies	Activated	Other	Totem of the Condor
4	Screech of the Hawk	5	4v	Once this totem is cast the users bow will be able to hold up to 3 charges of spells/prayers. These spells/prayers are delivered as arrows and considered weapon cast. The user may work with another person to place the spells into the bow. The mana cost of the spells is paid at the time the spells are placed within the bow. Each charge may only be used once. Baptism and affinity rules apply.	Varies	Latent	Bow or Crossbow	Totem of the Condor
4	Talon of the Hawk	5	4v	This skill will allow the user to wield his bow or crossbow for 1 extra point of damage. This skill may only be purchased once. It may be used in conjunction with any other talon totem.	Varies	Latent	Self	Totem of the Condor

Rank	Totem Name	Build Cost	Casting Cost	Totem Description	Duration	Effect	Target	Prerequisites
<i>Serpent: Totems of the Asp</i>								
4	Tongue of the Asp	5	4v	The user of this totem is able to hide any truths about a given situation for a period of 30 minutes. This will only work for a single situation in question and will protect from multiple people or sources attempting to use truth agents on him. However, it will not protect against being questioned about several different actions (such as killing a member of the town guard yesterday and robbing the guild master last week.) A marshal must be informed when this skill is used. No one else needs to know that this totem was invoked	30 Minutes	Activated	Self	Totem of the Rattlesnake
4	Strike of the Asp	5	4v	This Totem grants the user temporary knowledge of the skill, Waylay. The user must pay the cost of 4 Vigor, through their own Vigor Pool, for each use of this skill after the first. The first use of this skill is the cost of the Totem.	Instant	Activated	Any	Totem of the Rattlesnake
4	Venom of the Asp	5	4v	This Totem causes the effects of the Totem, Scorpion's Poison, to be more potent. The user will be able to create an additional poison at no additional costs or additional ingredients required. Furthermore, the duration of these poisons are doubled. In addition, this totem may also be used to double the duration or numeric damage of a single poison.	Instant	Activated	Self	Totem of the Rattlesnake
4	Gaze of the Asp	5	4v	After staring at a target, uninterrupted, for 5 seconds, this Totem will grant full control of the target to the user of this Totem. The target must act in the user'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 themselves from being killed. They will not attack the user unless commanded to do so. The user may only have 1 target under the effect of this Totem at a time. The effect last 30 minutes. This a Mind Effect but as all Totems it's still considered a physical attack.	Instant	Activated	Any	Totem of the Rattlesnake
<i>Bear: Totems of the Kodiak</i>								
5	Strength of the Kodiak	6	5v	This totem grants the user +1 strength.	Varies	Latent	Self	Totem of the Grizzly
5	Hide of the Kodiak	6	5v	For the next minute, all strikes of normal damage will do minimal damage to the caster. The user can use this once every half hour	5 Minutes	Activated	Self	Totem of the Grizzly
5	Fury of the Kodiak	6	5v	This totem allows the user to grow claws. These claws are one-handed weapon size. All proficiencies and vigor skills can be used through these claws.	Varies	Latent	Self	Totem of the Grizzly
5	Endurance of the Kodiak	6	5v	This totem will grant vigor efficiency for 30 minutes once invoked. For the duration all vigor skills will cost 1 less, to a minimum of 1 Vigor.	30 Minutes	Activated	Self	Totem of the Grizzly
<i>Falcon: Totems of the Eagle</i>								

Rank	Totem Name	Build Cost	Casting Cost	Totem Description	Duration	Effect	Target	Prerequisites
5	Mastery of the Eagle	6	5v	Invoking this totem allows the user to use every proficiency in any weapon that they know with a bow or crossbow. This may only be invoked once per tag ring. When this totem is active, no proficiencies are active for any other weapon.	1 Hour	Activated	Self	Totem of the Hawk
5	Flight of the Eagle	6	5v	When striking an enemy with an arrow, the user may invoke this totem regardless of whether or not the strike was successful. This totem will attempt to strike the target again. This second shot has all the same buffs and damage type as the first shot. This second shot is considered automatically a "Sure Shot" and may be defended as such. This may only be used once every 5 minutes.	Instant	Activated	Any	Totem of the Hawk
5	Beak of the Eagle	6	5v	Once invoked, this totem will allow the user to double the constant numerical damage of all ranged attacks that strike an opponent in the back 180 degree arc	30 Minutes	Activated	Self	Totem of the Hawk
5	Talon of the Eagle	6	5v	This skill will allow the user to wield his bow or crossbow for 1 extra point of damage. This skill may only be purchased once. It may be used in conjunction with any other talon totem.	Varies	Latent	Self	Totem of the Hawk
<i>Serpent: Totems of the Cobra</i>								
5	Skin of the Cobra	6	5v	When this totem is activated, it will heal the user 1 point of essence every minute for 1 hour, and regenerate 1 limb in 5 minutes. Once per weekend this totem can be activated when unconscious. Once per weekend this totem can be called while in Stage 1 Death Count. This will suspend Stage 1 Death Count while active. This will not allow the user to go above their essence cap.	1 Hour	Activated	Self	Totem of the Asp
5	Blood of the Cobra	6	5v	When this Totem is activated the Warden may choose 1 poison off the alchemy list to ingest 3 doses and become immune to that poison indefinitely. While this totem is active the Warden may create 3 doses of their chosen poison per tag. This poison lasts till the end of the weekend. This Totem cannot be shared and the Warden may only become immune to 1 poison.	Instant	Activated	Self	Totem of the Asp
5	Constricting Cobra	6	5v	Once activated the user must Deliver this ability by striking their target, in the tunic area, with both claws. Having more Strength as the Warden may be used to break the effect of this attack. The target is unable to move, attack, cast, or use any Defensive Skills (other than escape bonds) for as long as both Claws remain on the Target. Latent defenses may be invoked. In addition, the Warden may deal 1 damage per second to the Target, stated as "Constricting, 1 damage". A person or group of people with a combined Strength greater than the Warden may break the Target out of the effect. This effect counts as a bind.	Instant	Activated	Any	Totem of the Asp

Rank	Totem Name	Build Cost	Casting Cost	Totem Description	Duration	Effect	Target	Prerequisites
5	Cobra's Camouflage	6	5v	<p>When this Totem is activated it allows the user, when they stay still for 5 seconds and are pressed against something big enough to fit their entire body, such as a thick tree, wall, ground, etc., just like a chameleon their skin takes on the coloration of their surrounding making them near invisible. When camouflaged the User of this Totem must hold their arm out in front of them at a ninety-degree angle, open hand and palm out. They may also spend an additional 3 vigor every minute to remain camouflaged as long as they remain pressed against something big enough to fit their entire body against, if they move away from something big enough to camouflage against for more than 3 seconds the effects of this Totem will end. However, they may only move at a normal walking pace. If the Warden drops their arm, moves faster than walking pace, attempts any type of attack or runs out of vigor they will no longer be camouflaged. This skill does not cloak auras, scent or any other types of detection other than sight. It takes the User of this Totem 5 seconds to recover, after the effects end, before being able to use any vigor or mana skills, spells, or prayers. This effect will last a maximum of 30 minutes.</p>	Varies	Activated	Self	Totem of the Asp