

Hourglass Constellation

Levels: 8-10

Fighting: 8 Mental: 6 Physical: 6 Risk: 9

Takhisis is building her power. If she succeeds in building the rest of her power there might be nothing able to stop her. Zanith knows there is only one person who is ruthless enough to defeat her by any means necessary. Crispin.

Anyone and everyone who shows up to the game will have an NPC role.

Game Fees

PC: \$20

NPC: \$5

Please bring \$10 with you for the after game meal. I would suggest you bring a lunch.

Game Starts at 9am. That means 9, not 10 or 11.

The team is projected to be off course by 3pm.

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There are multiple sub-rules in effect

Spell point cost will be equal to the level listed unless otherwise noted.

Fighter

Sunder

Level 8 (added)

The fighter strikes a weapon/shield/armor and calls "Sunder -1", the item hit now has -1 damage/protection modifier. Lowest is +0. This may be avoided with either Evade or Dodge Blow. The item may be restored with a mend plus extra points equal to the bonus being restored. If you are restoring only a +1 to the item, then the it would be a 2 point mend. A fighter may use their repair abilities as an immediate counter, the abilities must

match the bonus. Leather = +1, Chain = +2, Plate = +3.

Battle Focus

Level 7 (moved from 6th) or Level 3 (added)

A fighter is now able to focus for an entire combat. The fighter may enhance the outgoing LI on the following abilities:

Bind Weapon

Disengage

Disarm

Knockout Blow

At level 3 this adds a +1, at level 7 this adds a +2. This does not apply to magic items containing abilities not listed. If this is a magic item it only affects the listed abilities.

Weapons Instructor

Level 4 (moved)

A fighter may teach another PC/NPC how to dual wield for the game day.

Thief

Level 0

Dagger Catch

The thief may catch a dagger with no damage. The thief does not need to be the target in order to catch the dagger. If the dagger caught is magical dagger then it goes into the thieves arsenal. If the thief misses and it hits someone, then damage is normal. If it does not hit anyone then no damage is dealt. If the thief attempts to catch it and it bounces off their hand, then damage goes into that arm.

Monk

Level 0

Punch Block

The monk may catch a physical attack for no damage and may use a free physical attack at that damage. The monk does not need to be the target of the physical attack to catch it. If the monk misses and it hits someone, then damage is normal. If it does not hit anyone then no damage is dealt. If the monk attempts to catch it and it bounces off their hand, then damage goes into that arm.

Cleric

Doom

Level 6/8

The cleric may curse a target to cause either -1 to damage/armor/LI. If the cleric uses the 8 points spell then it will be -2. This is not a LI spell. This can only be be double effected to effect number of targets. Only a Reverse Curse of any level can remove the affects of doom, the LI effect can be removed by the use of battle fever and knights additional LI. The target can only be under the influence of one doom per cleric at a time. A target may be doomed to have all three stats lowered, but it must be done by a different cleric per stat. This lasts for a combat or until removed, whichever comes first.

Raise Dead is lowered to level 8

True Resurrection

Level 10

The target is brought back from death with no penalties and a full charge of points, however this cost 15 points instead of 10 and each PC may only be resurrected once and only after the timer has run out for Life Spark.

Magic User

Assimilate Weapon

Level 0

The magic user may use a magic weapon a medium for spell casting. This adds damage equal to the magical modifier of the weapon to every spell. This can not be used to influence LI.

Dead Eye Scope

Level 4

Dead Eye may now be used to target limbs. This is per the Magic Users choice.

Knight

Knights may have more than one magical weapon.

Power Blow

Level 6

The knight must hit the target and call 'Power Blow 5 foot knockback 0 second knockdown' the knight then calls their base damage.

Ranger

Snap Shot

Level 8

The ranger may call snap-shot and then fire any arrow. The ranger must pre-cast snap shot, may have 2 snap shots pre-cast at once. This represented by a red flag.

Ranger Walk

Level 0

Ranger may take a number of steps equal to half their level while aiming.

Druid

Bark Armor

Level 6

The druid summons a ton of bark and covers their body with it. Clinging Vine and Plant Attack are now LI plus 2 and the druid is under the effect of Dragon Hide.

Other

Soliloquy

NPCs and PCs may call soliloquy and everyone on the field must stop and listen to the individual that called soliloquy.

Seal Weapon/Armor

If a target is hit by Seal Weapon or Seal Armor, then their weapon/armor is immediately taken down to being mundane. In order to get the weapon/armor back, a mend with extra points equal to the bonus being restored must be spent. For example if the weapon was a +2 then a 3 point mend must be used to restore it. A fighter may use their repair abilities as an immediate counter, the abilities must match the bonus. Leather = +1, Chain = +2, Plate = +3. A knight's Attuned weapon may not drop below +0. If the weapon is mundane, then the user may not use any +4 or +5 enhancements.

This is not going to be part of any specific class. Only certain NPCs will have and each PC will have the option to pick one up. THIS DOES NOT BREAK THE WEAPON/ARMOR BEYOND REPAIR!!!! Instead this will make the weapon/armor mundane. This also only effects that enhancement properties, not the abilities of the item (ie a +2 sword with avenging blow. +2 is gone, avenging blow is still there). This will not be in the hands of someone who is not experienced. Instead I will only trust these to those who I know will not abuse them.