

Aggro- A weapon that has the aggro ability causes the target to become hostile toward the caster and be compelled to fight them. It can be blocked by weapons and shields and is not allowed to target the head or neck unless it takes the form of a projectile. All projectile-based aggro weapons only cast aggro and have no other effect. All melee-based aggro weapons only cast aggro on limb strikes and otherwise still incapacitate on torso strikes as normal. Aggro weapons must still follow all the normal rules for striking through armor. The wielder is to call out "Aggro" when striking with or launching the weapon as a courtesy but not as a requirement.

Assassin- The ability to incapacitate a target with a single hit from any weapon, regardless of whether the target is wearing armor or not if you successfully sneak up on them. You must put your hand on the target's shoulder and call out "Assassinated". If you are comfortable with the target, then you can act out an execution move such as slitting their throat or backstabbing them instead of just declaring the assassination. If at any point in your approach the target becomes aware of your presence prior to making contact with them, then this ability is negated.

Banishment- A weapon that has the ability to banish causes the target to immediately go to their revival point upon any strike which makes them bypass the standard 10-seconds incapacitation count. It can be blocked by weapons and shields and is not allowed to target the head or neck unless it takes the form of a projectile. All projectile-based banishment weapons only cast banishment and have no other effect. All melee-based banishment weapons only cast banishment on limb strikes and otherwise still incapacitate on torso strikes as normal. Banishment weapons must still follow all the normal rules for striking through armor. The wielder is to call out "Banishment" when striking with or launching the weapon as a courtesy but not as a requirement.

Berserker- The ability to ignore all damage for a short period of time.

Blessing- A prayer said over an incapacitated player before they revive that allows them to instantly revive at a tombstone regardless of any revival delays that might be in place.

Capture- The ability to take another player prisoner. During the 10-second incapacitation count or when another player is stunned, a character with this ability can apply a restraint around their captive's hands to represent that they are bound. This makes the captured unable to go revive or move from where they are unless another player frees them. If the player is not bound, then they can try to escape at any time. If the captor tries to move a bound prisoner at all, then the captive can attempt to escape so long as their captor is not touching them with their hand or weapon. If the captive is being actively touched by the captor, then they must go where they are directed. Prisoners kept for a significant amount of time might be offered a chance to escape by the Game Master. They will roll a die that represents their luck during their escape and based on the results the Game Master will determine if any guards present get to attempt to prevent this escape.

Charm Person- The ability to convince another player to regard you as a friendly acquaintance. Once cast, the user must give the affected player one of the charm tokens. This ability can only be used to charm one person per available charm token. The spell lasts until the affected player takes any damage, and once the spell ends, the affected player knows that they were charmed.

Crushing- The ability to incapacitate a player by wrapping your arms around their torso and holding them in a hug for 5 seconds. If the player attempting to crush someone is wounded or incapacitated before reaching 5 seconds, then the crushing is considered to have failed.

Divine Smite- The ability to deal radiant damage using a divine or "holy" weapon which negates any immunities or resistances evil characters would normally possess. The wielder is to call out "Divine Smite" when striking with or launching the weapon as a courtesy but not as a requirement. A divine spell ball is silver or gold, a divine melee weapon is marked with a silver or gold sash around its handle, and a divine projectile must have a silver or gold cover attached to the projectile prior to launching.

Draw Cut- A weapon drawn in this manner ignores armor and counts as an incapacitation if it strikes any legal strike zone of the target's body. The wielder is to call out "Draw Cut" when striking with the weapon as a courtesy but not as a requirement.

Engineer- The ability to repair walls if the player takes 60 seconds to act out repairing it and engages in no other activity. If the repairs are interrupted, the counter restarts. The time required goes down to 30 seconds if they enlist one helper who also engages in no other activity.

Entanglement Weapons- A weapon that has the entanglement ability causes a target to become rooted to the ground. They can otherwise still fight and defend themselves, but they can only pivot on one foot and otherwise cannot move from the area. They can remove this by spending 15 seconds roleplaying hacking away at the binds on their feet and legs. It can be blocked by weapons and shields and is not allowed to target the head or neck unless it takes the form of a projectile. All projectile-based entanglement weapons only cast entanglement and have no other effect. All melee-based entanglement weapons only cast entanglement on limb strikes and otherwise still incapacitate on torso strikes as normal. Entanglement weapons must still follow all the normal rules for striking through armor. The wielder is to call out "Entangle" when striking with or launching the weapon as a courtesy but not as a requirement.

Fire Weapon- A weapon that has the ability to break shields in one hit. The wielder is to call out "Fire" when striking with or launching the weapon as a courtesy but not as a requirement. A fire spell ball is red, a fire melee weapon is marked with a red sash around its handle, and a fire projectile must have red cover attached to the projectile prior to launching.

Flying- The ability to cross over any water other than the Jail's moat without needing to walk on your knees or jump and reach areas high areas that are normally unreachable such as bird nests.

Immunity- The ability to ignore all damage of one type; such as arrows, ice, or poison, etc.

Improved Weapons- The ability to upgrade weapons to a higher class of damage. These include a shield that takes 3 great hits to break, common weapons that do great weapon damage, great weapons that can break a normal shield in 1 hit & an improved shield in 2 hits, and piercing weapons that can go through armor with a single-handed stab. An upgraded weapon is marked with a grey sash around its handle.

Inspiration- The ability to give advantage on any dice rolls or other games of chance.

Lockpick- The ability to open any locked lootable items.

Magic Armor- The same benefits as armor without having to wear physical armor. Magic armor works the same as regular armor, and it does not stack any extra protection if overlapping with other armor.

Magic Healing- The ability to cure the wounds of yourself or other players. Healing only repairs one wounded limb and cannot repair weapons or revive the incapacitated. This healing ability is distinctly magical or super human in nature, differentiating it from the use of the Health Kit equipment item in the basic rules.

Sacrifice Healing- The ability to instantly cure one wound at the cost of sacrificing one of your limbs.

Bardic Healing- The ability to heal any wounded players within 10 steps of the caster with no cap on how many can be healed at once.

Familiar Healing- An expedited cure wounds able to be performed on one specific ally that a player with this bonus chooses.

Temporary Healing- The player gets to ignore the damage from one limb wound and continues fighting as normal. Though if they take any further damage, then they immediately become incapacitated.

Regeneration Healing- The player is cured of any one wound.

Magic Weapon- A weapon that is an incapacitation on any target it hits, including the target's weapons, shield, garb, armor, or any other part of them. Magic weapons are not allowed to target the head or neck unless it takes the form of a projectile. The wielder is to call out "Magic Weapon" when striking with or launching the weapon as a courtesy but not as a requirement. A magic weapon is marked with a black sash around its handle.

Mind Control- The ability to place another player under your control. Mind control can only be performed on a living opponent who is restrained by some means, and it has no effect on the incapacitated. Mind controlled players must follow the commands of the caster and are able to perform even complicated orders. They act as an ally to the caster until they become incapacitated again, at which point they are released to revive as normal.

Necromancy- Instead of normal revival, the player restores the incapacitated back to full health, but they are now a zombie. Zombies must follow a simple command given by the caster and cannot do anything else until they become incapacitated again, at which point they can revive normally.

Parley- The ability for one champion to request a meeting with one or more of the other champions. All followers of the teams involved must refrain from engaging in any hostile actions that could affect the health of any of those teams. All champions involved are immune to any attacks that would violate this treaty and can only be damaged by opponents outside of this treaty. Once the meeting is concluded or if any hostile action violating the treaty occurs, then any champion involved who is not in their fort must immediately return to their team's base using the teleport ability, ending the parley. The protection of Parley only allows a champion to travel to one alternative location before returning to their base, such as going to another team's fort. They cannot take any detour such as stopping by the tavern before heading to the meeting once a parley is requested.

Poisoner- The ability to poison a weapon, individual food items, and food-based resources. This is represented by a green sash when poisoning a weapon and a green sticker or a personal seal when applied to a food item or resource. Poisoning a food item consumed by an individual counts as an instant incapacitation and poisoning a team resource results in a 5 second delay on revivals for the entire team.

Poison Weapon- A weapon that has been poisoned counts as an incapacitation on torso hits and a 10-second delayed incapacitation on any limb hits. It can be blocked by weapons and shields and is not allowed to target the head or neck unless it takes the form of a projectile. All projectile-based poisoned weapons only cast poison and have no other effect. All melee-based poisoned weapons only cast poison on limb strikes and otherwise still incapacitate on torso strikes as normal. Poisoned weapons must still follow all the normal rules for striking through armor. The wielder is to call out "Poison" when striking with or launching the weapon as a courtesy but not as a requirement. A poisoned spell ball is green, a poisoned melee weapon is marked with a green sash around its handle, and a poisoned projectile must have a green cover attached to the projectile prior to launching.

Precision Shot- The ability to destroy walls by shooting the paper out of the target frame on the designated walls. In order to count, the paper must have at least one corner completely free from the clips that anchor it within the target, and the shot must be made from a distance of 20 feet or greater.

Purify- The ability to remove a condition from an item or person. These conditions include Aggro, Banishment, Charm Person, Mind Control, Poison, and Curses.

Repair Weapons- The ability to repair weapons and items that have been broken or destroyed.

Relentless Endurance- The ability to revive one or more times immediately after taking your incapacitation. The player must fall to the ground as normal but can then immediately stand and cross their arms over their chest. They are back in play when they uncross their arms. The player must then target the person who struck the finishing blow against them, but they are also allowed to attack anyone in the way of that target. If they manage to incapacitate their target, then this

player can remain alive, but if they fail to incapacitate their target before an allotted amount of time, then they become incapacitated again.

Resistance- The ability to ignore one or more hits from a damage type; such as an arrow, an ice spell ball, or a poison weapon hit, etc.

Resurrection- The ability to heal the incapacitated back to full health. Resurrections cannot be used to repair weapons.

Sacrifice Resurrection- The ability to instantly resurrect one player at the cost of sacrificing one of your limbs.

Bardic Resurrection- The ability to resurrect any incapacitated players within 10 steps of the caster with no cap on how many can be resurrected at once.

Familiar Resurrection- An expedited resurrection able to be performed on one specific ally that a player with this bonus chooses.

Temporary Resurrection- The player resurrects and continues fighting as normal. Though if they take any further damage they immediately become incapacitated.

Secret Stash- The ability to hide loot in an area other than the designated loot pouch.

Siege Weapons- A weapon that ignores armor and counts as an incapacitation if it strikes any legal strike zone of the target's body.

Ballista Bolt- A javelin fired from a ballista becomes a Ballista Bolt and counts as an incapacitation on any target it hits, including the target's weapons, shield, garb, armor, or any other part of them. Any strikes that occur from a bounce or deflection do not count as a legal hit.

Barrels- A thrown siege weapon that ignores armor and counts as an incapacitation if it strikes any legal strike zone of the target's body. It can be blocked by a shield, but not by weapons. Any strikes that occur from a bounce or deflection do not count as a legal hit.

Boulder- A thrown siege weapon that ignores armor and counts as an incapacitation if it strikes any legal strike zone of the target's body. It cannot be blocked by shields or weapons. Any strikes that occur from a bounce or deflection count as a legal hit.

Explosion- A thrown siege weapon that ignores armor and counts as an incapacitation if it strikes any legal strike zone of the target's body. It can be blocked by a shield or weapon but in doing so that shield or weapon is now broken. Broken items, including the exploding weapons, revive along with the player. Any strikes that occur from a bounce or deflection do not count as a legal hit. The wielder is to call out "Explosion" when launching the weapon as a courtesy but not as a requirement.

Familiars- A thrown siege weapon that ignores armor and counts as an incapacitation if it strikes any legal strike zone of the target's body. It can be blocked by a weapon, but not by shields. Any strikes that occur from a bounce or deflection do not count as a legal hit. The wielder is to call out "Siege" when launching the weapon as a courtesy but not as a requirement.

Spell Balls- A thrown rock shaped weapon that ignores armor and deals the following damage: Incapacitation on head, neck, torso, or any second limb strikes. If you are otherwise healthy and get struck by the spell ball in one of your limbs, you continue to play after taking the limb damage. It can be blocked by a shield or weapon. Spell balls are to be a non-earth tone color, preferably brightly colored or white and matching the theme of the spell they represent. For example, these spells include "fire ball" and "water ball" which would be red and blue respectively. The wielder is to call out the spell's name when launching the weapon as a courtesy but not as a requirement.

Spell Missile- A thrown javelin shaped weapon that ignores armor and deals the following damage: Incapacitation on head, neck, torso, or any second limb strikes. If you are otherwise healthy and get struck by the spell missile in one of your limbs, you continue to play after taking the limb damage. It cannot be blocked by a shield or weapon. Spell missiles may be used as melee weapons but may no longer strike in the head or neck when being used this way. Spell missiles are to be a non-earth tone color, preferably brightly colored or white and matching the theme of the spell they represent. For example, these spells include "fire missile" and "water missile" which would be red and blue respectively. The wielder is to call out the spell's name when striking with or launching the weapon as a courtesy but not as a requirement.

Stunning Weapons- A weapon that has the ability to stun a target on limb strikes so that they cannot fight or otherwise move for 15 seconds unless a teammate revives them by touching their shoulder. It can be blocked by weapons and shields and is not allowed to target the head or neck unless it takes the form of a projectile. All projectile-based stunning weapons only cast stunning and have no other effect. All melee-based stunning weapons only cast stunning on limb strikes and otherwise still incapacitate on torso strikes as normal. Stunning weapons must still follow all the normal rules for striking through armor. The wielder is to call out "Stun" when striking with or launching the weapon as a courtesy but not as a requirement.

Teleportation- The ability to move through the battlefield without taking damage by moving from one designated marker to another. While teleporting, the player must cross their arms over their chest to signify that they are out of play. If they are incapacitated before they manage to cross their arms over their chest, then the teleportation will fail. The player is back in game once they uncross their arms.

Super Strength- The ability to run with heavy loot in situations when others cannot.

Water Walk- The ability to cross over any water other than the Jail's moat without needing to walk on your knees.