

The Calling

Headers and Skills quick-print sheet (p.1 of 2)
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Skill Name	CP	Attrib	Effect	
Everyone	Alchemy	3*	-	3 Tiered creation skill that allows the creation of Alchemy potions
	First Aid	1	-	Touch a packet to a willing or unconscious target and announce 'First Aid'. After one minute of appropriate roleplay, touch them again with a packet and call either 'Stabilize' or 'Cure Maim'.
	One Hand Weapon	1	-	You may wield any one handed weapon.
	Pistol	4	-	You may wield a Pistol. Normal pistol attacks cost F and do 4 Damage.
	Poison Use	2	-	You may apply poisons to your weapon. This requires a Rag.
	Repair Armor	1	-	You may Repair any number of suits of armor in 5 minutes of roleplay with a kit rep.
	Repair Weapon	1	-	You can repair a weapon with 1 minute of role play at a forge.
	Small Weapon	0	-	You can wield a very small and lame weapon, like a dagger or a toaster strudel.
	Thrown Weapon	1*	-	You can use thrown weapons. Each purchase allows you to carry 3 thrown weapons.
Apothecary (3)	Chemistry	2*	-	3 Tiered creation skill that allows the creation of Chemical compounds.
	Combat Medicine	1	-	You may use in ten seconds combat medicine supplies that take normally take a minute.
	Diagnose	1	-	Touch a packet to a willing or unconscious subject and "Diagnose <something>", where <something> is any of the following: Stable, Unstable, Dead, Damage, Conscious, Poison, Disease, Fear, Thorns, Animal, Plant, or any effect besides Imbue and Inflict.
	Surgery	2	-	Spend 1 minute of role play and 'Heal to 2 by Medicine'. Requires a Doctors Bag.
Dervish (4)	A Twist of the Wrist	2	WW	Strike your opponent's weapon and call 'Disarm.'
	Anguish of Battle	2	A	Swing a weapon and call 'Agony' twice, while wielding a single one-handed sword.
	Combat Focus	4	-	As long as you are wearing no armor rep, you may rest for one minute to grant yourself 2 points of Armor.
	Fearless	2	F	Call 'Resist' to a Fear-based attack.
	Focused	1	F	Call 'Resist' an attack with the Frenzy effect.
	Hamstring	2	E	Strike a target in the leg with your sword and call 'Slow'.
	Resilience	3	W	You may 'Heal 2 to Self' after 3 seconds of role play.
	Stand your Ground	2	EE	Plant a foot and swing '2 Damage' with each swing until foot moves, while wielding a single one-handed sword
The Safe Path	2	A	While wielding a single one-handed sword, call 'Disengage' up to 3 times until next reset.	
Devoted (3)	Arcane Power	3*	-	Grants you a point of Arcane, which may be spent in place of an attribute when casting a spell. You may purchase up to 5 total points of Arcane.
	Diagnose	1	-	You may touch a packet to a willing or unconscious subject and "Diagnose <something>", where <something> is any of the following: Stable, Unstable, Dead, Damage, Conscious, Poison, Disease, Fear, Thorns, Animal, Plant, or any effect besides Imbue and Inflict.
	Purity	3	-	Grants access to the spells in the Purity Tree.
	Raising Morale	1	-	Spend 10 seconds roleplaying with a resting subject. Touch a packet to them and 'Cure Shaken' or 'Cure Despair'.
Cleric (4)	Self Confidence	1	F	Call 'Resist' to a single Despair attack.
	Ace in the Sleeve	3	W	Hurl a Thrown Weapon for '5 Damage'
	Check your grip	2	A	Point at someone and call 'You're holding that wrong. By my Gesture, Disarm to Shaken'
	Hideous Insult	3	W	You may say something cruel, followed by 'By my voice, Quick Drain to Shaken'. You may use this ability only once per reset.
	Know Where to Hurt Them	2	A	Hurl a Thrown Weapon for 'Agony'
	Raising Morale	1	-	Spend 10 seconds roleplaying with a resting subject. Touch a packet to them and 'Cure Shaken' or 'Cure Despair'.
	Self Confidence	1	F	Call 'Resist' to a single Despair attack
	Silver Tongue	2	AF	Perform a heroic tale at the hearth, then call 'By my voice, Cure Fear and Refresh 1 Fire by Inspiration'
	Tongue Like a Whip	3	F	Insult a target and laugh at the response, then call 'By My Gesture, Inflict Shaken by Fear'
	Trickery	3	-	Grants access to spells in the Trickery tree
Gunslinger (3)	At the Ready	2	-	Allows the wielding of two pistols or a one hand weapon and a pistol.
	Badass	2	F	Call 'Disengage', while brandishing a gun.
	Dodge Bullets	3	EE	Call 'Avoid' to a Firearm attack.
	Fearless	2	F	Call 'Resist' to a Fear-based attack.
	Marksmanship	1	-	Grants you a point of Marksmanship, which may be spent in place of Fire when shooting a firearm. You may purchase up to 5 total points of Marksmanship.
	Render Useless	2	A	Shoot your firearm at an opponent, call 'Maim' and specify limb.
	Shake it Off	3	E	Call 'Purge' to a single Maim effect after 3 seconds of role play.
Stop in their Tracks	2	FF	Point your firearm at an opponent and call 'By my gesture, Repel by Fear'.	
Mage (3)	Arcane Power	3*	-	Grants you a point of Arcane, which may be spent in place of an attribute when casting a spell. You may purchase up to 5 total points of Arcane.
	Forge Magery	3	-	Grants access to the spells in the Forge Magic tree.
	Read Gate	2	-	Allows the reading of Gates
	Research	1	-	Look into matter of the arcane and submit a question to staff between events.
	Rituals	2*	-	3 tiered skill that allows you to perform Rituals and create Magical Items.
	Staff of the Arcane	2	-	You may cast spells while wielding a staff, and one-handedly block with it.
Mech-Arcanist (3)	Tempest Magery	3	-	Grants access to the spells in the Tempest Magic tree.
	Forge Magery	3	-	Grants access to the spells in the Forge Magic Tree.
	Marksmanship	1*	-	Grants you a point of Marksmanship, which may be spent in place of Fire when shooting a firearm. You may purchase up to 5 total points of Marksmanship.
	Mechanology	2*	-	3 tiered skill that allows you to manufacture Mechanical Mechanisms.
	One with the Forge	4	-	You may wield a firearm in off hand while casting.
	Repair Device	1	A	You may repair specific devices, weapons or armor with 1 minute of roleplay.
Ranger (4)	Repair Firearms	1	-	You may repair a firearm with 1 minute of role play and a forge.
	Archery	2	-	You may wield a Bow or Crossbow.
	A Willow in the Wind	2	-	You may block normal attacks with a bow.
	Dive for Cover	4	WWW	Call 'Avoid' to any attack delivered by packet or ranged weapon.
	Nature Magery	3	-	Grants access to the spells in the Nature Magic tree.
	Nature's Whisper	1	-	Nature grants insight to certain situations. This skill may be used to acquire information between events.
	One with Nature	2	-	No Upkeep Cost.
Telling Hit	2	E	Strike your opponent with a melee weapon for '3 Damage.'	
Well Aimed Shot	2	A	Call '5 Damage' and fire an arrow. Only spend attribute if attack is successful or countered with a called defense.	

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Rifeman (3)	Badass	2	F	Call 'Disengage' while brandishing a gun.
	Combat Focus	4	-	As long as you are wearing no armor rep, you may rest for one minute to grant yourself 2 points of armor. This armor may be reset with one minute of rest.
	Combat Veteran	2	E	If you are reduced to 0 Vitality by called damage, fall Stable instead of Unstable.
	Dive for Cover	4	WWW	Call 'Avoid' to any attack delivered by packet or ranged weapon.
	Double Tap	3	WW	Shoot a rifle and call 'Double 5 Damage'.
	Fearless	2	F	Call 'Resist' to a Fear-based attack.
	Marksmanship	1	-	Grants you a point of Marksmanship, which may be spent in place of Fire when shooting a firearm. You may purchase up to 5 total points of Marksmanship.
Rogue (5)	Wield Rifle	2	-	You may wield a Rifle. Normal rifle attacks cost F and do 5 Damage. (You must have the Pistol skill to purchase this skill.)
	Buckler	2	-	You may wield a small shield.
	Hamstring	2	E	Strike a target in the leg with your sword and call "Slow."
	Hidden from View	2	A	You may hide an item on your person that searching will not reveal.
	Money Talks	1	-	You can ask a question between events, the quality of your answer will vary with the size of your bribe.
	Scavenger	2	-	No Upkeep Cost.
	Slip Bonds	1	W	You may break free of physical binding after 1 minute of RP.
	Strike a Nerve	2	A	Swing melee weapon and call 'Agony'.
Shaman (4)	Subtle Strike	2	W	Strike an opponent from behind for '5 Damage.'
	Waylay	1	A	If you are squarely behind a target such that you can see your shoulder blades, strike them and call 'Stun'.
	Ancestral Weapon	2	-	You may fight with a one handed club and cast.
	Arcane Power	3*	-	Grants you a point of Arcane, which may be spent in place of an attribute when casting a spell. You may purchase up to 5 total points of Arcane.
	Nature Magery	3	-	Grants access to the spells in the Nature Magic Tree.
Sorcerer (3)	Portent	1	-	You may gain insight from dreams, communicated to you through written or in-game means.
	Telling Hit	2	E	Strike your opponent with a melee weapon and call '3 Damage'.
	Tempest Magery	3	-	Grants access to the spells in the Tempest Magic Tree.
	Arcane Power	3*	-	Grants you a point of Arcane, which may be spent in place of an attribute when casting a spell. You may purchase up to 5 total points of Arcane.
Swashbuckler(4)	Mental Fortitude	2	F	Call 'Resist' to a single Fear or Will attack.
	Sorcery	3	-	Grants access to the spells in the Sorcery Tree
	The Warding	2	E*	You may hang a ward rep (blue or red glow stick) at the door to a player's cabin/tent. (Cast for free if it is your own cabin/tent)
	A Twist of the Wrist	2	WW	Strike an opponent's weapon and call 'Disarm.'
	Combat Focus	4	-	As long as you are wearing no armor rep, you may rest for one minute to grant yourself 2 points of Armor.
	Demanding Berth	2	W	Swing your weapon in an arc and call 'Disengage.'
	Desperate Defense	2	EE	Call 'Parry' to a melee attack to one of your limbs.
	Fearless	2	F	Call 'Resist' to a Fear-based attack.
Warrior (4)	Lightning Strikes	3	E	Swing your sword two separate times and call '2 Damage'.
	Resilience	3	W	You may 'Heal 2 to Self' after 3 seconds of role play.
	Strike a Nerve	2	A	Swing a melee weapon and call 'Agony'.
	Two Weapons	3*	-	You may use a short weapon in your off hand, or a long weapon if purchased a second time.
	A Crippling Blow	1	E	Strike an opponent's limb with your weapon and call 'Maim.'
	Armor Training	4	-	As long as you are wearing a decent armor rep you may refresh your armor to 2 points by spending 1 minute sitting and readjusting your armor.
	Critical Strike	2	EE	Swing a weapon and call '5 Damage.'
	Demanding Berth	2	W	Swing your weapon in an arc and call 'Disengage.'
	Devastating Strike	4	EEE	You can swing a two handed weapon (not a staff) and call '10 damage'.
	Fearless	2	F	Call 'Resist' to Fear.
Warrior (4)	Might of the Bear	1	W	Call out 'Purge' and break free from a Root effect.
	Resilience	3	W	You may 'Heal 2 to Self' after 3 seconds of role play.
	Shield	2*	-	You may wield a small shield, or a large shield if you purchase this skill twice.
	Turn Aside	3	W	You may call 'Parry' to a weapon strike that hits any arm holding a weapon.
	Two Handed Weapon	1	-	You may wield a two handed weapon that is not a staff, and block one-handedly with it.