

Home Guard



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Revised 2020

Meta-org Summary

This meta-organization is the standing army of Calanda. They serve the Queen and no one else. The army is dispersed throughout Calanda and any city where Calanda has a trade envoy or diplomat for their personal protection. Although this standing army serves the Queen it comprises all races and classes of people.

This meta-org is unique as players may also serve in another organization (such as the Arcane Sanctum or Earth Weavers) if it is clear in times of war; their duties to the Home Guard supersede their other organization's charter. It will be clear in every other meta-organization if you can have a dual role in the Home Guard.

History of the Org

To say there is a long history is an understatement. The Home Guard can trace (and does) its beginnings all the way back to the age of Parson. Before his reign the army was assembled to combat the forces of the Great War. The original Army Name was simply "The Shield" as its duty was strictly to defend Calanda from its enemies (which was pretty much everyone). They were poorly equipped, malnourished and undertrained. How Calanda survived the war is anyone's guess.

Every King or Queen that has ruled Calanda has had a mighty force at their command. During the Great Wars nearly every able-bodied man, woman and child were drafted into service. With the threats from all around them, most of them were happy to do their service for King and country. Being in the Shield meant that you were likely to have a fortified haven against the onslaught of the Dwarves and Elves. You were fed, clothed and even given weapons to defend

yourself. Most Common Folk can trace their family back as little as three generations to someone who served in the Shield.

During the Age of Parson, the King realized that a ragtag group of fighters and farmers were no longer enough deterrent to the outside forces of Calandonia. As part of the Peace Treaty, the dwarves, elves and Noble Houses helped to supply the fledgling army with equipment, weapons, armour and training. Many of the Dwarves and Elves stayed on long past their required duties. The army was renamed The Home Guard as a symbol that Calandonia is everyone's "Home" and the army would be used to help any nation that asked for it.

The King or Queen of Calanda is the "Supreme Commander" of this army and they do his/her bidding. Highest ranking officers, no matter their race, pledge their undying loyalty to the Supreme Commander and they will willingly lay their lives down rather than betray that oath. This is not to say that it has never happened, but the rarity of it is only whispered of and no one currently in service can remember a true incident of disloyalty.

Currently the Home Guard is stationed mainly in Calanda, but wherever the Hammer Outfitters has a trade house in another city, the Home Guard are stationed there. As well, if there is a diplomatic envoy, they will be escorted by the Home Guard. The members of the Home Guard are highly trained and well equipped. To attain a rank higher than the lowly Militiaman, a Guardsman has to dedicate a lot of time and skills to weapon training. The Home Guard also employs "Specialists" such as Mages and Healers as well as those that are required for more "delicate" tasks.

Introduction to the hierarchy

There are two "tiers" in the Home Guard. The enlisted soldiers and the officers. Specialists (such as Healer's and Mages) are given an officer's rank more out of courtesy than their military prowess. This allows them the freedom to conduct their specialties without an "uniformed" grunt giving counter-orders in the heat of a battle or war.

After you reach the rank of Corporal, you will be selected for your specialty to serve a certain niche in the Home Guard, be it a frontline fighter using your weapons and heavy armour to support the ranks, or a

rogue where your skills in stealth and legerdemain are invaluable to the success of more “delicate” missions, to the Scout who excels in fast strikes upon unsuspecting forces.

Rank One: Recruit (Rct.)

You are a raw recruit. No skills are required to join the Home Guard. They'll teach you everything you need to know. A senior member will always offer to teach you the skills you need to know.

Burdens: You are the low person in the organization. You are ordered around by all the higher ranks. Life sucks until you qualify for higher ranks!

Qualifications: You can hold a weapon and are fit for combat.

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. The Home Guard will replace one non-silvered/non-magical weapon or up to 5 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it “Shattered” in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.

Rank Two: Militiaman (Mil.)

All members of the Home Guard must spend time as a Militiaman in order to understand their duties and learn the ropes. Many players will only ever attain the rank of Militiaman unless they truly dedicate themselves to the organization.

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative
- ❖ 30XP In Martial Skills (Fighter)
- ❖ 30XP in Stealth Skills (Rogue)
- ❖ 15/15 in Martial/Stealth skills (Scout)
- ❖ Blacksmithing Rank 1
- ❖ First Aid
- ❖ A Craftsman Skill (Chosen by you with the input of PLOT) that will become your “specialty” such as Tracker, Cryptographer, Tactician, Scout etc. (this list is not even remotely complete, speak with PLOT about your concept!)

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. The Home Guard will replace one non-silvered/non-magical weapon or up to 5 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it “Shattered” in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.
- ❖ You receive a Stipend of 5cp per weekend event for your service. Faire Days pay you 2cp and a Long Weekend pay is 8cp.

At the Corporal Rank you will assign your specialty. You will either move forward as a Fighter, Rogue or Scout “tree”

Rank Three: Corporal Footman (Ftm.) (Fighter)

You have spent your time in the trenches. Fought some battle and begun to hone your skills in the fighting arts. You have proven yourself an asset to the Home Guard and your deeds have granted you the rank of Footman.

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative
- ❖ 60XP In Martial Skills (Fighter)
 - Includes a second weapon skill or Shield
- ❖ Blacksmith Rank 2
- ❖ Craftsman Rank 2 of your previous skill or another Craftsman (any military) skill
- ❖ Have proper Phys-Rep Armour (Leather, Chain, and Plate) and Shield (if using one). This means you have really worked on your own armour building it or modifying it etc. Attending Build Days is also important.

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. The Home Guard will replace one non-magical weapon or up to 10 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are

replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it "Shattered" in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.

- ❖ You receive a Stipend of 1sp per weekend event for your service. Faire Days pay you 5cp and a Long Weekend pay is 1.5sp.
- ❖ You receive three (3) picks from the LCO Blacksmithing Kits while on Duty longer than 24 hours, taverns do not qualify. (see appendix 1)
- ❖ For 100 Goblin Stamps you may purchase one (1) of the following Archetype abilities:
 - **Defender:** Expending Resolute grants 'Activate 10 Elemental Mend Armour' on Self, Cloak Eldritch Force
 - **Berserker:** +1 Damage when calculating slay (+2 to 2HD melee weapon), Cloak Command, Cloak Greater Command
 - **Champion:** Hardy. Use of Mettle grants 'Cloak' to the effect

Burdens: You begin to take on more duties such as leading patrols, duty rosters etc.

Rank Three: Corporal Sapper (Sap.) **(Rogue)**

You have spent your time in the trenches. Fought some skirmish battles and begun to hone your skills. You have proven yourself a valuable asset to the Home Guard and your deeds have granted you the rank of Sapper.

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative
- ❖ 60XP in Stealth Skills (Rogue)
 - Includes a second weapon skill or Florentine
- ❖ Blacksmithing Rank 2
- ❖ Craftsman Rank 2 of your previous skill or another Craftsman (any military) skill
- ❖ Have proper Phys-Rep Armour (Leather, Chain, and Plate) and Shield (if using one). This means you have really worked on your own armour building it or modifying it etc. Attending Build Days is also important.

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. The Home Guard will replace one non-magical weapon or up to 10 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it "Shattered" in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.
- ❖ You receive a Stipend of 1sp per weekend event for your service. Faire Days pay you 5cp and a Long Weekend pay is 1.5sp.
- ❖ For 100 Goblin Stamps you may purchase one (1) of the following abilities:
 - **Thorn:** Expending a Back attack adds +2 Damage from Behind. Resist Binding
 - **Executioner:** Using Counteract may call "Bane" to the effect. Sleep/Paralysis blow with Arcanestrike
 - **Infiltrator:** May expend a Dodge to Shadow Jump. Silence/Stun Blow with the Strike Keyword. Cloak Curse

Rank Three: Corporal Strider (Stri.) **(Scout)**

You find the wilderness as your home. You rely on stealth and light armour to maneuver around the enemy lines and infiltrate their ranks. Finding where the enemy hides their caches of weapons or runs their supply lines is paramount to this position.

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative
- ❖ Have all previous ranks Qualifications.
- ❖ 30/30 in Martial/Stealth skills (Scout)
 - Includes a second weapon skill or Tinkering or Alchemy
- ❖ Blacksmith Rank 2
- ❖ Craftsman Rank 2 of your previous skill or another Craftsman (any military) skill
- ❖ Have proper Phys-Rep Armour (Leather, Chain, and Plate) and Shield (if using one). This means you have really worked on your

own armour building it or modifying it etc. Attending Build Days is also important.

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. The Home Guard will replace one non-magical weapon or up to 10 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it "Shattered" in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.
- ❖ You receive a Stipend of 1sp per weekend event for your service. Faire Days pay you 5cp and a Long Weekend pay is 1.5sp.
- ❖ For 100 Goblin Stamps you may purchase one (1) of the following Archetype abilities:
 - **Swashbuckler**: Riposting Blow can use an already spent daily skill. Resist Spell
 - **Dervish**: Evade can be expended for Cloak Binding. Resist Binding
 - **Commando**: Bow Damage gains +1 when calculating Slays. Bane Eldritch Force

Rank Four: Sergeant Master-at-Arms (MaA.) (Fighter)

Master-at-arms is one of the highest non-officer statuses you can have. Your dedication to the Home Guard and protecting the Outpost is a paramount task. Training the lower ranks runs in your blood. Your skill with all types of weapons and fighting styles has become common talk. **There will never be more than two PCs with Rank 4 at one time.**

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative. Helping with Build Days and Combat training is important.
- ❖ 90XP in Martial Skills
- ❖ Educated
- ❖ Blacksmithing Rank 3
- ❖ Fast Refit

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. The Home Guard will replace one non-magical weapon or up to 15 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it "Shattered" in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.
- ❖ You receive a Stipend of 2sp per weekend event for your service. Faire Days pay you 1sp and a Long Weekend pay is 3sp.
- ❖ May apply for an Unlocked Paragon Path (please note this is up to PLOT and Guild leadership to approve)
- ❖ For 100 Goblin Stamps you may purchase one (1) of the following Archetype abilities:
 - **Defender**: Expending Resolute grants 'Activate 10 Elemental Mend Armour' on Self, Cloak Eldritch Force, Upon expending Intercept grants "cloak" to the effect if able. May expend Mettle to grant 1/2 damage from Normal weapon attacks for 10 minutes
 - **Berserker**: +1 Damage when calculating slay (+2 to 2HD melee weapon), Cloak Command, Cloak Greater Command. May Expend Mettle to gain Immunity to all Command and Greater Commands for 5 minutes
 - **Champion**: Hardy. Use of Mettle grants 'Cloak' to the effect. Fast Refit in 15 seconds (self only). May Expend Weapon Proffs to swing Eviscerate twice per use at 250 Body per attack. Must Focus for 60 seconds to regain Weapon Proffs

Burdens: You begin to take on more duties such as running military drills, leading patrols and the defence of the Outpost.

Advancement: You must serve as a Master-at-Arms for a minimum of 4 months from the date of your promotion (if a weekend event falls before this there will be some leeway given, talk to PLOT beforehand). Some players are more comfortable remaining a Sergeant and that is perfectly fine!

Rank Four: Sergeant Pathfinder (Path.) (Rogue)

Pathfinder is one of the highest non-officer statuses you can have. Your dedication to the Home Guard and scouting the area around the Outpost is a paramount task. Training the lower ranks runs in your blood. Your skill with all ambushing and traps has become common talk. **There will never be more than two PCs with Rank 4 at one time.**

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative. Helping with Build Days and Combat training is important.
- ❖ 90XP in Stealth Skills
- ❖ Educated
- ❖ Blacksmithing Rank 3
- ❖ Fast Refit

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. The Home Guard will replace one non-magical weapon or up to 15 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it "Shattered" in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.
- ❖ You receive a Stipend of 2sp per weekend event for your service. Faire Days pay you 1sp and a Long Weekend pay is 3sp.
- ❖ May apply for an Unlocked Paragon Path (please note this is up to PLOT and Guild leadership to approve)
- ❖ For 200 Goblin Stamps you may purchase one (1) of the following Archetype abilities:
 - **Thorn:** Expending a Back attack adds +2 Damage from Behind. Resist Binding. May expend Dodge to call evade to Normal weapon attacks for 5 minutes.
 - **Executioner:** Using Counteract may call "Bane" to the effect. Sleep/Paralysis blow with Arcanestrike. May expend Back Stab

bonus to add 25 Damage to Assassinate. Must Focus for 60 seconds to regain use of Back Stab

- **Infiltrator:** May expend a Dodge to Shadow Jump. Silence/Stun Blow with the Strike Keyword. Cloak Curse. May expend a Dodge to avoid a misfired trap you set.

Burdens: You begin to take on more duties such as running military drills and leading patrols and the defence of the Outpost.

Advancement: You must serve as a Master-at-Arms for a minimum of 4 months from the date of your promotion (if a weekend event falls before this there will be some leeway given, talk to PLOT beforehand). Some players are more comfortable remaining a Sergeant and that is perfectly fine!

Rank Four: Sergeant Ranger (Rang.) (Scout)

Ranger is one of the highest non-officer statuses you can have. Your dedication to the Home Guard and scouting the area around the Outpost is a paramount task. Although you want to be alone in the wilds of the lands, you know that your skills must not only be mastered but shared with other. Being able to get very close to the enemy and invade their territory is the paramount mission you strive for. **There will never be more than two PCs with Rank 4 at one time.**

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative. Helping with Build Days and Combat training is important.
- ❖ 45/45 XP in Martial/Stealth Skills
- ❖ Educated
- ❖ Blacksmithing Rank 3
- ❖ Fast Refit

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. The Home Guard will replace one non-magical weapon or up to 15 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your

equipment due to neglect as opposed to having it “Shattered” in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.

- ❖ You receive a Stipend of 2sp per weekend event for your service. Faire Days pay you 1sp and a Long Weekend pay is 3sp.
- ❖ May apply for an Unlocked Paragon Path (please note this is up to PLOT and Guild leadership to approve)
- ❖ For 200 Goblin Stamps you may purchase one (1) of the following Archetype abilities:
 - **Swashbuckler:** Riposting Blow can use an already spent daily skill. Resist Spell. May expend BA or CA to call Arcanestrike to Doom Blow
 - **Dervish:** Evade can be expended for Cloak Binding. May expend Dodge to call Immune to Binding effects for 5 minutes
 - **Commando:** Bow Damage gains +1 when calculating Slays. When expending a Weakness/Shun strike or Slow/Weakness Blow, may select a second target within 5 seconds to hit as well. Expending BA or CA adds +2 to bow damage. Max +4 Damage bonus

Officer Ranks

To become an officer, you need to meet very strict requirement. Many players will have to wait a year or two of play time to gain the skills needed to become an officer.

From time to time, PLOT may award a player the rank of Lieutenant even if the player does not meet the required minimums. This will only be done based on player participation with the Home Guard and their dedication to the Calgary Alliance Chapter. The player will have to continuously work to improve his character to the minimum requirements of the rank.

Officers will be required to keep PLOT informed of the inner workings of the Home Guard and to help further the overall story arc of the Chapter.

Rank One: Lieutenant (Lt.)

A lieutenant in the Home Guard has shown a high dedication to organization and has worked to further the goals to the best of their abilities.

Specialists that work with the Home Guard in times of war or attack are granted the title of Lieutenant as an honorary title with all the benefits and burdens of the rank. Players of a lower rank will treat these specialists with the appropriate respect that they would a full ranking officer.

Specialists are given this rank to ensure that they may run their “aspect” without counter orders of lower ranks confusing the situation. As an example: An Earth Caster is running the triage area during the Saturday evening event will not have to worry about a Sergeant coming in and counter ordering their set up. Or a Scout is taking a group around for a flanking attack. Only a higher-ranking officer can counter order the attack.

Specialists are still required to discuss their plans with the higher-ranking officers to ensure that everyone is doing what is needed to win the overall scenario. (The Scout could not just decide to take a group of Militiamen on a flanking manoeuvre without orders from the Commander)

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative. Helping with Build Days and Combat training is important.
- ❖ 120 XP in Martial Skills (Fighter)
 - Includes Mettle, Intercept or Resolute
- ❖ 120 XP in Stealth Skills (Rogue)
 - Includes Evade, Dodge or Counteract
- ❖ 60/60 Martial/Stealth Skills (Scout)
 - Includes Dodge, Mettle or Resolute

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. You may purchase a magical weapon with a 15% discount. The Home Guard will replace one non-magical weapon or up to 20 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it “Shattered” in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.
- ❖ You receive a Stipend of 5sp per weekend event for your service. At a Faire Day your

payment is 2.5sp and a Long Weekend pays 7.5sp.

Specialists receive this only if their services are required at the event.

- ❖ For 200 Goblin Stamps each, you may purchase two (2) of the following abilities (only once each and one must be of your main Class):
 - **Defender:** Expending Resolute grants 'Activate 10 Elemental Mend Armour' on Self, Cloak Eldritch Force, Upon expending Intercept grants "cloak" to the effect if able. May expend Mettle to grant 1/2 damage from Normal weapon attacks for 10 minutes
 - **Berserker:** +1 Damage when calculating slay (+2 to 2HD melee weapon), Cloak Command, Cloak Greater Command. May Expend Mettle to gain Immunity to all Command and Greater Commands for 5 minutes
 - **Champion:** Hardy. Use of Mettle grants 'Cloak' to the effect. Fast Refit in 15 seconds (self only). May Expend Weapon Proffs to swing Eviscerate twice per use at 250 Body per attack. Must Focus for 60 seconds to regain Weapon Proffs
 - **Thorn:** Expending a Back attack adds +2 Damage from Behind. Resist Binding. May expend Dodge to call evade to Normal weapon attacks for 5 minutes.
 - **Executioner:** Using Counteract may call "Bane" to the effect. Sleep/Paralysis blow with Arcanestrike. May expend Back Stab bonus to add 25 Damage to Assassinate. Must Focus for 60 seconds to regain use of Back Stab
 - **Infiltrator:** May expend a Dodge to Shadow Jump. Silence/Stun Blow with the Stike Keyword. Cloak Curse. May expend a Dodge to avoid a misfired trap you set.
 - **Swashbuckler:** Riposting Blow can use an already spent daily skill. Resist Spell. May expend BA or CA to call Arcanestrike to Doom Blow
 - **Dervish:** Evade can be expended for Cloak Binding. May expend Dodge to

call Immune to Binding effects for 5 minutes

- **Commando:** Bow Damage gains +1 when calculating Slays. When expending a Weakness/Shun strike or Slow/Weakness Blow, may select a second target within 5 seconds to hit as well. Expending BA or CA adds +2 to bow damage. Max +4 Damage bonus

Burdens: You assume a lot of responsibility to PLOT and the Outpost. You will have to keep in regular communication with PLOT and strive to be at each weekend event.

Rank Two: Captain (Cpt.)

To attain Captain, you must show not only the physical skills, but the rational wisdom that is required. You have seen many battles and have trained yourself to remain calm in the face of overwhelming adversity. You are not pleased to send troops to their impending deaths but realize that call may have to be made for the greater good. **There will never be more than four PCs with this rank**

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative
- ❖ 150 XP in Martial Skills (Fighter)
 - Eviscerating Blow or Riposting Blow
- ❖ 150 XP in Stealth Skills (Rogue)
 - Includes Doom Blow
- ❖ 75/75 Martial/Stealth Skills (Scout)
 - Includes Doom Blow, or Riposting Blow

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. You may purchase a magical weapon with a 20% discount. The Home Guard will replace one non-magical weapon or up to 30 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it "Shattered" in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.

- ❖ You receive a Stipend of 1gp per weekend event for your service. At a Faire Day your payment is 5sp and a Long Weekend pays 1.5gp.
 - ❖ For 200 Goblin Stamps each, you may purchase two (2) of the following abilities (only once each and one must be of your main Class):
 - **Defender:** Expending Resolute grants 'Activate 10 Elemental Mend Armour' on Self, Cloak Eldritch Force, Upon expending Intercept grants "cloak" to the effect if able. May expend Mettle to grant 1/2 damage from Normal or Magic weapon attacks for 10 minutes
 - **Berserker:** +1 Damage when calculating slay (+2 to 2HD melee weapon), Cloak Command, Cloak Greater Command. May Expend Mettle to gain Immunity to all Command and Greater Commands for 5 minutes
 - **Champion:** Hardy. Use of Mettle grants 'Cloak' to the effect. Fast Refit in 15 seconds (self only). May Expend Weapon Proffs to swing Eviscerate twice per use at 250 Body per attack. Must Focus for 60 seconds to regain Weapon Proffs
 - **Thorn:** Expending a Back attack adds +2 Damage from Behind. Resist Binding. May expend Dodge to call evade to Normal weapon attacks for 5 minutes.
 - **Executioner:** Using Counteract may call "Bane" to the effect. Sleep/Paralysis blow with Arcanestrike. May expend Back Stab bonus to add 50 Damage to Assassinate. Must Focus for 60 seconds to regain use of Back Stab
 - **Infiltrator:** May expend a Dodge to Shadow Jump. Silence/Stun Blow with the Strike Keyword. Cloak Curse. May expend a Dodge to avoid a misfired trap you set.
 - **Swashbuckler:** Riposting Blow can use an already spent daily skill. Resist Spell. May expend BA or CA to call Arcanestrike to Doom Blow
 - **Dervish:** Evade can be expended for Cloak Binding. May expend Dodge to call Immune to Binding effects for 5 minutes
 - **Commando:** Bow Damage gains +1 when calculating Slays. When expending a Weakness/Shun strike or Slow/Weakness Blow, may select a second target within 5 seconds to hit as well. Expending BA or CA adds +2 to bow damage. Max +4 Damage bonus
- Burdens:** You assume a lot of responsibility to PLOT and the Outpost. You will have to keep in regular communication with PLOT and strive to be at each weekend event.
- Rank Three: Commander (Cmd.)**
 Commander is the second highest rank a Player may attain. This is akin to a Nobility title and as such there are strict requirements for a player to become a Commander. Your character will be assessed not only for Phys-reps, but also personality and real charisma. **There will never be more than two PCs with this rank at one time.**
- Qualifications:**
- ❖ Show your duty to the Home Guard. Being active in the organization is imperative. You must be working with PLOT to advance the story of the Chapter. You will also be asked to work Build Days and Combat Training events.
 - ❖ 200 XP in Martial Skills (Fighter)
 - Includes Riposting Blow
 - ❖ 200 XP in Stealth Skills (Rogue)
 - Includes Doom Blow
 - ❖ 100/100 Martial/Stealth Skills (Scout)
 - Must have Doom Blow, and Riposting Blow
- Benefits:**
- ❖ Your weapons and armour are to be in the best condition possible. You may purchase a magical weapon with a 20% discount. The Home Guard will replace one non-magical weapon or up to 40 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it "Shattered" in the line of duty, you

may not receive the discount. Your PLOT contact will be the commander of the Outpost.

- ❖ You receive a Stipend of 2gp per weekend event for your service. At a Faire Day your payment is 1.5gp and a Long Weekend pays 3.5gp.
- ❖ For 200 Goblin Stamps each, you may purchase two (2) of the following abilities (only once each and one must be of your main Class):
 - **Defender:** Expending Resolute grants 'Activate 10 Elemental Mend Armour' on Self, Cloak Eldritch Force, Upon expending Intercept grants "cloak" to the effect if able. May expend Mettle to grant 1/2 damage from Normal, Elemental or Magic weapon attacks for 10 minutes
 - **Berserker:** +1 Damage when calculating slay (+2 to 2HD melee weapon), Cloak Command, Cloak Greater Command. May Expend Mettle to gain Immunity to all Command and Greater Commands for 5 minutes
 - **Champion:** Hardy. Use of Mettle grants 'Cloak' to the effect. Fast Refit in 15 seconds (self only). May Expend Weapon Proffs to swing Eviscerate twice per use at 250 Body per attack. Must Focus for 60 seconds to regain Weapon Proffs
 - **Thorn:** Expending a Back attack adds +2 Damage from Behind. Resist Binding. May expend Dodge to call evade to Normal weapon attacks for 5 minutes.
 - **Executioner:** Using Counteract may call "Bane" to the effect. Sleep/Paralysis blow with Arcanestrike. May expend Back Stab bonus to add 75 Damage to Assassinate. Must Focus for 60 seconds to regain use of Back Stab
 - **Infiltrator:** May expend a Dodge to Shadow Jump. Silence/Stun Blow with the Strike Keyword. Cloak Curse. May expend a Dodge to avoid a misfired trap you set.
 - **Swashbuckler:** Riposting Blow can use an already spent daily skill. Resist

Spell. May expend BA or CA to call Arcanestrike to Doom Blow

- **Dervish:** Evade can be expended for Cloak Binding. May expend Dodge to call Immune to Binding effects for 5 minutes
- **Commando:** Bow Damage gains +1 when calculating Slays. When expending a Weakness/Shun strike or Slow/Weakness Blow, may select a second target within 5 seconds to hit as well. Expending BA or CA adds +2 to bow damage. Max +4 Damage bonus



Burdens: You assume a lot of responsibility to PLOT and the Outpost. You will have to keep in regular communication with PLOT and strive to be at each weekend event, Build Days and Combat Training.

Rank Four: Colonel (Col.)

Colonel is the highest rank a Player may attain. This is akin to a Nobility title and as such there are strict requirements for a player to become a Colonel. Your character will be assessed not only for Phys-reps, but also personality and real charisma. **There will never be more than one PC with this rank.**

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative. You must be working with PLOT to advance the story of the Chapter. You will also be asked to work Build Days and Combat Training events.
- ❖ Have all previous ranks Qualifications.

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. You may purchase a magical weapon with a 25% discount. The Home Guard will replace one non-magical weapon or up to 45 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it "Shattered" in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.

- ❖ You receive a Stipend of 4gp per weekend event for your service. At a Faire Day your payment is 2gp and a Long Weekend pays 6gp.
- ❖ For 200 Goblin Stamps each, you may purchase two (2) of the following abilities (only once each):
 - **Defender:** Expending Resolute grants 'Activate 10 Elemental Mend Armour' on Self, Cloak Eldritch Force, Upon expending Intercept grants "cloak" to the effect if able. May expend Mettle to grant 1/2 damage from ALL weapon attacks for 10 minutes
 - **Berserker:** +1 Damage when calculating slay (+2 to 2HD melee weapon), Cloak Command, Cloak Greater Command. May Expend Mettle to gain Immunity to all Command and Greater Commands for 5 minutes
 - **Champion:** Hardy. Use of Mettle grants 'Cloak' to the effect. Fast Refit in 15 seconds (self only). May Expend Weapon Proffs to swing Eviscerate twice per use at 250 Body per attack. Must Focus for 60 seconds to regain Weapon Proffs
 - **Thorn:** Expending a Back attack adds +2 Damage from Behind. Resist Binding. May expend Dodge to call evade to Normal weapon attacks for 5 minutes.
 - **Executioner:** Using Counteract may call "Bane" to the effect. Sleep/Paralysis blow with Arcanestrike. May expend Back Stab bonus to add 100 Damage to Assassinate. Must Focus for 60 seconds to regain use of Back Stab
 - **Infiltrator:** May expend a Dodge to Shadow Jump. Silence/Stun Blow with the Strike Keyword. Cloak Curse. May expend a Dodge to avoid a misfired trap you set.
 - **Swashbuckler:** Riposting Blow can use an already spent daily skill. Resist Spell. May expend BA or CA to call Arcanestrike to Doom Blow
 - **Dervish:** Evade can be expended for Cloak Binding. May expend Dodge to

call Immune to Binding effects for 5 minutes

- **Commando:** Bow Damage gains +1 when calculating Slays. When expending a Weakness/Shun strike or Slow/Weakness Blow, may select a second target within 5 seconds to hit as well. Expending BA or CA adds +2 to bow damage. Max +4 Damage bonus

Burdens: You assume a lot of responsibility to PLOT and the Outpost. You will have to keep in regular communication with PLOT and strive to be at each weekend event, Build Days and Combat Training.

Advancement: There is no advancement past this rank. A posthumous award of General may be given at the time of a player's final death if PLOT deems it appropriate.

Questions

This is a meta-game organization for the Calgary Alliance Chapter. You may contact PLOT with questions plot@alliancealberta.ca

Archetype Notes:

The Archetype abilities have been redesigned for 2020. You may only ever purchase one of the abilities per weekend. If you are of a higher rank you may purchase a lower rank Archetype for the lower Goblin Stamp cost, but that is the only Archetype you may purchase for the weekend. As an example: Player A is an Adeptus. He may choose any Scholar Archetype below that rank, but nothing more.

All abilities are per currently per day skills. PLOT will evaluate how they are being used and may change them to a xEVER skill instead. Unused abilities at the end of an event are LOST. Any exceptions to abilities are listed below.

The Berserker and Command ability only is calculated on a Slay effect. It DOES NOT add "static damage". This is a constant effect not per day.

The Shadow Jump ability is a "mini-rift" and must be used to "jump" from Shadow to shadow. Player A must Rift in with a 3 count within 10 seconds of Rifting out, limiting the jump to short distances only. The Rifting in and out does not allow the PC to bypass a Ward or Circle of Power.

Champion's Hardy is a static +5 Body bonus. It is not a per day item.

Commando: Expending BA/CA can be done multiple times per day as long as you have the skills to do so.

If a Marshal decides that the player is not following the "spirit" of this ability, they can remove any unused charges and the player may be banned from using the Nightstalker Archetype at further events.

Paragons of the Home Guard

In late 2019 we began to introduce a concept that was worked on for the new 2.0 system but has been shelved by the National organization. We are introducing several of them through our Meta-Organizations (Earth Weavers, Home Guard, Hammer Outfitters and the Sanctum). Players must be members in good standing of the meta-orgs. They must also speak with the PLOT team and the heads of each guild before attempting to spend any XP in these Paragons.

PARAGONS ARE STRICTLY LCO and will not be used in any other chapter.

How the Paragons work in Calgary:

1. The Paragon Path must be "unlocked" by the plot team.
2. Players must train with the Masters of the Paragons or study the books that the techniques come from IG.
3. Players purchase "Craftsman Paragon of <Paragon Name>" with 10 XP put into the skill (5 ranks for Non-sylvanborn, 10 ranks for Sylvanborn)
4. If you travel to another chapter, you will receive the Silver for the Craftsman instead of the Paragon abilities.
5. You may only ever have one Paragon, so choose wisely.
6. Only NPCs can teach the Paragon paths. No PC can select a path without prior approval from PLOT and the Guild leaders.
7. Abilities can, and most likely, will change or be adjusted over time. This is all in fluctuation so be prepared for things to change. We will give as much notice as possible before a change.

Current List of Paragons being unlocked through story in 2020:

- Assassin
- Monster Hunter
- Warleader

Current Paragons not yet found but have the possibility to be unlocked:

- Defender
- Duelist
- Ravager
- Skirmisher
- Sniper

Paragon Assassin

DESCRIPTION:		<i>The Assassin excels in the use of toxins and poisons that would kill weaker folk on contact. Their exposure to these substances has allowed them to gain strength from their use. Often, an Assassin's only friend is their supplier, for they are always looking for a steady supply of new poisons to use on their foes.</i>		
	PREREQUISITES	PASSIVE	ACTIVE	PER-DAY
LEVEL 1	100 XP spent in Rogue Skills	Whenever the Assassin connects a weapon attack for the Poison qualifier (and thus expends a Contact Poison if using one) or throws a packet using the Poison qualifier, they are affected by a Spell Cure (or Cause, at their choice) Wounds 5 as though touch cast and accepted.		2/day Resist Poison
LEVEL 2	125 XP spent in Rogue Skills	Equipment the character is currently wielding is immune to the Acidic Blood Monster Ability. May instantly identify any Alchemy. May choose to not trigger any weapon coatings when attacking with a melee weapon From Behind.	May expend any per-day Rogue Skill to change any single weapon swing From Behind to use the Poison qualifier.	1/day Poison Wither by weapon, 1/day Poison Stun Limb by weapon, 2/day Poison Antidote by touchcast
LEVEL 3	150 XP spent in Rogue Skills	After the character is affected by an attack made with the Poison qualifier, they are affected by a Spell Cure (or Cause, at their choice) Wounds 5 as though touch cast and accepted.	Once per day per level of Assassin, the Assassin may drink any Elixir, Contact Poison, or Alchemy or Trap Globe, choose not to be affected by it, and gain a Resist against that Effect that expires at the next Logistics Period if unused.	2/day Poison Berserk by weapon
LEVEL 4	175 XP spent in Rogue Skills	Any weapon attack made with the Poison qualifier may instead be made with the Elemental qualifier.	May expend any per-day Rogue Skill to Intercept an attack made with the Poison Qualifier.	1/day Bane Poison
LEVEL 5	200 XP spent in Rogue Skills	Add +6 damage to any Poison weapon attack which is made From Behind. May use Blast Globes as weapon coatings, which adds +10 damage to a swing and changes its Carrier effect to the chosen Element.		1/day Poison Corrupt by weapon, 1/day Poison Terminate by weapon

Paragon Hunter

DESCRIPTION:		<i>Monster Hunter is a specialist in hunting the beasts that threaten the lands of Calandonia. They hone their skills in killing things that will tear most to pieces.</i>		
	PREREQUISITES	PASSIVE	ACTIVE	PER-DAY
LEVEL 1	100 XP spent in Martial Skills	Must pick one of the listed below Monster races per level. All abilities in this Paragon only work on your chosen Monster. All Slays against chosen Monster gain +1 to base weapon damage.	May Resist an effect from the chosen Monster race 1/day (this includes Voice delivery, Arcane Delivery effects)	Enhanced Blade 1/day (self only) Slay 1/day (chosen Monster only)
LEVEL 2	125 XP spent in Martial Skills	May use Mettle to reduce all attacks from your chosen Monster to 1/2. Must call Reduced to each attack after triggering Mettle	If expending a Resolute from an attack by your chosen Monster, may call "Arcane 25 Healing" on yourself only.	Resolute 1/day
LEVEL 3	150 XP spent in Martial Skills	May Cloak or Bane any Spell or Elemental packet effect 3/day from chosen Monster. (total 3/day, not per Monster chosen)	If when using Eviscerate, your chosen Monster calls "reduced", you may immediately use Eviscerate again on your chosen Monster. Must use within 5 seconds.	Eviscerating Blow 1/day, Enhanced Blade 1/day (self only. May swing Magic)
LEVEL 4	175 XP spent in Martial Skills	May choose to go "Berserk" as effect when attacking you chosen Monster. When you face your chosen Monster, you take 1/2 damage from all attacks for 10 minutes. Once that monster is felled, or time has elapsed, you are under the effects of a Drain that cannot be reduced by any ability, skill or spell.		Arcanestrike Wither on Chosen Monster 2/day, Arcane Berserk 1/day (self only)
LEVEL 5	200 XP spent in Martial Skills	May expend all Weapon Proffs to swing the Body Carrier for 10 minutes. These weapon proffs can be regained by Focusing for 60 seconds. The Body carrier ends if you begin this Focus.	Riposting Blow, when used against your chosen Monster, may use any already spent daily skill. You may use Eviscerating blow twice in a row with 250 Body per swing with the Body Carrier against your chosen Monster	Riposting Blow 1/day, Eviscerating Blow 1/day

Monster Types: Animal/Beast, Construct, Cursed, Dragon, Elemental, Extraplanar Creature, Fey, Goblinoid/Ogroid/Trollid, Insect, Magical, Creature, Lupoid, Plant, Reptoid

Paragon Warleader

DESCRIPTION:		<i>The Warleader inspires her comrades to great acts of valor on the battlefield. She can bring out the best in those around her by sharing her own vigor and stamina. Through long experience as a commander, the Warleader's orders can override hostile commands against her allies.</i>		
	PREREQUISITES	PASSIVE	ACTIVE	PER-DAY
LEVEL 1	100 XP spent in Martial Skills	For each Craftsman Teacher the player has they gain 2 Uses of the skill per day. As an example: Xamot has 4 ranks in Craftsman Teacher, he has 8 uses of the Skill.	May expend 5 Body (unavoidable in any way) to swing once for Elemental Release, Elemental Antidote, Elemental Cleanse, or Elemental Awaken.	Craftsman Teacher, 3/day Resist Fear
LEVEL 2	125 XP spent in Martial Skills	Whenever the Warleader spends a Craftsman Teacher skill to power an Active Warleader ability, they may immediately Meditate one skill per level of the Warleader. All other conditions of Meditate must still be met. Enhanced Meditate does reduce the time as per the skill	May Focus for 60 seconds with another character and expend a Craftsman Teacher Skill to grant them a Recharge Prowess effect as per the Ritual. All other requirements of Recharge Prowess must still be met. The Warleader may not grant themselves this effect.	2/day Intercept, 2/day Resist Command
LEVEL 3	150 XP spent in Martial Skills	Whenever the Warleader expends a Parry or Intercept skill for another character, they may use that same skill any number of times during the next five seconds for the same character without spending additional Parry or Intercept skills (all other conditions of Parry or Intercept must still be met).	May Focus with up to one character per level of Warleader for 60 seconds and spend one per-day Martial or Craftsman Teacher Skill to grant all of those characters a Raging Strike effect as per the Ritual which must be used on their next weapon swing within 10 minutes. The Warleader may not grant themselves this ability.	2/day Resist Voice
LEVEL 4	175 XP spent in Martial Skills	The Warleader may use the First Aid ability in 30 seconds instead of 60.	May Focus with up to one character per level of Warleader for 60 seconds and expend one per-day Martial or Craftsman Teacher Skill to grant all of those characters an Elemental Enhanced Blade or Elemental Healing/Chaos Blade effect by touchcast (the same effect must be chosen for all involved). The Warleader may not grant themselves these abilities.	1/day Spell Parry (as per the Ritual), 1/day Resist Greater Command
LEVEL 5	200 XP spent in Martial Skills	Whenever the Warleader is affected by a Healing, Chaos, or Protective/Enhancement effect, the Warleader may spend a Craftsman Teacher skill to grant an identical effect to another character by touchcast within the next 3 seconds.	May Focus with another character for 60 seconds and expend a Craftsman Teacher Skill to grant Elemental Purify to that character by touchcast.	Craftsman Teacher, 2/day Parry, may only be used on effects striking other characters.

Paragon Defender

DESCRIPTION:		<p><i>The Defender is a defensive melee warrior able to hold the line against a number of foes, the Defender knows how to wear armor far better than any other combatant on the field.</i></p>		
	PREREQUISITES	PASSIVE	ACTIVE	PER-DAY
LEVEL 1	100 XP spent in Martial Skills	The Defender emits an "aura" around themselves. This grants them an additional 4 points of armour per level of defender and allows them to exceed the maximum armour for their class. As an example: If the Defender is wearing a suit of 40-point armour and is 4th level, they would have 56 total armour. They do not require Wear Extra Armour for the Defender Aura. This cannot be augmented by Rituals; it is a static amount. It can be "refit" through focus as with Arcane Armour.		1/day 20 Elemental Mend Armor by touchcast
LEVEL 2	125 XP spent in Martial Skills	May Expend only 10 Body when using Mettle against a Command Effect	May expend 5 Body (unavoidable in any way) Spellstrike Shun as per the spell.	Mettle 1/day
LEVEL 3	150 XP spent in Martial Skills		May expend a Parry to gain the Weakness carrier for 10 minutes.	2/day Intercept
LEVEL 4	175 XP spent in Martial Skills	Any damage taken as a result of Intercept, or Parry (vs Massive), is halved (must call Reduced).	May expend any already used Martial Skills when Riposting.	2/day Bane Binding
LEVEL 5	200 XP spent in Martial Skills	May expend a use of Mettle to gain "Half Damage from Weapons" for 10 minutes.	When a damaging effect reduces the Defender to 0 or fewer Body Points, the player (OOG choice) may reactively expend an Eviscerate to heal 200 Body Points. May expend any per-day Martial Skill to apply a Heroic Interception ritual effect to an Intercept the character is using. Using this ability negates the ability to use Protective Reflex for the same attack.	Protective Reflex 1/day

Paragon Duelist

DESCRIPTION:		<i>A melee combatant able to focus on a single foe and gain abilities far beyond the norm to strike them down.</i>		
	PREREQUISITES	PASSIVE	ACTIVE	PER-DAY
LEVEL 1	60 XP spent in Martial Skills; 60 XP spent in Stealth Skills	At any time, the Duelist may choose to "deactivate" all Weapon Proficiencies and Backstabs for 10 minutes. If they do so, they gain 1.5x (2x if using a two-handed weapon; this includes the normal two-handed weapon bonus) the bonus of the deactivated skills against a single target (the "Chosen Foe") during that 10 minutes. This effect may not be ended prematurely or retargeted during this 10-minute period, even if the Chosen Foe falls or leaves the field.	Once per day per Duelist level, the character may prematurely end their "Chosen Foe" selection.	1/day Spellstrike Shackle
LEVEL 2	70 XP spent in Martial Skills; 70 XP spent in Stealth Skills		While a "Chosen Foe" is active, the Duelist may expend a Critical or Back Attack to swing for one of the following Carrier attacks against the "Chosen Foe" (one swing per Critical or Back Attack expended): Slow, Bind, Weakness, Hallucinate, Paranoia.	2/day Parry (usable only against attacks from a "Chosen Foe")
LEVEL 3	85 XP spent in Martial Skills; 85 XP spent in Stealth Skills		While a "Chosen Foe" is active, the Duelist may expend an Eviscerate to treat all attacks as From Behind for the purpose of Backstabs and Back Attacks for 10 minutes.	5/day Intercept (usable to take attacks from a "Chosen Foe" that hit others)
LEVEL 4	95 XP spent in Martial Skills; 95 XP spent in Stealth Skills		While a "Chosen Foe" is active, the Duelist may expend a Doom Blow to gain the Repel carrier for 10 minutes. Swings with this carrier may only be targeted at enemies other than the "Chosen Foe". This Repel may not be maintained	1/day Bane Weapon Attack (usable only against attacks from a "Chosen Foe")
LEVEL 5	110XP spent in Martial Skills; 110 XP spent in Stealth Skills	All damage taken from a "Chosen Foe" is reduced by half. The character must call "Reduced" in this case.	May use any expended skills when combined with Riposting Blow against the "Chosen Foe"	1/day Dodge (usable only against attacks from a "Chosen Foe")

Paragon Ravager

DESCRIPTION:		<i>The Ravager siphons power from allies to empower his own blows. Roaring in defiance, a Ravager throws off attacks that would fell lesser combatants and simply forges on ahead despite the potential costs.</i>		
	PREREQUISITES	PASSIVE	ACTIVE	PER-DAY
LEVEL 1	100 XP spent in Fighting Skills		May deliver Arcane Weakness to another willing character by touchcast. If this is accepted, the Ravager may treat their weapons as having 1 higher base weapon damage for the next 5 minutes. This effect may not be stacked.	Resolute 1/day
LEVEL 2	125 XP spent in Fighting Skills	Whenever the character uses a Resolute, they may choose to be affected by "5 Arcane Healing/Chaos" per Ravager level.	May deliver Arcane Silence to another willing character by touchcast. If this is accepted, the Ravager may swing for the Body carrier for 5 minutes.	Resolute 1/day
LEVEL 3	150 XP spent in Fighting Skills	The player may choose to treat any Command effect as a Berserk instead. Must call "Altered" when this is used.	May deliver Arcane Destruction to another willing character by touchcast. If this is accepted, the Ravager may immediately Meditate an eligible Fighting Skill. This ability may not be used again on the same target character within 10 minutes.	Slay 1/day
LEVEL 4	175 XP spent in Fighting Skills		May deliver 20 Arcane Body to another willing character by touchcast. If this is accepted, the Ravager gains one of the following effects at their choice: Elemental Enhanced Blade, Elemental Healing Blade, Elemental Chaos Blade.	Eviscerate 1/day
LEVEL 5	200 XP spent in Fighting Skills	May choose to treat any Binding effect as a Slow instead. Must call 'Altered' when this is used. Additionally, whenever the character is Berserked they take half damage from all sources. They must call Reduced appropriately during this period.		Resist Binding 1/day

Paragon Skirmisher

DESCRIPTION:

This combatant specializes in striking from all angles in a battle to disrupt the enemy's lines and free up pressure on their allies. They harry and madden their opponents until their foes cannot maintain a line, thus allowing the skirmisher's forces to break through and win the field.

	PREREQUISITES	PASSIVE	ACTIVE	PER-DAY
LEVEL 1	60 XP spent in Martial Skills; 60 XP spent in Stealth Skills	The Skirmisher may always run while carrying a body or heavy load (as per the Endow effect).	May expend a Resolute for the effect of a Sorcerous Triage when the character would go from "Bleeding Out" to "Dead" (no verbal required, player's choice).	1/day Resist Binding, 3/day Resist Slow, 1/day Resolute
LEVEL 2	70 XP spent in Martial Skills; 70 XP spent in Stealth Skills		May expend a per-day Martial Skill to attack once for Elemental Shun. May expend a per-day Stealth Skill to attack once for Elemental Shackle From Behind. May Meditate the original skill back if the attack misses or is blocked.	1/day Critical Attack, 1/day Back Attack
LEVEL 3	85 XP spent in Martial Skills; 85 XP spent in Stealth Skills		May expend a Slay to attack once for Elemental Web. May expend an Assassinate to attack once for Elemental Berserk. May Meditate the original skill back if the attack misses or is blocked.	3/day Disarm by weapon
LEVEL 4	95 XP spent in Martial Skills; 95 XP spent in Stealth Skills	When attacking From Behind, the Skirmisher may use the Slow weapon carrier.	May expend a Riposting Strike while in a Circle of Power to gain a spellcrafted Spirit Recall ritual on themselves to that Circle of Power.	1/day Counteract, 1/day Resolute
LEVEL 5	110XP spent in Martial Skills; 110 XP spent in Stealth Skills	May Rip Free (as per the Monster Ability Escape Binding) from all Binding Effects by expending either a Back or Critical Attack	May expend a Parry to gain the Repel carrier for 10 minutes. May expend a Dodge to Evade all weapon attacks for 10 minutes.	1/day Riposting Blow

Paragon Sniper

DESCRIPTION:		<i>The Sniper specializes in keeping foes at a distance while whittling them away. They maintain the ability to move around the battlefield if their hiding spot is ambushed.</i>		
	PREREQUISITES	PASSIVE	ACTIVE	PER-DAY
LEVEL 1	100 XP spent in Stealth Skills		May expend any per-day Stealth Skill to Rip Free from a Binding Effect as per the Monster Ability. May expend any per-day Stealth Skill to throw a single attack as an Arcane Slow by ranged weapon.	1/Day Evade; at Logistics the character gains 20 Arrows or Bolts at no cost. You must go to logistics to receive these each period.
LEVEL 2	125 XP spent in Stealth Skills	The Sniper's quiver physrep size requirements are halved; this means that a standard-sized quiver allows double the normal quantity of arrows.	May expend an Assassinate to gain the Repel carrier on ranged weapon for 10 minutes. This assassinate may not be meditated back. The Repel cannot be maintained	1/day Precise blow
LEVEL 3	150 XP spent in Stealth Skills	When using a two-handed ranged weapon, the Sniper's Backstabs add 1.5x damage (as per Weapon Proficiencies) to each attack.	Slow/Weakness blow may be thrown with the Arcane qualifier	3/Day Spellstike Shackle (can only be used with a ranged or thrown weapon)
LEVEL 4	175 XP spent in Stealth Skills	The Sniper emits an "aura "around themselves. This grants them an additional 4 points of armour per level of Sniper and allows them to exceed the maximum armour for their class. As an example: If the Sniper is wearing a suit of 35-point amour and is 4th level, they would have 51 total armour. They do not require Wear Extra Armour for the Sniper Aura. This cannot be augmented by Rituals; it is a static amount. It can be "refit" through focus as with Arcane Armour.		1/Day Spell Wall of Force
LEVEL 5	200 XP spent in Stealth Skills	After 1 minute of Focus studying a single target (who may not leave LOS during this time), the Sniper may use the Massive carrier on their next ranged numerical attack against that target so long as they have not left LOS. This minute may be reduced to 3 seconds if a per-day Stealth Skill is expended. During the 1-minute focus the player may not use any IG skills and follows the same rules of Focus in the ARB p103	Once per day per level of Sniper, the character may expend an Evade to halve the damage from all ranged weapon attacks for 10 minutes or expend a Dodge to halve the damage from any weapon attacks for 10 minutes. The character must still call Reduced.	1/Day Phase