



# **Alura LARP SOA Catalogue**

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# SoA Skills & Racial Abilities

## All Classes

**Extra Life**(100 SoA)

**Double Xp** (25 SoA)

**Character Slot** (30 SoA)

## Holy (70 SoA)

As the Gods slowly return to our world, so to do their champions. After a yearlong trial you may obtain Clerichood or Paladinship.

## Cleric

### Lvl 1 - *Blessing*(0XP)

Clerics may bless up to five people an event, each person will have access to the boons of the god. Each god grants a different boon. The blessing lasts 3 days. Clerics and Paladins of the same gods are always considered blessed.

### Lvl 3 - *Lay on Hands*(3XP)

Fully restores any target to full vitality with radiant healing, can also instantly drop Undead, Blightlings, and Demons into their critical count. Must be touchcast.

### Lvl 5 - *Divine Ward*(5XP)

Grants a 10 ft circle of protection to the Cleric and anyone with his gods blessing or symbol in their possession. No spells, projectiles or attacks may pass through this barrier. It will last as long as the Cleric can keep up a prayer about his god. Any who enter also gain 1 vitality/minute.

### Lvl 8 - *Purification*(8XP)

Removes any and all diseases and negative effects. This can if caster and target are willing also remove such curses as Vampirism and lycanthropy or Blight.

### Lvl 10 - *Radiance*(10XP)

The Cleric can perform a 10 minute mass about their specific god, this will grant them and all those blessed by them a +1 arcane damage to their swing for the period of 1 hour. The targets must stay with view of the cleric for the to maintain arcane damage, should line of sight be broken for 10 seconds the effects will fail until the target regains sight for 10 seconds.

## Paladin

### Lvl 1 - *Light's Blade*(0XP)

At Level one, the blade will speak in yes or no answers and is unbreakable, bound to the player and swings for Arcane. The blade gets smarter as the player becomes more experienced.

### Lvl 3 - *Smite*(3XP)

Calling out to your god, you smite the creature before you dealing "10 radiant" the blade is slightly smarter now and you can spell strike your Smite skill with it.

### ***Lvl 5 - Holy Strike(5XP)***

After a 1-minute silent prayer to your god, you stand full of divine energy your next attack unleashes the strength of your god upon your foe. You then declare "With the might of (Insert gods name here) i strike you down" and swing for 50 radiant 1 time. Hit or miss the energy is used. The blade can now sense Demons, Blightlings, and undead. Giving you a once a day "Sense evil"

### ***Lvl 8 - Rebuke Evil(8XP)***

You cast your gods light into yourself, any Demons, Undead, or blighted creatures of are forced 15 feet away from you and Dealt 15 Radiant damage. To activate this ability, you call out "In the name of (Insert gods name here) creatures of darkness i cast you back! Rebuke Evil 15 ft.!" The sword may now spell strike "destroy evil" once a day, which will instantly kill any Undead, Demon, or Blightling.

### ***Lvl 10 - Divine Storm(10XP)***

You raise your sword to the air for 5 seconds counting charging blade 1, charging blade 2, charging blade 3, charging blade 4, charging blade 5." then saying declaring "By the power of (Gods name) you will fail" your swing now swings for +1 radiant damage for the next ten minutes. At this point the blade can carry on full conversations with you, it will also demand the purification of evil.

### ***Celestial (50 SoA)***

Blessed by the gods for your good deeds, your healing gifts are now twice as effective. This skill is always active.

### ***Un-Holy (70 SoA)***

As the evil gods and forces of our world gain power, so to do their followers. After a yearlong trial you may obtain Preisthood or Blighted Champion.

## ***Priest***

### ***Lvl 1 - Dark Blessing***

Preists may bless up to five people an event, each person will have access to the boons of the god. Each god grants a different boon. The blessing lasts 3 days. Preists and Blighted Champions of the same gods are always considered blessed.

### ***Lvl 3 - Lay on Hands***

Full heal of vitality, this lay on hands also can be used on Undead, Demons, and Blightlings with no negative effect.

### ***Lvl 5 - Dark Ward***

Grants a 10 ft circle of protection to the Preist and anyone with his gods blessing or symbol in their possession. No spells, projectiles or attacks may pass through this barrier. It will last as long as the Cleric can keep up a prayer about his god. Any who enter also gain 1 vitality/minute.

### ***Lvl 8 - Dark Subjugation***

Take control of target Demon, Undead and Blightling or lesser forms of those creatures.

### ***Lvl 10 - Unholy Perversion***

The priest can perform a 10 minute mass about their specific god, this will grant them and all those blessed by them a +1 arcane damage to their swing for the period of 1 hour. The targets must stay within view of the priest to maintain arcane damage, should line of sight be broken for 10 seconds the effects will fail until the target regains sight for 10 seconds.

### ***Blighted Champion***

#### ***Lvl 1 - Blighted Blade (0XP)***

At Level one, the blade will speak in yes or no answers and is unbreakable, bound to the player and swings for Arcane. The blade gets smarter as the player becomes more experienced.

#### ***Lvl 3 - Dark Smite (3XP)***

Calling out to your god, you smite the creature before you dealing "5 blight" the blade is slightly smarter now and you can spell strike your Smite skill with it.

#### ***Lvl 5 - Blighted Strike (5XP)***

After a 1-minute silent prayer to your god, you stand full of divine energy your next attack unleashes the strength of your god upon your foe. You then declare "With the might of (Insert gods name here) i strike you down" and swing for 25 Blight 1 time. Hit or miss the energy is used. The blade can now sense Angels or life forces once a day. Giving you a once a day "Sense angelic" or "sense life"

#### ***Lvl 8 - Corruption(8XP)***

You cast your gods wrath into an enemy, harming him slowly over time, then taking his arm, then his leg. Followed by the rest of his limbs and lastly his life. If casted on and undead, Demon, or Blighting it will grant them 4x restore limbs, and regeneration based on blight damage. This spell ends when the target enters their bleed or death count. The blade can also "spell strike death" once a day

Target takes 1 Blight every 10 seconds.

At 1 minute they lose an arm.

At 2 minutes lose a leg.

At 3 minutes loose remaining limbs.

At 4 minutes enter death count.

#### ***Lvl 10 - Unholy Wrath (10XP)***

You raise your sword to the air for 5 seconds counting charging blade 1, charging blade 2, charging blade 3, charging blade 4, charging blade 5." then saying declaring "By the power of (Gods name) you will fail" your swing now swings for +1 Blight damage for the next ten minutes.

#### ***Diabolic (50 SoA)***

Watched by the forces of evil, your powers grow. Summoning and necromantic summoning spells duration is now twice as long. This skill is always active.

#### ***Draconomicon (70 SoA)***

Watched by your dragons for your deeds in his name. After a yearlong trial you may obtain Dragon or Wyrmpriest.

## **Dragoon**

### **Lvl 1 - Draconic Aura**

Grants the a draconic aura, this aura makes the player sense as draconic. This aura cannot be dispelled unless in a plane that is controlled by other forces. This aura allows the player to swing for Draconic and grows with the player.

### **Lvl 3 - Draconic Breath**

Devlivers as many packets s one can throw, any who are hit by the breath attack will take 25 Draconic or 25 Draconic “type” to do this call “charging draconic energy 1, charging draconic energy 2, charging draconic energy 3.” then unleash you fistfull of packets. Multiple packets may hit one person but they only take one instance of damage. With multiple purchases this skill can stack.

### **Lvl 5 - Draconic Will**

Your mind is empowered by your draconic will, None can take your mind from your dragon. With this skill the Dragoon is immune to charm effects, however dominate and enslavement work as they usually would. You can also resist Radiant/Blight once a day.

### **Lvl 8 - Draconic Mantle**

Gain 50 temporary armour for 1 hour. This armor regenerates at the rate of 2/minute and during the hour it is active the Dragoon is immune to elemental arcane damage related to their dragon.

### **Lvl 10 - Draconic Avatar**

Gains 50 additional vitality, all arms and armor and items are pulled into the avatar granting them the base damage and defence of the weapons and armor pulled into themselves. The Dragoon will swing for a Base of 4 Draconic or Draconic “type” and is immune to all mind effects.

## **Wyrmpriest**

### **Lvl 1 - Draconic Mark**

You mark those who serve you well, and grant them the power of your dragon. Those marked also have resist 5 “element” based upon the dragon you serve. To have this ability active the Wyrm must pain a mark on the face of his target.

### **Lvl 3 - Draconic Armoury**

All those with your draconic mark are equipped with the hoard of your dragon, To active this skill you must call out “Skyfall: Draconic Armoury!” and place a 10ft circle somewhere on the battle field. Any who enter this circle gain Silver as a damage type and 30 points in Armor.

### **Lvl 5 - Draconic Ward**

Grants a 10 ft circle of protection to the wyrm and anyone with his dragon’s symbol in their possession. No spells, projectiles or attacks may pass through this barrier. It will last as long as the Wyrm can banter on about his dragon. Everyone in the circle has their presence hidden, meaning Sense calls don’t affect you

### **Lvl 8 – Draconic Strike**

The Wyrn speaks with his dragon, requesting that a specific target be removed from existence. The dragon then prepares an Air strike like attack based on the element of the dragon. This attack cannot be defended against outdoors and will deal 50 draconic “type” to the target. However, if your dragon believes the target unworthy for any reason they will call the spell on you. To call the spell the target must be in a secluded place away from everyone else. He may then call to open a rift based on his dragons element by calling out “Open rift of (element)” and go through. There he must spend 5 minutes talking with his dragon. Once he returns to the alurian plane the attack will commence.

### **Lvl 10 - Gift of the Dragon**

At any point of the event, the Wyrn and his following can partake in a ritual 10 minutes in length that cannot fail. Those present are required to bring gift for the dragon, the dragon will add these gifts to their hoard and in return the Dragon will return one of his own, or several depending on what was offered up. Offering to a dragon are specified by his element type and his way of living. Its usually shiny mundane objects or coin that is offered. If something is offered up that offends the dragon he may curse you.

### **Servitude (50 SoA)**

Watched by the dragons for your service, your elemental energies grow. Depending on the dragon you follow you will receive buffs to the following abilities and spells. This skill is always active.

#### **Ra'Ziel: Earth Dragon**

Muck, Statue, Become Earth, and Shockwave spells cost ½ mana.

#### **Roe'Salth: Fire Dragon**

Flint, Flair, Flame, and Nova spell's cost ½ mana.

#### **Tun'Draah: Aqua Dragon**

Chill, Cold foot, Frost bite, and Freeze blood spell's cost ½ mana

#### **Vor'Liea: Sky Dragon**

Gust, Lightning bolt, Breathless, and Chain Lightning spell's cost ½ mana.

#### **Erona'Hera: Creation Dragon**

Conjure common weapon, Create Buckler, Create Sword, Summon Shield cost ½ mana.

#### **Vox'Vako: Black Dragon**

Trick, Anger, Friend To Foe, and Fear spell's cost ½ mana.

### **Sacrifice (50 SoA)**

After purchasing this ability, the player will have the ability to transfer one of his lives to another player upon their final death to save them. A player may use any of his three free deaths to save another at no cost, however should he use it in conjunction with his Final Draw, the draw and the character will be sacrificed to save another. Useable once per purchase.

## Fast Training

### **Nature Magic Training (40 SoA)**

Grants the player access to the Nature School of magic, as if trained by a Scholar. Exp must still be spent to gain its benefits.

### **Aquatic Magic Training (40 SoA)**

Grants the player access to the Nature School of magic, as if trained by a Scholar. Exp must still be spent to gain its benefits.

### **Necromantic Magic Training (40 SoA)**

Grants the player access to the Nature School of magic, as if trained by a Scholar. Exp must still be spent to gain its benefits.

### **Herbalisim (30 SoA)**

Grants the player 1 additional level of Herbalisim, without the need to be taught. Exp must still be spent to gain its benefits.

### **Blacksmithing (30 SoA)**

Grants the player 1 additional level of Blacksmithing, without the need to be taught. Exp must still be spent to gain its benefits.

### **Tinkering (30 SoA)**

Grants the player 1 additional level of Tinkering, without the need to be taught. Exp must still be spent to gain its benefits.

### **Enchanting (45 SoA)**

Grants the player 1 additional level of Enchanting, without the need to be taught. Exp must still be spent to gain its benefits.



# Class Specific Skills

## Brawler (35 SoA & 6XP)

### Shield Bash

This skill requires a shield, and will allow the player to call "Shield Bash" when his shield is struck with a weapon. This skill forcefully disarms the target as well as stuns them for 3 seconds. This skill is useable once per day, per purchase.

### Survivability

After months of fighting your body becomes more resilient to damage. You gain 5 extra vitality and 1 additional for each character level gained. This skill is always active.

### Dismember

By making weapon contact with a enemy's limb the player may call "5 Piercing Dismember" removing the specific limb. This skill is useable once per day, per purchase.

### Intimidation

By throwing a packet at your foe their attention is now focused on you. The target may defend from other players' attacks, but he may only fight you.. This skill is useable once per day, per purchase.

## Thug (35 SoA & 6xp)

### Meld

Allows the thug to meld into the shadows and move around at a walking pace. This will allow the player to go vanish by going OOG. The next strike delivered to an enemy will break the meld and the player will return to the world by coming IG. The player must remain in shadows or anywhere unlit by fire between the hours of 6am and 6pm. This skill use useable at will at night, so long as sources of light do not touch the thug. During the day they must remain in shadows large enough to encompass their body.

### Precision

Using deadly accuracy, you throw a blade right into an opening in an enemies armor striking a vital spot and dropping them instantly into their bleed count. Precision is useable once per day, per purchase.

### Lacerate

Sneaking up behind your opponent, you plunge a blade into a major artery. For every step you opponent takes they will receive 1 piercing damage. A total of 10 healing must be taken to close to the wound.

### Silent

You take an opponent down without them being able to scream for help. This skill can only be used in conjunction with other thug skills. Examples: Duel strike, Vital Strike, Lacerate, or Precision and is useable once per day, per purchase.

## Apprentice (50 SoA & 4xp)

### **Transfer Mana**

You sacrifice some of your mana to an ally who needs it; to use this skill the mage must place his hand on another mage for one minute to establish a magical connection. Should the mage want to give up 5 mana then they must declare after the 1 minute count "Transfer mana 1, transfer mana 2, transfer mana 3, transfer mana 4, transfer mana 5. Essence transfer complete" This skill can be used so long as a mage has mana to give. Should the recipient be at mana capacity then the spell will overclock the recipient's mana adding the amount given in temporary maximum mana.

This skill is always active.

### **The Call**

For some blood lines, magic is useable even after the mage expires his mana pool. Though not without a cost, with the purchase of this skill a mage has the ability to use the years of his life as mana. Should you run out of mana, your spell's and incantations will still work, but for every mana spent will take 1 year from your life span. This skill is always active.

### **Mana flood**

The Mark in its more advanced stages. For every level of the mana skill purchased you shall now receive 10 mana, and as you advance down the road of magic and learn new skills the usual 5 mana received will become 10.

### **Wand**

once this skill has been purchased, the apprentice will have access to a powerful wand. This wand holds 20 "1 Arcane" missiles per event, and can be used whenever the mage sees fit. The wand must be repped by a hand to hand Rep that is covered in brown duct tape.

## Race specific skills (45 SoA)

(All racial skills are character specific, meaning should your character die you will have to buy them again for the new character. all skills below either add on to or replace the racial of any race.)

### **Paramitsha: Revoke Blood line**

For some Para, the way of living is harsh. Not all families are rich and wealthy tradespeople, and some have turned to the gods for aid forbidding their ancestors. Should a Para revoke their blood line they will be able to purchase the Profit skill from the skills list, furthermore the first purchase of it will grant 2 levels of profiteering. However they will lose their ability to see spirits and the trade lines that run in their blood. This skill replaces the Para Advantage.

### **Halfling: Evasion**

Small and nimble, the halfling has always been able to find his way out of tight spots. The Evade that was only useable near death can now be used any time, and the halfling also receives 10 points of Dexterity armor. This skill replaces the Halfling Advantage.

### **Dwarf: Born to Smelt**

Using the dwarven racial, whatever item you repair now receives 1 resist. Allowing it to stay whole the next time it is destroyed. This skill supplements the dwarven racial.

### **Forest Elf: Bolt action**

Allows the use of Bows or Crossbows from birth. This skill supplements to the forest elven racial.

### **City Elf: Enhance Mana**

This skill doubles the city elf's racial mana boost.

### **Gnome: Jitters**

So long as the goggles are charged with a spell, the gnome may use "Sense Fae" in place of the spell stored in their goggles. Using Sense Fae expends the stored spell.

### **Sylph: True self**

The sylph may now return to her true form at will, and is no longer required to run at full speed while in true form.

### **Orc: Military**

Replaces the orc's fearless strength with one free purchase of Weapon Expertise (Specific)

### **Iron forged: Grounded**

The Iron forged now no longer strikes out against his ally's when struck with lightning.

### **Anthromorphic: Pack leader**

The anthromorph may now share his racial abilities with other anthromorphs of the same breed. This skill temporarily replaces the racial advantage of an anthromorph if they so choose, to the one owned by the pack leader. To use this, all the leader must do is ask the group if they will accept his/her teachings, and tell them their advantage. Chimeras can teach both of their advantages, to the specific races associated with their two breeds.

## SoA Races

### Glum (50 SoA) (Construct)

After the Blight, many men and women died through horrid feats of magic. For the Orcs who died in the swamps of Grush'Nag their shamans could not let them go, and transferred their spirits into the clay that lined their lands. At first the spell did not take hold, but after a few years the Glum have spawned in the pits of Grush'Nag and left seeking new vessels or to forge their own lives.

#### Racial requirements

Glum look exactly like humans, but have small crack marks on their face and hands that look like dry clay. 25 - 50% of the face must be painted clay brown and have crack marks running through it.

#### Advantage

##### Change form

The glum have the ability to change their hands into any form of military or Common blade so long as they have seen it before. Any blades molded from the Glum must be repped in red duct tape or a red latex blade.

#### Disadvantage

##### Dry out

Fire is the enemy of the glum, being created from clay all glum take double damage from all sources of fire. Further more if they are hit to vitality by with fire they take the effects of a fear spell and must flee the battle for 1 full minute.

### Goblin (30 SoA) (Green Skin)

From far and wide, from east to west, goblins can be found almost anywhere. These sickly plagued scums of the earth are masters of sickness and disease, brewers of poisons and toxins that could croak a maggot.

#### Racial requirements

Short pointed green ears, and green skin.

#### Advantage

##### Blight/disease Immune

No matter how gross or disgusting, a goblin will play with it. Over the years goblins have become so disease ridden that they are no longer affected by disease; even the blight can't touch them.

#### Disadvantage

##### Parasites

The goblin will always receive 1/2 the total healing points administered to him by another player/Npc. Furthermore, Recall spirit takes twice as long to take effect on a goblin.

## Minotaur (50 SoA) (Mythological)

Created by Poseidon as a punishment to one of his followers, The Minotaur are known for being head strong and rushing head long into battle. Although not the smartest of beasts, they are immensely strong usually use the Brains over brawn tactic.

### Racial requirements

Brown/Cow like make up, Ring nose piercing, Horns

### Advantage

#### Mighty

Minotaur are some of Alura's strongest creatures, regardless of the size of their blade. Their swing packs one hell of a wallop. When fighting in physical combat all damage done by the Minotaur is considered mighty.

### Disadvantage

#### Dim Witted

All skills costs in the Apprentice skills tree are doubled.

## Arachne (30 SoA) (Anthromorphic)

When their mother failed at a weaving contest, these creatures were spawned. The arachne anthromorphs make great poisons and traps with their webs to stop their prey. Usually seeing a meal first, and a person second, the Arachne are often seen as evil simply because of how they look.

### Racial requirements

Black face paint, 6-8 eyes.

### Advantage

#### Sting

A packet delivered attack, that deals 5 piercing poison damage, and paralyzes the target for 1 minute.

#### Webbing

This "Rope cast" ability allows the Arachne to set up a rope as their web. This rope can be placed anywhere and any who pass threw it are immobilized from the neck down.

#### Crawl

Arachne may climb into trees to escape their enemy. (At-Will)

#### Cocoon

Places a friend or ally in a Cocoon for preservation. Placing a target in a cocoon will stop all active counts keeping the target stable. It takes 1 minute to spin a Cocoon.

### Disadvantage

#### Anthromorph disadvantage

All Anthropomorphic creatures, regardless of type, suffer from the Plague of the Land, which changes seasonally at Weaver discretion. The Anthropomorphic will be informed of the current "Plague" upon character creation and of subsequent plagues as time passes.

## Satyr (50 SoA) (Mythological/Fae)

Shortly after the loss of most of the Sylphs to the mundane realm, some satyrs went in search of their lost loves. Most Satyr are happy go lucky folk to seem to not have a care in the world. However that is not to be said for all satyr.

### Racial requirements

Long goat like horns, and Furry pants.

### Advantage

#### Music

No matter how far from home, should a tasteful Melody be heard from an instrument the Satyr's old flute will tap into the realms from he was once from, granting him Regeneration. Simply strumming a guitar will not do, the notes must flow and sound good. While good music is being played the Satyr will regenerate health at 2vitality/Minute.

### Disadvantage

#### Painful past

While the Sylphs still trapped by Satyr's song have no quarrel with them, the Free Sylphs of Alura have cast a spell to fight back against their retaking. Satyrs cannot charm Sylphs in any way and they take double damage from all of their attacks.

## Naga (30 SoA) (Elf)

Shortly after the loss of Gleanwood some elves took to the cities, among those that did a select few could not stand city life, and were to fearful to go back to the forest they once called home. So they took to Poseidon and the sea. These elves prayed for months, and eventually Poseidon took pity on them granting them the ability to live under water.

### Racial requirements

Light blue skin and pointed fish like ears.

### Advantage

#### Sun Shower

Should a storm come, where most would find shelter these elves flourish. The Naga regenerate 2/Vitality a minute in a rain storm.

### Disadvantage

#### Curse of the sea

All Naga must become spend time near water, while most focus on the Aquatic school to remain healthy, those who do not have to spend at least 20 minutes near an open water source. Should the need for water be neglected they will suffer from dry skin and their total vitality will be reduced by half until they become hydrated.

## **Diabolic** (50 SoA)

The off spring of demons and humans, a half breed. Trying to find a place in either world, Diabolic come in many forms with many different abilities based on their demonic sides half. They are known as the wild card race of the demonic races.

**Racials:** Long horns made of bone that protrude from the forehead, with fiery burns around the eye area. Fiery veins and occult markings.

### **Advantage**

#### **Demonic Blood**

A Weaver rolls a D6 sided dice upon character creation granting the player their powers. The player may use one mulligan if they truly hate their roll. However they must take the second result regardless. These powers range from Fire immunity (Hell Fire Demon), Spell absorption (Occult Demon), Charms (Succubus Demon), damage reduction (Sloth Demon), increased vitality (Hulk Demon), and Blood Contracts (Contract demon).

### **Disadvantage**

#### **Half blood**

Though blight will not heal you as it does other demons, Radiance still has full effect on your demonic half. Radiant damage does 2X the damage to you it normally would.