



Fields of Ashnoor

Class & Abilities Guide

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SPECIAL CLASSES

Recruit

This class is for new players for their first 2 games.

Base Hit Points: 5 (Cannot benefit from armour or safety bonus)

Melee: Single Handed

Ranged: None

Shields: Small Shield, Medium Shield

Abilities: Bolstered Spirit

Requirements: None

Militia/Tourer

This class is for players who do not meet the requirements for another class OR are touring from another system.

Base Hit Points: 3

Melee: Dagger, Single Handed, Dual Wield, Two Handed, Spear*

Ranged: Thrown (5), Bow (20), Band Pistol, Band Rifle (40)

Shields: Small Shield, Medium Shield, Large Shield*

Abilities: Recon*, Deadeye

Requirements: None

Additional: Whilst a player is using a Spear or Large Shield, that player loses Recon.

Non-Contact Combatant

Non-Contact Combatant is not a class in its own right, but it's listed here for convenience. The status of Non-Contact Combatants is approved by Officials at any point during an event.

Base Hit Points: None

Melee: None

Shields: None

Requirements: Fluorescent pink sash or tabard, worn from one shoulder to the waist + class costume requirements.

Non-Contact Combatants can choose a class in the following trees:

- Hunter/Ranger
- Priest/High Priest
- Mage Adept/Evoker
- Pistoleer/Gunslinger
- Journeyman Bone Shaman/Bone Shaman

Non-Contact Combatants may not be struck in any way (i.e., Cannot be hit with melee weapons, missile weapons, thrown weapons or spell packets). Non-Contact Combatants may not run. To defeat a Non-Contact Combatant, a participant must approach them and use the "Yield" call.

FIGHTER TREE

Novice Fighter (Tier 1)

Base Hit Points: 3

Melee: Dagger, Single Handed, Dual Wield, Two-Handed, Spear

Ranged: Thrown (5)

Shields: Small Shield, Medium Shield

Abilities: Bloodrage, Slam

Requirements: 3 options from Additional Kit

Ravager (Tier 2)

Base Hit Points: 4

Melee: Dagger, Single Handed, Dual Wield, Two-Handed, Spear

Ranged: Thrown (10)

Shields: Small Shield, Medium Shield

Abilities: Stoneskin, Bloodrage, Slam

Requirements: 6 options from Additional Kit

Ravager Additional Kit

- Head Kit – Faceplate/Mask, Antlers/Horns, Warpaint
- 2 Zones of Class 2 Armour
- 4 Zones of Class 2 Armour
- 2 Zones Furs and Pelts OR Warpaint
- 4 Zones Furs and Pelts
- Thick Waist belt or Stomach Belt
- Battle Horn/trumpet
- Symbol of the Fighters Guild
- Barbarian Battle Skirt or Decorative Tassets
- Trophies (Skulls, Bones or Body Parts)
- Torc, or other themed jewellery
- 2 x Sub-faction Equipment

Knight's Apprentice (Tier 1)

Base Hit Points: 3

Melee: Dagger, Single Handed, Two Handed, **Spear**

Ranged: None

Shields: Small Shield, Medium Shield, Large Shield

Abilities: Honour Rite, Slam

Requirements: 3 Options from Additional Kit

Knight-Errant (Tier 2)

Base Hit Points: 4

Melee: Dagger, Single Handed, Two Handed, **Spear**

Ranged: Thrown (5)

Shields: Small Shield, Medium Shield, Large Shield

Abilities: Honour Rite, Second Wind, Slam

Requirements: 6 options from Additional Kit

Knight Additional Kit

- Head Kit – Helmet, Coif, Headband, Faceplate/Mask
- 4 Zones of Class 2 Armour
- 6 Zones of Class 2 Armour
- Symbol of the Fighters Guild
- Class 2 Armour Joints
- Cloak or Battle Cape
- 2 x Sub-faction Equipment
- Favour or Flower
- Back Banner
- Two-handed Dedicated Duelling Weapon
- Symbol of honour, loral, crown etc. on kit

SKIRMISHER TREE

Hunter (Tier 1)

Base Hit Points: 3

Melee: Dagger, Single Handed, Dual Wield, Two Handed

Ranged: Thrown (5), Bow (20)

Shields: Small Shield

Abilities: Recon, Deadeye

Requirements: 3 Options from Additional Kit

Ranger (Tier 2)

Base Hit Points: 3

Melee: Single Handed, Dagger, Dual Wield, Two Handed

Ranged: Thrown (10), Bow (40)

Shields: Small Shield

Abilities: Recon, Hamstring, Snaring Shot, Deadeye

Requirements: 6 Options from Additional Kit

Ranger Additional Kit

- Head Kit – Hood, Cowl, Headwrap, Mask
- Cloak or Cape
- 2 Zones of Class 1 Armour
- 4 Zones of Class 1 Armour
- Symbol of the Rangers Guild
- Hunting Trophy (Pelt, Horn, Claw etc)
- Water Skin, or Bottle
- Map or Compass
- Looking Glass
- Reagent Pouches
- 2 x Sub-faction Equipment

Cutthroat (Tier 1)

Base Hit Points: 3

Melee: Dagger, Single Handed, Dual Wield, Two Handed

Ranged: Thrown (5)

Shields: Small Shield

Abilities: Recon, Hamstring

Requirements: 3 Options from Additional Kit

Assassin (Tier 2)

Base Hit Points: 3

Melee: Single Handed, Dagger, Dual Wield, Two Handed

Ranged: Thrown (10), Band Pistol, Bands (5) (Ashnoor)

Shields: Small Shield

Abilities: Recon, Backstab, Shortsight Poison, Hamstring

Requirements: 6 Options from Additional Kit

Assassin Additional Kit

- Head Kit - Hood, Cowl, Headwrap, Mask or face covering.
- Cloak or Cape
- Gloves
- 2 Zones of Class 1 Armour
- 4 Zones of Class 1 Armour
- Symbol of the Assassins Guild
- Dagger Frog or Sheath
- Purse for Collecting Bounties
- Thieves Tools
- Map or Compass
- Looking Glass
- Monster killing equipment
- 2 x Sub-faction Equipment

SACRED TREE

Apprentice Priest (Tier 1)

Base Hit Points: 3

Melee: Dagger, Single Handed, Two Handed

Ranged: None

Shields: Small Shield, Medium Shield

Abilities: Minor Battle Heal (Type 1 & 2)

Requirements: 3 Options from Additional Kit

High Priest (Tier 2)

Base Hit Points: 3

Melee: Single Handed, Dagger, Two Handed

Ranged: None

Shields: Small Shield, Medium Shield

Abilities: Minor Battle Heal (Type 1 & 2), Major Battle Heal, Resurrection

Requirements: 6 Options from Additional Kit

Priest Additional Kit

- Head Kit – Circlet, Pope Hat, Cowl, Headwrap, Mask
- No Zones of Armour
- Mantle or Shoulder Stole
- Foci or Attuned Weapon
- Vestments of Deity, or Establishment
- Robe, Tunic or Coat or Patchwork clothing
- Themed Reagents (Holy Water, Blessed Soil etc)
- 1 x Sub-faction Equipment
- Instrument or Verse book.
- Donation collection pouch or tin.
- Censer or totem

Apprentice Paladin (Tier 1)

Base Hit Points: 3

Melee: Dagger, Single Handed, Two Handed

Ranged: None

Shields: Small Shield, Medium Shield, Large Shield

Abilities: Minor Battle Heal (Type 1), Slam

Requirements: 3 Options from Additional Kit

Paladin (Tier 2)

Base Hit Points: 3

Melee: Dagger, Single Handed, Two Handed

Ranged: None

Shields: Small Shield, Medium Shield, Large Shield

Abilities: Minor Battle Heal (Type 1), Divine Martyr, Smite, Slam

Requirements: 6 Options from Additional Kit

Paladin Additional Kit

- Head Kit – Circlet, Helmet, Faceplate/Mask, Headband
- Cloak or Cape
- Gauntlets
- 4 Zones of Class 2 Armour
- 6 Zones of Class 2 Armour
- Foci or Attuned Weapon
- 2 x Sub-faction Equipment
- Symbol of Religion/Faith or Establishment
- Religious Spell Tome
- Trophy of Judged Victim (Fingers, toes, tongue etc.)

MAGIC TREE

Mage Adept (Tier 1)

Base Hit Points: 3

Melee: Dagger, Single Handed, Two Handed

Ranged: Bandwand (5)

Shields: None

Abilities: Blast (15), Waterwalk

Requirements: 3 Options from Additional Kit

Evoker (Tier 2)

Base Hit Points: 3

Melee: Dagger, Single Handed, Two Handed

Ranged: Bandwand (10)

Shields: None

Abilities: Blast (15), Deflect, **Dispel** + Choice of two spells from: Waterwalk, Deathball (1),

Windlance (5), Freeze (5), Fear (5)

Requirements: 6 Options from Additional Kit

Evoker Additional Kit

- Head Kit – Hood, Circlet, Crown, Horns
- No Zones of Armour
- Foci or Attuned Weapon
- Symbol of Elements (Green, Red, Blue, White)
- Robe, Tunic or Coat
- Spell Book
- Shoulder Mantle
- Symbol of the Academy of Mages
- 1 x Sub-faction Equipment
- Ritual Dagger
- Trinkets of Power (bones, skulls, feathers, amulets etc.)

Apprentice Mage Hunter (Tier 1)

Base Hit Points: 3

Melee: Dagger, Single Handed, Dual Wield, Two Handed

Ranged: Thrown (5)

Shields: Small Shield, Medium Shield

Abilities: Recon, Deflect, Battle-Magic Resistance

Requirements: 3 Options from Additional Kit

Mage Hunter (Tier 2)

Base Hit Points: 3

Melee: Dagger, Single Handed, Dual Wield, Two Handed

Ranged: Thrown (10)

Shields: Small Shield, Medium Shield

Abilities: Recon, Deflect, Silence (5) Battle-Magic Resistance, Dispel

Requirements: 3 Options from Additional Kit

Mage Hunter Additional Kit

- Head Kit - Hood, Cowl, Headwrap, Mask or face covering.
- Gloves or Gauntlets with Anti-magic symbols
- 2 Zones of Class 1 or Class 2 Armour
- 4 Zones of Class 1 or Class 2 Armour
- 2 Zones of furs or pelts
- 1 Zone Marked with anti-magic symbols
- Accessories for tracking mages
- Shield with Anti Magic - Blast Ward
- Trophies (Bounty Ledger, Foci, Amulets, Rings, Symbols from mages)
- Dispatch dagger with anti-magic runes

BLACKPOWDER TREE – ASHNOOR UNIQUE TREE

Pistoleer (Tier 1)

Base Hit Points: 3

Melee: Dagger, Single Handed, Dual Wield, Two Handed

Ranged: Thrown (5), Band Pistol, Band Rifle, Bands (40)

Shields: None

Abilities: Swimming, Powershot

Requirements: 3 Options from Additional Kit

Gunslinger (Tier 2)

Base Hit Points: 3

Melee: Dagger, Single Handed, Dual Wield, Two Handed

Ranged: Thrown (5), Band Pistol, Band Rifle, Bands (60)

Shields: Small Shield

Abilities: Swimming, Powershot, Snaring Shot, Powder Keg

Requirements: 6 Options from Additional Kit

Gunslinger Additional Kit

- Head Kit – Hat, Bandana, Eyepatch, Facial scars, Monocle
- Gloves
- 2 Zones of Class 1 Armour
- 4 Zones of Class 1 Armour
- Cartographers Equipment (Map, Compass, Looking Glass etc)
- Memento of Homeland
- Maritime Coat
- Bandoleer
- Trophies (Bounty Posters, Letters of Thanks, Cuffs etc.)
- Coin Purse
- Symbol of Gang Affiliation
- 2 x Sub-faction Equipment

ISLANDER TREE – FIVE ISLANDS UNIQUE TREE

Journeyman Bone Shaman (Tier 1)

Base Hit Points: 3

Melee: Dagger, Single Handed, Two Handed

Ranged: None

Shields: Small Shield

Abilities: Minor Battle Heal (Type 1), Fear (5)

Requirements: 3 Options from Additional Kit

Bone Shaman (Tier 2)

Base Hit Points: 3

Melee: Dagger, Single Handed, Two Handed

Ranged: None

Shields: Small Shield

Abilities: Minor Battle Heal (Type 1), Fear (10), Blood Pact

Requirements: 6 Options from Additional Kit

Bone Shaman Additional Kit

- Themed Head Kit (Hood, Crown of bones, Mask etc)
- Cloak or Cape
- Robes or Tunic
- Mantle or shoulder props with fur/pelts
- 2 Zones of Class 1 Armour
- A themed Staff
- Foci or Spell book
- Gloves, or themed hands (claws, fur paws or prosthetics)
- Belt pouches for ingredients and reagents
- A sacrificial Dagger
- War paint or Scars

ABILITIES

Abilities are special rules that make each class distinct.

Interaction Types

Touch - User must make physical contact with another participant, maintaining that contact for the duration required by the ability. This contact must be consenting. If consent is not given, then hover your hand over the target.

Projectile - Specified projectiles must be thrown over arm -by hand- unless specified, and must hit the target on the full (before the ground) to count.

Arrow - Arrows must be fired from an approved bow, and hit the target on the full (before the ground) to count.

Bandgun - Rounds must be fired from an approved Bandgun, and hit the target on the full (before the ground) to count.

Chant/Song/Poem - Chants/Songs/Poems must be approved by the sign in desk prior to utilisation, and speed must be no faster than normal talking pace.

Action - The ability requires an action to be carried out. In full without interruption.

Strike - The strike is required to hit the person, on the body without being intercepted by another weapon or shield.

Prop - The ability requires the use of a specific prop which will be described in the ability.

Passive - The ability is just always working

Cooldowns

Timed Cooldown - A cooldown dictated by time passed.

Once per Respawn Signal - Each time there is a respawn, the whistle/horn/gong will sound. This resets the 'charge' for the user to utilise. In rounds with no respawn signals, this ability can only be used once per respawn Life.

Once per Respawn Life - When a participant dies, and then returns to respawn to re-enter the game. This counts as a respawn life.

Once per Scenario - The entire round which stereotypically runs for approx. 20-35 minutes. (3 per event typically).

Once per Event - The start to finish of a sanctioned event, be it a single day event, or multiple, this can only be used once.

One Active - Only one use of this ability can be active at a time, to reuse it you must deactivate the last cast. This is generally used for buff spells.

MELEE ABILITIES

Backstab

Activation

Touch

Verbal Requirement

Call on Contact - "BACKSTAB"

Item Requirement

Dagger

Cooldown

10s per target

Effect

The user must have one hand carrying a dagger, the other hand must be empty. They must be behind a target, place their empty hand on the targets shoulder or upper arm and place the dagger (no thrusting motion) at the beltline in the centre of the back and call 'BACKSTAB' These two points of contact, coupled with the call will deal 6 points of damage.

Hamstring

Activation

Strike

Verbal Requirement

Call on Swing - "FREEZE"

Item Requirement

Single Handed Weapon

Cooldown

Once per Respawn Signal

Effect

The player calls out 'FREEZE' taking an immediate swing at the target, if it connects with the target's legs at all they are subject to FREEZE, taking 1 damage and being unable to move their feet from the spot for 15s.

Bloodrage

Activation

Touch, Action - Execution on a fallen enemy you've slain

Verbal Requirement

Call on Execute - "EXECUTE"

Item Requirement

None

Cooldown

None

Effect

When a target is killed by the user themselves, the user may act out an execution on the target to regenerate 1 Hit Point. Targets killed by other participants cannot be executed. In the event of a disputed kill, the target cannot be executed. This ability cannot take the user over their maximum hit points.

Shortsight Poison

Activation

Strike

Verbal Requirement

Call on Swing - "SHORT SIGHT"

Item Requirement

Dagger or Single Handed Weapon

Cooldown

Once per Respawn Life

Effect

The player calls out "SHORT SIGHT" taking an immediate swing at the target. If it connects, the target cannot perform any action on any target outside of melee range.



MELEE ABILITIES Cont.

Slam

Activation

Strike

Verbal Requirement

Call on Swing - "SLAM"

Item Requirement

Two Handed Weapon (not a Spear)

Cooldown

Timed Cooldown - 10 seconds

Effect

The user makes the call of 'SLAM' as they swing their weapon toward a shield. If the weapon strikes the shield without being parried or intercepted by a weapon, it sends the shield bearer back 2 steps in a staggering fashion to represent the power put behind the blow. This ability cannot be used to push someone into a special terrain that would lead to death, nor can it be used if they are on the edge of the field, or against an obstacle. If they are unable to step back, they simply don't move.

RANGED ABILITIES

Deflect

Activation

Action

Verbal Requirement

Call on Catch - "DEFLECT", spell call on throw

Item Requirement

None

Cooldown

None

Effect

The user calls "DEFLECT" and can attempt to catch an ability packet. If a projectile is caught in mid-air without touching any other part of the body or weapon, they do not suffer the effects of the ability and are then able to throw the packet at another target. The catch must be performed with an empty hand. Once caught, the spell must be thrown within 3 seconds or the user suffers the effects of the ability.

Silence

Activation

Projectile

Verbal Requirement

Call on Throw - "SILENCE"

Item Requirement

Silver/grey spell packet

Cooldown

Once per Respawn Signal

Effect

The user calls "SILENCE" as they throw the projectile. The target struck by the projectile cannot speak until the next respawn whistle. This includes all abilities that require words to be spoken, all spells, and any commands they are to give. You may still speak when:

- A player asks you if you are alive, dead or downed
- Any safety call requires you to speak (such as a code red)
- For other safety purposes (warning a player of an obstruction, asking if a player is injured)
- To communicate with officials

Powershot

Activation

Bandgun

Verbal Requirement

Call on Shot - "POWERSHOT"

Item Requirement

Band Pistol or Rifle

Cooldown

Once per Respawn Signal

Effect

The user points their bandgun at a target, calling 'POWERSHOT' prior to firing. They then shoot the target, dealing 3 Hit Point damage to the unprotected body, or **2 Hit Points** through a shield. If the shot misses or misfires, the charge is wasted.

Snaring Shot

Activation

Arrow or Band Round

Verbal Requirement

Call on Shot - "FREEZE"

Item Requirement

Arrow fired from a bow, or Band round fired from a band gun

Cooldown

Once per Respawn Signal

Effect

The user can utilise specialised arrows/band to make ensnaring attacks on opponents. The user calls "FREEZE" as they fire the arrow/band. If the target is hit anywhere (including on a shield), they are subject to FREEZE, taking 1 damage and being unable to move their feet from the spot for 15s.

BATTLE MAGIC

Blast

Activation

Projectile

Verbal Requirement

15-word chant, call of "BLAST"

Item Requirement

Red Spell Packet / Red potion projectile (or black with red ribbons)

Cooldown

None

Effect

Causes 3 damage to the target on hit. The user can move at any pace during casting.

Fear

Activation

Projectile

Verbal Requirement

15-word chant, call of "FEAR"

Item Requirement

Black Spell Packet

Cooldown

None

Effect

Upon a hit the target must turn and run away from the caster for 5 seconds. Afterwards they cannot voluntarily move closer to that user until the next Respawn Signal. Damage from the user of any kind breaks the spell. The caster may not move during casting.

Freeze

Activation

Projectile

Verbal Requirement

15-word chant, call of "FREEZE"

Item Requirement

Blue Spell Packet / Blue potion projectile (or black with blue ribbons)

Cooldown

None

Effect

The target is subject to FREEZE, taking 1 damage and being unable to move their feet from the spot for 15s. The caster can move at any pace during casting.

Minor Healing (Type 1)

Activation

Touch

Verbal Requirement

15-word chant, call of "HEAL ONE"

Item Requirement

A spell book, tome or other focus (not a weapon) in your non healing hand.

Cooldown

None

Effect

The user must place a hand on the target at all times and may move during the chant. Heals the target for 1 Hit Point. Can only target someone who is alive.

Minor Healing (Type 2)

Activation

Touch

Verbal Requirement

15-word chant, call of "HEAL ONE TO (insert name)"

Item Requirement

A spell book, tome or other focus (not a weapon) in your non healing hand.

Cooldown

None

Effect

The user may move during the song/poem and must touch their target during the casting of the spell. Heals a single target within 5 meters for 1 Hit Point. Can only target someone who is alive.

BATTLE MAGIC Cont.

Smite

Activation

Strike

Verbal Requirement

Chant - "(Insert Deity) I am in need of your aid, grant me power to SMITE your enemies."

Call on Swing - "TRIPLE!"

Item Requirement

A Melee Weapon

Cooldown

Once Per Respawn Signal

Effect

The user prays to their deity -not actively defending or attacking -for the strength to kill in their name. They lift their weapon to the sky. Their next strike will deal triple damage, and follows normal combat rules. If the strike misses or is blocked, parried, the charge is used. This ability cannot be used again until the respawn signal is given.

Windlance

Activation

Projectile

Verbal Requirement

15-word chant, ending in "PUSH BACK"

Item Requirement

White Spell Packet

Cooldown

None

Effect

Upon a strike the target takes 1 damage and 3 large steps away from the caster (if safe). This spell can be used to push someone into a special terrain that would lead to death such as lava, pits, walls and water, however, it cannot be used if they are on the edge of the field, or against a physical obstacle. The user can move at any pace during casting.

Waterwalk

Activation

Action

Verbal Requirement

Continuous chant of at least 5 words

Item Requirement

Spell packet on the end of a string (20-50cm long)

Cooldown

None

Effect

The user must twirl their prop above their heads with a free hand whilst chanting, during this time the caster is able to move across water or swamp at a walking pace. If the caster receives damage, is interrupted, the prop stops spinning, or is silenced, this will break the spell. If the mage is over special terrain when this occurs, standard terrain rules apply. Can only be used on swamps and water.

HIGH MAGIC

Blood Pact

Activation

Action

Verbal Requirement

30-word chant, call of "RISE AND SERVE ME"

Item Requirement

A Sacrificial Dagger

Cooldown

None

Effect

The user approaches a recently dead body (friend or foe) and uses their sacrificial dagger to inflict a cut on their palm, whilst chanting the words, they place the hand on the dead being and cast the spell. Once completed, the target is raised as an animated corpse with 3 HP. They make loud zombie groans, attack their team members and may not use any special abilities or otherwise communicate. When reduced to zero HP, they immediately die and go to respawn.

You may have a maximum of 3 animated corpses at a time.

Divine Martyr

Activation

Touch

Verbal Requirement

Call - "IN THE NAME OF (Insert Deity) I GIVE MY LIFE, SO THAT YOU SHALL BE HEALED! HEAL FULL!"

Item Requirement

None

Cooldown

Once per Respawn Life

Effect

Heals the target to full health regardless of current state. After the casting of this spell, the caster immediately dies. This spell can resurrect targets who are downed.

Deathball

Activation

Projectile

Verbal Requirement

60-word chant "I CALL UPON THE ELEMENT OF WATER, SHIELD ME IN THE SPELL I CAST.

I CALL UPON THE DOMAIN OF AIR, GUIDE THIS SPELL TO MY FOE.

I CALL UPON THE POWER OF EARTH, STONE'S MIGHTY GIFT BENEATH MY FEET.

I CALL UPON THE FIRES OF CREATION, SILENCE MY FOE WITH BURNING WRATH. AS THERE IS LIFE, I CALL UPON"

Call of "DEATH"

Item Requirement

A ball between 15-20cm in diameter

Cooldown

Once per Respawn Signal

Effect

The user can move at a slow walk whilst casting and must call out the spell loudly whilst holding the projectile to the sky. On a hit, targets immediately die and return to respawn. All targets struck by the projectile before it hits the ground are killed. Cannot be deflected.

Major Battle Heal

Activation

Touch

Verbal Requirement

30-word chant, call of "HEAL THREE"

Item Requirement

A spell book, tome or other focus (not attuned weapon) in your non healing hand.

Cooldown

None

Effect

The user must place a hand on the target's shoulder at all times and must not move during the chant.

The target is healed for 3 points.



HIGH MAGIC Cont.

Resurrection

Activation

Touch

Verbal Requirement

45-word chant, call of "RISE AGAIN"

Item Requirement

None

Cooldown

None

Effect

The user places a hand on the downed target with their other hand in the air whilst chanting. The target resurrects with 3 Hit Points.

NON-MAGIC ABILITIES

Dispel

Activation

Action

Verbal Requirement

Call on Touch - "DISPEL!"

Item Requirement

None

Cooldown

Once per Respawn Signal

Effect

The user places their hand on a target, and makes the Dispel call, immediately removing FEAR or FREEZE.

Powder Keg

Activation

Action

Verbal Requirement

None

Item Requirement

Barrel or similar prop (max of H40cm x W30cm x D30cm)

Cooldown

Once per Event

Effect

The participant must carry their prop and place it on the ground. They then must shoot the prop with a band gun (hopefully from a safe distance). This will cause the prop to explode, damaging buildings or objects that are indicated as being susceptible to damage as well as killing any players within a 5-meter radius.

Any participant can hit the prop at any time with a band gun or with the Blast ability, causing it to explode prematurely. However, only other participants with this ability can pick up the keg. Once a Powder Keg has been shot. A "Time Out" is called for officials and participants to assess the devastation.

Second Wind

Activation

Action

Verbal Requirement

Call on Standing - "(Insert Deity or Ideal) GIVE ME STRENGTH TO FIGHT AGAIN!"

Item Requirement

None

Cooldown

Once per Respawn Life

Effect

When the user is downed, if there is no enemy within 3 metres when their downed timer expires then instead of dying the user calls out to a deity or ideal of their choice for strength and stand back up with 3 Hit Points.

Swimming

Activation

Action

Verbal Requirement

None

Item Requirement

None

Cooldown

None

Effect

The user is able to traverse water obstacles unless specified. This skill requires both hands to be free of anything, and the user must either act out swimming with their arms, or walk backward rowing a boat. If swimming, they cannot actively dodge, and MUST go at walking pace. If damaged, they are downed. This ability cannot be used if the user is carrying anything in their hands themselves, or if the user has ANY zones covered in class 2 armour.

PASSIVE ABILITIES

Battle-Magic Resistance

Activation

Passive

Verbal Requirement

None

Item Requirement

None

Cooldown

None

Effect

Damage from BLAST, FREEZE and PUSH is reduced by 1. This means you take 2 damage from BLAST and no damage from FREEZE and PUSH

Deadeye

Activation

Passive

Verbal Requirement

None

Item Requirement

An Arrow fired from a bow

Cooldown

None

Effect

Arrows fired by the archer that strike their target in the back of the torso deal DOUBLE damage (4 Hit Points).

Bolstered Spirit

Activation

Passive

Verbal Requirement

None

Item Requirement

None

Cooldown

None

Effect

The user respawns after 10 seconds of waiting in a respawn area.

Honour Rite

Activation

Passive

Verbal Requirement

None

Item Requirement

None

Cooldown

None

Effect

The Knight's order, training and honour code allow them to receive stronger healing. All healing from spells the user receives are increased by 1.

PASSIVE ABILITIES Cont.

Recon

Activation

Passive

Verbal Requirement

None

Item Requirement

None

Cooldown

None

Effect

Allows the user to do certain things like leave respawn early at the start of scenarios, go through sally ports in walls, use separate respawns, open certain doors or operate things. Officials will dictate recon-only perks. Recon users are able to harness their training to move easier. They can place one single foot in terrain while ignoring its effects. Placing two feet, or landing a second step in an obstacle will apply the standard terrain rules. Cannot be done if carrying an objective with two hands, or are suffering any game effect that prevents you from running.

Stoneskin

Activation

Passive

Verbal Requirement

None

Item Requirement

None

Cooldown

None

Effect

Allows the user to mitigate damage from missile and melee weapon sources. All sources of combat damage are reduced by 1, to a minimum of 1.

Examples:

- Arrows/Band Rounds – Damage is reduced to 1 Hit Point from 2 Hit Points.
- A normal strike from a melee weapon remains unchanged, at 1 Hit Point, however if it's a higher damaging strike, such as Smite, the damage is reduced by 1 Hit Point
- Deadeye arrow damage reduced to 3 Hit Points from 4 Hit Points.
- Backstab is reduced to 5 Hit Points from 6 Hit Points.
- Damage from Spell packets are not affected.

FIELDS OF ASHNOOR SPECIFIC RULES

Ranged Engagement Rules

Due to the close quarter nature of Fields of Ashnoor's engagements and for rule parity, Bow users may not exceed half draw on any target within 4 meters from the tip of the arrow. Bow & Bandgun users are not permitted to fire at targets at all within 2 meters from the tip of the arrow/bandgun.

Point Blank

Shooters that have a loaded bow/band gun/wand, that are ready to fire, as an enemy is advancing on them within the minimum range, can call 'POINT BLANK'. The shooter must then **discard** the arrow/band onto the ground and point the other hand at the target. This shot is counted as a direct hit to the target, dealing normal damage as if struck to the body, this negates shields.

Shooters cannot move within point blank range and initiate a Point Blank. Point Blank is a defensive ability; it can only be used if the shooter is being advanced upon.

Shooters cannot use Point Blank over an obstacle (wall or river) nor can they use it over a formation that would prevent the target from reaching them (shield wall, blocked stepping stones, congested bridge etc.)

If a participant is moving past the shooter, and enters within minimum shooting range, the shooter is allowed to use Point Blank, unless the target is running away from the shooter.

Point Blank does not combine with class abilities (i.e.: you cannot call "POINT BLANK POWER SHOT")

Point Blank has a 10 second cooldown.

Thrusting in Melee Combat

Players may thrust in melee if they meet certain criteria:

- Have completed sufficient training with Training Marshalls.
- Are using a thrust-safe weapon or product.

For a weapon to be deemed thrust-safe, the weapon or product must meet certain criteria:

- Weapon manufacturer sells a weapon or product as thrust-safe.
- Weapon or product has a Kevlar core or is Telescopic.

Foci/Attuned Weapon Disabling

If a Foci or Attuned weapon is struck by a mage spell, it becomes disabled and renders the wielder unable to focus energy and cast spells via that Foci/Attuned weapon until the wielder's next respawn. This doesn't affect the 'Death Ball' spell as it doesn't require a Foci.

CHANGELOG

Classes:

Militia -

- Addition of Tourer tag.
- Allow Militia use of ranged weaponry and large shields.
- If using a large shield or Spear, player loses Recon.

Knight -

- Allow usage of Spear.

Ranger -

- Ammunition cap increased to 40 from 20.

Evoker -

- Allow usage of Dispel ability.

Abilities:

Second Wind

- Exclusion zone reduced from 5 to 3 meters.

Powershot

- Damage increased from 1 to 2 Hit Points through a shield.

Rules:

Bow Usage

- Decreased engagement distance to no engagement within 2m and half-draw within 4m.

Point Blank

- Point Blank Rule reinstated from previous ruleset.
- Adjusted wording; “discharge” changed to “discard” to prevent arrow ricochets.

Thrusting in Melee

- Added rules and criteria,

Foci/Attuned Weapon Disabling

- Reinstated Foci/Attuned Weapon Disabling from previous ruleset.
- Adjusted wording; clearer wording regarding which player is unable to cast.
- Added wording; “via that Foci/Attuned weapon” to align with new Foci/Attuned weapon rules.