

DESCRIPTIONS

USE OF SKILLS & ABILITIES

Skills and Abilities in Quest are traits that are purchased with Skill Points to further tailor your character. Skills are generally traits that are always in effect, while Abilities are generally traits that can only be generated a number of times in a combat or day. For simplicity, both categories are referred to as Skills. It is important to remember that Skills are *not* Spells, since there are certain exceptions that cause Skills or Spells in regards to resisting or negating the effect, etc.

Touching (if the effect is Beneficial) or hitting with a spell packet (if it is a ranged Beneficial or Offensive effect) is required when using an Ability. Spell packets must be thrown *immediately* once the Ability is used. To generate the effect of an Ability, the user must say:

“Innate Ability to (Skill Name) - Effect - Damage”

Only one innate Ability can be enacted at a time. Skills and Abilities that mimic or have similar effects as Spells also apply to the same restrictions unless otherwise stated (i.e. *Dimension Door*-type effects must wait 1 hour, unless the description of an Ability states otherwise). Also, only one use of a certain Ability works at a time, so only one takes effect per use.

Example: A *Fire Elementalist* generates one of his three *Protection from Fire Elemental Damage* Abilities per day, which protects against 48 points of Fire per use. If he is hit with a *Fireball* Spell which inflicts 50 points of Fire Damage, he still takes 2 points of Fire Damage. It does not come off the next 48 points of Fire Protection, so he must then use a second innate Ability before he is attacked again (i.e. the Ability is not 144 points of Fire Protection a day).

Unless a Skill, Spell, or Ability states otherwise, any effect (spells, etc.) that hinders movement will negate movement-based Skills or Abilities from being used, and any effect that hinders speech will negate any Verbal-based Skills or Abilities from being used.

Finally, certain Abilities may be purchased additional times, which doubles the times it can be used, though time restrictions between uses still apply.

Example: The Ability *Animal Shapechange (Ranger 5)* can be purchased again for an additional 12 Skill Points, allowing the user to generate the effect 6 times per day, but still only once per combat.

USE OF COMBAT ABILITIES

Certain Abilities generate an effect that is for the next swing only and counts as an Enchantment upon the weapon. When using these Skills in combat, the user can announce the effect as if it was a *Slay* or *Backstab* Ability (i.e. does not have to say “*Innate Ability to...*”). These are referred to as “*Combat Calls*” and will be noted accordingly. If an Ability is not a *Combat Ability*, it must be enacted normally.

Example: A *Fighter* with the *Daze Attack* Ability must call “*Daze Attack*” *immediately* prior to swinging.

MARSHAL CALL

Certain Abilities require the presence of a Game Marshal to be used. The success of these Skills is determined by the Marshal, either in terms of the plot module or in terms of player-player interaction. It is up to the player to announce to the Marshal that a certain Skill or Ability is being used.

The Marshal will rule in the best interests of the overall game, not necessarily the desires of the player. Disputes in Marshal Call Skills will default to the Plot Head.

RESISTING EFFECTS

Sometimes a Skill you have learned or an Ability or Spell effect that is currently active on you will cause an Offensive effect to not fully affect you.

If you are hit with an effect that has been negated by a temporary protective Skill, Spell, etc. (which must be reenacted once the effects have been negated), you must call “**No Effect.**”

If you are hit with an effect that has been negated by a permanent Skill, Item, etc., you must say “**Immune**” to each new attacker or group of attackers.

Example: A *Natural Caster* with a *Free Action* Spell cast on him is traveling with a *Fighter* who has the *Immune to Pin* Skill. An *Astral Caster* attacks them, casting a *Pin* Spell at both traveling individuals. The *Natural Caster* must call “**No Effect**” when the *Pin* Spell strikes him, because the Spell is temporary and is now negated. The *Fighter*, though, calls “**Immune**” when the *Pin* Spell strikes him, because he will *always* resist the *Pin* Spell.