Valhalla Rules

Skill Types
Valhalla skills are divided into one of 3 categories: Always Active, Per Battle and Per Event.

Always Active Skills
As the name implies, once a character purchases an Always Active skill, it is always available for use. Examples of Always Active skills include melee weapons, first aid and shield. There is no limit to how often a character can use an Always Active skill.

Per Battle Skills
The second type of skill is the Per Battle skill. A character can use these skills one time in each battle for each time he has purchased the skill. A battle is defined as the opportunity to use skills against a foe. Per Battle skills refresh automatically in the Peace between battles (see below).

Per Event Skills
The third type of skill is the Per Event skill. As the name suggests, characters can use these skills once per event for each time they purchase the skill.

Peace
Peace is defined as a 10-minute period in which a character does not use any of her skills and her mind is not occupied with a conflict at hand. For example, if a player leaves a battle for 10 minutes and then returns to it, the anticipation of the continuing conflict prevents her character's mind from being peaceful (thus, her Per Battle skills do not refresh). Characters also may not find peace on a module unless a staff member specifically instructs them that they may do so.

Armor
Armor grants the wearer non-healable points of vitality which can only be repaired with the Repair Armor skill or with the elapsing of a Peace period. In order to gain the benefits of armor, you must wear a physical representation of actual armor. Armor points are rewarded as follows:

Light Armor (leather armor on torso or limbs) – 1 point of vitality
Medium Armor (chain on torso, or leather on torso and limbs) – 2 points of vitality
Heavy Armor (plate on torso, or chain on torso and armor on limbs) – 3 points of vitality

Shields
Players may use any shield that meets the Accelerant system's shield construction guidelines (e.g. no dimension greater than 36 inches) with the Shield skill. Since this is a

Viking-themed game, however, players may only use Per Battle or Per Event shield skills (i.e. Shield Wall) with shields that are round and no more than 30 inches in diameter, as long as they are not bucklers or punch shields (e.g. shields that are not strapped to the arm). **The exception to this is if you purchase the Shield Mastery skill under the Shield Warrior Header you may use any shield or buckler with per event and per day skills.**

A player should consider any shield found on the ground to be destroyed unless he specifically knows that is not.

Players may not cast spells while holding shields.

Attacks "To Shield"
If an attack ends with the call "to Shield" – such as "3 Damage to Shield" – and successfully strikes a carried shield, that attack affects the character carrying the shield. If such an attack hits the character anywhere else, the recipient should say "No Effect."

Traps and Locks
Any player may attempt to pick a lock or disarm a trap – characters do not require special skills to do so. Please see the core rules for types of traps and the damage they deal.

Weapon Types
Weapon types are purchased in groups. Weapon types include:
- One-handed Edged – sword-like weapons up to 46 inches in length.
- One-handed Hafted – weapons up to 46 inches in length with a striking head and a shaft. This included axes and hammers.
- Two-handed Edged – two-handed sword-like weapons up to 64 inches in length.
- Two-Handed Hafted – two-handed weapons up to 64 inches in length with a striking head and a shaft. This includes axes, clubs and hammers.
- Spear – any weapon up to 72 inches in length with a striking head and shaft. In Valhalla, spears are the same as Accelerant pole arms. There is no one-handed spear in Valhalla.
- Staff – any staff weapon up to 64 inches in length.

Axe Damage
Axes of sufficient size – those with at least 12 inches of striking surface on the blade – do extra damage with called damage skills. One-handed axes do 1 point of extra damage, and two-handed axes do 2 points of extra damage.

Axe Construction
While bearded axes were very common in the Viking time period, they are not conducive to safe LARP fighting. To make an axe safe, the lower edge of the axe blade must come into contact with the shaft, or else be so close to the shaft that a weapon or

shield edge cannot get caught on the underside of the axe. This will prevent the axe from hooking onto shields and weapons.

VITALITY

Vitality is the amount of damage a character can take before being rendered unconscious, and characters purchase it with CP, just like a skill. All characters begin with 2 points of healable vitality – vitality that does not come from armor and which may be restored in-game by healing effects – for no cost.

Each additional point of healable vitality costs CP equal to the total healable vitality the character will have after the purchase. That is, the third point of vitality costs 3 CP, the fourth point costs 4 CP, and so on. To purchase multiple points at once, the character must spend CP equal to the total cost of the individual points. For example, to increase healable vitality from 2 to 4, the character must spend 7 CP – 3 CP for the third point and 4 CP for the fourth. These costs are the same for all characters.

Players familiar with other Accelerant games will note that this is different from the standard approach of basing Vitality on a character's Earth and/or Void traits (or the specific game's thematic equivalent). This is due to the fact that Valhalla does not use these traits at all.

TRAITS

All players begin the game with the "Heroic Dead" trait.

CHARACTER POINTS (CP)

All players begin the game with 45 CP. They can earn additional CP in the following ways:

1. Submitting a character history = 1 additional starting CP
2. Donating props or time = 1 CP for 3 hours of labor or $25 of prop value. Please contact Ben Becker at bbecker@actionball.com if you want to make or donate props. All donations must be pre-approved to earn a CP award.
3. Attending an event = 1 CP
4. Helping with set-up Saturday morning before the event = 0.5 CP
5. Helping with clean-up Saturday night of the event = 0.5 CP
6. Helping with clean-up Sunday after the event = 1 CP. You must stay until all clean-up is completed or the staff member in charge of clean-up informs you that you may leave. In addition to CP, players who stay overnight or return by 8 a.m. for Sunday clean-up receive a $20 cash refund for the event.
7. Submitting a post event letter (PEL) within 2 weeks of the event = 0.5 CP.
8. Staffing an event at any Accelerant game. Valhalla accepts CP exchange with any Accelerant game.

As is standard for games based on the Accelerant rules system, players use their CP to purchase skills for their characters, which they then use in-game at events.

SKILL HEADERS

Skills sets are broken down in groups called Headers. To purchase a skill, a character must first purchase the header the skill falls under.

Headers have a one-time cost that a character must pay before buying any skills under that header. Skills may have a one-time cost, or they may have multiple costs if a character can purchase them more than once (this is common for Per Battle and Per Event skills). For example, a character may purchase the "3 Damage" skill under the Shield Warrior header an unlimited number of times, but each purchase costs 3 more CP than the previous purchase.

The format of a skill entry is as follows:

Skill Name   Cost
Description

If a single number appears in the Cost position, a character may purchase that skill only once. This is common for Always Active skills.

If a list of comma-separated numbers appears in the Cost position, a character may purchase that skill multiple times. The first number is the cost for the first purchase, the second number is the cost for the second purchase, and so on. Note that some of these skills have a flat cost per purchase, while others increase. If the list of numbers is followed by an ellipsis (…), there is no limit to the number of times a character may purchase the skill; escalating cost skills with an ellipsis continue to increase in cost at the same rate. If there is no ellipsis, the numbers indicate the limit to the number of times a character may purchase the skill.

The following pages detail the skill headers and the skills they contain.

SHIELD WARRIOR   2

Shield   2
This Always Active skill allows the warrior to wield a shield up to 36 inches in any dimension.

Shield Mastery   2
This Always Active skill allows the warrior to use any per event or per battle skill with any Accelerant legal shield or buckler.

One-Handed Edged   1
This Always Active skill allows the warrior to wield a one-handed edged weapon in combat.

3 Damage   2, 4, 6…
This Per Battle skill allows the warrior to call "3 damage" with any one-handed edged weapon.

Maim   3, 6, 9…
This Per Battle skill allows the warrior to use the Maim ability with any one-handed edged weapon.

Disengage   1, 2, 3…
This Per Battle skill allows the warrior to use the Disengage ability with any one-handed edged weapon.

Parry   3, 6, 9…
This Per Battle skill allows the warrior to use the Parry ability with any one-handed edged weapon.

Armor   1, 2, 3
This Always Active skill allows the warrior to add one point of non-healable vitality to her total vitality for each purchase (maximum three). The player must wear an appropriate physical representation of the amount of armor worn, as detailed in the Armor section, above. These armor points cannot be healed after they are removed, but they can be repaired with the Repair Armor skill or with the passage of a Peace. NOTE: Armor skills purchased on multiple headers do not stack! To wear (and benefit from) three points of armor, a character must purchase the Armor skill three times from the same header.

Uncanny Block   3, 6, 9…

This Per Event skill allows the warrior to Parry any one weapon-delivered attack. The warrior must be carrying and able to use his shield, and this skill can be used to block torso hits.

Shield Wall   3, 6, 9…

This Per Event skill allows the warrior to join a formation with at least four other characters with the Shield skill. These five (or more) warriors touch shields and anyone using the Shield Wall skill must announce "Imbue Shield Wall by Skill" to activate the skill. The skill allows each warrior to "Resist" up to three weapon or packet attacks she blocks with her shield. If a character leaves the formation voluntarily, she loses the ability to the resists granted by the Shield Wall skill.   If she leaves the formation involuntarily, she may rejoin what remains of the formation and regain the ability to resist attacks, and she has available to her only the Resists that were unused when she left the formation.

SPEAR WARRIOR   3

Spear   1
This Always Active skill allows the warrior to wield a spear (e.g. pole arm) in combat.

5 Damage   3, 6, 9…
This Per Battle skill allows the warrior to call "5 damage" with a pole arm.

Maim   3, 6, 9…
This Per Battle skill allows the warrior to use the Maim ability with a pole arm.

Resist Maim   2, 4, 6…
This Per Battle skill allows the warrior to Resist a Maim attack from a melee weapon.

Disengage   1, 2, 3…
This Per Battle skill allows the warrior to use the Disengage ability with a pole arm.

Armor   1, 2, 3
This Always Active skill allows the warrior to add one point of non-healable vitality to her total vitality for each purchase (maximum three). The player must wear an appropriate physical representation of the amount of armor worn, as detailed in the Armor section, above. These armor points cannot be healed after they are removed, but they can be repaired with the Repair Armor skill or with the passage of a Peace. NOTE: Armor skills purchased on multiple headers do not stack! To wear (and benefit from) three points of armor, a character must purchase the Armor skill three times from the same header.

One-Handed Block   1, 2, 3…
This Per Event skill allows the warrior to block melee weapons using only one hand on his pole arm. The user can not use the pole arm offensively while wielding the weapon with one hand.   This skill lasts until the end of the next Peace.

Double Strike   3, 6, 9…
This Per Event Skill allows the warrior to call "Double 5 Damage" with a pole arm.

AXE WARRIOR 3

One-Handed Hafted 1
This Always Active skill allows the warrior to wield a one-handed hafted weapon in combat.

One-Handed Edged 1
This Always Active skill allows the warrior to wield a one-handed edged weapon in combat.

Blade Master 3
This Always Active skill allows the warrior to use any one handed edge weapon or one handed hafted weapon and to use any skill with a one handed edge that normally could only be used with a one handed hafted.

3 Damage 3, 6, 9…
This Per Battle skill allows the warrior to call "3 damage" with any one-handed hafted weapon.

Maim 3, 6, 9…
This Per Battle skill allows the warrior to use the Maim ability with any one-handed hafted weapon.

Disengage 1, 2, 3…
This Per Battle skill allows the warrior to use the Disengage ability with any one-handed hafted weapon.

Small Weapon 1
This Always Active skill allows the warrior to wield a small weapon (up to 24 inches long) in her off hand.

Medium Weapon 2
This Always Active skill allows the warrior to wield a medium weapon (up to 34 inches long) in his off hand. This skill is only available to characters who first by Small Weapon.

Long Weapon 3
This Always Active skill allows the warrior to wield a long weapon (up to 46 inches long) in her off hand. This skill is only available to characters who first by Medium Weapon.

Parry 3, 6, 9…
This Per Battle skill allows the warrior to use the Parry ability with any one handed hafted or weapon.

Armor 1, 2, 3

This Always Active skill allows the warrior to add one point of non-healable vitality to her total vitality for each purchase (maximum three). The player must wear an appropriate physical representation of the amount of armor worn, as detailed in the Armor section, above. These armor points cannot be healed after they are removed, but they can be repaired with the Repair Armor skill or with the passage of a Peace. NOTE: Armor skills purchased on multiple headers do not stack! To wear (and benefit from) three points of armor, a character must purchase the Armor skill three times from the same header.

Destroy Shield   2, 3, 4…
This Per Event skill allows the warrior to strike an opponent's shield and call "Destroy Shield."

Cutting Through the Shield   2, 3, 4…
This Per Event skill allows the warrior to strike an opponent's shield and call "Maim to Shield."

ARCHER 3

One-Handed Edged 1
This Always Active skill allows the archer to wield a one-handed edged weapon in combat.

Small Weapon 1
This Always Active skill allows the archer to wield a small weapon (up to 24 inches long) in his off hand.

Medium Weapon 3
This Always Active skill allows the archer to wield a medium weapon (up to 34 inches long) in his off hand. This skill is only available to characters who first by Small Weapon.

Bow 3, 3, 3…
This Per Battle skill allows the archer to fire a bow in combat. Each purchase of this skill allows the archer to fire up to 10 arrows. Arrows are represented by packets with streamers at least 8 inches long.

Bow Parry 3
This Always Active skill allows the archer to block melee weapons with a bow. This skill can be used in combination with the Small Weapon or Medium Weapon skills, in which case the bow is considered the primary weapon. For example, a character with the skills Bow, Bow Parry and Medium Weapon can fight with the bow in one hand and a weapon no longer than 34 inches in the other.

3 Damage (Bow) 1, 2, 3…
This Per Battle skill allows the archer to fire "3 Damage" with a bow. Note that because this attack is delivered with a packet, the ability is expended on a miss.

Agony (Bow) 1, 2, 3…
This Per Battle skill allows the archer to fire "Agony" with a bow. Note that because this attack is delivered with a packet, the ability is expended on a miss.

Thrown Weapon 1, 1, 1…
This Always Active skill allows the archer to use thrown weapons. The character may carry one thrown weapon per skill purchase.

Armor 1, 2
This Always Active skill allows the archer to add one point of non-healable vitality to her total vitality for each purchase (maximum two). The player must wear an appropriate physical representation of the amount of armor worn, as detailed in the Armor section,

above. These armor points cannot be healed after they are removed, but they can be repaired with the Repair Armor skill or with the passage of a Peace. NOTE: Armor skills purchased on multiple headers do not stack! To wear (and benefit from) two points of armor, a character must purchase the Armor skill two times from the same header.

Storm of Arrows   3, 4, 5…
This Per Event skill allows the archer to call "2 damage" with his arrows as long as he does not move his feet. If the archer moves his or her feet for any reason, the skill ends. The archer is still limited to his normal maximum number of arrows in a single battle, according to the number of times he has purchased the Bow skill.

Forked Arrow   2, 3, 4…
This Per Event skill allows the archer to fire "Double 5 Damage" with one arrow.

Piercing Arrow   1, 2, 3…
This Per Event Skill allows the archer to fire an arrow that penetrates a shield. The archer must announce "Agony to Shield" and hit the victim's shield with an arrow packet.

Two-Handed Weapon   1
This Always Active skill allows the berserker to wield a two-handed edged or two-handed hafted weapon in combat.

5 Damage   3, 6, 9…
This Per Battle skill allows the berserker to call "5 damage" with a two-handed weapon.

Resilience   2, 3, 4…
This Per Battle skill allows the berserker to heal himself for 3 points of damage. The player must roleplay shaking off damage for three seconds, then announce "Heal 3 to self." This skill can not be used while wearing armor.

Purge Maim   1, 2, 3…
This Per Battle skill allows the berserker to Purge a maimed limb. The players must roleplay shaking off damage for three seconds, then announce "Purge maim."

Disengage   1, 2, 3…
This Per Battle skill allows the berserker to use the Disengage ability with any weapon she can wield.

Crushing the Shield   1, 2, 3…
This Per Event skill allows the berserker to strike an opponent's shield with a two-handed weapon and call "Agony to shield."

Red Rage   2, 3, 4, 5
This Per Event skill allows the berserker to become immune to any one effect that has affected him in the current battle, with the exception of Imbues, Inflicts, and Damage. For example, Ragnar Ragnarson is struck with an Agony early in a battle. He chooses to use his Red Rage skill and announces "Imbue Red Rage by Skill" and he becomes immune to Agony until the end of the next Peace. Anytime he is struck with an Agony while using this skill he must say "No Effect."

Improvised Weapon 1, 2, 3…
This Per Event skill allows the berserker to use any weapon she wants until the end of the next Peace. The character must have skills appropriate to the weapon she wields. For example, if the character uses this skill to pick up and use a one-handed axe, she may not use her berserker 5 Damage skill with it, as the skill requires a two-handed weapon.

HEALER (SEIDR)   3

Seidr practitioners revere nature and the spirit world and are called upon for healing and spiritual guidance. Seidr practitioners shun the use of metal weapons and wearing of metal armor.

Diagnose   1

This Always Active skill allows your character to determine the physical status (Body Trait) or health of a patient. See the Core Rules for further details.

First Aid   1

This Always Active skill allows the healer to stop a victim from bleeding to death or to repair a maimed limb. Both actions require 60 seconds of roleplaying.

Basic Healing   1, 2, 3…

This Per Battle skill allows the character to heal a total of three points of healable vitality to one or more wounded targets.   The character may divide these three points among multiple targets however he sees fit, and the points are healed "by Earth." For example, the healer could call "Heal 1 by Earth" three times, or he could call "Heal 3 by Earth" once.

Quick Aid   3

This Always Active skill allows the healer to spend 10 seconds administering First Aid on a bleeding or maimed recipient. After 10 seconds the healer can leave the recipient, who must then finish the remaining 50 seconds of the First Aid count on their own to receive the benefit.

Advanced Healing   4, 8, 12…

This Per Battle skill allows the healer to heal up to 10 points of healable vitality by Earth, divided amongst one or more recipients as the healer sees fit. The player must make the appropriate call (i.e. "Heal 5 by Earth") to indicate to the target how many points of healing she will receive.

Create Poultice   2, 4, 6…

This Per Battle skill allows the healer to spend 10 seconds roleplaying mixing a concoction of leaves, berries, or other items found in nature to create one of the following items:
1. Cure Paralysis By Poison
2. Cure Stun by Poison
3. Cure Weakness by Poison

Poultices created with this skill last only until the end of the next Peace.

Create Poison   1, 2, 3…

This Per Battle skill allows the healer to spend 10 seconds roleplaying mixing a concoction of leaves, berries, or other items found in nature to create one of the following items:
1. 2 Damage by Poison – (3 packets)
2. Root by Poison (1 packet)
3. Agony by Poison (1 packet)

Poisons created with this skill last only until the end of the next Peace.

Weapon of Nature   3
This Always Active skill allows the healer to use a completely wooden weapon up to 64 inches long in combat. Any weapon over 46 inches long must be wielded with two hands. The healer may cast spells while wielding this weapon, but if the weapon is two-handed, he must still have both hands on the weapon in order to block melee attacks with it.

Armor   3
This Always Active skill allows the healer to wear one point of leather armor.

The Battle Isn't Over 3, 6, 9…
This Per Event skill allows the healer to imbue life into a dead recipient. The healer touches the dead recipient and says "Cure Death by Spirit." The target is restored to life at full vitality but any Per Battle or Per Event skills he has expended remain expended.

SMITH 2

Repair Armor 1
This Always Active skill allows the smith to repair damaged armor by spending 60 seconds roleplaying working upon it. At the end of this time, the armor is restored to its full protective value.

Repair Weapon 1
This Always Active skill allows the smith to repair destroyed weapons or shields by spending 60 seconds roleplaying working on them. The smith may work on one weapon or shield at a time, and at the end of the required time a character may use the repaired item in combat.

Sharpen Weapon 1, 2, 3…
This Per Battle skill allows the smith to put a keen edge on a bladed weapon, so that it causes one extra point of damage the next time it is used in a called damage attack. The smith must spend 30 seconds roleplaying sharpening the edged weapon. The keen edge expires at the end of the next Peace, if not used.

Fortify Armor 1, 2, 3…
This Per Battle skill allows the smith to fortify a suit of armor, giving it one extra point of non-healable vitality until the end of the next Peace. The smith must spend 30 seconds roleplaying working on the fortified armor. The fortification expires at the end of the next peace, if not used.

Weapon Master 3
This Always Active skill allows the smith to wield any melee weapon.

Know Your Weapons 2, 4, 6…
This Per Event skill allows the smith to find the weakness in a weapon or shield and destroy it. The smith strikes the weapon or shield with his own weapon and calls "Destroy Weapon" or "Destroy Shield," as appropriate to the target.

The Finest Weapon 2, 4, 6…
This Per Event skill allows the smith to enhance a weapon for a specific user for the entirety of an event. The smith must spend 5 minutes of roleplaying working on the weapon, at the end of which time he bonds the weapon to the user and chooses one of the following enhancements to the weapon:
1. +1 Damage to called attacks
2. Resist Destroy 3 times
3. Resist Disarm 3 times

The weapon will have the enhanced property only for the person to whom the smith bonds it; for all others the weapon is normal.

Strengthen Shield   1, 2, 3…

This Per Event skill allows the smith to strengthen a shield for one user. The smith must spend 5 minutes role playing strengthening the shield, at the end of which time he bonds the shield to the user. The shield can then Resist Destroy 3 times for the rest of the event. Only the person to whom the smith bonded the shield can use the shield's enhancement.

Quick Fix   1, 2, 3, 4

This Per Event skill allows the smith to repair a broken weapon, shield or armor in 10 seconds instead of the normal 60 seconds.

SORCERER 4

Sorcerers invoke the power of the elements to affect those around them. To do so, a sorcerer must invoke the name of the element in an incantation that is at least eight syllables long. Each sorcerer character is free to create her own incantations, as long as they are eight or more syllables long and contain the name of the element she is invoking.

Lightning Storm 3, 6, 9…

This Per Battle skill allows the sorcerer to throw five "2 Damage by Lightning" packets.

Crushing Earth 3, 6, 9….

This Per Battle skill allows the sorcerer to throw one "5 damage by Earth" packet.

Frozen Footsteps 2, 4, 6…

This Per Battle skill allows the sorcerer to throw one "Root by Ice" packet.

Burning Fire 2, 4, 6…

This Per Battle skill allows the sorcerer to throw one "Agony by Fire" packet.

Bonded Weapon 3

This Always Active skill allows the sorcerer to cast spells while holding one specific one-handed weapon. The sorcerer must choose his weapon at the beginning of the event.

Rolling Thunder 3, 6, 9…

This Per Event skill allows the sorcerer to throw a series of 5 packets with increasing damage that begins with "1 Damage by Lightning" and ends with "5 Damage by Lightning."

Switch Element 1, 2, 3…

This Per Event skill allows the sorcerer to switch the elemental traits of two skills she knows. For example, if the sorcerer can cast Lightning Storm (Lightning is the trait) and Crushing Earth (Earth is the trait) then he could use Switch Element to throw one "5 damage by Lightning" attack or five "2 Damage by Earth" attacks.

The Earth's Embrace 2, 4, 6…

This Per Event skill allows the sorcerer to throw one "Paralyze by Earth" packet.

SKALD 2

Skalds are the historians and storytellers of Norse society. Skalds perform stories, songs and tales for the entertainment, inspiration and education of their audience. For the power of Skald performances to work, the audience must acknowledge the performance with applause or another appropriate response.

Song of Bravery 2, 4, 6…

This Per Battle skill allows the skald to tell a story or sing a song of bravery that must last at least one minute. When the song is done and acknowledged, the skald may call one of the following effects:
1. "By my voice heal 1 to heroic dead by inspiration."
2. "Cure paralyze by inspiration." The skald must touch his target with a packet.
3. "Cure weakness by inspiration." The skald must touch his target with a packet.

Legendary Hero 2, 4, 6…

This Per Battle skill allows the skald to spend at least one minute telling a tale of a legendary hero, at the end of which he may choose one of the following abilities:
1. "Grant 1 Vitality by Inspiration" to one person. The vitality is healable and lasts until the end of the next Peace.
2. "Grant 2 Armor by Inspiration" to one person. The armor lasts until it is used or the end of the next Peace.
3. "Grant Resistance to X by Inspiration" to one person. The skald must decide what X is before telling the tale, and it can be any Trait. For example, Ivar the Skald tells a tale about a hero vanquishing fire giants, then grants Sven Resistance to Fire; this allows Sven to resist one attack by Fire. The resistance lasts until used or the end of the next Peace.

In each case, the skald must touch the recipient of the ability with a packet.

Legendary Weapon 2, 4, 6…

This Per Battle skill allows the skald to spend at least one minute telling the tale of a legendary item, at the end of which the skald may choose one of the following:
1. "Grant X to weapon." The skald must choose Earth, Air, Fire or Water for X. The recipient may then make one attack by the chosen element before the end of the next Peace.
2. "Grant Resist Destroy to Weapon." The skald grants the weapon the ability to resist one Destroy effect before the end of the next Peace.
3. Repair up to three weapons or shields.

Discern Item's Power 1, 2, 3…

This Per Event skill allows the skald to discern the abilities of an item and bond that item to one person. The skald must spend at least one minute telling a tale of a special item or weapon, at the end of which the skald can read the tag which accompanies the item and bond that item to a character. This skill also allows the skald to transfer the bond of an item from one person to another.

A Heroic End   3, 6, 9…

This Per Event skill allows the skald to give life to a dead person by spending at least one minute telling a heroic tale about that person. At the end of the tale, the skald must touch the recipient with a packet and say "Cure Death by Inspiration." The target is restored to life with full vitality but any Per Battle or Per Event skills he has expended remain expended. The dead character's 5-minute count is suspended while skald tells the story, and if the tale is interrupted the death count begins where it left off.

Dᴇᴠᴏᴛᴇᴅ   1

The devoted are servants of the gods who receive boons and powers from their chosen god by performing ceremonies in that god's name. The ceremony must intone the name of the god from which the devoted wishes to receive a boon. The type of ceremony is up to the devoted, but it should be appropriate to the god the character is invoking. For example, the character might sacrifice a fine weapon to appeal to Freya or recite a poem a particular skill to call upon Bragi.

Divine Favor   1, 1, 1…..

Divine favor allows a devoted character to request boons from her patron god. The favor manifests itself in the form of a mana pool the character may tap into for various benefits. For every 1 CP spent, you receive 2 points of mana. These manifestations of the gods' favor may be used for specific benefits in the following ways:

1- A devoted may expend one mana for one point of healing by the name of one of the gods. For example, "Heal 1 by Odin".
2- A devoted may expend mana to gain the Per Event skills listed below, by performing a ceremony to the god under which the desired skill is listed. The listed cost indicates the number of mana points that must be expended, and characters may choose to revere more than one god per event.
3- A devoted may discover sites in game during the event that will allow her to expend mana to receive some other benefit.

Although there are many gods in Asgard, only the following have been known to respond to the ceremonies of the Devoted.

Odin – God of Battle and Wisdom, Leader of the Aesir
Battle Foresight   1, 1, 1…

This Per Event skill allows the devoted to discover elements of a future battle that would normally remain hidden. The devoted must intone the name of Odin and the name of this ability while he is in the presence of a Valhalla staff member (e.g. the person hooking the battle). If the staff member has information, he or she will reveal to the devoted something he would not normally know about the battle. If not, the staff member will say they know nothing and the skill is unspent.

Critical Strike   2, 4, 6…

This Per Event skill allows the devoted to attack for "5 Damage by Air" with a packet, arrow or weapon.

Frigga – Goddess of Air and Weather
Shifting Air   3, 6, 9…

This Per Event skill allows the devoted to Avoid any one attack by packet, arrow, or weapon.

Thor – God of Thunder
Thunder Bolt   4, 8, 12…
This Per Event skill allows the devoted to attack for "10 damage by Lightning" with a packet or weapon.

Tyr – God of Justice, War and Courage
A Steady Arm   3, 6, 9…
This Per Event skill allows the devoted to become immune to Maim until the end of the next Peace. If struck with a Maim, the devoted must say "No Effect."

Heimdall – God of Protection and Vigilance
Ever Vigilant   3, 6, 9…
This Per Event skill allows the devoted to Purge any one effect.

Freya – Goddess of Battle
Reflect Attack   4, 8, 12…
This Per Event skill allows the devoted to Resist and return any one melee weapon attack. For example, if the devoted were struck with a "5 Damage" attack, she could call "Resist" against the attack (taking no damage) and strike back at the attacker for "5 damage" with any melee weapon she is wielding. The attack must be used before any other skill or uncalled damage is used.

Loki – God of Guile
Borrow Skill   3, 6, 9…
This Per Event skill allows the devoted to use any one skill from any header other than the Devoted header. The devoted must have any required prerequisite skills to use the stolen skill.

Idun – Goddess of Healing and Vitality
Voice of Healing   4, 8, 12…
This Per Event skill allows the devoted to use the ability "By my voice, Heal 3 to Heroic Dead by Divine."

Stabilizing Touch   1, 2, 3…
This Per Event skill allows the devoted to instantly stabilize the wounds of up to 5 bleeding victims. You must touch the victim with a packet and say "Stabilize."

Hel – Goddess of the Dead
Raise Dead   3, 6, 9…
This Per Event skill allows the devoted to touch a dead character with a packet and call
"Cure Death by Divine." The target is restored to life with full vitality, but any Per Battle
or Per Event skills he has expended remain expended.

Ull – God of Nature and Archery
Arrow of Fear   1, 2, 3…
This Per Event skill allows the devoted deliver a "Repel by Fear" attack with a packet, or
to use the ability "By my gesture, Repel by Fear." The devoted must be holding a bow to
use this skill.

Bragi – God of Storytelling and Skalds
A Revitalizing Tale   3, 6, 9…
This Per Event skill allows the devoted to grant Peace to one person to reset her skills.
The devoted must tell a tale for at least one minute, at the end of which they touch the
recipient with a packet and say "Grant Peace by Divine."
          The power of this skill grows with the number of devoted telling the tale. For
each additional devoted with this skill telling at least one minute of the tale, this skill
refreshes one additional person. The devoted who started the story expends one use of
the skill and grants the Peace to the recipients; additional storytellers do not expend
their own skill.