Roamer: Roamers must stay on the path at all times. Roamers gain no benefit from being in the aura of a Yggdrasil Node. When a roamer dies they must walk to the Energy Pool.

Level 0:	Level 1:	Level 2:	Level 3:
Single short only. No armor. No spells.	Up to 5' single weapon. No armor. No spells.	Up to 5' single weapon. 1 pt. kill location armor. Spells up to 2nd circle.	Up to 5' single weapon. 1 pt. armor, all locations. Spells up to 4th circle.

Current Energy Costs						
Build a New Node	Upgrade Node to Next Level	Add Person to a Node	Bestow a Blessing	Upgrade Roamers		

Viking Node: Vikings must stay on the path and within the aura of their node. Vikings may use melee weapons as described below. Vikings may not use missile weapons or spells. Dead Vikings walk back to their node.

Level 0: 10' Radius Aura	Level 1: 12' Radius Aura
Florentine, sword and shield, sword and marn. 1 pt. kill location armor.	Weapons up to 5'. 1 pt. armor, all locations.
Level 2: 14' Radius Aura	**Level 3:** 16' Radius Aura
All legal weapon combos. 2 pt. armor, all locations.	"Aura of Protection" for all Vikings as per the spell.

5 Vikings	6 Vikings	7 Vikings	8 Vikings

Eir's Blessing:	Thor's Blessing:	Tyr's Blessing:
All Roamers in node aura can cast spells up to 5th circle.	1 swing of "Lightning Bolt" per Viking per pulse.	5's may be wielded as single shorts for weapon combos by Vikings in node aura.

Hunter Node: Hunters may go on or off the path as they desire. Hunters may use bows and arrows only. No melee weapons or spells. Anyone can retrieve a hunter's arrow. Hunters may share arrows. Dead Hunters walk back to their node.

Level 0: 10' Radius Aura	Level 1: 12' Radius Aura
4 arrows per Hunter.	+2 arrows per Hunter. 1 pt. limb armor.
Level 2: 14' Radius Aura	**Level 3:** 16' Radius Aura
+2 arrows per Hunter. 1 pt. armor, all locations. Spells up to 3rd circle.	1 call of "Armor Piercing" per Hunter per pulse. Spells up to 4th circle.

4 Hunters	5 Hunters	6 Hunters	7 Hunters

Skadi's Blessing:	Hodur's Blessing:	Ullr's Blessing:
2 calls of "Magic" per Hunter per pulse.	2 calls of "Poison" per Hunter per pulse.	No limit to the number of arrows per Hunter.

Mystic Node: Mystics must stay at least 5' away from the edge of the path at all times except when they are gathering their spell props. They may use no weapons or armor. They may share spell props. Dead Mystics walk back to their node.

Level 0: 10' Radius Aura	Level 1: 12' Radius Aura
Spells up to 5th circle.	Spells up to 6th circle. +2 Magic Missiles per Mystic.
Level 2: 14' Radius Aura	**Level 3:** 16' Radius Aura
Spells up to 7th circle. +2 Magic Missiles per Mystic.	+2 Magic Missiles per Mystic. 1 call of Armor Piercing per Mystic per pulse.

3 Mystics	4 Mystics	5 Mystics	6 Mystics

Odin's Blessing:	Hel's Blessing:	Loki's Blessing:
+1 Lightning Bolt per Mystic, even if they don't normally have the spell.	Mystics can use their "Combat Raise Dead" spells over a distance by calling out to a target.	1 Call of "Fireball" per Mystic per pulse.

Siege Node: Siege Engineers must stay inside the power node cube itself except to gather their boulders. Boulders must be thrown with both hands. Boulders may be carried by Siege Engineers with 2 hands. They may use no weapons, armor, or spells.

Level 0: 10' Radius Aura	Level 1: 12' Radius Aura
1 boulder per Engineer.	+1 boulder per Engineer.
Level 2: 14' Radius Aura	**Level 3:** 16' Radius Aura
+1 boulder per Engineer. Engineers can use "Repair Item".	+1 boulder per Engineer. +1 learning of "Repair Item" per Engineer.

1 Engineer	2 Engineers	3 Engineers	4 Engineers

Jorth's Blessing:	Gefjon's Blessing:	Frigg's Blessing:
Boulders thrown by Engineers do not affect teammates.	Engineers can throw boulders one handed; up to two boulders can be thrown at once.	Engineers can use their "Repair Item" spells over a distance by calling out to a target.

Abilities: The World Tree suppresses most individuals' abilities unless the power of Heimdall is used to negate some of that suppression. All individuals are limited to the powers listed in the Roamer table, above. Roamer powers can be increased by spending energy. Specific individuals inside node auras also have new powers available to them. No matter what abilities are conferred on individuals, they may never use weapons or armor outside their restriction.

Auras: The aura of a Node confers powers upon a number of individuals in that aura as described above. Those powers only function while those individuals are inside the aura radius. Node auras can overlap, but are mutually exclusive: each individual can only benefit from one of them. Missile weapons, including boulders, can only be fired at enemies that are inside the Node aura from which that missile attack is fired.

Regeneration: When individuals die they return to the node that they are under the influence of. If they are a Roamer, they return to the Energy Pool. When the pulse noise sounds, everyone who is dead inside a node cube or at the Energy Pool is raised as if the spell "Combat Raise Dead" was cast on them. All armor they are allowed to use is repaired at that point.