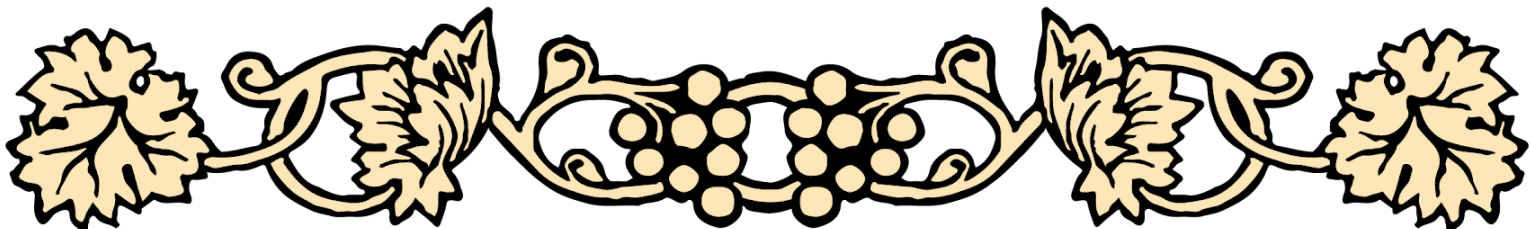


A decorative border in a light tan color frames the page. It features a repeating pattern of stylized flowers and vines. At the top and bottom, there are clusters of flowers and leaves. The sides are formed by two vertical vines that cross each other, with small leaves and circular motifs containing a stylized figure. The overall style is reminiscent of early 20th-century decorative arts.

Class List

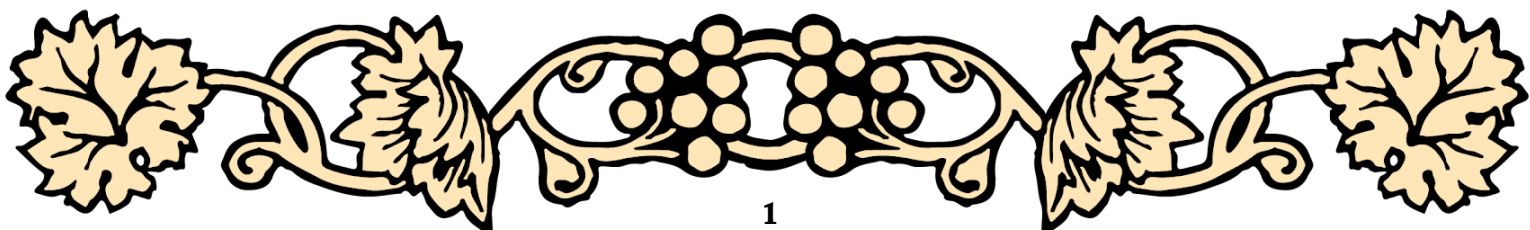
A DANCE OF RIBBONS II

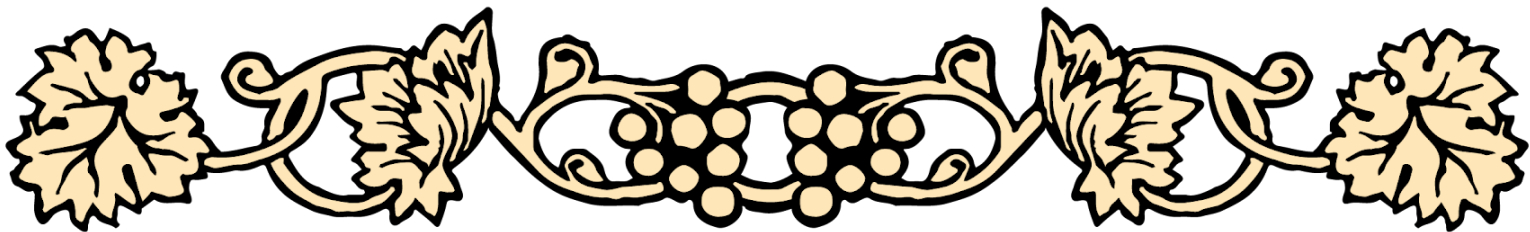
Simplified Edition



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What happened to my class from last year?

If you attended *A Dance of Ribbons* in 2023, you may have noticed that some previous classes aren't featured on this list. No class has been completely removed; instead, we've decided to merge some classes into others or alter their names to better reflect their mechanics.

In some cases, we've made the connection of an old class to a deity clearer. One thing that is tricky about our game is differentiating between the spiritual and the magical. To this effect, we have elected to connect what some may have assumed were magical mechanics last year to the gods. We hope this makes the difference between the two clearer.

For martial characters, we felt that they didn't need all the different classes we offered last year, as they primarily varied on a roleplay level. In their redesign, we removed all unique mechanics that were offered to classes like the Sword and the Knight. Instead, their mechanics will revolve around *honour*, with more details coming soon! We are not removing the roleplay aspect of the Martial; we hope there will still be Swords of the clan, Squires, and many more roleplay Martial characters, but they will not be offered as specific classes this time around.

If your previous class is no longer listed, the following are this year's updated equivalents. Keep in mind that mechanics may have been removed or function differently than before. Additionally, there are some new classes with no previous equivalents and unaltered classes from last year.

(Previous) → (New)

Blacksmith → Artificer

Star Listener → Follower of Ibor & Menith

Astrologer → Follower of Io the Reaper

Steward → Scholar

Oath Keeper → Scholar

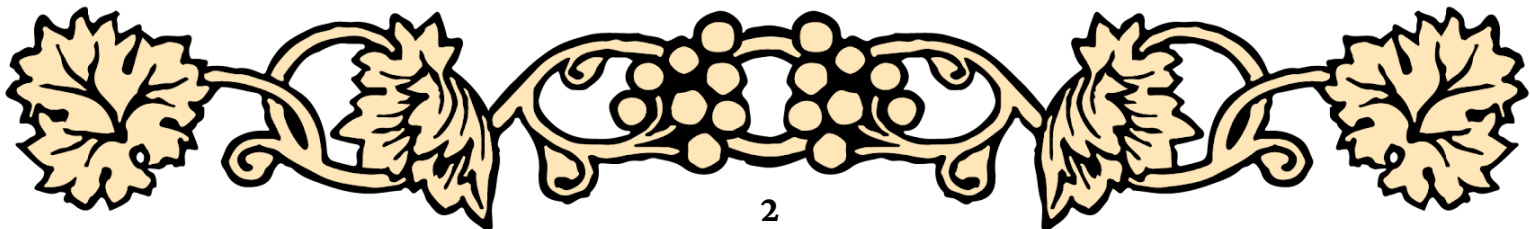
Priestess of Io → Follower of Io the Reaper/Mother/Justice

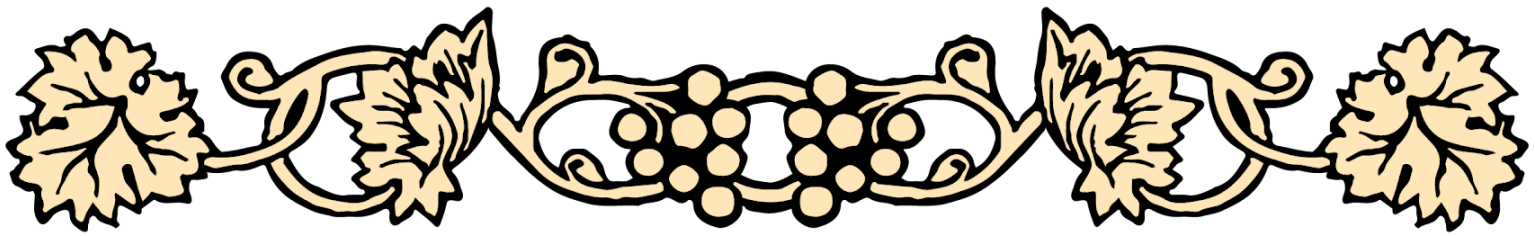
Oracle → Follower of Ibor & Menith, Follower of Io the Reaper

Wise Person of Healing → Medicus

Wise Person of Harm → Medicus

Sworn, Knight, Squire, Sword of the Clan, Warrior → Martial

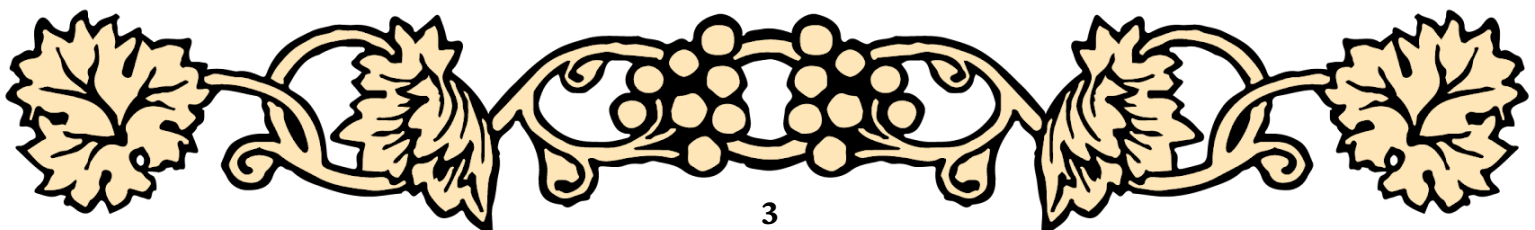


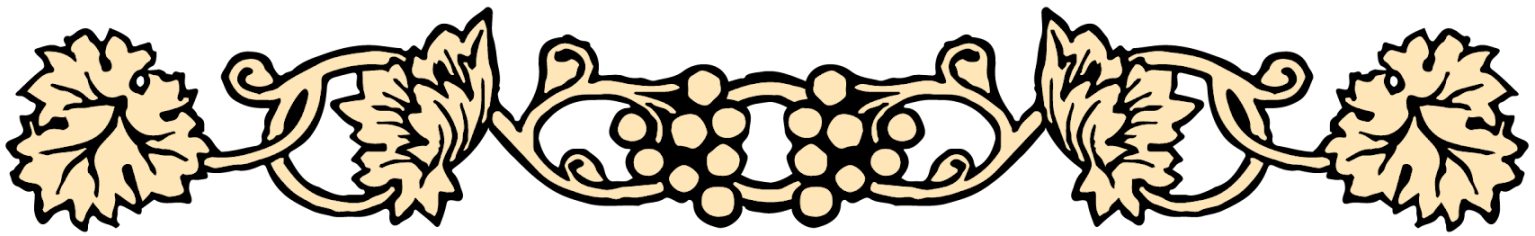


Can I keep my character from last year but change class?

Of course! Your characters are not static; they change, learn, adapt, and grow. Over the five years since the last festival, it is highly plausible that your character has sought a new profession, lost their faith, or laid down their sword. We highly encourage you to think about why your character would have made this change and adopt it into your role-play.

From a mechanical perspective, changing class means you have lost all knowledge or lack the practised expertise you once had and will no longer have access to any abilities that your previous class granted. For example, a Scholar who could read and write but has since become a Martial will no longer be able to. Their learning and education have fallen by the wayside to now fight with weapons, not words.





The Class List

Leaders

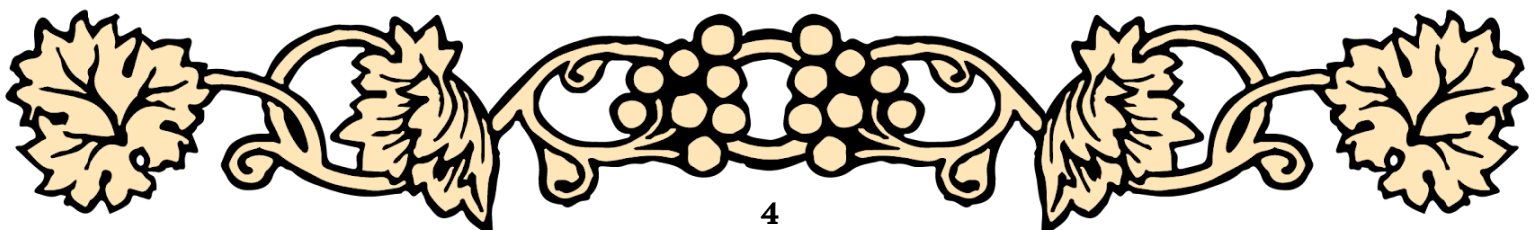
Leader class powers and abilities primarily come from the influence they hold within their faction's hierarchy. This does not mean they are incapable of feats other classes can perform; quite the contrary. But the time and danger associated with doing such things is generally delegated to others in their faction that can afford to take the risks. Leader classes will likely spend much of their time delegating, planning, and negotiating with a wide variety of characters. Leaders should be exactly as they sound: someone who can lead, whether that be with an iron fist or an inspiring speech. People who wish to play Leaders should consider their capacity to lead a whole faction or dedicated following, weathering all the trials and tribulations that comes from holding a position of such importance.

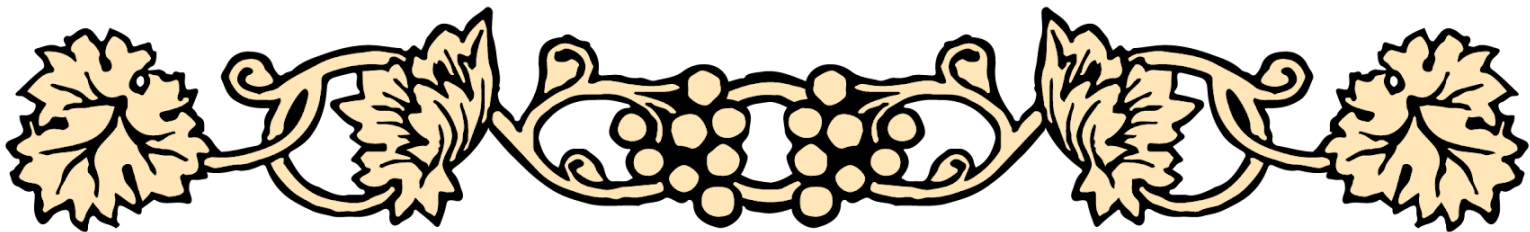
Kelda (Vicarian) (maximum one per clan)

To be a Kelda is to be the bearer of burdens. As Kelda, you have been given the burden of your clan. You physically represent your clan and its spiritual health, and you speak as the conduit of your clan's many voices. If any member of your clan requires something, it is your duty to find a way to fulfil it.

Lade (Garmontian) (maximum one per canton)

The Lade is the highest position in a canton. As the ruler of your canton, you are required to develop your lands and make deals to secure your future. All members of the canton are there to help you further your endeavours and political desires. You, in turn, are also the protector of the realm and your serfs.





Scholars

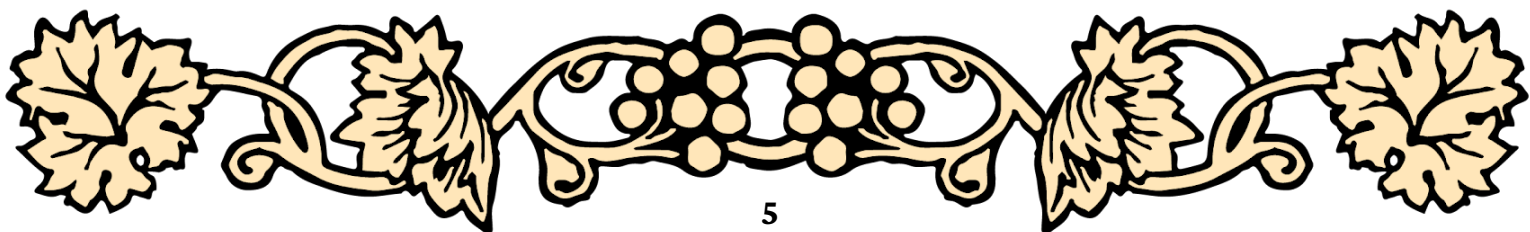
Scholars have training in the art of literacy and diplomacy. Without people like them, songs, poems, stories, laws, treaties and history itself would fade from memory. Some Scholars are diplomats, others are holders of great knowledge and ancient lore, and some might be lawmen who dole out justice as magistrates.

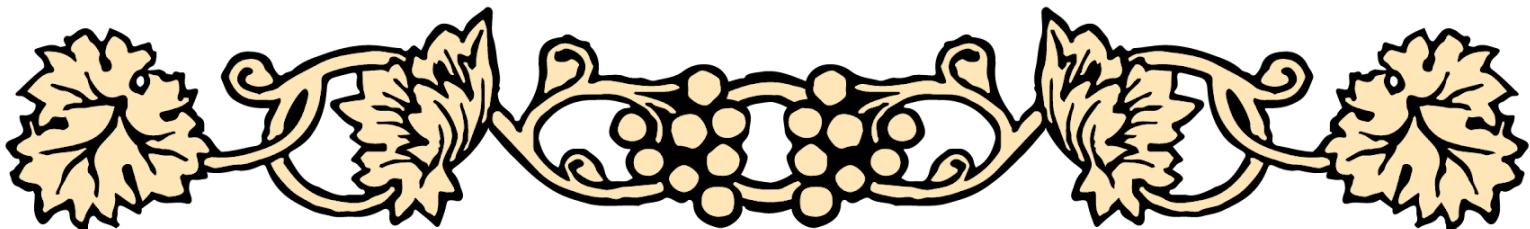
Literacy plays a key role in the life of clans and cantons. Those who can read and write are able to communicate for their leaders across long distances, keep records of historical feats, take down contracts between clans and cantons, or keep records of hidden investigations. Leaders may have the final say, but it is Scholars who possess the ability to transcribe their desires into the written word. Characters who wish to be Scholars are likely to be tied heavily to the Leaders they represent. Though not always nefarious, Scholars' literacy and their ability to define reality make them excellent schemers, but also the target of equally nefarious schemes.

Garmontian scholars prioritise the written word; the ability to decipher these symbols is what separates those who are history and those who make history. Quick to realise that crafting, twisting, and confuscating the written word is an art in and of itself, the bending of language may be utilised to suit their own desires.

Whereas, in Vicaria it is an oral scholarship. They believe there is power in words, hearing the symphony of voice as it unfolds into syllabic harmonies with the sound of the world. The practice of transcribing all the gravitas of these audible rhythms is a practice always unfolding, one that deserves the utmost respect and deepest contemplation. In doing so, Vicarian scholars may write special runes on rocks as reminders of their oral knowledge.

A person playing a scholar embraces the possibility of being a lover of books, a chronicler of histories, a note-taking investigator, a crafter of contracts, a teacher of literacy, a diplomat, or an ambassador. There are many ways to play a scholar – think paper, quill, ink, fountain pen, inky fingers, travelling desks, and more.





Artificers

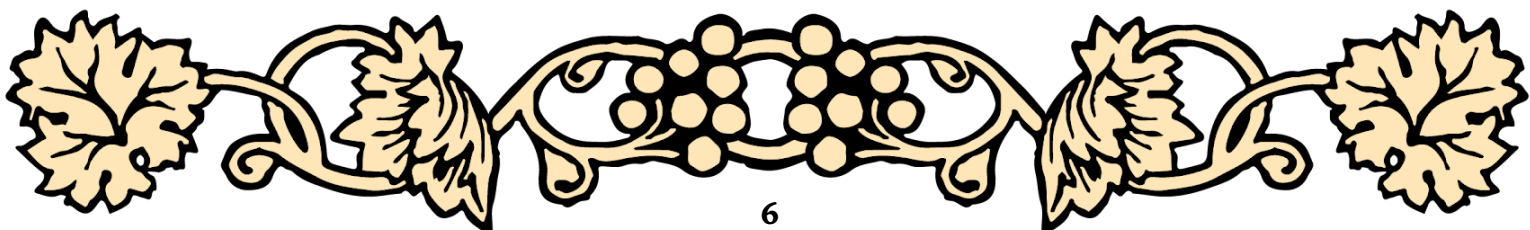
Artificers serve their clans and cantons as makers of useful materials. As one of these crafty classes, you may be involved in the everyday production of armour, or perhaps the identification of ancient relics found in the world.

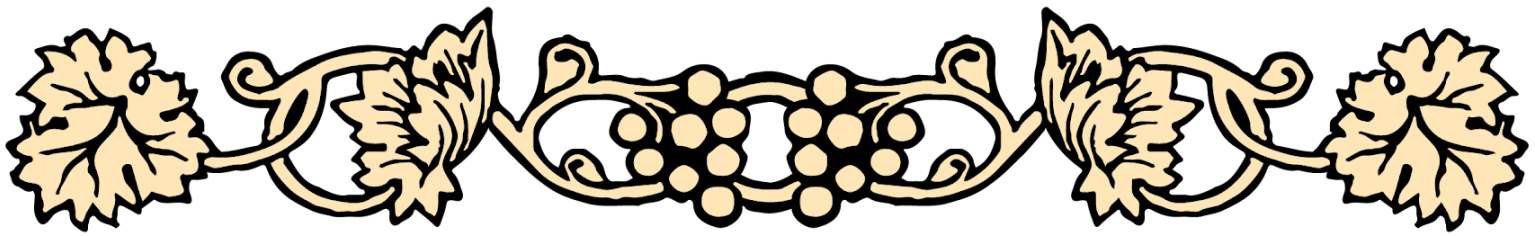
Artificers, masters of craftsmanship and discovery, shape history and the future with innovation and materials of the past. Whether reforging legendary weapons or unearthing lost relics, revered artisans craft marvels, while adventurers seek ancient secrets.

Yet, with great power comes risk. Artificers face threats from those who would exploit their creations. They must stand vigilant, prepared for exploitation. Artificers are keepers of history, architects of tomorrow, forging legacies in steel and stone.

This class is a slight redesign on the previous Blacksmith class. We wanted to update it so it felt exciting and had more options than just creating armour. Playing as this class will involve investigating objects and uncovering their true uses. You could be a scattered inventor of maniacal contraptions, or a creator of toys and knick knacks. You could also go down a more traditional blacksmith route, being a forge-tanned hammerer of steel and iron. Maybe you'll want to bring along wind-up toys of strange logic, or cover yourself in diagrams and designs.

Designer note: Some of this role requires knowledge and skill in crochet. See 'Weaving String' in our Rulebook for a tutorial.





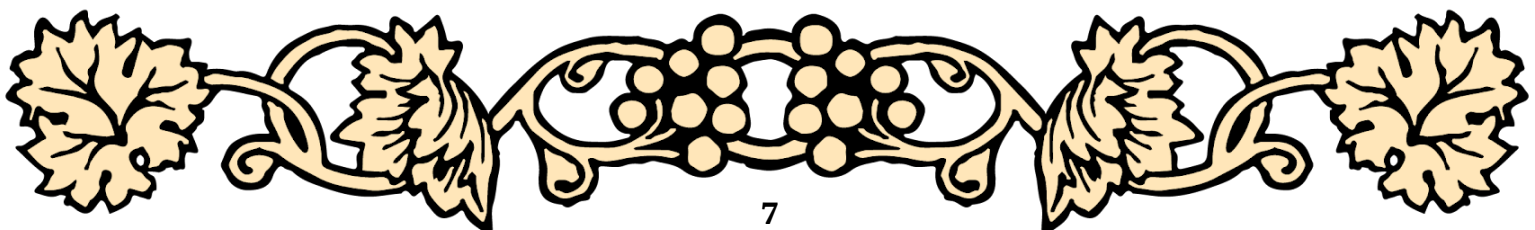
Medicus (maximum five per clan or canton)

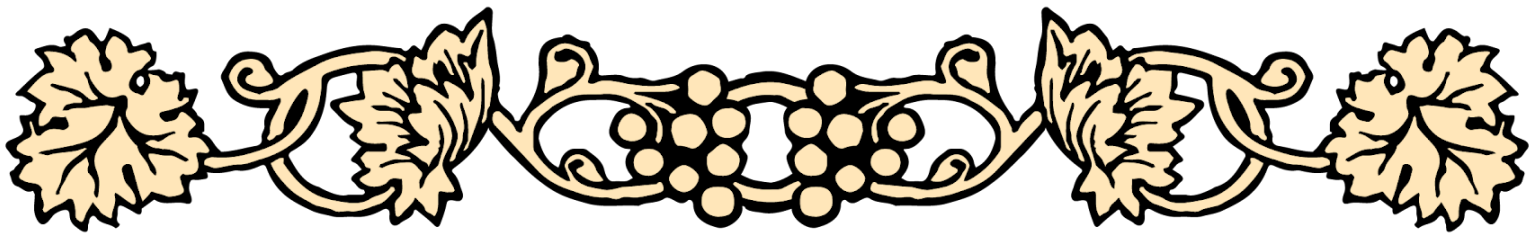
As a Medicus, you possess the unique ability to halt the pull of fate, preventing harm by cutting and repairing the threads of life with precision and care. Through your skill of healing and surgery, you mend wounds and restore vitality to those in need. Additionally, your expertise extends to the realm of poisons and antidotes, where you adeptly discern toxins and administer antidotes. Bound by the Vow of the Medicus, you swear to do no harm, honouring your desire to help.

You might have learnt your skills from a prestigious academy, or from a wise woman of a village, or maybe you are a spiritual healer using esoteric ways to mend. Your keen intellect, honed through study and practice, allows you to read and write as well. With each word penned and each healing touch, you embody the essence of compassion and healing in a world fraught with peril.

The Medicus wants to heal, but how they do so is up to you! Have fun delving into these medical roleplaying opportunities! Are you a bloody surgeon that knits people up, or do you use herbal poultices? Maybe you use incense and smelling salts to recover your patients.

Designer note: This role requires knowledge and skill in crochet. See ‘Weaving String’ in our Rulebook for a tutorial.





Mystics

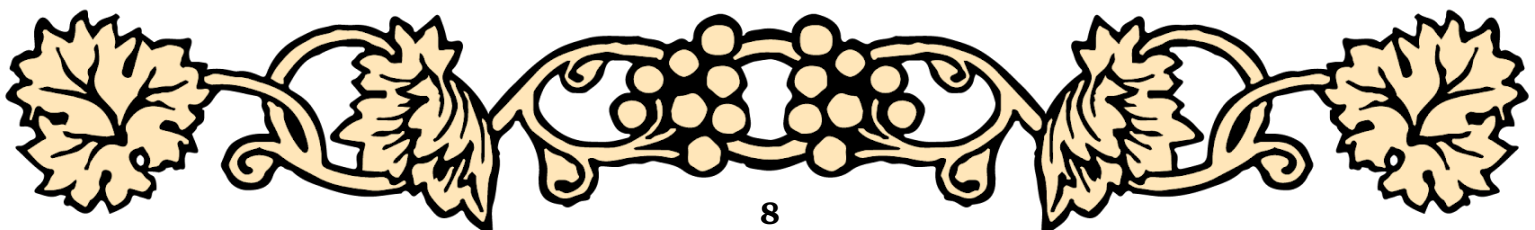
Mystics are those that claim to possess abilities and sacred knowledge bestowed upon them by the gods. Sometimes acquired through spiritual commitment, these skills vary greatly and could be perceived by some as examples of ritual magic. Some Mystics are able to see the future, protect people from harm, or even speak to the dead.

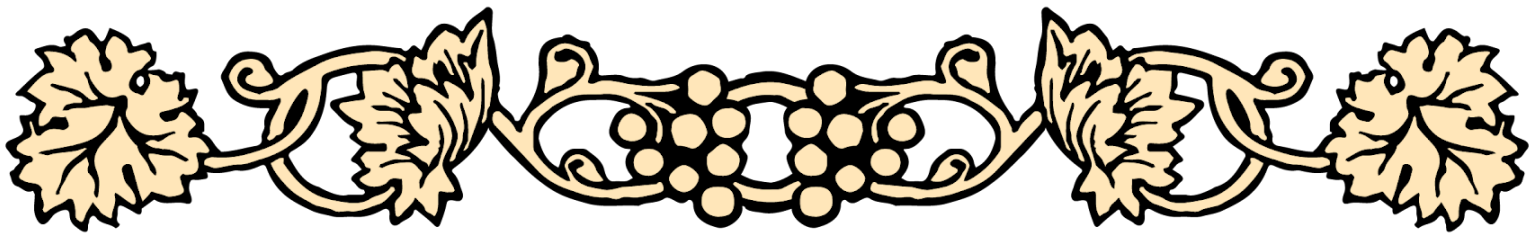
Although the application of Mystic skills vary greatly, there is a general theme of slow and methodical preparation to achieve an outcome. Any player deciding to participate as a Mystic class should know that the gods work in mysterious ways to their own sense of time, and they should understand the immense power that reaching out to the unknown can bestow.

Playing a Mystic is a fun role filled with plenty of roleplaying opportunities. Your version of mysticism can be up to you. Do you use bones to read the future, or do you have intricate dances with songs and magic words? Do you carry a staff that you use to carve mystic runes into the ground? Or do you place crystals in the hands of those who follow you to create ritual boundaries? This role is one for the theatrically minded. You get to make magical scenes. Think gestures, words, sounds, space, lighting, and props!

Gods You Can Follow

Mystics are dependent on their god, as well as the performance of ritual. A Mystic's abilities will vary between gods, though there may be some overlap.





Ioite Religions:

Io the Mother – Marriages, births, feasts, friendships

Embodying the purest essence of love, Io the Mother is revered for her nurturing presence when her followers call upon her. She protects them from that which threatens, cleanses them from that which causes pain, and binds them in connection to that which they hold dearest in their hearts.

Io the Justice – Business, luck, wisdom, war, strength

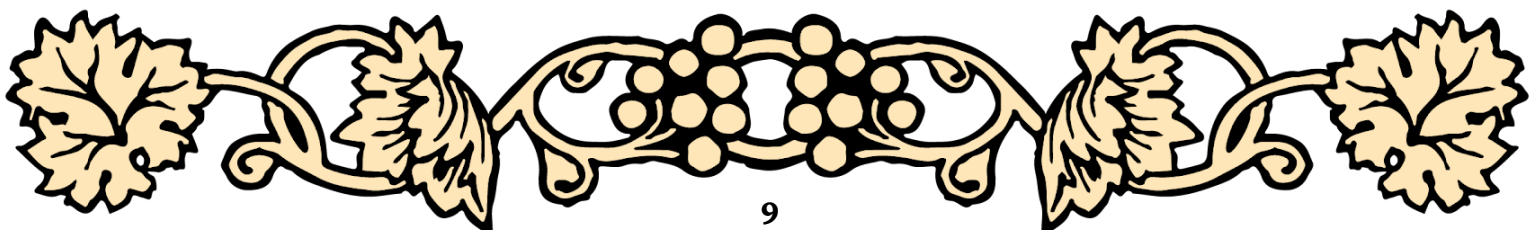
Io the Justice, divine arbiter of fairness, is invoked by her faithful to grant the means to exact her retribution. They may beseech her to restrain those who commit foul deeds, bestow honour on righteous fighters, and unveil concealed truths.

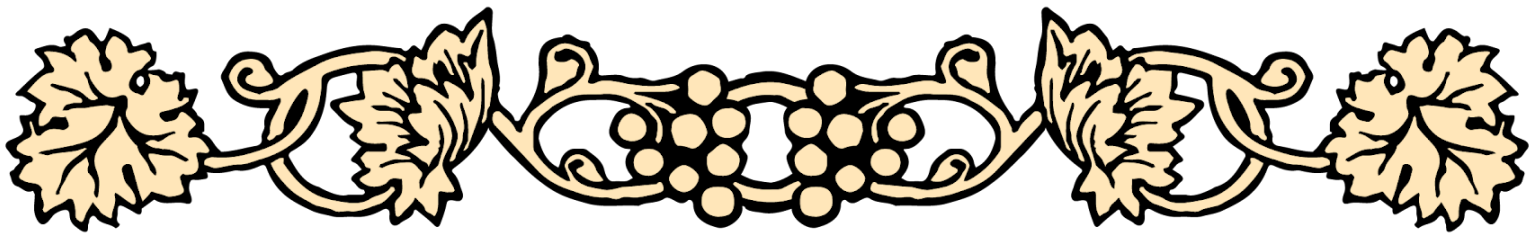
Io the Reaper – Death, harvest, fate, knowledge, understanding, the body

The guide of souls to their final end, Io the Reaper labours endlessly, for her harvest is vast and the cycle of sowing and reaping is eternal. The devoted of her field are blessed by her senses, able to foresee the yield of the harvest and listen to the wisdom of the reaped.

Io the Nine – Io as a version of all the Sidhe combined

The devoted followers of Io the Nine, a budding amalgamation of the Sidhe and Io, are drawn to this emerging aspect. They can weave their devotion into all rituals, embracing the myriad of blessings they may bestow.





Vicarian Sidhe:

Celumnous – Lust, gaiety, hunts, nature

Revered as the Kelda of the Sidhe, Celumnous embodies the pure essence of nature and its tranquil serenity. Devout followers seek her touch to cleanse both body and earth, restoring them to a state of balance.

Lugh – Heroism, stealth, craft, acts of cunning and courage

Mortal-born and ascended Sidhe, Lugh the Dragonslayer and his mythical feats have inspired countless Vicarians. Though all strive to emulate him, all have paled in comparison. Before beginning a heroic deed, it is customary to seek his guidance and blessing. For many, the greatest honour is to wield a blade consecrated in his name, a symbol of their heroism.

Gwynn – Wisdom, objectivity, strategy, war

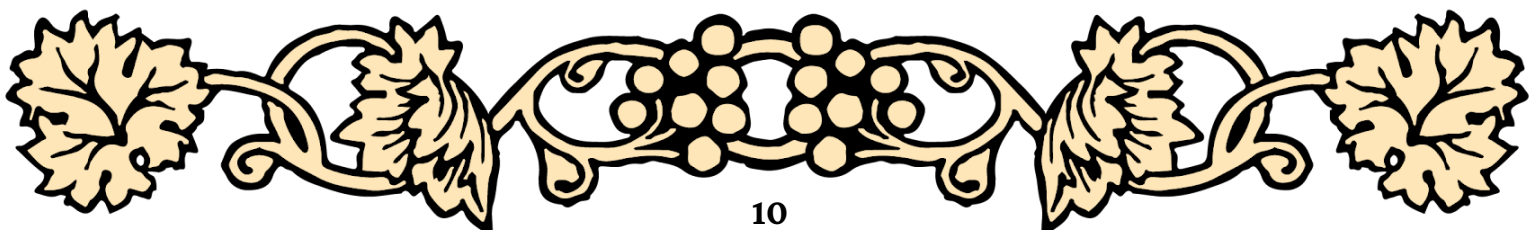
The Mother of the Fey, Gwynn, is the paragon of strategy and war. Though indifferent to Vicarian affairs, her status as the Fey's matriarch garners reverence. Followers seek impartial guidance in times of conflict, and beseech her to bless warriors to fight with honour. In victory, they receive what few Vicarians have: her blessing.

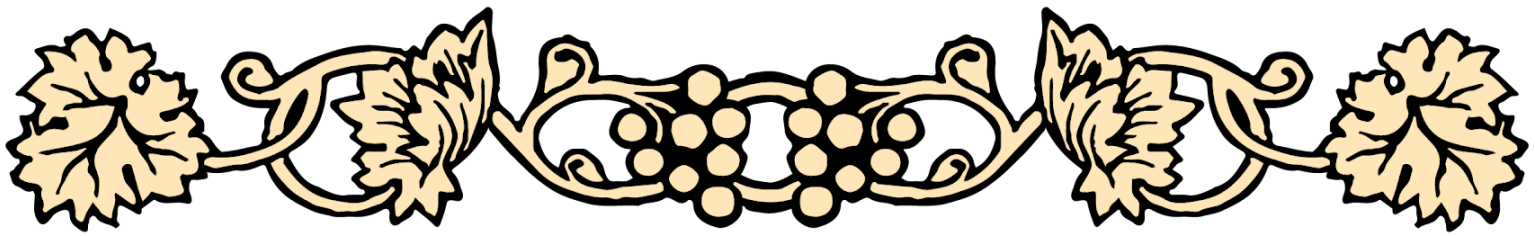
Boraan – Water, love, redemption, marriages

Boraan is the Sidhe of tranquil waters, whose ripples offer clarity into one's true nature. Called upon to invoke binding rituals, uniting souls in sacred oaths of truth. Those who would deceive or betray these solemn promises risk her wrath.

Cailreach – Monsters, medicine, poison

Though time immemorial has passed since Cailreach's children roamed the festival grounds, monstrous and powerful, she remains a figure of fear and reverence amongst the Vicarians. Through ancient rites that bridge the ethereal, her acolytes beseech the departed for guidance, weaving whispers from beyond mortal sight into the tapestry of the world.





Kayew – Music, luck, magic, trickery

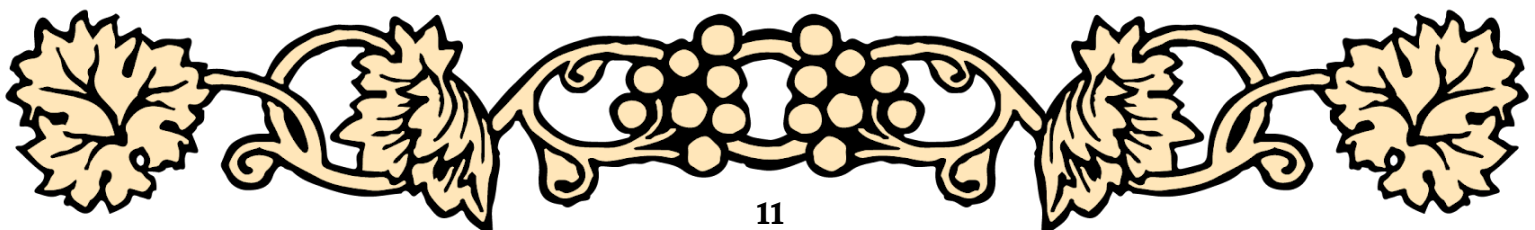
Kayew is a trickster god whose melodies twist like his favour, granting both fortune and folly to his followers. Making deals with Kayew comes with risks, yet foolishly brave souls still dedicate themselves to his ambivalent ways, daring to explore the magical depths his favour can reach.

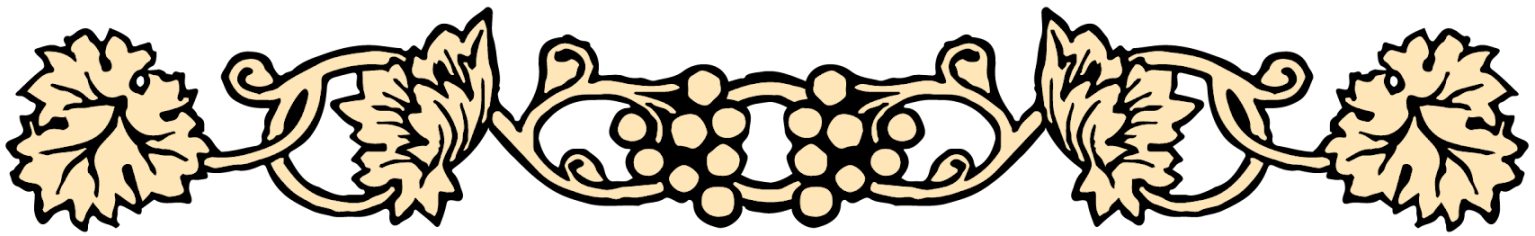
Ibor and Menith – Dreams, nightmares, protection for youth, curses

The two-faced Sidhe of dreams and nightmares gazes two ways, both to the path taken and the one yet to unfold. For Ibor and Menith’s worshippers, their sleep-induced excursions are a connection to their Sidhe to be interwoven and shared through their rituals, performed in the hope of gleaning the untold path ahead.

Arawin – When he awakens, the world will end

As the bringer of ends, the desired waking of the Sidhe who sleeps is whispered in dark corners by zealots, obscuring their fanatical commitments to the final end. Loathed by all, these followers contort, pervert, and taint commitments and worship to all but their master, in the hope that one day a grand display of corruption will wake him.





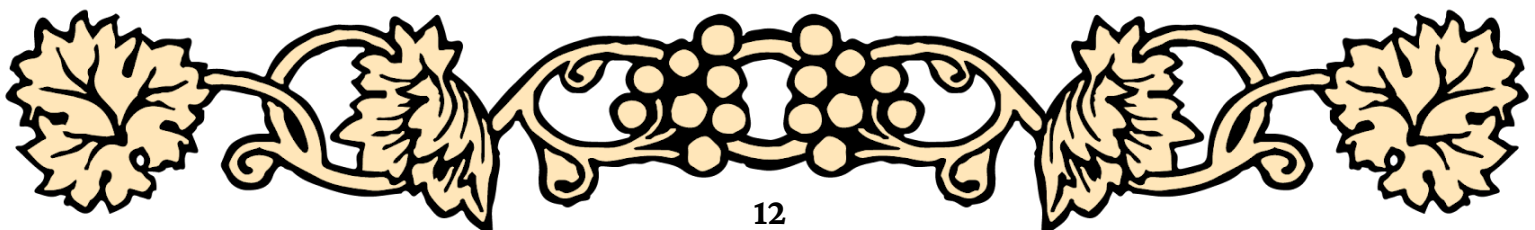
Martial

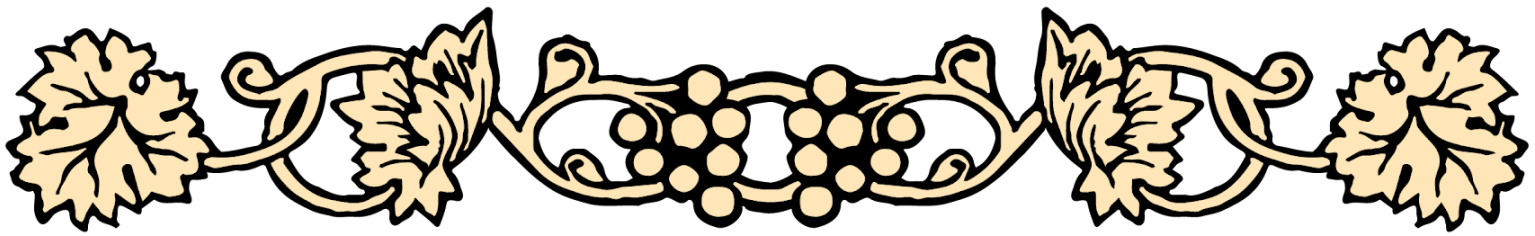
Martial classes are battle-ready. Some are trained in combat, while others acquired the skills out of a necessity to survive. With the means to protect themselves and those they serve, Martial classes may find themselves called to action in a moment's notice in the most dire of situations.

In the context of the festival, Martial characters will comport themselves honourably. At the festival, any weapon is enough to raise eyebrows, and drawing a weapon without just cause is likely to make oneself a pariah amongst other festival attendees. This does not mean there is no combat at the Dance. Combat might be used to settle disputes in contests of might, a time for Martials to prove their faction's strength. Martial players should understand that although they hold life and death in their hands, there is always a cost in one way or another for acting on it.

Playing a Martial class is choosing to jump into the combat aspect of this game. Expect to be called upon to fight for the honour of your clan or canton, for yourself, and, in the worst of times, for your survival. There are many different ways to play this class. Maybe you are a nimble duelist, or a two-handed berserker. Or maybe you want to dress to the nines in silks only to wield your blade when a worthy opponent approaches.

Designer note: Players will need to supply their own LARP-safe weapons. See 'Sourcing LARP-safe weapons' in our Kit & Costume Guide.





Commoners (those without a class)

You do not need to pick a class to have a great time at our game! Not everyone who attends the festival is an important leader, a life-saving healer, a sword-wielding warrior, or a literary scholar.

Perhaps your character is a holidaying farmer or craftsperson. Perhaps you're an apprentice to someone, in attendance to learn. Perhaps you're at the Dance only to dance!

We are often asked in our everyday lives, 'What do you do?' It can be easy to, in turn, mistake your occupation or job for your identity when, in fact, you as a person are so much more. Just as in life, it is our view as designers that your class does not define your character. How you decide to play and who you decide to be is what decides your character.

