CHIMERA LARP, 2014

GAME RULES

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CHIMERA LARP GROUP

GAME RULES

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LEXICON

Word	Pronunciation	Meaning
Aes	Ace	Copper coin, small unit of currency
Avantine	A-van-tine	Empire of Sauger people from across the sea
Aureus	Or-re-us	Gold coin, large unit of currency
Bones of the Earth		Natural mineral that channels magic
Cabalit	*Ca-bal-lit*	Clan group of the Jorgenwyld people
Dahr	*Dar*	God of fire, death, the past
Dantir		Both the continent and the world name
Denarii	*Den-ah-ree*	Silver coin, medium unit of currency
Drummon	*Drum-mon*	Hardy people who live underground (dwarves), who have colourations like stone
Ekhai Lahui	*Ek-hai La-hu-i*	Tribal nation of Sauger people who live on island archipelago
Eluvia	*El-lu-via*	Nation of elves
Eluvian	*El-lu-vian*	People of the nation of Eluvia (elves), who have bright colourations and pointed ears
Grendler		Small, cunning people
High King		Ruler over the alliance of the Sauger nations
Halb	*Hal–b*	God of sky, knowledge, the future
Haohaer	*Hah-o-hey-er*	Mysterious bird-like people
Jorgenwyld	*Yor-gen-wild*	Barbarian culture of Sauger people
Kenaan / Kenaani	*Keh-nahn*	Nation of desert herders
Lahui / Lahuan	*La-hu-i*	Of the people of the nation Ekhai Lahui
Mea-Kai	*Mee-kai*	Fish-like people who live only underwater
Oikos Nessos		Dead civilisation of Sauger people
Orax		Strong and brutish people that frequently raid other nations
Portal Stone		Stone containing large amount of magical mineral, allowing magical travel between stones.
Quinarii	*Qwin-ah-ree*	Medium unit of currency, copper coin
Randwelt	*Rand–welt*	Nation based on feudal system
Riverfolk		Sauger people who have no homeland, living amongst other nations
Rund	*Ru-nd*	God of nature, healing, the present
Sauger	*Saow-ger*	Most numerous people of the world, who have features of animals
Septoria / Septorian	*Sep-tor-ria*	Mercantile nation of Sauger people
Topacoalt	*Topa –co-ah-tl*	Dead civilisation of Sauger people
Toraneya	*To-rah-ney-ya*	Nation of Sauger people ruled by religious oligarchy

LIVE ACTION ROLEPLAYING

WHAT IS LIVE ACTION ROLE-PLAYING?

A role-playing game (RPG) is a cooperative experience between multiple participants. At its simplest, it can be described as an organized form of group make-believe, with a set of rules and procedures to keep things consistent and fair. The goal is not to win – there are no real "winners" in a role-playing game – but simply to have a good time.

A Live-action role-playing game (LARP) involves participants physically acting out their characters' actions. This includes interacting with other characters through conversation, exploring the environment, and potentially taking part in physical combat with specially designed props and weapons. Participants will most often wear costume appropriate to the setting of the game, carry with them all the gear their character may need to use, and are expected to maintain their character's persona in all situations. The game may be anywhere from a few hours to two days in duration, so participants are asked to bring all costume, props, etc., that they may think applicable to each game type.

> *Live action role-playing should not be confused with historical re-enactment.*
>
> *A LARP game is meant to be an imaginative fantasy game. The events take place in a fictional world, with a fictional history and characters. The world, story, characters and experience are not intended to replicate any real historical period or location.*

There are rules and guidelines in place to ensure the game proceeds in a fair manner, and all participants are expected to follow these and answer honestly to any questions put to them in relation to the rules.

Chimera Productions aims to create a safe environment in which everyone can participate in all aspects of LARP. This book contains details of these game rules, guidelines for behaviour whilst at an event, and some information on the setting of the game. A further book containing details of the world of Dantir, cultural and background elements will be available.

WHO CAN ATTEND?

Chimera Productions wishes to allow anyone to become involved in LARP who has an interest to, but there are a few restrictions on types of involvement depending on age. These restrictions are in place to ensure the safety of all participants.

Anyone over the age of 18 can be involved as a player character (PC) or non-player character (NPC) at their own discretion. Each adult participant is expected to make their own decisions about their type of involvement – choosing to be a non-combatant, informing Organisers (Orgs) of medical conditions which may influence their participation, or removing themselves from situations in which they would be uncomfortable.

> *Mature content*
>
> *The Chimera LARP setting and games involve at times adult themes. These may include violence, sexual references, drug and alcohol use and reference to death, murder and suicide. Some content may be upsetting to some participants, especially youth.*
>
> *Any Chimera Productions game should be considered to be rated M according to Australian standards, unless specifically advertised otherwise.*

Children aged 15-18 (youths) may participate as PCs or NPCs only with the express written permission of their parent/guardian. Contact information for guardians must be supplied to the Orgs prior to the beginning of play, and details of any medical conditions that may influence participation should also be provided. Youths accompanied at an event by a guardian will not need written permission, but are expected to provide similar information of medical conditions etc. Youths will be held responsible for their own actions and participation in the same manner as any adult.

Children aged 14 and under may attend events only if accompanied by a parent/guardian. Children must remain under the supervision of this guardian, or other adult/s designated by guardians. Orgs and crew will not undertake to supervise children during an event, as they have responsibilities to oversee the safety of all participants. Children may participate as NPCs only, and guardians will be consulted as to the extent and type of roles that would be applicable for each individual. Children may not participate in combat situations at all, and guardians are asked to ensure that they are removed from any area in which combat begins, for the safety of all involved.

Events are held in public parks or halls for single day events, or in bushland campsites (with indoor accommodation) for weekend long events. Although Chimera Productions cannot guarantee that all sites are fully accessible please contact the organisers to discuss what assistance can be provided to allow anyone to participate.

Often longer events will involve short hikes on bush paths, although some single day events may take place within a single hall (with no combat) or park (with need for only short walks and combat). Anyone can choose to participate only in the areas/aspects with which they are comfortable, so please contact the organisers prior to booking into events if you have any concerns about mobility, accessibility and/or participation. There should regularly be at least one crew member available able to interpret Auslan/English.

STATEMENT OF INSURANCE

Chimera Productions games and events are covered by a third party only injury and property damage insurance policy, provided under the name of LARP Victoria. Insured activities include outdoor activities, simulated combat and construction and modification of props.

Live-action roleplaying is conducted in a mostly outdoor environment, and with full contact combat using approved props. While Chimera Productions endeavours to provide a safe environment for all participants, each person participating does so at their own risk. Insurance against risk or injury for consenting participants of the game is not provided under the LARP Victoria insurance policy. Damage or loss of participants' property, including cars and property stored in cars at events is similarly not covered.

To ensure that participants are aware of their responsibilities and risks of participating, all participants are required to sign a Code of Conduct agreement before participating in events. This document includes expected standards of safety and behaviour by participants at the event.

FIRSTAID AND MEDICAL CONDITIONS

Chimera Productions ensures that a qualified First Aid Officer is available at all events. If required, a comprehensive First Aid kit is available at all combat events. If First Aid is required, please ask a GM or Org for directions to the designated First Aid officer for the event.

If you have a pre-existing medical condition that may require special treatment or considerations in the live-action and combat environment, please advise the Orgs prior to the event so that the First Aid Officer can be informed. The Orgs should also be informed of medical conditions that could influence treatment should an incident occur, such as asthma, diabetes, epilepsy, etc.

Chimera Productions does not exclude people from participating because of medical conditions. Chimera Productions endeavours to ensure all participants are involved to the fullest extent possible.

If you have a food or other allergy, please advise Chimera Productions when booking. If your allergy is serious, please give specific information so that the First Aid Officer and Quartermaster can be aware of the allergen and extra steps can be taken to ensure you are not exposed at the event.

ALCOHOL AND INTOXICANTS

Alcohol is permitted at Chimera Productions events, subject to limitations of the event venue.

An in-character area will be designated for alcohol consumption. Alcohol should not be consumed elsewhere at the event. Excessive consumption of alcohol is discouraged, as it interferes with a player's ability to role-play. Players consuming alcohol may be requested to retire from role-playing and the in-game areas if behaviour is disruptive to the game environment or other players.

Due to the potential to impair safety during combat, consumption of any amount of alcohol automatically disqualifies a player from combat for the rest of the day. A player may resume combat at 06:00 the following day, or a minimum of four hours after their last drink, whichever is later. This rule is in place due to limitations on testing individuals for intoxication. A player who intends to consume alcohol is required to store their weapons before their first drink.

Illegal drugs or other intoxicants are not permitted at Chimera Productions events. Anyone found in possession of or intoxicated by illegal drugs or similar substances will automatically be expelled from the event, and law enforcement may be notified.

FUNDAMENTAL RULES

This chapter covers the rules that govern the Player, as opposed to the Character, at a Chimera Productions event. A Player is you, the real life person involved in the event, whereas the character is the person you are playing. The rules in this section deal with the logistics of running a live action role-playing event. Anyone wishing to take part in a Chimera Productions event must read this chapter.

THE SPIRIT OF THE GAME

The ultimate aim of live role-playing is to have fun. Conduct that upsets others players, in an out-of-game fashion, is not within the spirit of the game. Such conduct can include cheating or deliberate character actions designed to upset others. Chimera Productions asks all participants to leave out-of-character disagreements with other people outside the event.

All participants of Chimera Productions events are requested and required to uphold the spirit, not just the letter, of the rules. This includes players role-playing characters at the events (PCs), non-playing characters (NPCs) and Game Masters (GMs) and Organisers (Orgs).

The rules for Chimera Productions events exist to be an aid to your role-playing, not the basis of it. However, please be aware that breaking these rules, whether intentionally or not, is cheating and this is considered an offence. A first offence is likely to generate a warning, and further intentional offences are likely to incur more severe sanctions such as your character losing Experience Points, Glory or other in-game effects. Please also note that deliberately misleading someone out-of-character in a way that could lead to them inadvertently cheating also counts in its self as cheating. Be careful about spreading in-game information in an out-of-character way, in case your actions lead to others inadvertently cheating.

GMs may sometimes be asked to make a decision about story or rules that may not be entirely clear cut. The GMs undertake to make decisions as fairly as possible, based on information at hand, and where necessary to refer to an Organiser. However, the decisions of the GMs must be respected and upheld by players, regardless of the player's personal feelings about a decision. If a player believes that they have been treated unfairly by a GM, please speak directly with an Org.

IN AND OUT OF CHARACTER

Chimera Productions events are live action role-playing events. This means that each player is constantly role-playing the role of their character. Any actions or words that are not from your character must be clearly indicated. Players are encouraged to find in-game reasons to take otherwise out-of-character actions or ask questions if possible.

- **You are your character.** All statements and actions are considered to be "in character" unless specifically stated/indicated otherwise.

- **If you say it, they hear it.** If players do not want other players to overhear their words, they should act appropriately – e.g. hide their mouths, speak in low voices, go into the next room, etc.

- **Resolving Events.** Players should seek, whenever possible, to resolve their interactions with others through role-play rather than by skill calls or resorting to a GM for a decision. If a player absolutely wishes to perform an action that requires a rules call, seek out one of the event GMs to have their action adjudicated.

Out-Of-Character gesture – "Hand-on-Head"
While in play, to indicate that you are Out-Of-Character, place a hand flat on your head. While doing so, you may comment or ask a question, ask for a rules clarification, etc., or do something that is not an in-character action. This action should be used as little as possible.

> The "Hand-on-Head" gesture is also used in-game to indicate someone who is hiding. See the Stealth Skill for details.

Ignore gesture – "Hand-above-head"

When a player or NPC has their hand straight up in the air above their head, they are out-of-character and should be entirely ignored by anyone in-character. This hand-above-head gesture is often used by NPCs when preparing a game event. This is different to a character (PC or NPC) who is hiding, a character using this gesture is simply 'not there' – so do not ask the character if you can use a character skill to see them. See the Stealth skill for information on how to indicate or find a character who is hiding.

Out of Character areas

Personal areas including dorms, tents and bathrooms and the kitchen are considered out-of-character areas, unless specifically designated otherwise. Characters in costume and/or carrying weapons in any other part of the event areas are assumed to be in-character unless indicating otherwise (with hand-on-head, etc.).

Players should not enter personal areas belonging to other players without permission. Any items, whether in-game items or not, must not be touched by other players in these areas. If a character wishes to search a personal area for an in-game item, a GM must be contacted first and the GM will provide supervision during the search. If at all possible, in-game, non-personal items should not be stored in out-of-character areas while the character in possession of the item is in play.

THE NO-TOUCHING RULE

Touching other people for imaginary character reasons may be uncomfortable. At all times, players should avoid touching each other except where necessary. Anyone touching another in an inappropriate fashion may find themselves removed from play.

There must be no (intentional) physical contact during combat. Hitting, kicking, grabbing, holding or in any other way contacting another player (including their clothing, weapons or gear) during combat is not allowed. Any such contact will be treated as an offence. Contact in combat must only be conducted with approved weapons.

> *Physical restraint:*
> *For safety reasons, no participant may be physically restrained during the game. If an in-character action requires a character to be restrained – e.g. being captured and tied up – the characters may role-play this for example by holding a rope prop, but the player must not be actually restrained.*

Out of combat, players may come into contact only if contact is consensual. Players must always seek permission of the others involved before touching that person. For example, if a player wishes to role-play carrying another, the player must ask the person they intend to carry, out of character clearly stating their intentions. If that player gives permission, the player may then touch the other. Other situations that may require touching might include role-playing healing or searching another character. Players may role-play situations that would normally require touching without actually touching each other by stating their actions clearly to each other and anyone else in the area.

E.g. A character wishes to carry and unconscious character. The first player asks the second for their permission. That person prefers not to be touched. Instead, the first player states to the area "I am carrying this person". The second player may then stand up and follow the first player. No actual contact is necessary.

SAFETY AND SAFETY CALLS

Safety of all participants is a priority at Chimera Productions events. Live action role-playing involves combat and other activities that are inherently unsafe. Chimera Productions events may also take place in locations that have safety hazards, including bushwalks, firepit/fire areas, potentially dangerous wildlife and vehicles. All participants are requested and required to consider the safety of themselves, the other participants and the environment at all times while at Chimera Productions events.

Chimera Productions events use some standard safety calls to indicate potential hazards and/or to inform participants of situations of danger. Safety Calls are all out-of-character. These are directions to players. Safety calls exist to communicate hazards and are for the safety and well-being of all participants. Anyone may make a safety call, regardless of whether they are a player, NPC, GM, or whether they are currently participating in in-character events.

Anyone hearing a safety call should immediately stop what they are doing and listen for instructions from GM or Orgs. They should not move unless directed to do so. A safety call should be repeated by any participant who hears it, in such a manner that participants far away from the original call are able to hear and obey the call.

"Code Red"

This should be used by any participant to indicate that there is an injury, potential injury or immediate hazard, or if valuable/important personal property is compromised – such as eye-glasses lost in combat. This call should also be used in the case of a fire hazard or similar danger.

"Time Out"
The In-character game call 'Time Out' should be used in a situation of potential hazard to stop play. This should be used where an actual injury or major hazard is not present, but there is the genuine potential for a hazard. For example, if combat is moving into a potentially dangerous situation, any player or participant may call a Time Out and request the combat be moved to a safer area. Other common uses for this include when wildlife or public are too close to game play and may be affected by game actions. If you receive no specific instructions, please wait where you are.

GMs and Orgs or other staff members may request assistance from players in the event of a safety call. This may include requests for assistance for other players, first aid, etc., or simply to move away from the area. Please listen for instructions from Chimera Productions staff members while you are waiting and, if asked to do anything, obey as quickly and safely as possible. Please do not try and approach the site of an incident unless requested to do so. If you have skills or information that may be of assistance (for example, first aid training), please let a GM or Org know.

Abuse of safety calls for the purpose of influencing in-character events will not be tolerated, and may result in an offending player being required to leave the event, or other penalties.

Unsafe Behaviour
Any unsafe practices will not be tolerated at Chimera Productions events. Offenders may be warned, removed from combat for the day or entire event, or expelled from the event, depending on the seriousness of the offence. Unsafe physical practices in combat are discussed in the Combat Safety section.

Harassment
Chimera Productions also acknowledges that people may feel unsafe due to non-physical actions. Harassment of others, whether deliberate or unintentional, is also considered to be unsafe behaviour.

Harassment follows a very thin line and can be easy to cross and be unaware of it. There is both in character and out of character harassment that you need to be mindful of. Some examples of both in and out of character harassment include:

- Continually targeting one person either verbally or during combat because of personal reasons

- Encroaching on personal space – everyone has different boundaries, try and respect these

- Unwanted physical touch – this is covered by the no-touching rule, see above section

- Abusive language

- Lack of respect and courtesy of others

If at any time a player experiences unsafe behaviour or harassment from or by another player, please discuss this with a GM as soon as possible.

Uncomfortable or distressing situations
If a player is genuinely upset with game play, including game content, game calls, player behaviour or for any other reason, please discuss this with a GM. Chimera Productions has no wish to upset any participant or place them in a situation they find uncomfortable. If a player feels uncomfortable with an in-character situation, they may drop out-of-character by placing their hand on their head and let the other players involved know that they are uncomfortable with the situation, dialogue, etc. The player may remove themselves from the situation at any time. If necessary, discuss the issue with a GM. Chimera Productions games do contain material that is of a mature nature and it is possible that persons may be upset by this content. Game content may be modified if a player has genuine concern or is made uncomfortable with the game material, game calls or NPC behaviour.

COMBAT SAFETY

Live action role-playing combat at Chimera Productions events is conducted for the fun of all participants. Combat is conducted with approved, foam weapons only. Combat is meant to be a complement to role-playing, not simply about winning a fight. A well role-played combat may be much more enjoyable then a simple fight.

Combat should not involve bruising, pain or other injury to participants, whether or not they are wearing armour or protection. Combat has many rules governing it, and players participating in combat and non-combatants need to be aware of the following combat rules.

Despite the fact that 'soft' weapons are used, there is still great potential for injury in combat. The following practices are considered unsafe and must not be conducted at any time:

- Combat must only be conducted with approved weapons.
- Forbidden shots - targeted or feinted or physical hits to the head, neck, hands or groin of a target
- Blind shots – hitting out at something when you cannot see it, trying to hit someone behind you when you are running away, etc.
- Spinning or Wheeling – spinning or wheeling around in an arc with the weapon is dangerous as you lose eye contact
- Overhead shots – bringing the weapon straight down from an overhead position
- An action or deliberate blow designed for the purpose of actually injuring or causing pain
- Striking from the ground or knees – when crouching, kneeling, lying down or otherwise in a low position, as this greatly increase the risk of an illegal shot
- Grappling of any kind. This includes snatching, grabbing or holding weapons, armour or clothing of another participant. Weapons designed for catching or grappling other weapons are not allowed. If a weapon does become entangled or grappled by accident, stop combat and remove the grapple before re-engaging.
- Striking at someone in a low position – do not target or strike a person who is crouching, kneeling, lying down or in a similar low position as this increases the chances of a head-shot.
- Deliberately forcing someone into an unsafe area, e.g. difficult terrain
- Striking someone designated as a non-combatant
- Ignoring or abusing the safety calls

In addition to the above, all combat participants must follow these guidelines:

- No thrusting or stabbing with any LARP weapon is allowed. This is irrespective of manufacturer specifications for the weapon. Thrusting has the greatest potential to cause injury in LARP combat, hence thrusting is banned.
- Bows must not be fired when within three metres (3 m) of a target. See the Point Blank Rule.
- Blows in combat must not be made at full strength. A weapon should not be swung at the maximum possible speed or strength. Where possible a blow should be lightened or relaxed before it hits – this is called pulling the blow. The only contact that is necessary between an attacker's weapon and a target's body is enough that the target is aware the blow has landed. It should not be enough to cause pain.
- Weapons of any kind should not be gripped tightly. A light grip is all that is required for control of a light weight LARP weapon. A light grip helps to pull the blow.
- Weapons must be swung at least 50 cm. Quickly making blows without swinging the weapon back from the target is called drum-rolling, and blows struck in this fashion will not count for damage.
- Blows must not be struck faster than the weapons vocals can be called. This includes weapon damage, type and/or effect (e.g. from spell or technique effects).
- Weapons and spell vocals must be clear, complete and not rushed or slurred.
- Extra care must be taken when using long weapons, including large swords, heavy weapons and polearms – any item using two hands. These weapons require a large clearance to swing and may pose a hazard to other nearby combatants and may be trip hazards. *It is the responsibility of the wielder to use the weapon safely and be mindful of what the backswing may hit, not the people around him.*

Unsafe Combat
Anyone acting in a dangerous fashion including if found to be consistently striking too hard or too high, repeated head shots or other illegal blows, etc., may be requested to leave combat for a period defined by the GM, and may be required to undergo further combat safety training. Serious or intentional offences may result in exclusion from any combat at the event or future events.

Role-playing Combat
Remember, you are your character. If your character takes blows in combat, they are likely hurt or wounded. You should role-play this appropriately. Showing pain, staggering back, etc., are part of combat too.

Missiles in Combat
Chimera Productions games use several different types of missiles for combat. These include arrows, spell packets and foam balls – representing rocks or other thrown weapons. Live action role-playing combat takes

place at a much slower pace than real combat might. This is particularly true for missile weapons. These weapons would normally travel at such a pace that it would be improbable to parry or dodge. However, LARP safe missiles are usually very slow by comparison and easily parried or dodged – which also makes them of limited combat use. Therefore, to minimise this limitation, missile weapons may not be parried in any way. This includes using hands, weapons, armour or any other object. If a missile is parried, even by accident, the missile is assumed to have hit and contribute its full effect.

Missiles may be dodged, however it is requested that players respect the role-playing aspect of combat and do not purposefully dodge missiles where it is implausible that their character could do so.

Once a missile of any type has been thrown or discharged during a combat, it cannot be reused. The missile must not be picked up until the end of a combat. However, it is also important that all missiles are collected at the end of a combat, to ensure they are not lost or broken. Return spent missiles to a GM if necessary. Spell packets are an exception and may be collected from the ground and re-used in a combat – see the Magic Rules section for details on this.

During a combat where arrows are used, players are requested to be cautious of stepping on fired arrows as these are easily damaged and may also pose a splinter hazard if broken.

Point Blank Rule
LARP safe arrows usually travel at a much reduced speed and have large, foam heads. Despite this, they may still pose a hazard to players if fired at a close distance. In particular damage to the eye is a risk of close or powerful shots from bows.

If a player is using a bow and their target is within 3 m of the bow, the player must not fire the bow. Instead, point the bow at the target but DO NOT fully draw the bow. Ensure your target is aware of you. Use the call 'Point Blank' and the normal damage for the bow. Then drop the arrow from the bowstring and treat it as a spent missile. The target must take the full damage from the point blank arrow shot. This rule does not apply to thrown spell packets or foam balls as these do not have the same potential to cause harm. However, spell packets or other missiles should not be thrown at full strength at close range.

GAME PLAY CALLS

Live action role-playing calls for the use of imagination and suspension of disbelief for all participants. To assist in the management of game events, it is necessary for GMs to quickly communicate with all participants. The following game calls are used by GMs to give instructions to players. This can be for several purposes, including controlling combat and combat safety, spell effects or describing an in-character event.

"Time out" This call may also be initiated by a whistle blow.
All characters should stop what they are doing. All in-character actions, including combat, must be suspended. Players should remain where they are and listen for instructions.
A Time Out is used to manage events or communicate with players out-of-character. A time out is most often used to adjust combat including for dangerous situations, or to explain in-game effects to characters. For example, in the middle of combat a GM may call a time out and describe a spectacular spell effect sweeping across the battlefield. When a time out ends, characters are expected to role-play reactions to whatever instructions or description the GM has provided.

It may be necessary for a Time Out to remain in place for the duration of several minutes. If no specific directions are given otherwise, players may move or talk to each other during a time out. However, players should remain aware of what is going on and be ready to return to their initial in-character position and actions as soon as the time out is ended.

"Time Freeze"
All characters must immediately stop what they are doing. All players must close their eyes, and hum or sing to oneself, to avoid seeing and hearing actions going on around themselves.
The purpose of this call is to provide the element of surprise. An in-game instant effect that is not easily simulated may require a time freeze. This might be the sudden appearance or disappearance of an NPC or other instant effect. A Time Freeze is used only to further in-game events and assist in the enjoyment of the game. Therefore all players are encouraged to respect the Time Freeze and pay no attention to any action, sight or sound around them during the time freeze period. Compromising the effect by peeking, etc., will only reduce your enjoyment of the game.

Taking advantage of a Time Freeze or Time Out to adjust your in-character position or in any way alter the outcome of in-game actions, including using knowledge gained while you were out-of-character in the time freeze, may be considered cheating.

"Time In" This call may also be initiated by a whistle blow.
All in-game action may proceed as usual.
A Time In call is used to resume game play when it has been suspended, usually due to a Time Out or Time Freeze call. Time In may only be called by a GM, regardless of who initiated the time out. Players should immediately resume their positions and whatever in-game actions they were taking when game play was stopped.

For example: Jaesar, Robin Longstride and Tad al'Gore are fighting. A GM calls a Time Out (blows a whistle) during the combat due to potentially hazardous footing. All combatants are asked to move a few metres back to minimise the hazard. All combatants and observers shift position to a reasonable reflection of their original positions relative to one another on the new ground.

When combat stopped, the angry Jaesar is about to hit a vulnerable Robin Longstride with his longsword. But as the players move to the new ground, Jaesar's player sees that Tad al'Gore is sneaking up behind him with a knife. The players arrange themselves in the same combat positions in the new area. Robin Longstride's player knows that he must not use this as an opportunity to gain a better combat position and get away from Jaesar's attack. Jaesar's player must ignore information he gained during the Time Out – that Tad al'Gore is sneaking up behind him. When the GM calls Time In (blows a whistle again), the players resume combat. Robin Longstride unfortunately must suffer under Jaesar's blade and Jaesar is struck by Tad al'Gore's sneak attack, even though his player knew it was coming.

TIME AND COUNTING TIME

Many game effects depend on time – seconds and minutes. Many game effects require a character to be affected by a condition for a certain number of seconds, or time one minute while role-playing other actions.

In the live action environment it can be difficult to assess time passing. Especially in a high-intensity environment like combat situations, it is easy for players to count too quickly or judge time inaccurately. To help balance this, players are encouraged to slow their timing by counting aloud and using a spacing word. If a player counts too fast, a GM might require them to make a new count, or wait for a longer period, etc.

For example, count aloud using the words: "One one-thousand, Two one-thousand, Three on-thousand," etc.

EQUIPMENT SAFETY AND STANDARDS

Chimera Productions makes every effort to ensure that weapons and equipment used in LARP combat are of a safe and reliable standard. Each piece of equipment is inspected and passed on an individual basis. Weapons are also categorised according to type and size for the purposes of in-game abilities.

Please be careful in designing your Sauger costume features as some things could be dangerous in a LARP setting – sharp or hard protrusions for spines, horns, claws, etc., can damage weapons or other people, long or trailing features such as a tail can trip people or entangle weapons, or a mask might limit vision. If there are any doubts, check with an Organiser.

Weapon safety
The general criteria for inspection is as detailed below. This list is intended to be indicative of safety standards and not an exact or exhaustive description. The permission to use any item of equipment at any event will be at the judgment of the nominated Armoury GM at that event.

Melee Weapons
- Must have solid core (e.g. fibreglass, carbon fibre)
- Foam padding of minimum 2.5 cm depth on striking surfaces
- Latex or similar soft cladding on striking surfaces. Duct tape is not appropriate.
- Foam padding on other non-striking surfaces of weapon (i.e. no exposed core, exposed hard surfaces)
  Note: Weapon grips may have hard surface where it is reasonably covered by the wielder's hands, and thus unlikely to be used to block weapons or to accidentally strike, (e.g. sword hilts)
- Flexible cladding on exposed non-striking surfaces (e.g. leather, latex, cloth)
- No weapon longer than 220 cm
- Weapons must not have excessive whip (flex on strike)
- No weapons designed for thrusting only, and where a thrust surface is available it is not to be used
- Weapons should not be too hard – that is the weapon surface should compress and absorb the force of a strike such that even a hard strike is unlikely to cause harm (bruising, etc.) to an unarmoured target.

Bows & Arrows
- Overall bow strength 30 lb or less
- Wooden arrow shafts preferred, wrapped in fibreglass tape to minimise splintering
- Aluminium and carbon arrow shafts – check with Armoury GM before event
- No splinters on arrow shaft or similar hazards
- Arrowhead larger than eye-socket (i.e. 5 cm diameter or greater)
- Arrow head padded to minimum depth of 2.5 cm
- Head design sufficient to prevent accidental core penetration
- Cladding of head where applicable of flexible nature (i.e. no hard surfaces)
- Bows do not need to be of archaic look or design; however modern compound bows (i.e. bows with pulleys) are not appropriate to the setting.

Spell packets
- Weight less than 100 g
- No large or solid weights
- Relatively soft and/or flexible on impact, no hard surfaces
- The head must be larger than an eye-socket
- Enclosure and securing method must be biodegradable (e.g. cotton fabric & thread, rubber band, etc.)
- Contents must be biodegradable and friendly to wildlife (e.g. wild birdseed, sand)
- Note: Raw rice may be harmful to wildlife and should not be used.
- Bright colours – reduce loss chance in bush setting

Thrown Weapons (other than spell packets)
- No core
- Foam padding or similar over entire weapon
- Latex or similar cladding on all surfaces
- Thrown weapons should not be too hard or too small – designed so that even a hard throw is unlikely to cause harm to an unarmoured target, especially to the eye.

Armour, shields, scabbards & similar equipment
- No sharp points or excessively rough surfaces that may damage latex weapons or skin
- Spikes on items must conform to melee weapon specs (e.g. foam & latex)
- Helmets must allow sufficient vision – forward and periphery
- Armour, shields and other items should be designed so that they are unlikely to cause damage to foam and latex weapons striking them.
- Armour should not be overly restrictive to the wearer's movement or vision.
- Armour should cover at least the torso to be considered as armour within the game rules

Forbidden items
- Metal blades, knives, etc., of any kind
- Weapons that require or may result in hand-to-hand contact – including nunchaku, tonfa, gloves/gauntlets
- Chain weapons – including short chain connections (e.g. nunchaku, flail)
- Nets, ropes or otherwise flexible weapons or items designed to entangle
- Weapons designed for or capable of trapping other weapons (e.g. sai, jitte)

Weapon size standards

For the purposes of categorising weapons for in-game use, including for skills and abilities, the following lengths are used. All measurements are in centimetres.

Weapon type	Total length (cm)
Throwing	5 - 15
Short one hander	10 - 90
One hander	80 - 115
Two hander	115 - 155
Staff / Polearm	155 - 220

If a weapon has the 'look' of a particular type, but is longer or shorter than the specified limits, it will be categorised as one size up or down, as appropriate. The categorisation of a weapon is at the discretion of the Armoury GM for that event.

For example, a 'longsword' weapon that is longer than 115 cm length will be categorised as a two handed sword.

THE WORLD OF DANTIR

Dantir is home to a variety of peoples, created at the dawn of time by the three gods. It is a place that runs with magic energies, which are tapped almost at will by the inhabitants, and where any individual can ask for the personal attention and intervention of their gods.

Trade and travel are conducted most often via the Portal Stone network, a series of stone plinths connected by the flowing energies that is able to conduct people and cargo from one end of the continent to another in minutes. Farming and industry are supported by their workers bending the rules of nature to their needs, and the widespread Houses of the gods offer guidance and healing to any who seek them. A system of Guilds provides training in every skill and art form, although these are not always subscribed to by all individuals.

Now formed by nine nations, the history of Dantir is somewhat bloody. Many more civilizations have risen and fallen to the terrors of invasion, starvation and anarchy. Some still teeter on the brink of this, facing daily incursions by the barbaric orcs and grendlers, while others have prospered into great empires on the backs of the defeated. Relative peace reigns, under the supervision of a High King, each dynasty elected from the leadership of the Sauger nations to ensure that the nations do not return to the former states of war amongst themselves, or the other civilized races of the Drummon and Eluvian.

The nations as they stand today are:

Ekhai-Lahui – A loose collection of tribes living across many tropical islands.

Jorgenwyld – Semi-nomadic clans of hunters, with an often feared and misunderstood warrior culture.

Kenaan – An oligarchy of clans of a very devout nature, the Kenaani are both nomadic herders and builders of great desert cities.

Septoria – Great merchant houses control the economy and leadership of Septoria, where wealth and trade is of the highest value.

The Avantine Empire – The Avantines have subjugated several cultures and adopted them into itself to form a great empire, with only recent contact with the rest of the world and a great disdain for magic.

The Kingdom of Randwelt – An industrious people who have adopted many other cultures into themselves, they have a strong feudal society.

Toraneya – A truly devout people lead by a theocracy, the Toraneyans live amongst sub-tropical jungles and their great temples.

Eluvia – The originators of magic, the Eluvians live together in a generally harmonious meritocracy.

Drummon – Expert miners and craftsmen the Drummon dig great halls underground where they seem most comfortable.

THE GUILDS

The nine Guilds span the borders of every nation, providing training and expertise in every conceivable craft and profession. Membership to a Guild is exclusive, meaning that an individual can normally only subscribe to one of them in their lifetime. The Guilds demand a basic level of experience from new members, and provide advanced training in their particular areas that cannot be found anywhere else. Sharing Guild secrets or training non-members is considered a great transgression, as is falsely claiming to be a member of a particular Guild.

The Guilds' influence varies from nation to nations, in some places having nothing more than a single training and trading site. In other nations they can be found in every city and town, with influence not only on trade but also on politics. The Guild leaders form their own Council, which itself has had great influence on the events at an international scale, and arguably has been responsible for helping to maintain peace over the past few centuries.

RELIGION

The three gods of Dantir are revered in varying ways across the nations, where they are called by different names and attributed with different faces and abilities. All agree though that these gods created the world at the dawn of time, and are responsible for seeing the souls of the dead are reborn into the world in the endless cycle of life. Some people choose to revere one god above the others, others insist on equality.

Those who devote their lives to the god take their place in one of the Orders, organisations designed to serve the gods and the people of Dantir in particular ways. 'Houses' of the gods can be found in most civilized places, although some cultures instead choose to use individual shaman to commune with the gods instead of places of worship. Those devoted to the gods are called 'Dedicated', and undertake duties such as overseeing marriage ceremonies, funerals, auguries of birth and bearing witness to agreements or testimony.

The common names and aspects of the gods are:

- Halb, the all-knowing one, the god everything above. Halb is associated with such things as magic, knowledge, divination, the sky, wind, etc.

- Rund, the most generous one, the god of all that is between. Rund is associated with healing, the natural world, rebirth, etc.

- Dahr, the ever prepared one, the god of all below. Dahr is associated with death and the cycle of reincarnation, fire and destruction, but only in so much as these things are a part of the natural cycle of life and death.

The gods Halb, Rund and Dahr are very close to the world of Dantir. Their influence may be seen in the everyday works of their Dedicated, answering the prayers of Sauger, Drummon and Eluvians alike. Sometimes these gods choose to influence the world in a more direct way, and appear in the world as an avatar – most often as a Sauger, but sometimes as another race. Over the centuries of history of Dantir there have been many avatars that have appeared across all parts of the world – often during times of crisis. Some great leaders of the world have been credited with being avatars, or being descended from such a being.

MAGIC

The magic energies that course through Dantir are easily accessed and controlled by anyone who wishes to learn. While advanced abilities are taught by the Mages Guild, many of the common folk learn enough to help them in their daily lives. There are three common ways to use the magic energies, through Elementalism (manipulating the world's natural elements), Evocation (using one's innate energy to damage or defend) and Ritualism (storing and manipulating magic energy). The common person might learn to light their forge with Elementalism, defend their families from orax raids using Evocation or use the Portal Stone network using Ritualism.

The Portal Stones are naturally occurring outcroppings of a special element found under the earth across most of Dantir, commonly known as 'Bones of the Earth'. The natural energy of Dantir runs throughout this material, like lightning through lead. Over the centuries mages have carved and enchanted these outcroppings into plinths, allowing any skilled individual to connect to the energy flows and travel almost instantaneously from one Stone to another. The network of Stones stretches across most of the civilized areas of Dantir, although there are many wild places that are yet to be connected. Often journeys will have to be completed in several legs, as not all Stones can carry as great traffic as others, creating different levels of Stones and a variety of paths of connection to places.

Bones of the Earth can also be used to suspend magic energy, allowing spells to be stored and released at will by the creator or carrier. The substance is highly valued by craftsman and mages alike, and though the outcroppings occur frequently, it is a very fickle substance to work with and requires special tools and knowledge to properly excavate and carve.

PEOPLE

Sauger
The Sauger people are the most numerous in the world. The Sauger people are like to humans, with the posture of a human and the hands of a human. But the Sauger have a diverse range of animal features. Where a human is distantly like its animal cousin the ape, a Sauger can be distantly like a tiger, a bear, an ox, a dog, a kangaroo, etc. A Sauger character may have animal features from any mammalian animal. Sauger people come from many backgrounds. There are currently several nations of Sauger people in the world, each with a diverse cultural heritage. Thus there is no cultural stereotype for a Sauger. Please see the sections on nations for information on cultural backgrounds.

Drummon
A Drummon is a hardy, stout being, usually not very tall. Their skin and eye colouring matches the stone that they were created from, from pale sand to the darkest obsidian. Drummon often wear their hair long, and males often wear long beards, although this can vary with culture and climate. Drummon do not share any animal features with other creatures, as do the Sauger. The Drummon people tend to be clannish, putting family and clan loyalty first among their desires. Among their clans, each Drummon serves a particular purpose, and is usually trained

from birth to fulfil his or her particular role – be it priest, warrior, farmer, craftsman, hunter, or leader. Drummon traditionally have little contact with magic, and a Drummon mage is rare – but they are no less capable of learning the magical arts than any other. However the Drummon have had contact with many different Sauger cultures, and Drummon who live among Sauger especially may be quite different from their clan based cousins.

Eluvian
An Eluvian is usually taller than Drummon, and often taller than most Sauger. The Eluvian do not have the variation in appearance and form as the Sauger, and possess no likeness to any animal. Eluvians tend to have ears that curve to a point at the top. Eluvians can be of many shapes and colourings, with hair and eyes coloured as features of the natural world - greens and bright colours like flowers are just as common as browns and blacks.

Like Sauger, Eluvians tend to be individualised, and their personality varies with their background and experience. Eluvians in their traditional communities tend to enjoy games, poetry, music and dance, and are usually curious, enjoying exploring new ideas and challenges of the mind. However the Eluvian people are also skilled in the martial arts and adept at defending their homes and lands; especially against the Grendlers, with whom the Eluvians have had an eternal conflict. Eluvians are generally inclined toward the magic arts, and utilise magic in many aspects of their lives. However Eluvians are usually less spiritual than Drummon and Sauger, such that a dedicated Eluvian priest is a rare being.

Other races
There are several other races of intelligence who also share the lands of Dantir, but each remains aloof from the combined civilizations of the Sauger, Eluvian and Drummon. These are the ocean-bound Mea-kai, who share the features of various aquatic creatures. The Haohaer are so elusive as to be sometimes thought a myth. They sport the feathers of their avian cousins and do not seek contact with any outside their own kind. The Orax and Grendlers have caused much grief over the centuries, and may be responsible for the fall of various Sauger nations. The large brutal Orax raid any villages or travellers they come across, and without mercy will kill to achieve their own ends. The Grendlers are smallish creatures, lithe and quick, with features that are often unfavourably compared with the Eluvian. Cunning and ruthless, grendlers often raid and steal what they need – although when caught the grendler will wail a tale of woe and claim he only took what he needed to survive. Grendlers are extremely clever, and many are talented with magic.

MONEY AND TRADE

Currency and trade varies from nation to nation, but regardless of where you go trade is vital. Each nation deals with money and trade goods in their own way. Some have national standards for taxes and trade rules; others have no rules at all.

The most common currency across Dantir is derived from the Septorian currencies. The units are listed below.

1 Aureus (gold) = 10 denarii = 100 aes

1 denarii (silver) = 2 quinarii = 10 aes

1 quinarii (larger copper) = 5 aes (small copper)

The average cost of most things such as a street snack in a stall or a mug of ale is only a few aes. A night's stay at an inn might cost a denarii or two, while a trip through the portal stones will cost at least one gold Aureus. A farm labourer might earn a few hundred aes in a month, equivalent to a few gold Aureus – but she would rarely actually get a hold of an actual Aureus coin.

GAME RULES

This chapter covers the rules that apply to all characters within the Chimera LARP System.

Live action role-playing is primarily about "role-playing" – pretending to be someone else, with a different set of knowledges, skills and personality. However a player is not a character, and rarely is able to act with the same skills or knowledge that should be expected of their character. Hence there are rules to help simulate a character's actions within the imaginary game world. These rules cover knowledge, skills, physical and mental traits, combat abilities and magic that a character possesses.

TRAITS, SKILLS AND OTHER ABILITIES

At its core, the Chimera Productions LARP uses simple mechanics. When a player wishes to have his character take an action or use a skill, a GM determines what abilities the character should use to determine success or failure. These abilities most often consist of one Trait and one Skill used in conjunction with one another. Both Skills and Traits are based on a 1 – 9 rank scale. If the total value of the ability is high enough, the action succeeds. More on the mechanics of Traits and Skills is discussed in the Character Creation Section.

Traits
The most basic representations of a character's abilities are their Traits.

Agility is a character's physical speed, flexibility, strength and accuracy.

Endurance is a character's physical fortitude, stamina and defensive capability.

Mind is a character's mental fortitude, power and intelligence.

Perception is a character's powers of observation and interpersonal skills.

Spirit is a character's inner focus and spiritualism.

A full description of the Traits is available in the Character Creation section.

Skills
What a character learns through training and experience is represented by Skills.

Other Abilities
Traits and Skills form the core mechanic for Chimera Productions LARP games, but there are also many other abilities that a character may use in the game. These include casting magic spells, creating and trading items and special combat manoeuvres through use of Weapons Techniques. Each of these abilities will be discussed in the Character Creation section. Often these abilities will refer to a character's rank in a Trait or Skill.

The use of skills is broken up into two categories, Skill Tests and Skill Challenges.

Tests
Skill Test is the term used to describe a character that is using their skills to achieve a particular outcome. E.g. Creating a painting with Artisan, finding clues with Investigation or climbing a wall with Athletics.

A character's Skill Total in any skill is their rank in the Skill plus their rank in the Skill's associated Trait. Each Skill's associated Trait can be found in its entry under Skill Descriptions.

Skill Tests will be assigned a Target Number (TN) by a GM in advance. The character making the Test must have a Skill Total <u>equal to or greater</u> than the assigned TN.

> *The Round-Up Rule:*
>
> *Whenever a number results in a fraction – for example when calculating damage, the result is rounded up to the next whole number.*
>
> *This is designed to advantage characters who have a small edge in a skill.*

Example Target numbers are:

- *TN 3 simple test* – anyone with basic training in the Skill may achieve,

- *TN 9 difficult test* – those with significant training in the Skill may achieve

- *TN 15 (or more) challenging test* – only those with mastery of a Skill might be expected to accomplish

The GM does not have to reveal the TN to the test participants before they declare their Skill Totals. Some TNs will be secret, so that the player does not know how hard the task is. Other TNs might be declared when it is likely that the character would be able to judge the difficulty before attempting the task.

Combined Skill Tests
Some skill tests can be attempted by multiple characters working together to achieve a common goal. One character is designated to lead the Skills Test, and each other character is designated as assisting. The leader uses their Skill Total as usual and each assisting character adds +1 to the total if they possess at least one rank in the Skill, regardless of how many ranks the assisting character may actually have.

Challenges
Skill Challenge is the term used to describe two characters testing opposing skills against each other. Skill Challenges are worked out in much the same way as with a Skill Test except that the opposing character's Skill Totals are compared to each other with the higher total succeeding. In the event of the totals being equal then an offensive skill takes priority over a defensive skill. Where necessary a GM will determine the outcome of ties.

Physical Tests & Challenges
Occasionally Skill Tests & Challenges may take the form of a physical problem that a character has to solve. In these circumstances a character's relevant Skill Total will help reduce the difficulty of the problem.

Bonuses to Skills Totals
There is the potential for bonuses to be added to Skills Totals, for any kinds of Test. Bonuses may arise from the use of spells, prayers or possibly other origins. Bonuses to Skills Tests should be applied when the player declares their Skill Total, and hence before their success or failure has been determined. When a bonus is used, the player must declare that the bonus is being used, and what its type or origin is. There may be exceptional circumstances or abilities that allow a character to decide to add a bonus after the result of the test has been determined. These will be specified in the relevant description for the ability.

Skill Tests with 0 skill rank
A character may attempt a skill test if they have no skill ranks at all, using only the Trait for that skill. In this case they should inform the GM or other players as necessary that they are using the base Trait.

A GM may decline the use of this rule for selected skills. For example, a GM might choose to disallow a character to attempt a knowledge skill test if they have zero ranks in this knowledge.

In the case of a Skill Challenge (opposed skill test), a character who has at least 1 rank of the required skill automatically wins over a character who has 0 ranks, regardless of the difference in the actual skills totals.

Example: Duriel the priest suspects a young Lahuian girl has stolen his purse in the marketplace. The girl is running away, and Duriel pursues her, initiating an Athletics Skill Challenge. The girl calls her skill – Athletics 2 (Agility 1 + Athletics 1). Duriel does not have Athletics, so he calls out his Trait only – Agility 3. Even though Duriel has a higher total, the girl escapes him because she possesses at the skill required, Athletics.

COUNTED ACTIONS

Some actions cannot actually be performed for reasons of safety or reality, but must be considered as taking some time to complete. Essentially anywhere a character (NPC or PC) wants to do something their player cannot otherwise do in the roleplaying rules, they can use a counted action. Usually such actions have a specific count, usually three, and a definite phrase to indicate what is happening.

For example, to simulate a zombie rising from the ground, the NPC playing the zombie could say "I climb out of the ground one, I climb out of the ground two, I climb out of the ground three." During the time in which the player is saying this, he or she is completely vulnerable to attack (physical or magical) and cannot use most game abilities except Immune (which does not cause the count to be interrupted). If a skill test is involved and the count is interrupted, the test is considered failed, and the count is aborted and must be started again.

A counted action such as performing a Killing Blow requires the same number of seconds as the number of the count, or the duration of the count, whichever is the longest. This means that a Killing Blow requires at least 3 seconds to perform, no matter how fast the player says "Killing Blow 1, Killing Blow 2, Killing Blow 3".

For example, Cerik the vampire (an NPC) is turning from solid into a gaseous form. He starts counting: "I turn into a gas one, I turn into a gas two, I turn into a gas..." There is no skill test involved in this; it is a natural ability for this NPC. During the three count, he is hit with a spell packet for Double damage. He takes the damage from the spell and he must restart his three count before the transform to gas effect takes place.

Generally speaking, a Counted Action is not used regularly where a skills test or skills challenge is used, however a GM might ask a player to use a counted action in these cases to inform other people what is going on. A GM might ask for a count to be made for a longer period (e.g. a count of 5 or even 10) for actions that would take a longer period for the character to complete.

If for some reason a counted action is challenged or countered with another counted action, and they are simultaneous, identical length counts, whom ever started the count first "wins" it does not matter how fast you say it.

Before performing a counted action, NPCs will often take their places while using the 'hand on head' gesture, to indicate they are not there. This is not an excuse to metagame as to exactly what will happen, all characters must ignore the NPCs until they 'become visible'. This might be at the start of the three count, or it may not be until the count is completed.

For example, a zombie climbing out of the ground is visible as soon as he starts to say: "I climb out of the ground one, …". However, someone coming into a room through a secret door is not visible (or audible) until they have finished their three count of "I go through the secret door one, I go through the secret door two, I go through the secret door three."

The Counted Action is not a way to invent your own special abilities for player characters. However, players of both PCs and NPCs are welcome to use this technique to describe any actions they are not able to physically carry out. If there is any doubt about a call or counted action, it should be referred to a GM.

Counted Actions are not appropriate for actions you can actually perform safely and within the skills rules.

Every time a combat strike (including magic) is performed by a character, the amount of damage dealt or effect caused must be called out as the player strikes at their target. Whether an attack deals damage or causes an effect depends on the type of attack made. The three attack types are: Weapon Attacks, Weapon Techniques and Spell Attacks.

Weapon Attacks

A Weapon Attack is an attack made by swinging a melee weapon, firing a bow or throwing a ranged weapon at an opponent. Weapon Attacks deal damage equal to the character's relevant **Weapon Use Skill total/5+1 rounded up**.

For example: Jaesar has a Weapon Use (swords) Skill total of 7, each normal attack he lands with a sword deals 3 Hits of damage, 7/5+1=2.4 rounded up =3. See the **TRAINED SKILLS** section for more information on deriving weapon damage.

Weapon Techniques

A Weapon Technique is a special ability that alters the regular effect of a Weapon Attack by modifying the amount of damage dealt, replacing damage with a different effect entirely or allowing the use of a multi-weapon combination depending on the Weapon Technique used. See the **WEAPON TECHNIQUES** section for the list of Weapon Techniques, their rules and individual effects.

Spell Attacks

A Spell Attack is an attack made by throwing a spell packet at an opponent. The number of spell packets allowed and the effect of each spell packet is listed in each spell's description. See the **MAGIC** section for the list of spells and their descriptions.

Some spells and prayers cause additional effects to the target or area. Where necessary, a GM will assist the characters involved in determining what should happen due to the spell effect. As much as possible players should listen to spell vocals and spell calls to know what effect the spell has on them when hit.

*Please Note: A character using spell packets can hold an active spell in their hand for up to 30 seconds after finishing the spell vocals. This may mean that spell damage is called well after the vocals, or the target may not hear the original spell vocal. If you are hit by a spell packet, assume that the spell is valid even if you did not hear the casting vocals, only the damage call. See the **MAGIC** section for more information.*

Damage calls

When damage is dealt by an attack, special words are called to inform a player of how many Hits of damage they're character has received. These words and their associated values are:

Single	1 Hit	*Hex*	6 Hits
Double	2 Hits	*Sept*	7 Hits
Triple	3 Hits	*Oct*	8 Hits
Quad	4 Hits	*Nona*	9 Hits
Quint	5 Hits	*Deca*	10 Hits

For example a call of 'Single' means the attack does 1 Hit of damage, a call of 'Triple' means the attack does 3 Hits of damage.

If the damage is in excess of 10 Hits, the number should be called in English – e.g. 'Eleven' for 11 Hits of damage.

Effect Calls

When an effect is caused by an attack or other ability the effect name is called to inform a player of what has happened to their character. Most effect calls are made instead of damage call, but some are made in addition to damage calls. Where this is the case it will be noted in the description below.

The various effect calls and their descriptions are:

- *Crushing* - the attack bypasses shields & the Carapace ability and the damage is applied directly to the character's Hits with no reduction. Call 'Crushing' before the normal damage call.

  For example: An attack that normally calls 'Triple' for damage would instead call 'Crushing Triple.'

- *Disarm* – the character must drop their weapon to the ground. If wielding two weapons drop the one closest to the place hit. Shields cannot be disarmed. This effect works on two handed weapons, bows and spell books or similar items. However spell packets represent energy and cannot be disarmed.

- *Fear* – all characters in the area with a Spirit trait less than the value called must move away and cannot come within 5 large steps of the effect origin or cower helplessly before it. Call 'Fear #" where # equals a value as specified in the ability or prayer description.

  For example: A hideous monster calls 'Fear 5' so every character with a Spirit trait of 4 or less must cower away from it.

- *Flurry* – the attack does +2 extra Hits of damage. Call 'Flurry' before the modified damage call.

  For example: An attack that normally calls 'Triple' for damage would instead call 'Flurry Quint.'

- *Killing Blow* – a special Counted Action that automatically ends the grace period of a character who is unconscious or dying. (See Dying and Incapacitated section for complete rules.)

- *Knockout Blow* – a special Counted Action that automatically reduces a helpless character to 0 Hits (See Dying and Incapacitated section for complete rules.)

- *Knockback* – the character must stop fighting and take three large steps backward.

- *Poison* – the attack does extra Hits of damage dependant on the quality of the poison used. Call 'Poison' before the modified damage call as with *Flurry*. See the **ITEM CREATION** section for more information on poisons.

- *Stun* – the character must stand still not take any actions for 3 seconds.

- *Immune* – The character is immune to the type of technique or damage called against it.

  For example: A hideous monster is hit by a Knockback effect, but the creature is immune to this technique. It calls Immune, and ignores the effect (i.e. it does not step back).

Area of Effect Calls

If a spell or other ability has an Area of Effect (AoE) then a GM will call a Time Out when the effect starts and explain what is happening and who is affected.

Each character or creature in the game has a certain amount of Hits that measure the amount of damage that they can sustain before it they are incapacitated or killed.

There are two types of Hits: Wounds and Armour/Defence. These are added together to determine a character's total Hits. Damage inflicted by any attack takes away a corresponding number of Hits from a character.

Wounds

Wounds represent a character's own physical form, and the punishment it can take before becoming incapacitated by injury and pain. Every character has a maximum number of Wounds equal to twice their Endurance trait plus six.

For example: Jaesar has an Endurance trait of 5 so his Wounds would be 2 x 5 + 6 granting him 16 Hits. Caylian has an Endurance trait of 2 so her Wounds would be 2 x 2 + 6 granting her 10 Hits.

A character reduced to zero or less Wound is incapacitated or dying. See the **INCAPACITATED, DYING & TRAIT PENALTIES** section below for more information. As characters take Wound Hits are encouraged to roleplay their character as wounded.

A character that has lost Wound Hits can restore those Hits using Prayers or the Medicine skill. See the **HEALING** section below for more information.

Armour

Armour represents a character's external protection or defensive abilities.

There are two types of armour, Metal Armour and Leather Armour. A character wearing any armour must have an appropriate physical representation of the armour that covers at least the torso (back and front) to be considered to give the effects. Additional armour such as limb protection gives no extra bonus (but looks great!).

Metal armour is made of metal rings, plates or other tough materials. Wearing Metal armour gives a character additional Hits equal to three times the character's skill level in the Metal Armour skill (see **TRAINED SKILLS**). Characters wearing Metal Armour have a -2 Agility penalty to all Agility related skills totals and Trait tests.

For example: Jaesar is wearing plate armour and has a Metal Armour skill of 3. This grants him an extra 9 Hits in combat. However his Agility is reduced by 2 to all Agility skills (including damage).

Leather armour is made of leather, padding, hide or similar materials. A character gets additional Hits equal to twice the character's skill level in the Leather Armour Skill (see **LEARNED SKILLS**). Characters wearing Leather Armour have a -1 Agility penalty to all Agility related skills totals and Trait tests.

For example: Tad al'Gore has a Leather Armour skill of 4, and wears a leather armour jerkin. This grants him an extra 8 Hits in combat, but suffers -1 to all Agility skills (including damage).

A character that has lost Armour Hits can restore those hits by using the **Armour Refit** ability. Healing does not restore Armour Hits.

Defence

When not wearing any armour, using the Defence Skill gives additional defensive Hits to the user. The extra Hits are equal to the characters skill level in Defence Skill. Defence Hits may be useful against Traps or other area of effect damage – there is not set values for this, it will be adjudicated by a GM depending on the effect in question.

For example: Dayna has a Defence skill of 4. This grants her an extra 4 Hits in combat (as long as she is not wearing Armour).

Magic Armour

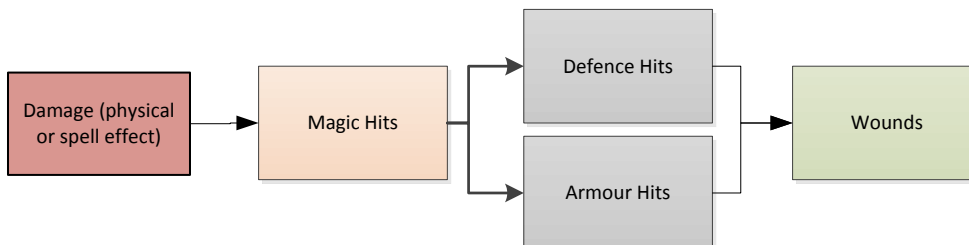Some magic spells may grant additional Hits to a character based on the spell description. This armour is gives additional Hits. These bonus Hits are considered Magic Armour and are lost first, before Armour Hits. These types of Hits cannot be regained except by casting of the spell again and last only for the duration listed in the spell description. See the **MAGIC** section for the list of spells and their descriptions.

Total Hits

A character adds their Magic Hits and Armour Hits on top of their Wound Hits to determine the total Hits they possess. Hits from Magic are used up first, hits from Armour or Defence are used up second and when those have been reduced to zero, the character starts taking actual damage to their Wounds.

A character cannot start to use Defence Hits when they have run out of Armour Hits, unless they physically remove their armour.

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┌─────────────┐     ┌─────────────┐          ┌─────────────┐          ┌─────────────┐
│ Damage      │     │             │  ──────▶ │ Defence Hits│          │             │
│ (physical   │ ──▶ │ Magic Hits  │          └─────────────┘  ──────▶ │   Wounds    │
│ or spell    │     │             │          ┌─────────────┐          │             │
│ effect)     │     │             │  ──────▶ │ Armour Hits │          │             │
└─────────────┘     └─────────────┘          └─────────────┘          └─────────────┘
```

For example: Jaesar has 6 Armour Hits and 16 Wound Hits for a total of 22 Hits. Jaesar may take 6 Hits of damage to his armour before he starts taking physical injury. Jaesar may then take 16 Hits of damage to his Wounds (i.e. up to a total of 22 damage) before he is incapacitated.

Caylian casts a spell that gives her 4 Magic Hits. She has 10 Wound Hits for a total of 14 Hits. Caylian may 'avoid' 4 Hits of damage using her magical defence before she starts taking physical injury. Caylian may then take 10 Hits of damage to her Wounds (i.e. up to a total of 14 damage) before she is incapacitated.

Carapace

Carapace is an ability that reduces the number of Hits received from any source by an amount equal to the Carapace number. Usually only large or truly tough creatures have Carapace.

For example: Jaesar and Robin Longstride are fighting a large Ogre. Jaesar attacks the Ogre with his greatsword dealing 4 Hits of damage, Robin also attacks dealing 2 Hits of damage with his longsword. Unfortunately the Ogre has Carapace 2 so it only takes 2 Hits of damage from Jaesar's attack (4 - 2=2) and 0 Hits from Robin's attack (2 - 2=0).

Some spells can also grant the Carapace ability for a short time. See the **MAGIC** section for the list of the spells and their descriptions.

Second Wind

A character may step away from combat to get a second wind. The character must sit, kneel or otherwise be obviously unthreatening and roleplay the effort of resting, meditating, etc., for 30 seconds.

If the character is disturbed or conducts any other action during this time, other than a few spoken words, the second wind fails and they must restart the count.

If completed, the character's Defence Hits are restored to full capacity.

This action can be taken a number of times <u>per day</u> equal to the character's Endurance Trait rank.

Armour Refit

A character may step away from combat to refit the armour they are wearing. To do this they must sit, kneel or otherwise be obviously unthreatening and role-play making adjustments and fixing up their armour for 30 seconds (counted aloud).

If the character is disturbed in any way or conducts any other action during this time, other than a few spoken words, the armour refit fails and they must restart the count.

Repairing Armour: A character may use the Armoursmith skill to repair armour and restore refits at the rate of one refit per skill rank per hour. The smith must have access to the right tools and materials to do so.

If completed, the Hits provided by the armour are restored to full.

This action can be taken a number of times <u>per day</u> equal to the character's Endurance Trait rank.

The amount of times any individual set of armour can be refit is defined at the creation of the item, and is linked to its Quality level. If a set of armour is reduced to zero Hits, and no further refits are available, the armour is damaged so badly it can no longer be repaired. If a set of armour has any Hits or refits remaining, an armoursmith may carry out repairs to restore used refits. See **ITEM CREATION** for full details on repairing armour.

Shields

Unlike Armour, a shield does not have Hits or Refits specifically. A shield cannot be disarmed. A shield deflects or absorbs all hits from physical weapons that land on it, except as follows:

- Any magic (e.g. delivered by spell packet) that impacts on a shield is considered to bypass the shield and affect the character holding the shield as normal. This applies to both damage and other combat effects delivered through a spell.

- A strike using the damage call Crushing causes damage to the character as normal, bypassing the shield.

In some exceptional circumstances, due to an unusual magical effect or roleplaying event, a GM may rule that a shield is destroyed or otherwise made unusable.

INCAPACITATED, DYING & TRAIT PENALTIES

Incapacitated (0 Hits)

A character that is brought to 0 Hits becomes incapacitated but is still alive, needing rest and healing before being able to act. The character may no longer walk or take any actions, but may speak. The character may or may not be conscious of their surroundings. Characters that are incapacitated are encouraged to roleplay as near death or incapacitated, as appropriate to the source of their character's injuries.

Dying (-1 Hits)

When damage reduces a character to <u>less than</u> 0 Hits, the character becomes unconscious and starts dying. A dying character has a 60 second '**Grace Period**' or '**Death Count**' in which to receive healing or they will die. The player should lie down and start counting their 60 second Grace Period aloud, to indicate to the GMs and other players that the character is dying. (If it is unsafe to lie down, the player can kneel or in some other way remove themselves from the combat environment). If possible, notify a GM immediately that your character is dying, and the GM will assist in the countdown, notifying other players and monitoring of any healing actions if necessary. An unconscious or dying character is unaware of their surroundings and may not (actively) participate in any in-game actions. When dying, a character is defaulted to -1 Wound Hits regardless of the amount of damage they may have taken, nor can they take any more damage.

Any action commenced to heal or stabilise a dying character freezes the Grace Period countdown. If the healing actions are not completed for any reason, the dying character must resume the Grace Period countdown from the point at which it was suspended. (i.e. don't start at 60 again).

Trait Penalties

There are some effects, including spell effects, poisons and diseases that affect a character's Traits directly, rather than just their Hits.

- If any of a character's Traits are reduced to zero, the victim is immediately incapacitated or impaired in a manner that reflects the reduced Trait (see below).

- If a character's Endurance Trait is reduced to -1, the victim is dying and enters the 60 seconds grace period.

- If any other of a character's Traits are reduced to -1, the victim is unconscious or in another way insensible, but is not dying.

The following describes the types of impairment that may be experienced based on the Trait affected:

- *Endurance* – nausea, coughing, weakness, faintness or similar effects of the body

- *Perception* – deafness, blindness, difficulty speaking, numbness, dizziness, and other sensory effects

- *Agility* – muscle weakness, paralysation, lethargy, clumsiness, slowed reactions, lack of balance, or similar muscular/nerve impairment

- *Mind* – dizziness, sleepiness, confusion, hallucinations and other mental impairments

- *Spirit* – depression, hopelessness, nightmares and other psychological impairments

A character that is dying or otherwise affected by a reduced Trait can be treated by Invoking a Prayer or using the Medicine Skill. See the **HEALING** section below for more information.

Killing Blow and Knockout Blow

There are many ways in game to render an opponent completely helpless. These may include monster special abilities such as Web, effects of an Elementalism Spell, tying them up physically (thus making them immobile from the neck down), or just hitting them until they drop unconscious. Killing Blow and Knockout Blow are special kinds of **COUNTED ACTIONS** which offer another way to do this.

Once a person has been incapacitated, it is not too difficult to intentionally kill them. This is represented by a **Killing Blow**. This action may be performed against any character who is currently in the Grace Period (i.e. at -1 Hits).

If the character is being actively guarded by companions, however, it is another matter entirely! When you have leisure to do so, it is easy to find a chink in the armour or slip a dagger under the helmet and deliver a Killing Blow. It is considerably more difficult to do so if someone is trying to prevent you from accomplishing that very feat. Therefore, there are a few restrictions as to its use. To administer a killing blow, you must place your weapon or touch a packet in your hand somewhere on the victim's torso and remain in that position while you recite *"Killing Blow One; Killing Blow Two; Killing Blow Three (damage type if necessary)."*

If anyone strikes you during the count or knocks your weapon away, then the Killing Blow is interrupted and fails to kill the character. Please note that even though there is a three-count for Killing Blows, the Killing Blow only counts as one strike or spell use.

A Killing Blow must be administered to the torso of the victim; an arm, leg, or shoulder is not sufficient (and head or neck are illegal target areas). Likewise, the blow cannot be struck on a moving target.

A Killing Blow can be delivered by anyone, whether they have a weapon or not. However, to be effective, the Killing Blow must be applied with a weapon that can damage the creature. No skill in the weapon is necessary. For example, if a creature is affected by only magical weapons but not normal weapons, the Killing Blow must be applied with some kind of magic energy. In such a case, using a hand to perform the Killing Blow would not work.

Once a Killing Blow has been successfully delivered to a character, their grace period automatically ends and the character is dead. The attacker may describe the manner of the lethal blow at the conclusion of the Killing Blow count.

> The Killing Blow action is not intended to be used to circumvent the Grace Period for PC characters.
>
> It is intended for those situations where characters want to ensure their enemy does not recover – e.g. beheading zombie corpses, etc.

For example: The player character Leo wants to ensure that undead creatures he and his companions have recently killed do not rise to fight again. He goes to each 'corpse' NPC, places his knife on their torso, and counts "Killing Blow one, Killing Blow two, Killing Blow three. I cut off your head." No one tries to stop Leo, so the NPC zombie loses his head.

It may be desirable to knock out a character rather than kill them. Especially if you want to question a prisoner later, but they are resisting arrest, etc. The **Knockout Blow** action is conducted similarly to the Killing Blow above. It follows all the same rules (must touch the torso for the count, cannot be moving, etc.). However, a Knockout Blow may only be used on a character who is physically helpless – tied up, paralysed, restrained by stronger people, etc.

A successful Knockout Blow renders a character unconscious (although they retain their current Hits), and they are stable (not dying). A character will recover from a Knockout Blow after 10 minutes, unless they are otherwise attended – e.g. healing with First Aid or a spell for 1 Hit can immediately recover consciousness. When the character recovers, they are immediately restored to the same Hits and all other conditions as they were on at the time of the Knockout Blow – unless they have been harmed or healed in the meantime. Knockout Blow does not prevent a character from being harmed, poisoned, healed, or any other timed effects from progressing (spells, Grace Period, etc.).

For example: Tad al'Gore and his companions have defeated a band of attacking Grendlers, but Tad wants to question one. He asks Jaesar for help and catches one of the Grendlers and between the two of them they restrain it (using their Athletics skills). But the Grendler is struggling a lot, so Tad places his weapon (reversed, because he doesn't mean to kill) and counts "Knockout Blow one, Knockout Blow two, Knockout Blow three." The Grendler is knocked out for ten minutes, allowing Tad and Jaesar time to properly tie it up and finish dealing with its friends.

Some NPC characters (monsters, etc.) will be immune to Knockout Blow or Killing Blow. In this case the NPC should call Immune when the attacking character starts the counted action. The Counter technique cannot be used to avoid these actions, as the character should be unable to move to use the Counter ability.

There are two forms of poisons that a character may come in contact with: those used in combat (contact poison) and those swallowed or inhaled (internal poison).

Contact poison

Contact poisons are applied to weapons and increase the damage of that weapon for <u>its first strike only</u>. Once the weapon has been used to strike at a target, regardless of the effectiveness of the strike, the poison effect no longer applies. If a poisoned weapon is sheathed or otherwise covered the poison, the effect will be lost.

Internal poison

An internal poison must be either inhaled or swallowed by the victim (i.e. not used in combat) and targets a specific Trait (system of the body). When a character comes into contact with an internal poison, the Quality rank of the poison is compared to the victim's Endurance Trait. If the Quality rank exceeds the victim's Endurance Trait, then the character is affected. Once affected, the victim's poisoned Trait is reduced by one every 60 seconds until the victim has lost a number of Trait levels equal to the Quality rank of the poison, or is reduced to -1 in that Trait.

For example: Tad al'Gore and his companions wish to enter an enemy camp, but must first sneak past a sentry. Tad undertakes to distract the sentry by adding a vial of Quality rank 3 Poison of Mind designed to induce sleep to a flask of ale. After informing a GM of his intentions, Tad sneaks up close to the sentry, drops the flask and hides. Finding the flask the bored sentry thanks the gods and takes a drink. The GM counts off 60 seconds then asks the sentry for his Endurance Trait (2). The poison value exceeds the Endurance Trait so the sentry will suffer the effects of the poison. As the poison is effective, the GM asks the sentry for his Mind Trait (2). The sentry's Mind Trait is progressively reduced to -1 over the course of three minutes (Mind 2 - poison 3 = -1). This causes the sentry to fall asleep, ensuring that Tad al'Gore is able to easily walk his party past the unconscious sentry and into the camp.

Unskilled users

If a character is unskilled in the use of poisons (Alchemy Skill level 0), but has obtained and wishes to use them, then upon applying a poison the applier suffers from half the poison's effects.

E.g. Jaesar decides to apply a poison (+2 Hits) to his blade. Because he is untrained in its proper use, when Jaeser applies the poison to his blade he is affected by half of the poison's effect (1 Hit) for his trouble.

*Caylian wants to use a poison to render Robin Longstride unconscious, so she adds a Mind Poison of Quality rank 4 into his tea. Because Caylian is untrained in the proper use of poisons, when she applies the poison to the tea she is affected by half the poison's effect (4**/2=2**) so unless she has an Endurance Trait of 4 or more to resist the poison herself she would suffer from -2 to her Mind Trait over the next two minutes.*

Disease

Similar to Internal Poisons, Diseases are not normally delivered in combat, but a character may contract them in a variety of other ways. When a character has potentially contracted a disease, a GM will inform them and compares the rank of the disease to the victim's Endurance Trait. If the disease rank exceeds the character's Endurance Trait, then the character is affected. Every hour after contracting the disease, the victim's Endurance Trait (or other relevant trait depending on the Disease type) is reduced by one. This continues for a number of hours up to the difference between the disease and the Endurance Trait.

Multiple Internal Poison or Disease effects

If a character becomes affected by multiple internal poison or disease effects that affect the same Trait, only the strongest effect takes place, with any weaker effects superseded. Thus if a character is affected by a Quality level 5 Perception Poison and a Quality level 7 Perception Poison at the same time, the full effects of the Quality level 7 Poison takes place, and the character's Perception is not further reduced by the Quality level 5 Poison.

If a character is affected by a poison or disease while their Endurance Trait is reduced by another effect, the character uses the modified Endurance Trait to resist the effect.

There are two ways that Hits can be healed, by invoking a Prayer and asking the gods or by using the Medicine Skill.

Healing with Prayers
Invoking a Prayer heals the number of Hits listed in each prayer's description. See the **FAITH** section for the list of prayers and their descriptions.

Healing with the Medicine Skill
Using the Medicine skill requires an appropriate prop (game provided medicine kit bandages) and heals 1 Hit per bandage. Only 1 bandage can be applied at a time and each use of the Medicine skill takes 30 seconds to complete.

Regardless of the type used a character can be healed as often as necessary.

Healing can only ever restore Hits to a character's Wounds. Hits to Armour must be restored using an **Armour Refit**. See the **HITS** section above for more details.

> A bandage prop used to heal wounds should be tied onto the healed character. Although the Hits are healed immediately the character should wear the bandage until the following morning, to encourage roleplaying of injuries.
>
> A bandaged character is responsible for returning the bandage prop to a GM.

Mystical healing may be used before or after Medicine skill, and the benefits of each type of healing stack with each other. Alchemical mixes can also be used at any time to restore Hits or remove/suspend poison effects.

Stabilising the Dying
To stabilise a dying character they must healed for at least 1 Hit. This can be done using a Prayer or the Medicine Skill as described above.

If a prayer or spell description says it stabilises a target it heals the affected character to 0 Hits and no further.

Treating Poisons, Diseases & reduced Traits
A character is able to naturally recover from a poison at a rate of one Trait level per hour, provided that the victim has complete rest. Any action, be it combat or any other activity, even walking a short distance, delays the healing.

To treat a poison or disease, the healer must at least equal the poison or disease virulence TN with their Medicine Skill total. If the Medicine Skill total equals or exceeds the TN then the poison or disease is cured, but any Trait penalties incurred while infected remain. For every minute the character is treated, the character may recover one rank in the affected Trait. If the Medicine skill total is less than the difficulty, the effects continue.

For example: Robin Longstride is suffering from a poison that is slowly reducing his Endurance Trait, he has already lost 2 levels of Endurance and is close to falling unconscious. Caylian successfully treats him with her Medicine Skill so the spread of the poison has been stopped, but Robin has still been weakened.

Treating reduced Traits uses the Medicine Skill in the same manner as for healing hits. Each treatment requires a bandage prop (or other prop at GM discretion) and takes 30 seconds. One treatment heals one level in one Trait up to the patient's normal level.

For example: Caylian has stopped the poison affecting Robin Longstride from spreading. Now she starts treating Trait damage already inflicted. Caylian spends 1 minute tending to Robin and he is able to recover the 2 levels to his Endurance Trait.

As with healing wounds a character may be treated for Trait reduction as often as necessary.

Death

If a character is dying and their Grace Period elapses, the character is dead, permanently. There are no healing abilities that can help a dead character. Resurrection magic is expressly forbidden in Dantir and not likely to be available at any time. Inform a GM as soon as possible if your character has died. See the KHARMA section below for more details.

Kharma game effect

The player of a dead character gains 2 CP per weekend event and 1 CP per day game or court event played with the dead character to be used in the creation of a new character. These CP are called Kharma points and function like starting CP. See the **CHARACTER CREATION** section for more details.

The award - or denial - of Kharma points remains at the GMs discretion, however the GMs undertake not to deny Kharma points unreasonably. The award or denial of Kharma must always be discussed with the player after the death of their character. Three GMs present at the event must agree to deny Kharma points.

A player must spend all of the Kharma points gained from the death of a character on one new character - the points may not be saved or split over multiple characters. This represents the cycle of rebirth - a soul is reborn complete, not split into parts.

PC murder:

The killing of a player character by another player character – outside of a duel or other grave situation – is treated as murder and is considered a grave offence. No one enjoys having their character murdered by another for a small amount of money, a minor insult, etc. Such actions are likely to result in the murderer character being judged as unworthy by the gods and therefore denied Kharma points in the future, independent of any other consequences they may face. Please consider other players' feelings when considering such actions.

A new character created with Kharma points is not technically the soul of the old spirit reborn – after all, the dying soul is reborn as a baby, not an adult character. Hence the new character does not have any knowledge or spiritual connection to the dead character. However a player may choose to have the new character be related by family to the old one, e.g. their brother, sister, cousin, etc.

CHARACTER CREATION

There are many aspects that make up a character. Some of these are numbers and mechanics that are used as representations of the characters abilities, learning and experience. The rest is created by the player. How the character thinks, feels, looks, speaks, acts and interacts is not governed by numbers on paper, but by how the player chooses. This section will cover those aspects of a character that require numbers and mechanics within this game system. This section will also offer advice or suggestions for contributions to those other aspects that the rules do not govern.

CHARACTER CREATION STEPS

The process of creating a character can be as complex or as simple as you desire. However, the most important aspect of creating a character is not the mechanics that represent their abilities, but rather their personality, history, and ambitions. Before you create your character mechanically, it is important to understand who they are.

A starting character is generally assumed to be relatively inexperienced, have not been accepted into a Guild, and have not mastered any skills. A character may be of any playable race, any gender, and any age.

A player character (PC) is an outstanding person. Whether through talent, dedication, ideological commitment or some other factor, they are destined to stand out among their peers. PCs will learn more, travel farther and have more experiences then normal folk. Keep in mind when creating a character that you are not 'normal' - your background may be very normal and humble, but in the end you are destined to be a hero, heroine - or perhaps an anti-hero.

Step 1: Choose what you want to play

Although the process of creating a character mechanically is very important, the most important aspects of your character have very little to do with mechanics at all. What kind of character do you want to play? What is their history like? What are their goals? What is the most important thing in the world to them? What are their strengths and weaknesses?

If you are in doubt, feel free to chat to any of the GM's or other players for inspiration.

Each character starts with 2 in each of their Traits.

Step 2: Choose your Race and Nation

A character's nation is their most defining characteristic, because each society in the world has a well-established and distinct set of philosophies, prejudices, and ideals. Whether a character adheres to the stereotypes of his background or breaks them, one way or the other they will prove very important to his personality. And just like a character's background, a character's race is a defining characteristic.

A character's race and nation can determine who will be your immediate allies and will assist you in what you want to play. If you are stuck, ask a GM as to what sort of personality traits each of the races and cultures have or ask your friends as to what they are playing if you want to play alongside them.

Once you have chosen a Race and Nation, add the bonus to the appropriate Trait and Skills.

Step 3: Choose your Role

In this game, a character is not limited to one specific role. However, most characters tend to choose a particular path in life, and that path is usually developed by joining one of the Guild houses. A starting character does not start as a member of a guild, but they can work toward this goal.

The Guilds give access to specialized training, but in order to access this training a character must demonstrate a certain dedication to the particular Guild. The character will be expected to achieve certain ranks in relevant Skills and Traits before being admitted to a Guild. A character may only belong to one Guild at a time – and changing between Guilds is not normally permitted. Thus is it wise to have an idea of which Guild your character would like to pursue when creating the character. A character does not have to join a Guild, but it is advantageous to do so as the character will gain access to specialised training. Belonging to a Guild also gives the character monetary and social benefits and responsibilities. See the section on the Guilds for more information on each.

Step 4: Filling in the numbers

Now you may choose to customise your unique traits and talents. These will help give your character the depth and personality required to make you stand out from other characters.

You have 30 character points (CP) to spend in any skills, traits or abilities. These points may be spent in any way, with the following conditions:

- No Trait may be raised above rank 4 with starting CP.

- No Skill may be raised above rank 3 with starting CP.

- Kharma points may be used for purchasing Skills or Traits above these restrictions, after all starting CP are spent.

- All starting CP and Kharma points must be spent at character creation – these cannot be saved, carried over or split between characters.

To raise a skill, it costs the amount of CP equal to the next level in the skill. *For example, gaining a skill at level 1 costs 1 CP, and raising a skill from level 3 to level 4 costs 4 CP.*

To raise a Trait, it costs the amount of CP equal to double the next level in the skill. *For example, raising a Trait from level 3 to level 4 costs 8 CP.*

Weapons Techniques may be purchased for 6 CP each. There is no limit on the number of Weapons Techniques that can be purchased at character creation.

When all CP have been spent, and Traits, Skills and abilities are chosen, there are a number of mechanical abilities that can be calculated from the character's Traits and Skills. These include Hits, weapon damage, Weapons Technique effects and other abilities. Speak to a GM to ensure that all these abilities have been calculated.

Step 5: Rounding out your character

Much more than the numbers and mechanics of the character detailed above, the character will need their own individuality. It might help to consider some the following questions when rounding out your character's unique personality.

- What is your character's name?
- Do they have any family or close friends?
- What is your character's primary motivation?
- What is your character's highest ambition?
- What Skill does your character use to earn a living?
- What is your character's opinion of his nation or race (or other nations/races)?
- To whom does your character owe the most loyalty?

- How religious is your character?
- What are your character's most and least favourite things?
- Does your character have any prejudices?
- Does your character have any recurring mannerisms?
- What about your character's emotions?
- Is your character afraid to die?
- Why is your character travelling away from home?

Step 6: Changing your character

If after playing a character for one 48-hour event, you are unhappy with the character, you may change the character with no penalties. This can include simply selecting different skills, traits or abilities, ways the points are spent, etc.; or it may be as dramatic as changing race and background entirely. This change may only be made after the first (weekend) event the character is played, not after any subsequent events. The experience points earned at that first event may be used to enhance the changed character as usual, but all of the normal character creation restrictions apply.

This change should only be made once. If you are still unhappy with the character after a second or future event, you may change characters, creating an entirely new character. However, any experience points earned, including for the first event, will not carry over to a new character.

Your character's origins are important. This is a personal story. Where does the character come from? What was their family like? What did they learn as a child? Did they have a happy childhood? What do they believe in? There are many questions you can ask to help form this background.

There are two major influences on the character background that are described in game terms. The character's Race and Nation. All the other details are up to you to decide.

The following sections describe some aspects of society and life in Dantir. These descriptions are general, and indicate what a traveller may expect to encounter, and the general experience of someone raised within each nation. However, the descriptions of people are intended as stereotypes. Player Characters (and indeed NPCs) may very well fit their national stereotype, but are just as likely to be exceptional in some manner. The descriptions within the nations are not intended to be prescriptive to player character behaviour or any other character details, but intended only as examples.

Gendered examples are used in some cases where describing individuals – i.e. pronouns such as she or he are used. Gender is used randomly in all examples and is not intended to reflect any gender roles, restrictions or stereotypes, unless specifically indicated. Among most nations and societies of Dantir, genders are treated equally. Any exceptions to gender equality will be specifically addressed in the relevant section.

RACES

The character's Race influences how they look, and might influence their personality or beliefs as well. There are several races in Dantir, but only three of these take part in the civilised society where the game is set. Choose a Race from the options detailed in the Race section below.

All characters begin with 2 ranks in each Trait.

Your character gains the Trait bonus for your race. This means one of your Traits starts at rank 3, which Trait depends on your race.

> *It is possible to describe your character as a child of two of the player races (mother or father or other ancestor as a different race). However, a child is always born to mixed parents as one of the parent's races, having the features of one race only. The character will be identified as this race exclusively for all in-game effects. Family history can not include the non-player races.*

Sauger: *+1 Spirit*
The Sauger people are the most numerous in the world. The Sauger people are like to humans, with the posture of a human and the hands of a human. But the Sauger have a diverse range of animal features. Where a human is distantly like its animal cousin the ape, a Sauger can be distantly like a tiger, a bear, an ox, a dog, a kangaroo, etc. A Sauger character may have animal features from any **mammalian** animal. Sauger people come from many backgrounds. There are currently several nations of Sauger people in the world, each with a diverse cultural heritage. Thus there is no cultural stereotype for a Sauger. Please see the sections on nations for information on cultural backgrounds.

Drummon: *+1 Endurance*
A Drummon is a hardy, stout being, usually not very tall. Their skin and eye colouring matches the stone that they were created from, from pale sand to the darkest obsidian. Drummon often wear their hair long, and males often wear long beards, although this can vary with culture and climate. Drummon do not share any animal features with other creatures, as do the Sauger. The Drummon people tend to be clannish, putting family and clan loyalty first among their desires. Among their clans, each Drummon serves a particular purpose, and is usually trained from birth to fulfil his or her particular role – be it priest, warrior, farmer, craftsman, hunter, or leader. Drummon traditionally have little contact with magic, and a Drummon mage is rare – but they are no less capable of learning the magical arts than any other. The Drummon clans are also very spiritual and devoted to complex rituals to honour their ancestors and the gods. However the Drummon have had contact with many different Sauger cultures, and Drummon who live among Sauger especially may be quite different from their clan based cousins.

Eluvian: *+1 Mind*
An Eluvian is usually taller than Drummon, and often taller than most Sauger. The Eluvian do not have the variation in appearance and form as the Sauger, and possess no likeness to any animal. Eluvians tend to have ears that curve to a point at the top. Eluvians can be of many shapes and colourings, with hair and eyes coloured as features of the natural world - greens and bright colours like flowers are just as common as browns and blacks. Like Sauger, Eluvians tend to be individualised, and their personality varies with their background and experience. Eluvians in their traditional communities tend to enjoy games, poetry, music and dance, and are usually curious, enjoying exploring new ideas and

challenges of the mind. However the Eluvian people are also skilled in the martial arts and adept at defending their homes and lands; especially against the Grendlers, with whom the Eluvians have had an eternal conflict. Eluvians are generally inclined toward the magic arts, and utilise magic in many aspects of their lives. However Eluvians are usually less spiritual than Drummon and Sauger, such that a dedicated Eluvian priest is a rare being.

THE NINE NATIONS

The Nation is the place you grew up in, where your family resides, where you have undertaken your first training, etc. It is your nationality. To represent this, each nation has options of starting packages of skills acquired as part of growing up in a particular culture. The skills are chosen with what the typical member of that society would be raised to learn. In some cases this divide may be driven by social hierarchy and in others simply different roles in the community.

While these starting packages will give you some basic skills, this does not define your character! Many a farmer has grown up to find himself thrust onto the heroic stage, becoming a warrior of great renown from such humble beginnings. You will have plenty of opportunity to choose new skills and break free of the mould of your youth.

Your character gains one of the skills packages as described for each nation below (indicated in the boxes). This grants a free rank 1 in each skill listed. If the same skill is shown twice, you must choose a different type of that skill; no skill may be above 1 from the skills packages.

It is possible to choose no nation - i.e. grew up in the wilds or travelling a lot, but you will not gain the bonus skill packages for any nation in this case. It is also possible you have grown up in more than one nation, but you may still take only one skill package - feel free to purchase more appropriate skills for the other nation with your CP.

Eluvia –

The Eluvians are ruled by a loose democracy, where independence and individual ability is valued before all else. Steeped in magic, the Eluvian people have very little use for the gods in general, believing instead in self-reliance and their ability to shape the world to their needs. The Eluvians taught magic to the rest of the nations centuries ago, although the greatest mages in history most often come from their ranks. The guild houses have been adopted here as a good idea, but do not have the influence seen in other places. Leadership instead comes from those who stand forth and announce their willingness to help administer the needs of the nation, and then show their ability to do so.

However the nation has grown divided over the years with the rise of a separate Eluvian culture. Discarding their magical heritage as unnecessary, they reside on the outer edges of the Eluvian territory, living with the land around them, learning the ways of the world without resorting to distorting it with magical powers.

There are very few Sauger who have joined the Eluvian nation, and Drummon hailing from here are almost unheard of.

> For those youth that grow up in the families of mages amongst of the Eluvian, the basics in magic and lore are taught to better assist their daily lives
>
> *Eluvian Magus:* Magic (choose one), Magic (choose one), Spellcraft, Academics, Cultural Lore (Eluvian)

> For those youth that grow up in the cities of the Eluvian, the basics of lore and observation are taught to better assist their daily lives
>
> *Eluvian Courtier:* Academics, Languages, Investigation, Cultural Lore (choose one), Cultural Lore (Eluvian)

> For those youth that grow up outside the Eluvian cities, the basics in bowmanship and hunting are taught to better assist their daily lives
>
> *Woodland Eluvian:* Ranged Weapon (Bow), Leather Armour, Hunting, Stealth, Cultural Lore (Eluvian)

Drummon –

The rigid caste structure of the Drummon gave rise to the Guilds, now adopted across most of Dantir. Each Drummon is chosen from a very young age to fulfil a particular role, dictated by their abilities shown as children. Their life is rigidly dictated and ordered, with devotion to the gods expected from each citizen each day, and they have almost no perception of personal gain or wealth. Work is done to support the whole society, resources shared and applied where needed, and jealously guarded from outside interference. The Drummon have had long conflicts with the Orax, and hence their homes are often built as strongholds, and great numbers of Drummon are trained for military defence. They live almost exclusively underground within their own borders, trading for what they cannot make themselves. Drummon goods are generally of the highest quality, and despite the fact that magic is rarely used amongst them, their mine shafts are the primary source of Bones of the Earth. With this rigidity of society, the basic concepts of craft or combat are instilled at an early age.
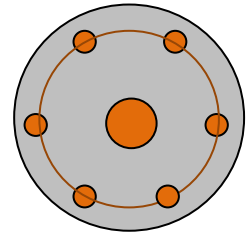
The Eluvian people do not find the deep halls of the Drummon a comfortable place to live and indeed few Sauger have taken to this lifestyle as well. It is exceedingly uncommon to find members of either race being raised here.

For those youth that grow up among the warriors of the Drummon, the basics of Metal armour use and Heavy weapons are taught to for the defence of the Drummon people.

Drummon Defender: Melee Weapons (Heavy Weapons), Melee Weapons (choose one), Metal Armour, Defence, Cultural Lore (Drummon)

For those youth that grow up among the craftsman of the Drummon, the basics in craftsmanship and scholarly arts are taught to for the benefit of the Drummon people.

Drummon Craftsman: Craft (choose one), Commerce, Investigation, Academics, Cultural Lore (Drummon)

For those youth that grow up among the producers of the Drummon, the basics in mining and engineering are taught to for the benefit of the Drummon people.

Drummon Producer: Craft (mining), Athletics, Academics, Medicine, Cultural Lore (Drummon)

The Kingdom of Randwelt –

A feudal society formed by several noble houses in service to a royal family. Each peasant, craftsman or solider serves one family through direct service or tithe of money and in return is provided with support and shelter as required. Characters may be of peasant or noble backgrounds, and Randwelt is home to many Drummon and Eluvian families in addition to the native Sauger. The people of Randwelt are usually open minded and rather multi-cultural, but not conspicuously devout or hostile. Randwelt has whole-heartedly adopted the Guilds and mage schools to improve their industries. Randwelt has embraced the cultures of all people they meet, to one degree or another, and despite being led by Sauger noblemen they have the largest Drummon and Eluvian populations outside the respective nations of those races.

For those youth that are born to the noble class, the basics of wielding a sword and the basics of academia are taught for the future glory of the Randwelt houses.

Randwelt Noble: Academics, Melee Weapon (1 handed), Investigation, Languages, Cultural Lore (Randwelt)

For those youth that grow up among the peasants of Dantir, the basics of farming and medicine are taught for the benefit of the Randwelt people.

Randwelt Farmer: Athletics, Craft (Farming), Hunting, Medicine, Cultural Lore (Randwelt)

For those youth that grow up among the craftsmen and merchants of Dantir, the basics of crafting and selling are taught for the benefit of the Randwelt people.

Randwelt Crafter: Craft (choose one), Commerce, Languages, Small Weapons Cultural Lore (Randwelt)

Kenaan –

The citizens of Kenaan are born into a clan, making blood loyalty the most important aspect of their lives. Each family in each clan serves a particular role, and thus a child's destiny is usually decided for them. It is possible to break this mould, with ceremonies conducted to place a child into another family to be raised to a particular role. Kenaani may live in one of the few great cities of their nation or be part of the nomadic clans following their herds across the steppes. The clans are united under the leadership of a dynasty of leaders said to be descended from an avatar long ago. The Kenaani people are a very devout people, respecting the wisdom of the Dedicated of the gods and their Clan elders. Only a few families of Drummon or Eluvian have been able to find a place among the strict Clan structure of the Kenaani, and are treated as guests wherever they live. They are respected and welcomed but cannot expect to claim blood heritage and find a place of leadership within any Clan structure.

A youth brought up in one of the nomadic clans on the western steppes Kenaan must learn to defend her clan from raiding bands of orcs.

Kenaani Rider: Melee Weapons (choose one), Athletics, Metal Armour, Hunting, Cultural Lore (Kenaan)

A child trained from a young age among priests can expect a life of devotion and prayer, but also receive great respect from his clansmen as he becomes a priest and leader among his people.

Kenaani Priest: Prayers (Halb), Theology, Investigation, Academics, Cultural Lore (Kenaan)

A youth raised in the cities of Keenan will have observed much of the arts of construction and engineering for maintaining their cities and defences.

Kenaani Mason: Academics, Athletics, Craft (Engineering), Commerce, Cultural Lore (Kenaan)

Jorgenwyld –

Often thought of as barbarians and savages, the Jorgenwyld people have a long history of raiding and bloody warfare against their neighbours. However, Jorgenwyld lifestyle is as rich and complex as many of the more civilised cultures claim to be. Over the centuries, the Jorgenwyld people have gradually changed from small raiding groups to larger clans called Cabalit, and lessened their reliance on raiding and stealing from others. However the people still live by a strict code, and value strength above all else. Each Cabalit is led by a Bloodheer (Bloodlord) and is guided by the words of honoured elders or Vinas. Each of these people hold vital power and hold great importance to the generally nomadic people of the Jorgenwyld.

The Sauger of the Jorgenwyld are not an overly welcoming group at the best of times, but they have great respect for martial prowess. The Jorgenwyld continually fight off orax along their northern borders, and this experience shared with Drummon clans has lead to a small number of Drummon families settling in this area of Jorgenwyld territories. Eluvian among the Jorgenwyld are rarer, but those few who prove of great worth to the Cabalit have been allowed to join.

A Jorgenwyld child learns to hunt at an early age. These skills once learned are often applied to war and raiding as much as hunting beasts.

Jorgenwyld Hunter: Melee Weapon (choose one), Hunting, Athletics, Trapping, Cultural Lore (Jorgenwyld)

The Cabalit need more than just hunters to support their clans. Jorgenwyld villagers provide all that the hunters need through their own tireless labour.

Jorgenwyld Villager: Melee Weapon (choose one), Defence, Craft (choose one), Medicine, Cultural Lore (Jorgenwyld)

The Cabalit also need those devoted to seeing the continuation of the clans. Jorgenwyld shamans provide for the medical and spiritual needs of their clans, and are often apprenticed at a very early age.

Jorgenwyld Shaman: Athletics, Prayers (Rund), Theology, Medicine, Cultural Lore (Jorgenwyld)

Septoria –

Controlled by a cartel of powerful merchant houses, Septorians value wealth and personal success (by any means) above all else. This has provided them a reputation as liars and thieves, although a Septorian would say that such rumours are only created through jealously of their wealth. Truly good business means truth and lies are the sides of the same coin. Traditional allies of the Eluvian, they are not particularly pious or inclusive of others where it does not benefit their business.

The Septorian are welcoming to anyone who can be of benefit to them, and thus there are many Eluvian and Drummon to be found within their Houses, and those of Eluvian heritage are especially valued members.

> The great merchant houses of Septoria are great training grounds for the young and ambitious.
>
> *Septorian Merchant:* Commerce, Academics, Languages, Forgery, Cultural Lore (Septoria)

> The streets of Septoria are no more forgiving that the merchant houses, and give equally harsh lessons.
>
> *Septorian Scoundrel:* Stealth, Subterfuge, Melee Weapon (small), Athletics, Cultural Lore (Septoria)

> The culture of Septoria also leads its youth to the most active and honourable pursuit of defending their personal honour and that of their families.
>
> *Septorian Duellist:* Defence, Weapon skill (one handed), Spellcraft, Spell school (Evocation), Cultural Lore (Septoria)

Ekhai Lahui –

Many foreigners would imagine the tropical islands of Ekhai Lahui to be a paradise, which in many ways is true. The isolation of the islands have meant they have not suffered from the shifting tides of power and wars. The Lahui people are very loosely organised. Each family unit represents the highest authority that an individual can possess. The families live in tribal groups dictated by their island environments, and their leaders direct through sheer force of personality, dent of years and wisdom, or just their success, not by any given democratic or autocratic right. They are by any outside standard quite laissez-faire, not particularly fierce or devout as a group.

While the Lahui welcome guests quite often, it is very rare that and outsider is invited to stay as a permanent part of any tribe. Thus their population is almost entirely Sauger, with those claiming Eluvian or Drummon heritage an almost mythical rarity.

> The Lahui people are comprised of many small tribes, where each child must learn to do many things for their tribes, including sailing and defending their companions.
>
> *Lahuian Islander:* Craft (choose one), Defence, Ranged Weapons (Thrown), Sailing, Cultural Lore (Ekhai Lahui)

> Each tribe needs its spiritual guide, its healer and leader in times of crisis. Children who aspire to take in the role of island shaman will have pursued the wisdom of the gods.
>
> *Lahuian Mystic:* Prayers (Dahr), Prayers (Halb), Prayers (Rund), Theology, Cultural Lore (Ekhai Lahui)

> Some youths of Ekhai Lahui choose to leave their tribes to wander the world instead, learning how to fit in among many cultures.
>
> *Lahuian Wanderer:* Athletics, Sailing, Investigation, Languages, Cultural Lore (Ekhai Lahui)

Toraneya –

Generally the Toraneyan culture is very friendly and welcoming. The nation of Toraneya is somewhat tropical and resource rich, which gives the people plenty to share with others. Their culture is built upon strong spiritual beliefs, which has lead to the construction of vast monuments in honour of the gods and many avatars. The nation is lead by a trio of priests who head the Orders, and the Toraneyans believe when necessary the gods have strengthened their nation by sending an avatar to lead them through times of crisis. The Toraneyan people seem somewhat naive to outsiders, friendly and generous and easy to take advantage of. This stems from strong religious education and a belief that all Sauger are one big family, with whom the world is shared. Eluvian and Drummon are joyfully treated like permanent house guests in this arrangement.

The Toraneyans have a large number of children adopted and raised by the Orders; some choose to devote themselves to the defence of their homeland by becoming warrior priests.

Toraneyan warrior priest: Theology, Prayers (Dahr), Leather Armour, Melee Weapons (Staves), Cultural Lore (Toraneya)

Others born in the temples may choose to follow a more peaceful path of pure spiritual enlightenment, training their bodies and minds to perfection.

Toraneyan Monk: Prayers (choose one), Theology, Athletics, Academics, Cultural Lore (Toraneya)

The Toraneyans build mighty monuments to honour their gods, and there are always a new generation of craftsmen eager to learn.

Toraneyan Builder: Craft (masonry), Theology, Medicine, Athletics, Cultural Lore (Toraneya)

The Avantine Empire –

The great empire of the Avantine stretches across an entire continent of its own. Consisting of a ruling class descended from particular bloodlines, and a serving class borne of all those conquered by the rulers, the Avantine in general disdain the use of magic in favour of their own technologies. After centuries of isolation they only came into contact with other nations a couple of centuries ago, through a failed invasion attempt. Since then they have been offered all the benefits of learning magic and the skills offered by the Guilds, but have been slow to accept anything not of their own creation. They believe their way and themselves superior to others, and themselves to be the chosen of the gods, saved from the chaos of war that befell the mainland in time immemorial.

The Sauger of the Avantine Empire have been separated from the rest of the world for most of their history, although their relatively recent contact with others has brought a mixing of races to their borders. Eluvian and Drummon are not unheard of here anymore, but no family can have lived here for more than a few generations and in some places may still be treated as great curiosities.

The Avantine Empire is built on the backs of many conquered tribes of Sauger, and these tribesman still form an underclass in the Empire. Some fight for freedom and glory in the gladiator rings of Avantine.

Avantine Gladiator: Subterfuge, Melee Weapon (1 handed), Leather Armour, Athletics, Cultural Lore (Avantine)

The Sauger of the Avantine are the masters of Alchemy, and carefully pass on these secrets from generation to generation.

Avantine Alchemist: Alchemy, Academics, Commerce, Forgery, Cultural Lore (Avantine)

The role of the statesman is also highly valued by the Avantine, and many teach their children the lore of outsiders that one day these children might bring the civilization of the Avantine to the rest of the world.

Avantine Diplomat: Academics, Cultural Lore (choose one), Commerce, Languages, Cultural Lore (Avantine)

There are nine Guilds: the Armsmen, the Artisans, the Couriers, the Mages, the Merchants, the Orders (priests), the Producers, the Rouges and the Woodsmen.

The Guilds provide advance training in their specialized skills. A character may only ever join one Guild.

Besides the access to advanced skills training, the Guilds provide their members with other types of support. This might include boarding fees, materials or discounts for the crafting of goods, communication networks, etc. And most importantly the houses are great sources of news and gossip from across the world. Job opportunities are often posted at the guild houses where the most relevant skilled individuals will be expected to call.

The types of resources each Guild might provide are:

- *Armsman* – Armour and weapon repairs or replacement

- *Mages* – Spell components and access to spells and magical knowledge

- *Dedicated* – Respite at any associated Order House, reasonable travel supplies

- *Courier* – Free portal stone travel, news

- *Rangers* – Weapons and armour repairs, other travel supplies

- *Artisans* – Craft components, contacts with patrons, etc.

- *Producer*s – Supplies and market opportunities

- *Merchant*s – Insurance on goods in case of theft, fire, and 'goods recovery' service

- *Rogues* – News, 'opportunities', some access to repairs

> *This list is neither exhaustive nor prescriptive – Guild Houses provide to their members resources as available. It should be expected that a small or poorly equipped guild house might not provide as much as a large centre.*

In return for all the benefits, a Guild member is expected to pay a fee, a tithe to the Guild regularly. Guild tithes pay for general upkeep, and are paid annually.

The table on the next page details the Skills taught by each of the Guilds. To become a member, a hopeful must prove their talent and dedication by training at least four of the listed skills to level 3. Once these skills have been demonstrated to a master (through roleplaying opportunities at events), the character may be accepted into the Guild. Thereafter, once accepted by the Guild, the character may train any Learned or Trained skill in their Guild list to level 9.

	Armsman	**_Mage_**	**_Dedicated_**	**_Ranger_**	**_Rogue_**	**_Courier_**	**_Merchant_**	**_Artisan_**	**_Producer_**
Trained Skills (normally capped at 3)	Metal Armour	Spell Schools	Prayers	Hunting	Subterfuge	Languages	Forgery	Alchemy	Hunting
	Melee Weapons	Spellcraft	Theology	Trapping	Trapping	Academics	Craft	Craft	Craft
		Academics	Academics	Ranged Weapons				Academics	
Learned Skills (normally capped at 6)	Athletics	Defence	Medicine	Athletics	Athletics	Sailing	Sailing	Medicine	Athletics
	Leather Armour	Cultural Lore	Cultural Lore	Leather Armour	Stealth	Cultural Lore	Cultural Lore	Commerce	Commerce
	Defence				Defence	Investigation	Commerce		Defence
Innate (pre-reqs)	Agility	Mind	Spirit	Endurance	Agility	Mind	Perception	Perception	Endurance

Skills are an in game representation of a character's training and knowledge gained throughout their life and adventuring career.

Each skill may be learned from levels 1 to 9, though some skills have restrictions as described below.

Skills are separated into three distinct groups. These are **Traits**, **Learned skills** and **Trained skills**.

Traits are those that relate to a character's natural abilities. It is possible for a character to continually improve these skills without requiring someone to teach them. Traits convey natural resistances to a character in the form of defences to opposed calls plus additional benefits dependent on the skill taken. These skills are unrestricted to all characters.

Learned skills are those that can be self taught to an advanced level but require the assistance of a teacher to master. These skills are restricted to level 6; however the **Guilds** offer to train members up to level 9 in these skills. The skills offered depend on the **Guild** a character has chosen to join.

Trained skills are those that can only be self taught to a basic level and require the aid of a teacher to progress beyond that level and eventually master. These skills are restricted to level 3; however it is the purpose of the **Guilds** to train members up to level 9 in these skills. The skills offered depend on the **Guild** a character has chosen to join.

TRAIT	TRAINED SKILL	TRAINED SKILL
Perception	Academics (Mind)	Prayers (-)
Mind	Alchemy (Mind)	*Halb*
Spirit	Metal Armour (-)	*Rund*
Endurance	Craft (Mind)	*Dahr*
Agility	Forgery (Per)	
	Hunting (Per)	Weapons(--) (Agi)
LEARNED SKILL	Languages (Mind)	*Bows*
Athletics (Agi)	Spellcraft (Mind)	*Heavy Weapons*
Commerce (Per)	Subterfuge (Agi)	*Improvised*
Cultural Lore (Mind)	Theology (Spirit)	*One Handed*
Defence (-)	Trapping (Per)	*Small weapons*
Investigation (Per)		*Staves*
Leather Armour (-)		*Thrown*
Medicine (Mind)		
Sailing (Per)		Spell Schools (-)
Stealth (Agi)		*Elementalism*
		Evocation
		Ritualism

The most basic representations of a character's abilities are their Traits. The Traits are the basic conceptual building blocks of a character in the Chimera world.

Agility
Agility represents a character's physical power and dexterity. Agility helps determine weapon damage.

Endurance
It is the measure of a character's endurance and resistance. Every level of Endurance adds two to a character's wounds.

Mind
Mind is a measure of a character's ability to gain new knowledge and put it to use. Mind helps determine many magical effects.

Perception
A character with a high Perception notices everything that takes place around him.

Spirit
Spirit is an ineffable trait, a result of the divine spark that exists within all living things through their creation by the forces of gods themselves. Spirit is used to resist Fear, and helps determine divine effects.

Athletics (Agility)

Athletics is a measure of a character's ability to overcome physical challenges and obstacles. In general, a character who has trained their athletics skill is able to run, climb and swim. Obstacles will be assigned a difficulty value. A character with a sufficiently high Athletics skill will be able to overcome the obstacle (climb a wall, swim a river, balance, run, etc.). A character who has an athletics skill level that significantly exceeds the difficulty may be able to overcome the obstacle more quickly, assist others in the task, or perform other actions.

If two characters (player or NPC) are competing at an athletic like task – running a footrace, or chasing a fleeing enemy, wrestling, etc., the Athletics skill may be called as a skills challenge. Each character should call their Athletics total out loud, and the character with the lowest result must allow the other to win the challenge – for example in the case of a chase slow down and allow the 'winning' character to catch or overtake them.

Commerce (Perception)

Commerce is a measure of a character's ability to interact with others in the matter of commercial interests. This is both a knowledge and a social based skill. The application of Commerce may include the judicious buying and selling of goods for a profit, the 'art of the sell' when dealing with a client, knowledge of tax laws and legal issues surrounding commercial interests and the unwritten rules of social contact with other merchants.

The difficulty of any commerce skill challenge will be determined by a difficulty value assigned to a specific item, task or challenge.

The following are examples of when the commerce skill may be applied:

- Locating an unusual (or even illegal) item for sale through commercial contacts

- Finding a buyer for an unusual item

- Finding out local news or rumours relevant to commercial interests (including bandit activity, the artistic tastes of wealthy patrons, local tax issues, etc)

- In the case of illegal activities, locating suitable fences, paying bribes for authorities, etc.

- Deriving an income from the sale of everyday goods over time (i.e. providing character income).

Commerce may be used to appraise items, allowing a character to quickly determine the approximate value of an object in any given market. The value will vary depending upon the quality of the object's construction, how exotic or unusual it is, and how practically it can be put to use. More exotic or rare objects are not only more expensive, but also are significantly more difficult to appraise properly. Commerce may also be used to conduct mathematics, typically used to calculate things like taxes and tariffs, but can obviously be used in a number of non-business applications as well.

Cultural Lore: Nation (Mind)

The nations and peoples of Dantir vary greatly, as do their customs, politics, laws and legends.

Each Cultural Lore Skill applies to one nation. When purchasing the first rank of the skill, the character must specify the nation studied for this skill from the list below. A character must purchase ranks in different Cultural Lores as separate Skills.

Cultures		
Avantine	Kenaan	Mea-kai
Drummon	Randwelt	Haohaer
Ekhai Lahui	Septoria	Orax
Eluvian	Toraneya	Grendlers
Jorgenwyld		Riverfolk

For example, a character may have ranks such as Cultural Lore (Jorgenwyld) 3 ranks, Cultural Lore (Septoria) 4 ranks and Cultural Lore (Drummon) 1 rank.

Defence (None)

A warrior who cannot defend himself is of little use, for he will serve his general but once in battle before he falls and must be replaced.

The amount of additional Hits granted to a character when not wearing any type of armour is equal to their level in Defence. **Defence Hits = Defence skill rank.** When a character's Defence is reduced to zero (0) Hits any further damage taken is done to the character's Wounds.

Defence also allows a character to use 'Second Wind' a number of times per day equal to their Endurance Trait. See 'Second Wind' rules in the Hits section for more information.

Investigation (Perception)

Investigation represents the ability to assess your surroundings and gather information based on physical clues. Investigation is most frequently used to locate something (or someone) hidden or concealed. If this is a character in hiding, a Skill Challenge will be used, pitting the character's Investigation against the target's Stealth. Investigation also allows characters to spot traps in natural or urban environments (although not to avoid or disarm them).

Leather Armour (None)

Leather Armour is a measure of a characters ability to make use of various types of Leather armour for the purpose of personal defence. Leather armour includes hide, leather, padded and similar types, but excludes metals and heavy plates.

The amount of additional Hits granted to a character wearing Leather armour is equal to their level in Leather Armour multiplied by two, or **Armour Hits = Leather Armour skill rank x 2**

When wearing Leather Armour, a character suffers a -1 penalty to their Agility.

Leather Armour also allows a character to 'Refit' their armour a number of times equal to their Endurance Trait before it is destroyed. See 'Armour Refit' rules in the Hits section for more information.

Medicine (Mind)

The Medicine skill conveys a knowledge of anatomy, and may be applied as a forensic skill to determine the cause of a death, or in the act of torture, etc. The Medicine skill may also be used to identify and mitigate the effects of poisons and diseases, restore Wounds and treat Trait reductions. See the Healing section for more information.

> *Please note, as with weapons and spell packets, the healer's kit used by this skill will be provided in game through the guild system or by trading in game money, etc.*

Sailing (Perception)

Dantir has a vast coastline, and despite the use of the Portal stone network there is a tremendous amount of activity on the sea. The Ekai Lahui in particular use almost no other form of transport among their islands. The type and range of vessels used varies widely between both cultures and purpose of the sailors, from one man canoes on lagoons or around the islands to the great multideck merchant vessels of Avantine and Septoria.

This skill generally applies to all aspects of controlling a boat or ship. Sailing also may be used for navigation, to determine your approximate location using the stars, and determine in what direction a specific destination lies (assuming you already know where the destination is and simply want to know where it is relative to you). Sailing can be used to navigate on land, but the difficulty is increased when doing so.

Stealth (Agility)

Stealth is a measure of a character's ability to be unseen, and to hide and remain hidden. A player must make every effort to conceal themselves from view, making at least half and preferable most of their body concealed from view. The hiding character places a hand on their head to indicate that they are hiding. This ability may not be used while moving, only while stationary.

Stealth is usually a Skill Challenge of the character's Stealth against the Investigation Skill of any observers. If an observer sees the hiding character and contests the skill, the players must indicate to each other – usually silently by raising fingers – the level of their respective Stealth and Investigation totals.

Academics (Mind)

Academics is a measure of a character's learning on general subjects known to scholars throughout Dantir. It includes history, geography, mathematics, literature and arts, general politics and general rote learning. At lower levels it represents the general knowledge taught to students in a local area or nation, while at higher levels the character gains knowledge of esoteric or even forgotten Lore. To use Academics ask a GM a related question and tell them your Academics Skill total, the GM will give you an answer based on that total.

Alchemy (Mind)

Alchemy is a measure of a character's ability to create a variety of potions, tinctures and other concoctions. These can be used to affect the environment, or a particular person/target. Mixes designed to be harmful to people are classed as poisons and have special rules for use. Using poisons requires at least one rank in Alchemy to admisister them without causing risk to oneself. Please see the "Item Creation" section for more information.

Craft (---) (Mind)

This is a catch-all skill that represents a character's talent in one of the many arts of creating items. The Craft Skill is used to create works of art or performance, practical items for everyday use, etc. Blacksmiths, armoursmiths, cartwrights, carpenters, and shipwrights are all craftsmen. Fishermen and farmers are as well, although they do not produce an item but rather the food that gives life to everyone in the realm. The greater the skill and time dedication of the craftsman, the greater the work of art or value of the item created. The Craft skill encompasses all forms of production and manufacture in Dantir, common and uncommon. Some example crafts are blacksmithing, armoursmithing, bowyer, farming, mining, fishing, carpentry, masonry, tailoring, cooking, etc.

The Craft Skill applies to one chosen form of craft, chosen from the list below. When purchasing the first rank of the skill, the character must define the form of craft for this skill. A character must purchase ranks in different craft forms as separate Skills.

For example, a character may have ranks such as Craft (armoursmithing) 3 ranks, Craft (bowyer) 4 ranks, etc.

Blacksmithing	General non-weapon smithing
Weaponsmithing	Bladed weapons, other melee weapons
Armoursmith	Armours of all types
Bowyer	Bows and arrows
Engineering	Building and civil design and construction
Tailoring	Clothing and cloth
Carpentry	Woodcraft of all types
Toolmaking	Tools for various crafts, arts, professions
Minting	Coins and similar metal casting
Artistry	Painting, sculpting, items of aesthetic value, etc.
Other	Cooking, fishing, farming, mining, weaving, brewing, tattooing, gardening, etc. Note that if the 'Other' category is chosen, the craft form must be specified in more detail.

For information on how to craft items for in game use, please see the Item Creation Rules.

Forgery (Perception)

Forgery covers the use of recreating a duplicate of an item. Perhaps counterfeiting coins, copying a letter, reproducing a signature or seal on a document, or even making a distinctive suit of armour. This skill is opposed by the Investigation skill. Several uses of this skill may require other craft skills in order to replicate a type of item. A character must have access to the appropriate resources to craft any forger, such as a smithy for making coins or metal objects, or matching ink, paper or wax for documents etc. Please see a GM if you wish to use this skill.

Hunting (Perception)

This skill encompasses the knowledge and skill needed for a character to conduct themselves in the natural environment, away from the support of civilization. Hunting allows a character to forage for sustenance and shelter in the wilderness, with the difficulty varying upon the severity of the

conditions (the forest is simpler than the mountains, which are simpler than the desert, etc.). Hunting also allows a character to locate and follow the tracks of prey through rural environments, navigate across land without instruments, know the properties of natural plants including which are hazardous, and the habits of natural animals. Hunting also allows characters to spot traps in natural or urban environments, or similar natural hazards (although not to avoid or disarm them).

Languages (Mind)
The Languages skill represents a character's ability to speak, read and write the various languages of Dantir. All characters automatically know Creole and the language of their chosen nation from character creation.

A character learns one additional language for every level of Languages taken. A list of available languages is shown here.

A character may not learn a restricted or dead language without permission from a GM.   The character will be required to have had the opportunity to learn the restricted language (either through their background or through roleplaying within the game). Old Eluvian is commonly used in mage schools, as of the orginal records and spells are written in this language. Generally only those raised within the borders of Eluvia or members of the Mage Guild will have reason to learn this. Old Drummon is even rarer being only used in the Drummon halls for formal ceremonies and ancient writings.

Modern Languages	Dead Languages
Creole	Topacoatl
Aventine	Oikos
Drummon	
Ekhai Lahui	
Eluvian	
Jorgenwyld	**Restricted Languages**
Kenaan	Mea-kai (sign language)
Randwelt	Haohaer
Septorian	Orax
Toraneyan	Grendler
Avantine	
Old Eluvian	
Old Drummon	
River Folk	

The Languages skill can also be used to decipher the ancient and dead languages of Dantir. These can no longer be spoken, but one may learn to read the remaining scripts. The Languages skill may be used in Skill Tests to decipher such unknown languages.

Metal Armour (None)
Metal Armour is a measure of a characters ability to make use of various types of armour for the purpose of personal defence. Metal armour types include metal rings or plates, chainmail, ring armour, metal lamellar armour, heave lacquer plates, etc.

The amount of additional Hits granted to a character wearing any type of Metal armour is equal to their level in Metal Armour multiplied by three, or **Armour Hits = Metal Armour skill rank x 3**.

When a character's armour is reduced to zero (0) Hits any further damage taken is done to the character's Wounds.

While wearing Metal Armour, a character has a -2 Agility penalty.

Armour Use also allows a character to 'Refit' their armour a number of times equal to their Endurance Trait before it is destroyed. See 'Armour Refit' rules in the Hits section for more information.

Spellcraft (Mind)
This skill represents the knowledge of magic, spells and rituals practiced by the mages of Dantir. The level of a character's magical understanding allows them to perform certain tasks that others cannot.

It is also used to more efficiently focus magical energies and allows a character to cast a number of spells per day equal to their Spellcraft Skill Total. A character must have at least rank 1 in this skill to be able to cast any spell at all, or to activate a spell stored in an object.

The following are examples of how the Spellcraft skill may be applied:

- Recognising magic spells as they are cast, understanding what school, abilities or complexities of magic are used.

- Guiding and shaping magical energies used in Elementalism or ritual spells, to gain better effects

- Guiding travel to a distant portal stone – further away or less powerful stones are harder to link to.

- Conducting rituals or improvements to a portalstone to enhance its power

- At high ranks, understanding the interactions of magic within the world itself

Subterfuge (Agility)

Subterfuge is a measure of a character's ability to hide small objects (something that can fit in a hand) on a person, requiring a Skill Challenge of Subterfuge against Investigation of observers to detect it. Subterfuge may be used to slip free of bonds, though the difficulty of this is usually high. Subterfuge may be used to pick pockets, requiring a Skill Challenge against Investigation in order to avoid detection. Subterfuge may be used a Prestidigitation to entertain or distract people by performing tricks and this skill also allows a character to attempt picking locks.

Subterfuge may also be used to change a character's appearance and mannerisms in order to conduct a disguise. A character can only use this skill to disguise themselves, as diguise involves mannerisms and speech patterns as much as costumes and makeup. Disguise requires a Skill Challenge against Investigation aginat each observer in order to avoid detection

It is very difficult to disguise oneself as another gender, race or even with different Sauger animal features. A GM may impose a penalty (usually -3 or -6) to the skill total of the disguising character if they attempt such dramatic changes. Disguising oneself as a particular person is also extremely challenging, and penalties may be imposed against the disguised character when viewed by persons who are familiar with the person the disguise is meant to replicate

When using the disguise skill, a player may be required to wear a sash or other symbol denoting that they are in disguise. Just as for the Stealth skill, all characters observing this item on a character must ignore the symbol and treat the character as usual, unless informed by a GM or the disguised player that their Investigation skill total is sufficient to penetrate the disguise and recognise the disguised character.

Theology (Spirit)

Theology is a measure of a characters ability to understand the nature of existence and to help maintain the world's state of balance.

The level of a character's theological understanding allows them to perform certain tasks that others cannot. These tasks are shown in the table below. It also allows a character to invoke a number of prayers per day equal to their Theology Skill Total

The following are examples of how the Theology skill may be applied:

- Conduct blessings and minor ceremonies

- Conduct funerary rites, Joining ceremony (marriages), etc.

- Witness agreements/records

- Induction of new Dedicated

- Establish shrine (consecration)

- At high ranks, understand the nature of existence

Trapping

Trapping is a measure of a character's ability to create, disarm and modify traps. For information on how to craft traps, please see the Item Creation rules. Please see a GM to discuss ways of using this skill.

Prayers are the ability to call upon the forces that created the world to perform acts on their behalf. The methods of communicating with each of the gods is individual and must be learnt as a separate skill.

The powers each god is willing to continually bestow are shown in the accompanying table. The full descriptions and rules for all prayers are listed under the **Faith** section.

Halb – The god above

Halb is the common name of the god of everything above – the sun, moon, lightning, wind, rain, and sky. Halb is most often called on to grant guidance in a particular task, to communicate with those far away or of differing nature, and even to dispel the effects wrought on the world by powerful magic. Followers of Halb are able to gain a greater understanding of the world around them, and their own potential impact on it. The devotees of Halb teach the ability to call upon the all knowing one to lend them insight.

Skill level	Prayer
1	Déjà vu
2	Whispering Wind
3	Natures Touch
4	Eyes of Halb
5	Sense
6	Read the Essence
7	Find Person
8	Draw back the Shadow
9	Water's sweet clarity

Rund – The god between

Rund is the common name of the god of everything between – the land, mountains, trees, oceans, water and all living things. Rund can be called on to help restore living things to their original form, to heal wounds and bolster the strength and spirit of those around one. Rund's assistance is used only to help others, often in large numbers, but these prayers do not affect the caller. The devotees of Rund teach the ability to call upon the most generous one to lend aid to others.

Skill level	Prayer
1	Hibernation
2	Assist
3	Minor Healing
4	Restore
5	Courage
6	Healing Circle
7	Rejuvenation
8	Support
9	Rebirth

Dahr – The god below

Dahr is the common name of the god of everything below - fire and destruction, death and rebirth, the kharmic cycle and the body itself. Dahr is concerned with the individual, granting wisdom and strength, confidence and courage to the caller alone. The devotees of Dahr teach the ability to call upon the ever prepared one to lend them support.

Skill level	Prayer
1	Stability
2	Past's Guidance
3	Past's Knowledge
4	Heal Self
5	Leadership
6	Overwhelming Spirit
7	Wisdom
8	Force of Will
9	Success

Spell Schools describe the abilities that magic users develop to shape the magical energies of the world. There are three distinct types of magic that are taught by the mages guilds – elementalism, evocation and ritual. Each school manipulates energy in a different way, and thus are learned as separate skills.

The colleges of the Enclave Majorum (Mage College) teach escalating disciplines of control and power as listed in the accompanying tables. The full descriptions and rules for all spells are listed under **Magic** section.

Elementalism

The school of Elementalism focuses on the ability to manipulate the energies of the world around them and mould them to their will.

Skill level	Disciplines taught
1	Summon
2	Shaping
3	Form change
4	Solid form
5	Moving objects
6	Controlled movement
7	Combination
8	Transmutation
9	Contravention

Evocation

The school of Evocation focuses on the ability to tap into their own inner power and wield it for defensive and offensive purposes.

Skill level	Discipline taught
1	Knockback
2	Armour
3	Bolts
4	Disarm
5	Shield
6	Blast
7	Stun
8	Repel
9	Devastation

Ritualism

The school of Ritualism focuses on the ability to weave the various magical energies of the world with the people and objects around them and to participate in the permanency of magic to enchant and imbue items using the bones of the earth.

Skill level	Discipline taught
1	Portal stone Travel
2	Channel
3	Linking
4	Identify
5	Store Spell Pattern
6	Permanency
7	Battery
8	Trigger
9	Obliteration

Melee Weapons and Ranged Weapons (Agility)
Weapon Use is a measure of a character's ability to wield a weapon in combat. Each time this skill is taken choose a different weapon group.

Weapons Group	Weapon examples
Melee Weapons	
Small Weapons	Daggers, sap, short club
Staves	Staff, polearms
Improvised	Boulder, chair, shovel, frying pan, keg, etc.
One-handed weapons	Clubs, maces short axes, swords of one-handed hilt type
Heavy Weapons	Two-handed maces (mauls), axes, clubs & swords (including hand and a half swords)
Ranged Weapons	
Bows	Shortbow, longbow
Thrown	Knives, shuriken, etc.

The level of a character's Weapons skill combines with their Agility skill to determine how much damage can be done with a single weapon strike. See the table below for a relationship between Weapons level, Agility level and damage.

For weapons, Damage is calculated by: Damage (Hits) = 1 + (Agility + Weapon Skill + bonus)/5

*For Example: Jaesar has a Heavy Weapon skill of 7 and Agility Trait of 5. So his damage with Heavy Weapons is **12/5 + 1= 3.4** rounded up = 4, so Jaesar deals 4 Hits with his heavy weapon.*

The following table represents the scale of damage to Weapon Skill rank and Agility Trait rank.

Agility	1	2	3	4	5	6	7	8	9
Skill 0	1 Hit	1 Hit	1 Hit	1 Hit	1 Hit	1 Hit	1 Hit	1 Hit	1 Hit
1	2 Hits	2 Hits	2 Hits	2 Hits	3 Hits	3 Hits	3 Hits	3 Hits	3 Hits
2	2 Hits	2 Hits	2 Hits	3 Hits	3 Hits	3 Hits	3 Hits	3 Hits	4 Hits
3	2 Hits	2 Hits	3 Hits	3 Hits	3 Hits	3 Hits	3 Hits	4 Hits	4 Hits
4	2 Hits	3 Hits	3 Hits	3 Hits	3 Hits	3 Hits	4 Hits	4 Hits	4 Hits
5	3 Hits	3 Hits	3 Hits	3 Hits	3 Hits	4 Hits	4 Hits	4 Hits	4 Hits
6	3 Hits	3 Hits	3 Hits	3 Hits	4 Hits	4 Hits	4 Hits	4 Hits	4 Hits
7	3 Hits	3 Hits	3 Hits	4 Hits	4 Hits	4 Hits	4 Hits	4 Hits	5 Hits
8	3 Hits	3 Hits	4 Hits	4 Hits	4 Hits	4 Hits	4 Hits	5 Hits	5 Hits
9	3 Hits	4 Hits	4 Hits	4 Hits	4 Hits	4 Hits	5 Hits	5 Hits	5 Hits

Combat Techniques represents the training of a character in particular combat manoeuvres or fighting styles. Combat Techniques usually cause an effect on the target character, such as Stun, Knockback, or cause extra damage.

Any character may learn Combat Techniques. Learning a Combat Technique costs **6 CP** for each separate technique. Each Combat Technique is associated with one or more weapon types. Once learned, a Combat Technique can be used with all its associated weapon types.

Once a character has learnt a Combat Technique, they can execute it at any time, without special preparation. A character may use a total number of Combat Techniques per day equal to their **Agility**.

For example: Jaeser has bought the Stun Combat Technique that can be used with his Maul, a Heavy Weapon, Flurry that can be used with his Dagger, a Small Weapon and Crushing that can also be used with Heavy Weapons. Jaeser has Agility 5. Per day, Jaeser can use a single Combat Technique up to 5 times, or a combination of either Crushing, Stun or Flurry up to 5 times.

If a Combat Technique misses the target, that use of the Combat Technique still counts against the character's total for the day.

A character may only call one Combat Technique for any given strike.

Counter
You know how to deflect and counteract other weapons techniques and spells. This ability allows you to ignore one Technique strike made against you.

Weapons: Any
Call: "Counter"
Effect: When struck by a Disarm, Knockback or Stun effect, instead of taking the effect the character may call "Counter" and ignore the effect (for that strike only). This call must be made immediately after the strike is received.

Crushing
Strike a mighty blow, hurting even the toughest of foes. This kind of blow bypasses the protection of shields and Carapace.

Weapons: Heavy weapons, Axes
Call: "Crushing" in addition to damage. E.g. "Crushing Triple"
Effect: The strike gains the Crushing effect in addition to dealing damage. The blow must strike either a shield or the target character's body or limbs.

Flurry
Deliver a lightning fast series of strikes, causing extra harm.

Weapons: Small Weapons, Bows, Thrown Weapons
Call: "Flurry" in addition to modified damage.
Effect: The strike deals +2 Hits of damage

Disarm
Deftly flick the weapon out of your opponent's hand.

Weapons: Small Weapons, One-handed Swords
Call: "Disarm"
Effect: The strike causes the Disarm effect instead of dealing damage.
The strike must hit the target's body or limbs. This Combat Technique is useable against any type of weapon (melee, bows, two handed or not), but is not effective against shields. If a character struck by disarm is using two weapons, they need only drop one.

Spell packets may not be disarmed, but a spell focus, scroll or book may be disarmed.

Iron Will
You know how to face your fears and stand against a frightening enemy.

Weapon: none necessary
Call: "Iron Will"
Effect: When affected by a Fear call, the character may call "Immune" and ignore that Fear effect for the rest of the combat.

This Technique applies against one call only – if there are Fear calls from multiple sources during a combat (e.g. from multiple spell castings or multiple creatures) the character must deal with each one separately.

Knockback

Drive your opponent backward with a powerful strike.

Weapons: Heavy Weapons, Staff or Polearm
Call: "Knockback"
Effect: The strike causes the Knockback effect instead of dealing damage

This Combat Technique is effective even if the blow is parried by a weapon or shield, etc.

Stun

Perform a heavy blow that stuns your opponent for a few seconds.

Weapons: Staff or polearm, Heavy Weapons, Improvised Weapons
Call: "Stun"
Effect: The strike causes the Stun effect instead of dealing damage. The strike must hit the target's body or limbs.

Shield Use

You know how to fight with a shield and a one one-handed weapon.

Weapons: Any one handed weapon, shields of any size.
Call: N/A
Effect: The character may wield a shield, of any size, and a one one-handed weapon. While using this technique the character deals 1 Hit less damage with any weapon (e.g. Triple becomes Double).

Two Weapon Fighting

The character knows how to fight with two weapons simultaneously.

Weapons: Small weapons, One-handed weapons
Call: N/A
Effect: The character may wield two one-handed weapons at once. At least one of the weapons must be shorter than 85cm. While using this technique the character deals 1 Hit less damage with any weapon (e.g. Triple becomes Double).

> *Special note for the Shield Use and Two Weapons Fighting Techniques:*
>
> *The use of each of these Combat Techniques counts as just one use of Weapons Techniques for the day, regardless of how often or for how long the character wields a shield or two weapons.*
>
> *A character may use another Weapons Technique while using a shield or two weapons.*

INCOME AND EQUIPMENT

The most common current across Dantir is derived from the Septorian currencies. Others exist in various lands and of varying natures, from coins and barter goods to letters of debt that are often exchanged amongst the merchants guild members. While the most common currency only will be used here, please see the Mythos book for more details on other forms of trade.

	Aes (copper small)	Quinarii (copper large)	Denarii (silver)	Aureus (gold)
Aes	1	0.2	0.1	0.01
Quinarii	5	1	0.5	0.05
Denarii	10	2	1	0.1
Aureus	100	20	10	1

Equipment and Items

The type and quality of equipment available varies widely across Dantir, and not all items can be found in all places. It might be extremely unlikely to find smiths making heavy armours and weapons among the Ekhai Lahui and thus these items would be extremely expensive, while being quite commonplace within the borders of the Drummon. Equally Magic focuses might be hard to come by amongst the Avantine and almost ubiquitous in Eluvia, heavily influencing their pricing. The list below is a guide only for what might be found in the major cities of the central continent of Dantir, and to help those starting out to judge price and quality.

Example Item	Denarii (silver)	Aureus (gold)	Example Item	Denarii (silver)	Aureus (gold)
Shield, small	15	1.5	Candles	0.5	0.05
Shield, large	30	3	Crowbar	10	
Light armour (Quality rank 3)	30	3	Inn stay (per night)	1 - 10	0.5 - 1
Heavy armour (Quality rank 3)	50	5	Inn meal	1 - 5	0.1 - 0.5
Improvised weapon	10	1	Lantern	20	2
Small weapon	15	1.5	Rope	5	0.5
One handed weapon	30	3	Spyglass	500	50
Heavy weapon	50	5	Signet ring	100	10
Bow & quiver of arrows	50	5	Thieves' picks & tools	15	1.5
Polearm	40	4	Torch	0.5	0.05
Simple weapon (staff, club)	20	2			
Craft tools (basic)	10	1			
Craft tools (artefact, +1)	100	10	Portal Stone Travel		
Medicine kit	20	2	Per link travelled	10	1
Magic focus	30	3			
Alchemical Mixes			Alchemical Recipes -		
Level 1	10	1	Level 1	20	2
Level 2	20	2	Level 2	40	4
Level 3	40	4	Level 3	60	6

Character Income

Between events a character may devote themselves to a particular profession to gain an income. A character chooses one of the Trained Skills whose practice might earn a living, which could be payment for craft goods made and sold, services provided as a sell-sword or mage, a document draughtsman, armours repaired, or pelts cleaned and sold, etc.

The character gains some money based on that Skill Total for each six month period. This represents the net profit for that period, after living costs such as housing, food and associated equipment/goods have been removed. This money can then be used at the character's discretion, although they may ask that some be 'spent'between events to cover things such as armour repair or crafting materials for particular items.

> *Please note that under some circumstances a GM may indicate that a character will not be able to earn an income in their normal way if the in game situation prevents it. For example if a character is imprisoned or marooned they will be unable to practice their regular profession. Sometimes they might choose a different profession in the meantime, or have no income at all.*

STARTING EQUIPMENT

A character does not start in the world with nothing. They have some wealth and possessions, earned by their work or gained from their family.

Each new character can choose up to five items from this list. Each item can be chosen more than once (if the player has the appropriate props). All items chosen are considered to be Quality Rank 3. Characters must possess the relevant skill (and rank) to choose items. For example, the character must have at least one rank in Evocation to choose an evocation focus, or one rank in a relevant weapon to select that weapon. Minor items can be provided by the player for free or bought in game (e.g. lanterns, ropes, spyglasses etc.)

Example: A starting character could pick 3 weapons and a shield OR 2 craft tool kits, a medicine kit, 6 (2x3) Aureus OR Elementalism focus, Evocation focus, weapon, armour

Item	Description	Condition
Shield	Any size, buckler through to large shields	Must be provided by player and approved by GM
Weapon	Any type. Bow and quiver of arrows count as one selection, as do a 'set' of thrown weapons.	If provided by player must be approved by GM.
Armour	Of any type	Must be provided by player and approved by GM
Craft tools	Examples: Thieves tools, tailor's sewing kit, smith's tools, jewelers tools, navigators tools etc.	Props to be provided by player.
Alchemical Recipe	One recipe per pick up to level 3.	Character must have appropriate skill rank to receive recipe.
Medicine Kit	One kit, does not automatically refresh between events.	Bandages for kits to be provided by the club only, but player may include extra items as they wish (surgery tools, herbs etc.).
Evocation Focus	A piece of Bones of the Earth permanently enchanted to channel evocation spells.	Required for any use of evocation magic, cannot be retooled for other uses.
Elementalism Focus	Any object to write down elementalism spells, such as a book, scroll or paper sheaf.	
Ritualism Focus	A piece of Bones of the Earth dedicated to assisting in particular forms of ritualism (e.g. Link)	It cannot be retooled for other uses.
Money	3 Aureus	

MAGIC RULES

Although the term spells is generally used to describe the abilities of mages and magic users both in game terms and within the world of Dantir, in point of fact it is incorrect. The magic user interacts with the energies of the world in a complex manner, channelling force and shaping the world to their will. The magic user learns a variety of techniques and abilities to help them shape these energies, represented by the magic skills. The actual method of creation and effect of each 'spell' will be slightly different for each spell caster. There are four separate schools of magic commonly known in Dantir.

Elementalism: The Discipline of the power around you
The world is full of energy, patterns and flows that make up the great forces of nature. A mage can learn to touch and shape those energies, bending nature into his preferred form. Natural but non-living things such as the wind, the earth and stone, water and fire can be called and directed to do the will of a skilled Elementalist. However the shaping of energies in living things – people or creatures or plants – is outside the practices of this school.

The elements affected by this school of magic are the four basic elements – Air, Fire, Earth, Water - but does not include complex or unusual forms of these elements.

Evocation: The Discipline of the power within one's self
As there is power in nature, there is also great energy within a living person. A mage can reach within herself and draw forth her own power as destructive energy, releasing it into the world to do harm. It is difficult and nigh on impossible to control this energy once released from the caster, and as such it can be fleeting and terribly destructive. Evocation can be used to cause harm or shock to other living beings, or protect the weilder from harm, but it quickly dissipates into the natural world and cannot be used to create, heal or make something lasting.

Ritualism: The Discipline of the bonds of power to all things
The world has patterns of energy, very distinct flows. Where the elementalist shapes those energies with his will, the ritualist learns to understand these patterns. The strange material commonly known as 'bones of the earth' channels the flows of the world's energy. A Ritualist mage learns to shape and use the energy patterns in this material, creating long lasting magical effects and items. However the majority of a Ritualist's talents can only be used with this special material, and not on raw energy.

The unnamed school: The Discipline of the living world
Just as spells of Elementalism shape the world, magic can be used to shape living things. Organic tissue and even the mind can be touched by magic. Such power has potential for great evil – it can be responsible for horrible distortion of living beings and the creation of the undead. As such, an accord made long ago has ensured that this power is forbidden to all magic users. The pursuit of knowledge of this magic or even basic experimentation of magic on living things is considered blasphemous and punished with death in every nation.

Skill ranks in magic
Each spell school has nine different abilities granted by experience in the schools. A spell is cast using only one of these abilities – that is, these abilities cannot be combined into a single spell (unless specifically granted by a spell ability).

It may be is possible to combine effects by casting two separate spells – check with a GM about this before casting. Generally this will not be possible for evocation spells or any other spell that has a short or instantaneous duration.

For example when preparing a magic item using Ritualism, a spell is cast to prepare to capture an effect and then a second spell is cast from the Elementalism school to create the effect. This is a combined effect. Another case may be two different Elementalists casting one spell each to affect the same area.

Spells per day
A spell caster draws upon his mental strength to control the magic energies and shape them into spell effects. Thus the Mind Trait is primary in spellcasting. The skill and efficiency with which the magic user applies their strength is represented by the Spellcraft skill. A spellcaster may cast a total number of spells (from any spell school) equal to their Spellcraft skill total **Spellcraft + Mind**.

Learning and preparing spells

A spellcaster who increases her skill level in any school of magic automatically knows how to use the new spell abilities. No additional training is necessary. Specific details about how to prepare and cast a spell are shown under each School heading later in this chapter.

Spell vocals

A caster may prepare their own vocals to cast a spell. The mage must use words that include the title of the spell and it must clearly describe the spell effect. Thus speaking non-English words with only the spell title is insufficient, however a combination of English and non-English words can be acceptable if the spell effect is reasonably clear. The length of required vocals is described under each School heading later in this chapter.

Spell packets

Offensive spells that have spell packets can only be thrown or used after the conclusion of the spell vocals for the spell to take effect. Spell packets may be kept in the caster's hand for up to 30 seconds. If after 30 seconds all spell packets have not been thrown or used, the spell effect vanishes and the packets can no longer be used (for that spell).

Spell packets represent energy, not a physical object, and are therefore not limited like other ammunition. If a spell caster runs out of spell packets, they may recover used packets from the ground. The caster should endeavour to use only their own spell packets.

If a spell caster does use someone else's spell packets, they are responsible for collecting and returning them to the original owner at the conclusion of the encounter.

While holding spellpackets, the caster is shaping and holding back magical energies. Another spell (of any school) cannot be cast until the packets are thrown or used; otherwise the first spell is wasted and any spell packets from the first spell can no longer be used.

Spell packets must strike a target, either by being thrown at or touched to a target for the spell to take effect. Once used, the spell packet must not be used again for that spell (unless a new casting is made), and must be dropped to the ground.

Only one spell packet may be thrown or used at a time. Thus, a spellcaster cannot hit a target with a fist-full of spell packets and have them all take effect (this will be counted as only one strike). If a spell packet rebounds from one target and strikes another person or object, only the first target hit takes the spell effect.

Spell Details

Each of the spell school descriptions later in the chapter will describe the casting method, range, area and duration of the spell effects. Each spell description specifies the Range, Area and Duration of the spell, and describes the spell effects. Some spell effects are static, determined only by the spell itself. Others are affected by the spell caster's abilities, typically their Mind or Spellcraft total. Some spell effects modify or give bonuses or penalties to the target's Skills, Traits or Tests.

The following are general definitions for these terms.

Range: How close the caster must be to the target, or to the edge of the area to be affected.
Area: The area that the spell can affect. This is an area with a radius equal to the specified distance.
Duration: How long the spell effect lasts for
Spell materials: Some spells require particular materials to be available in order to complete the spell. This may be a body of water to look into, a piece of paper, a particular item to be repaired, etc. These materials must be within the spells specified distance (usually Touch) or the spell effect automatically fails.

Areas and **ranges** of all spells correspond to one of the following:
Self – the caster only
Target / object / creature – the spell may specify a particular area
Touch – target(s) touched by the caster during casting. A spell packet should be used to actually touch the target(s).
Thrown – target(s) hit by thrown spell packet/s.

Spell distances, areas and paces:

The paces specified in the spell effect will be paces of a GM. This may result in variation of the spell effect from time to time. This is reflective of the nature of spellcasting, that different casters' perform the spell slightly differently.

Short –up to 3 paces from the caster, the area of a small room
Medium – up to 10 paces from the caster, the area of a large room
Long – up to 30 paces from the caster, the area of a large hall or small building
Extended –10 miles from the caster, the area of a city

Durations of spells correspond to one of the following:
Instantaneous – the spell effect takes place immediately, or creates spell packets
Concentration – the spell effect lasts as long as the caster concentrates. While concentrating, the caster may speak and walk or dodge. Any faster movement (including running), attacking or defending with a weapon or spell packet, casting another spell, taking damage or any other stressful activity will end the spell effect.
30 seconds – the spell lasts exactly 30 seconds. The recipient of the spell effect should count the 30 seconds aloud when practical.
10 minutes – the spell lasts exactly 10 minutes
2 hours – the spell lasts exactly two hours
2 days – the spell lasts two days, 48 hours
Permanent –the target is affected permanently, but this does not make an item magical except as per the spell description.

Spell durations and Keeping Time
A recipient of a spell effect should time the duration, where possible, or estimate the time. This includes keeping track of short term spells. A GM may monitor time and advise when a spell effect ends, but the caster and/or recipient of the spell should also be monitoring this, and keep time when a GM is not available. A spell caster or recipient does not have to count every second of a spell effect aloud, especially if they are in combat or casting other spells. But they should still track the spell time and indicate to the spell target how long remains – most importantly announcing the spell end.

Disrupting Spellcasting
If a caster is stuck with a weapon or spell and suffers damage or other combat effects while casting a spell – speaking the spell vocals – then the spell is interrupted and the caster must begin again. If the caster is damaged after concluding the spell vocals but while holding spell packets, the spell is not disrupted.

Any other interruptions to the spell vocals (intentional or not) can also cause the caster to lose the spell. Examples might be the caster being gagged, stopping the vocals to speak to someone, being knocked down, etc. If the caster does not have access to the right materials, spell focus, etc., the spell also automatically fails.

A spell failed through any method **does not** use up the intended spell slot.

Spell visibility and casting with stealth
Once a spell is successfully cast, any spell packets or spell effects are immediately visible. Imagine these are softly glowing shapes of unreleased energy. Unless otherwise specified in the spell description, a spell effect is usually detectable by visual inspection, as the energies of the world shift or become active to the caster's will.

Casting a spell stealthily is a difficult prospect. For all spells either your target or a GM must be able to hear the spell vocals. Please note that the Stealth Skill does not contribute to spell casting, as the character must speak and thus draw attention while casting.

Spell packets for active spells may be concealed in the caster's hands. However, active spell packets cannot be placed inside any container, pocket, sleeve, etc., whether for the purposes of concealment or otherwise. Any active spell packet that is covered by another object, other than the caster's hands, is lost as the energies dissipate into the containing materials. The container or concealer may take an effect from the energies escaping, as appropriate to the spell's type.

ELEMENTALISM

With spells of this school, the mage reaches forth from himself and guides the energies of the world into patterns to suit his purpose. Natural but non-living such as the wind, the earth and stone, water and fire can be called and directed to do the will of a skilled Elementalist. However the shaping of energies in living things – people or animals or plants – is outside the practices of this school.

The application of this school is for the most part, unrestricted. So long as you have the ability required then experimentation is encouraged. To represent this, there are not set spells, but rather abilities that govern how a caster can shape the world. However, there are natural laws – a set of observations made about elements that holds true if those elements are left alone and unrestricted. Unless a spell is sufficiently powered or made permanent, these laws cannot be contravened. And even where it is possible to make an unnatural shaping permanent, it is frowned upon to do so unless there is a compelling reason for this choice.

For example: Duriel has created a part in a river so that he and his companions can safely cross a rapid. At the end of the duration, the river will return to its normal state. Duriel may use Ritualism to make the parting in the river permanent, however his fellow mages would object to this unless it were for building a dam or some other useful purpose.

Casting an Elementalism spell
Spells of the Elementalism school require a GM to be present. Elementalism requires a spellcaster to prepare in detail the effects of the spell before it is cast.

The caster must have the spell written in a casting focus (spellbook, scroll, etc.). The details must be in writing – either pre-written or written during the casting time – so that a GM can refer to the details when describing the spell effects to all characters. A generic or general description of a spell can be prepared ahead of time and used, or the writing can occur (along with a discussion with a GM) during the minutes of casting time for the Elementalism spell.

> *An Elementalism scroll or book is considered a weapon for the purposes of the Disarm effect, and must be dropped if hit with Disarm.*

The caster recites a spell chant of the casters choice (must contain the description of the spell effect) for a number of minutes equal to the highest ability level of the spell being cast (i.e. rank in Elementalism). The caster must not move around much while casting an Elementalism spell – small movement such as pacing in a confined area may be carried out as part of roleplaying the spellcasting.

During this casting time a GM may discuss the planned effects of the spell (this does not 'interrupt' the spell). At the conclusion of the casting time, the GM will call a Time Out and describe the spell effect to the characters in the area of effect and those nearby. If you are unsure about the details of a spell, please discuss with a GM before you commence the casting time.

Area
For all Elementalism spells, the Area affected by a spell is equal to up to the caster's Mind in paces radius, including deep (equivalent to twice the caster's Mind in paces across). He can choose to make it smaller than the maximum area.

The area is generally a sphere from the centrepoint of where the caster directs the spell. It is possible to reshape this area somewhat, although complete tessellation or reordering of the area to stretch it out greatly is difficult to impossible. A GM will judge the difficulty of a request to shape and area and decide if it is possible based on the caster's Spellcraft Skill.

Range
A caster can affect an area at up to 10 paces distant from herself for each level of her Mind. She can choose to make it closer, down to Touch or centred on the caster herself. However the caster must be able to see the area affected. For example an elementalist cannot affect something on the other side of a wall, but could affect the wall itself.

Duration

An Elementalism spell takes several minutes to come into effect (i.e. over the period of the casting time). The spell then remains in effect for exactly the same period of time as casting time, without the concentration of the caster. After this time, the natural order of the world reasserts itself and the spell effect gradually fades over that same number of minutes.

If the natural world would not normally change the spell effect back (because it has moved beyond what forces the natural world can bear) the spell effect might in some way remain.

For example, a simple Summon spell used to summon fire into a building would take 1 minute to cast (Elementalism level 1). It remains burning for 1 minute after that – but unless the caster concentrates to continue shaping the spell area, the fire will burn naturally and set alight more area. At the end of the spell duration (1 minute), the summoned fire gradually goes away. After another 1 minute has passed, all the summoned fire is gone – but anything that it has caused to set alight will continue to burn naturally.

Extending a spell duration: The caster may elect to concentrate on a spell beyond the required casting time, or even extend the casting time to delay the spell coming into effect. In either case, the caster must remain stationary and maintain concentration on the spell effect, until they choose to let it go. Any condition that would normally interrupt spellcasting can also interrupt concentration.

Spell materials

All Elementalism spells need access to the element being used. The elements affected by this school of magic are the four basic elements, but does not include complex or unusual forms of these elements. This magic cannot affect living things such as plants, animals or people (alive or dead).

- Air – including wind, but not other gases or lightning
- Earth – stone, dirt, clay, but not pure metals or minerals
- Water – including vapour, ice or snow, but not mineral solutions or liquids such as acids
- Fire – flames and heat, but not smoke, ash or lava

Spellcraft in Elementalism

Shaping the elements is a difficult and time consuming process. When using Elementalism magic, the raw power the caster can handle is represented by her Mind Trait (such as distance, area, etc.) but the finesse with which she handles the power is represented by her Spellcraft Skill total. If a caster wants to make fine adjustments to a spell, such as shaping an element in a particular way, avoiding a target in the area, stretching out an area, etc., the GM will use the caster's Spellcraft Skill total to adjudicate the success of their effort.

Spell levels and abilities

The following list shows the abilities the Elementalist caster learns at each rank of the skill. Once learned each ability can be used in the construction and writing of Elementalism spells.

1. Summon

At this stage the Elementalist learns to summon the element into an area from the world around you. The element appears in the casters hands or at their touch, and follows all natural laws – fire needs something to burn, water something to hold it, etc.

Unlike other Elementalism spells, this ability requires the caster to be touching or very near to the area the element is summoned into (i.e. Range: Touch)

The element is in its simplest physical form that is natural for the environment around the caster. The element summoned comes from the world around the caster. Thus a caster can summon ice and snow if their environment is very cold. They can summon stone if they are underground, but above ground they will only be able to summon the most common dirt or clay in the area. If there is no material to create the element out of – no fire, no water, etc. this spell will generate them from the tiniest sources available – such as taking heat from the air to make fire, or water from nearby creatures to make the summoned water – but it might not be as effective as if the element is easily available.

The summoned element must be summoned into an open space – for example it cannot be summoned around a person or an object. Water could be summoned inside a bucket, but could not be summoned around a person.

2. Shaping

At this stage the Elementalist learns the ability to shape the elements into various forms. Such as creating a channel in the earth or directing the air to blow in a certain direction.

As far as possible this effect will try to follow the natural laws, so shaping something to go totally against nature it difficult – but not impossible. Shaping water to flow uphill is hard, but shaping a wind out of still air is much easier.

3. Form Change

At this stage the Elementalist learns the ability to change the form of the element into a composite form, such as the earth to mud (the composite of earth and water) or a gust of wind to dust storm (air and earth).

4. Solid form

At this stage the Elementalist learns the ability to force the element into a solid form, such as a bridge, wall or a staircase. This ability applies to all cases where the element was not originally solid – such as making water into ice, or wind into a solid wall. (For making a staircase out of an already solid material, such as a cliff-face, it may be necessary only to use the ability Shaping.)

5. Moving Objects

At this stage the Elementalist learns the ability to call upon the elements to aid in his movement, such as gifting him with the ability to walk on water or call upon the winds to bear you aloft.

As far as possible this effect will try to follow the natural laws, so moving something to go totally against nature it difficult – but not impossible. Moving a wave of water across a lake while carrying you is easy, but shaping a wind to carry a solid heavy object (such as a person!) is harder, and might carry some risks...

6. Controlled movement

At this stage the Elementalist learns the ability to retrain and control the elements against their natural wills for a short time, such as calling on an avalanche to stop before crushing you, or parting a tsunami heading toward you. This ability is best used as a direct opposition to stop or deflect natural forces, rather than make them move in a particular direction.

7. Combination

At this stage the Elementalist learns the ability to shape multiple elements at the same time. For example, calling up a ball of fire (summon fire) and then using the air to carry the ball onto the oncoming enemies (controlled movement air).

This ability essentially allows the combination of any two lower ranked Elementalism abilities to be used within the one spell. This effect can involve multiple elements.

8. Transmutation

At this stage the Elementalist learns the ability to change one element into another. For example, turning a wall into air. The forces transform the volume of one element into approximately the same volume of something else.

It is not possible to use Transmutation to create or alter the material 'bones of the earth'. This material seems to channel magic but not be affected by it.

It is possible to transmute one form of material into a similar but different form. For example turning stone into sand.

This spell effect can be dangerous if used recklessly. It would be wise to consider all the potential consequences of transforming one element into another before attempting any spell of this nature.

9. Contravention

This may be the most dangerous of powers, this allows the Elementalist to contravene the natural laws and subvert them to his will. For example, forcing an avalanche to travel uphill to a target, or allowing fire to burn in the ocean, or stone to float or fly.

Speak to a GM about what you want to do with Contravention, as the details are too numerous to detail here.

EVOCATION

As there is power in nature, there is also great energy within each living thing. A mage can reach within herself and draw forth her own power as energy, releasing it into the world to do harm. It is difficult and nigh on impossible to control this energy once released, and as such it is fleeting and terribly destructive. Evocation can be used to cause harm or shock to other living beings, but it quickly dissipates into the natural world and cannot be used to create, heal or make something long lasting away from the caster.

The energies used in evocation are extremely dangerous. Therefore this school is taught with great caution, and individual experimentation is discouraged. Many mages have caused horrible damage to themselves (or their test subjects), and mage laboratories have exploded or burned to the ground because of a foolish mage experimenting with these energies.

The school of evocation teaches some very set spell abilities, and variation of these spells is rare. However, the actual appearance of the spell effects will be different for every mage. One mage might draw up energy that crackles like lightning, another might throw flaming spheres, and someone else might craft softly glowing shapes of light. It is up to each character to decide how their innate energy appears when it is drawn forth.

Casting an Evocation spell
Spells of the Evocation school do not usually require a GM to be present. The abilities and effects are relatively set and work within the normal combat rules.

In order to channel the energies of the evocation into a useful spell, a spell focus is required. This is an object that contains a prepared shard of bones of the earth (which is used solely for the purpose of the focus). The object can take many forms, but it must be held in the caster's hand(s). For example, a wand, rod, staff, orb or any other object that can be held in one or two hands. A specially crafted weapon could fill this purpose. However, the item must be able to be immediately dropped (as per the disarm effect) and therefore cannot be permanently worn by the caster (ring, bracelet, brooch or pendant, etc.) or attached to a shield.

An Evocation focus is considered a weapon for the purposes of the Disarm effect, and must be dropped if hit with Disarm.

Without a focus in hand, the evocation energies dissipate harmlessly and a spell automatically fails.

The caster must hold the focus and speak the relevant short spell vocals. The required length of the spell vocals is listed with each spell (minimum words or time, whichever is longer). The vocals can be individual to each caster, but must clearly include the spell name and a relevant description of the effect. The spell vocals should be called loudly and clearly to assist anyone in combat to hear the effects.

Most evocation spells use spell packets to deliver damage or effects. A spell packet must be used for any touch or ranged effects.

Range, Area, Duration
All evocation spells are very short in duration. The range and area of the spells are indicated in each spell description.

Spell materials
To cast an Evocation spell the caster needs only their spell focus in hand and spell packets if needed.

Spellcraft in Evocation
Evocation magic is a raw and destructive. It is difficult to apply any kind of finesse and thus the Spellcraft skill is not used by evocation regularly. The caster's Mind Trait governs most of the abilities for this school of magic.

Spell level and abilities
The following list shows the abilities the Evocation caster learns at each rank of the skill. Once learned each ability can be used at any time to cast as individual spells.

1. **Knockback**
   Range: Thrown
   Area: Spell packets equal to caster's Mind Trait
   Duration: Instant (spell packets)
   Spell vocals length: minimum 8 words (3 seconds)
   Example spell vocals: I draw upon fire and light to Knockback my enemy

   Effect: Each spell packet does Knockback (call 'Knockback')

2. **Armour**
   Range: Self
   Area: Self
   Duration: Until bonus hits are gone, or 24 hours
   Spell vocals length: minimum 8 words (3 seconds)
   Example spell vocals: Fire and Light will protect me with Armour

   Effect: Gain bonus hits equal to the caster's Mind trait
   (Bonus hits are to be taken before those from Armour or Defence, do not refresh with a 'refit' or 'second wind' and cannot be stacked with previous castings.)

3. **Bolts**
   Range: Thrown
   Area: Spell packets equal to caster's Mind Trait
   Duration: Instant (spell packets)
   Spell vocals length: minimum 8 words (3 seconds)

   Example spell vocals: Bolts of Fire and light strike my enemies down
   Effect: Each spell packet does 4 hits (call 'Quad')

4. **Disarm**
   Range: Thrown
   Area: 1 spell packet only
   Duration: Instant (spell packets)
   Spell vocals length: minimum 12 words (5 seconds)

   Example spell vocals: Crackling fire and light engulf his hands and Disarm my foe
   Effect: One spell packet does Disarm (call 'Disarm')

5. **Shield**
   Range: Self
   Area: Self
   Duration: Number of minutes equal to Mind trait
   Spell vocals length: minimum 12 words (5 seconds)
   Example spell vocals: Fire and light come together to Shield me from all kinds of harm

   Effect: Gain Carapace 1. Reduce all damage taken by 1 Hit. e.g... 'Triple' to 'Double'.
           Effect is applied before that of magic Armour.

6. **Blast**
   Range: Thrown
   Area: 5 spell packets
   Duration: Instant (spell packets)
   Spell vocals length: minimum 12 words (5 seconds)
   Example spell vocals: With fire and light I Blast all of my enemies into nothing

   Effect: Each spell packet = Mind trait in hits (call as appropriate. E.g. Mind trait 3 = 'Triple')

7. **Stun**
   Range: Thrown
   Area: Spell packets equal to caster's Mind Trait
   Duration: Instant (spell packets)
   Spell vocals length: minimum 20 words (8 seconds)
   Example spell vocals: With Fire and light and thunder I shall explode and daze, shock and dazzle, cause Stun to all my foes.

   Effect: Each spell packet does Stun (call 'Stun')

8. **Repel**
   Range: Self
   Area: 3 paces radius from Self
   Duration: Concentration
   Spell vocals length: Minimum 20 words (8 seconds)
   Example spell vocals: Fire and light come and coalesce around me, shield me and Repel everything from me, protect me from enemies and harm.

   Effect: The caster is protected by a sphere of energy. Ignore all damage and associated effects that hit you (e.g. Damage, Weapon Technique, Spell, etc. Call 'Immune' to these effects.). You are NOT immune to mind affecting spells or abilities such as Fear.
   In addition, all living beings must stay 3 paces away from you. This effect is not selective – no one other than the caster can be inside the protected space, any living thing is either pushed out or to the ground, etc. (although this spell does no actual damage). It does not push natural or non-living materials.
   Due to the energies holding back damage, spell packets and ranged weapons cannot pass in through the sphere.

   You must hold your hand straight up in the air over your head, with your spell focus in that hand. You cannot attack, cast a spell or conduct any complex actions while channelling the energy. You cannot relax your hand or arm, change hands, move any distance or take any action other than talking while concentrating on this spell, else the effect is lost.

9. **Devastation**
   Range: Thrown
   Area: 1 spell packet
   Duration: Instant (spell packets)
   Spell vocals length: Minimum 20 words (8 seconds)
   Example spell vocals: With fire and light and thunder I will bring Devastation upon my foes, rain death over all of my enemy.

   Effect: One spell packet does 6 x Mind trait in hits (call as appropriate. e.g. Mind Trait 3 = 18 hits, call 'Eighteen')

RITUALISM

The world has patterns of energy, very distinct flows. Where the elementalist shapes those energies with his will, the ritualist learns to understand these patterns. The strange material commonly known as 'bones of the earth' channels the flows of the world's energy. A Ritualist mage learns to shape and use the energy patterns in this material, creating long lasting magical effects and items. In contrast to Elementalism or Evocation, Ritualism works with the other magical skills providing the ability to enchant inanimate objects, creating lengthened magical effects and lending power to others.

Casting a Ritualism spell
Spells of the Ritualism school usually require a GM to be present, especially if used to create an item.

All Ritualism spells require the caster to use an item that includes 'bones of the earth'. This can be in an item to be enchanted, or it may be a spell focus or tool including this material. See the spell descriptions for requirements.

Spells of the Ritualism school are cast by openly holding a casting focus (Bones of the Earth, often a tool or other item). The caster recites a spell chant (see individual spell descriptions for casting time). The caster must be touching the item used in the spell (portal stone, item to be enchanted) or be close enough to touch another caster in the case of Linking.

> *A Ritualism spell focus does not have to be a weapon or item held in the hand. It can be a tool or jewellery, etc. It is not necessarily affected by the Disarm effect, depending on its form.*
> *A Ritualism Focus must be a separate item from an Evocation focus.*

The caster must be stationary while casting Ritualism spells. Generally Ritualism spells are not cast in combat circumstances, although it is possible.

Casting times for Ritualism spells vary depending on the ability used – from seconds to minutes to hours. If the spell is disrupted by anything, such as damage taken or some other form of distraction, the spell is lost and must be cast again.

Range, Area, Duration
Whereas Evocation is instantaneous and Elementalism takes many minutes to perform the simplest of tasks, Ritualism may take hours to perform and may take multiple spell slots to achieve more permanent effects. Range and Area of spells varies with each spell ability, please see the spell details.

Spell materials
Ritualism spells may require some preparation, including preparing components. A caster should speak to a GM about spell preparation before attempting to cast a Ritual spell.

Many Ritualism spells require the use of Bones of the Earth. Each shard of this material may be used for only one purpose. As a spell focus, or storing one spell. Sometimes even more than one shard is needed for one spell. The material itself is a mineral substance, and shatters easily under stress. Thus sometimes the spell energies used in the material can be enough to render it useless for future spells.

Spellcraft in Ritualism
When using Ritualism magic, the raw power the caster can handle is represented by her Mind Trait (such as number of people affected, etc.) but the finesse with which she handles the power is represented by her Spellcraft Skill total.

Spell levels and abilities
The following list shows the abilities the Ritualism caster learns at each rank of the skill. Once learned each ability can be used at any time to cast as individual spells.

1. **Portal Stone Travel**
   Range: Touch (the portal stone) and Short for additional persons or materials
   Area: The caster's Mind Trait multiplied by the Portal Stone enhancement level (usually 1 to 3).
   Duration: Instant
   Spell material: A Portal Stone
   Casting time / vocals: minimum 5 words (3 seconds), including description of origin and destination
   Example Spell Vocals: Carry these four people from this stone to the stone of Gorat.

   This ability allows the caster to use a Portal Stone (a large stone containing bones of the earth) to another nearby Portal Stone. The caster can transport a number of people and the things they are carrying equal to the caster's Mind Trait multiplied by the enhancement of the Portal Stone used (a value usually between 1 for a simple and non-enhanced stone to 3 for a very often used, carefully prepared Portal Stone such as those used in cities.) The caster does not have to transport themselves.

   > *Enhancing a portal stone is a time consuming process, which does not require a spell but does use the Spellcraft Skill.*

   The distance that the travellers can be sent is equal to the caster's Mind Trait in network links. Each stone is not linked directly to every other stone, but rather in a network pattern. The Mythos book has more information on how the portal stones can be used.

   For example. A caster with a Mind trait of 4 using a level 2 portal stone could transport up to 8 people with one casting, and send them up to 4 links away.

   Only items that the people are carrying will be transferred – for example a cart of goods cannot be transported, but a heavy load on a person's back can be. Animals can in theory be transported, but the sensation is so terrifying to animals that they are difficult to control and most mages refuse to even try.

   The caster's Spellcraft skill may affect navigation or distance, for example travelling to a portalstone that has never been linked or prepared before would be very difficult.

2. **Channel**
   Range: Touch / as per stored spell
   Area: As per stored spell
   Duration: As per stored spell
   Spell material: As per stored spell
   Casting time / vocals: As per stored spell

   This ability allows a mage to channel his own energy through an item containing a prepared pattern of a spell stored in bones of the earth. The mage uses a spell slot, but can use the spell effect stored, even if he could not normally cast this spell. The caster must still make all the required spell casting, such as spell vocals for evocation or chanting for the required minutes for elementalism. But he does not require an evocation spell focus or the written spell effect (although for elementalism it should still be discussed in detail before being completed).

   The channelling caster's Mind Trait and Spellcraft determine the outcome of the spell (not the caster who stored the spell).

3. **Linking**
   Range: Touch
   Area: Short
   Duration: As per stored spell
   Spell material: Ritual Spell Focus
   Casting time / vocals: 1 minute per person linked (e.g. minimum 2 minutes)

   This ability allows a number of spell casters to link their power together, in order to cast a more powerful spell than they could do alone.

One mage is designated as the primary spellcaster. A number of additional mages can link to the primary spellcaster, each adding +1 Mind for the purposes of the primary spellcaster powering their next spell. Every person involved in the link must cast the Linking spell, using up one spell slot. A primary spellcaster may support a number of linked casters up to their Mind, allowing the primary spellcaster to double their Mind for the purpose of spellcasting. The primary caster retains complete control of the subsequent spell cast, the linked casters have no input other than to add their power.

The linked casters must be in physical contact with the primary caster (or each other in a chain) for the full duration of the linking ritual and subsequent spell. Anything that would disrupt a spellcasting, such as taking damage or casting a different spell, causes a linked caster to lose their link. This does not necessarily affect the other linked casters. A linked caster can freely remove themselves at any time, or the primary spellcaster can close the link totally at any time.

4. **Identify**
Range: Touch
Area: Short
Duration: 10 minutes, may be longer for more powerful items
Spell material: Ritual Spell Focus
Casting time / vocals: Spell vocals specifically may be about 20 words, but the caster must concentrate for the entire spell duration.

This ability allows the mage to read the patterns of energy within a shard of Bones of the Earth to determine the spell stored within it. The caster's Spellcraft skill may be used to determine the depth or clarity of the information obtained when using this spell.

5. **Store Spell Pattern**
Range: Touch
Area: One shard of bones of the earth
Duration: 10 minutes, may be longer for more powerful items
Spell material: Ritual Spell Focus, Elementalism spell requirements or evocation focus
Casting time / vocals: equal to the highest level of the stored spell multiplied by 5 minutes

The ability allows the ritualist to store the pattern of any one non-Ritualism spell you can cast into shards of bones of the earth for use at a later time. The stored spell may then be cast via the Channel ritual (see above). The amount of Bones of the Earth shards required to store a spell pattern is as per the table.

Casting Store Spell Pattern consumes additional spell uses equal to the number of shards required. All the details of the stored spell must be determined when the spell is stored into the item (for example details of an Elementalism effect, but not the effects that are dependent on Mind or Spellcraft).

Spell level	Shards required
1-2	1
3-4	2
5-6	3
7-8	4
9	5

6. **Permanency**
Range: Touch
Area: Shard of bones of the earth
Duration: Permanent, until spell material is destroyed
Spell material: Bones of the Earth shards (as per above table)
Casting time / vocals: Spell level in hours

This ability allows the Ritualism caster to bind the flow of energies shaped by Elementalism into a permanent state. This will prevent the elementalism spell from fading and returning to its natural form. Permanency cannot be used on Evocation spells.

This spell requires the Ritualist to add an appropriate amount of bones of the earth to an item or location where the spell is in effect. See the table above for the amount required. Casting Permanency consumes additional spell uses equal to the number of shards required.

7. **Battery**
   Range: Touch
   Area: One shard of bones of the earth
   Duration: Permanent, until spell material is destroyed or spell energy used
   Spell material: Bones of the Earth shard
   Casting time / vocals: One hour

   This ability allows the ritual caster to draw energies of the world and permanently store it in the magical material bones of the earth. There is no Mind or Spellcraft talents involved in this, just raw power channelled and trapped. However, drawing in such power is not an easy task, and preparing and casting this spell takes a whole hour.

   To store the energy, the mage must expend two spell slots – one to prepare and trap the energy, the other to be the raw energy trapped. Only one shard of bones of the earth can be infused with spell energy per casting and a shard can only ever hold enough spell energy to cast one spell.

   A caster using the Channel ability can draw power from the stored energy instead of using one of their own spell slots. Once the spell energy has been used, it is possible to store another spell or energy in it as long as the shard or item remains undamaged.

8. **Trigger**
   Range: Touch
   Area: Shard of bones of the earth
   Duration: 10 minutes, may be longer for more powerful items
   Spell material: Bones of the Earth shards (as per above table)
   Casting time / vocals: The casting time is equal to the highest level of the stored spell in hours

   With this ability the caster may store any one complete non-Ritualism spell into a shard of bones of the earth for use at a later time. Storing a spell in this manner consumes 3 spell uses, one to prepare and store the spell, one for spell pattern and one for the stored spell energy.

   To activate the stored spell, the shard of bones of the earth should be broken, destroyed. In this way, the spell can be triggered by anyone, not just a ritualist. The complete spell effect is reproduced, however it still requires the same casting time, etc. However, the item itself casts the spell, not the weilder, so even if the item is unattended the spell effect still occurs. Instead of specific spell vocals, the caster (person who triggers the spell) should describe the effects for the appropriate casting time, or a GM may do this in the case of unattended objects. Movement of the object during the casting time may compromise the spell effect.

9. **Obliteration**
   Range: Touch
   Area: Mind in paces
   Duration: Permanent
   Spell material: Ritual Spell Focus
   Casting time / vocals: Mind in minutes

   This ability allows the Ritualist to destroy any item or material completely. It contravenes the natural law or existence, making the item or material in the area of the spell effect simply vanish.

   The area of this spell is determined in the same way as an Elementalism spell. This spell can affect a living being. However, the materials obliterated must all be in close contact. Thus one can obliterate a large section of wall including doors and windows, but could not vanish a number of separate living beings. (Standing on the ground obliterated does not count as close contact).

   The caster must be in contact with the area or material vanished, this spell cannot be cast at range.

FAITH RULES

Prayers are the ability to call upon the forces that created the world to perform acts on their behalf. The methods of communicating with each of the gods is individual and must be learnt as a separate skill.

Halb – The god above

Halb is the common name of the god of everything above – the sun, moon, lightning, wind, rain, and sky. Halb is most often called on to grant guidance in a particular task, to communicate with those far away or of differing nature, and even to dispel the effects wrought on the world by powerful magic. Followers of Halb are able to gain a greater understanding of the world around them, and their own potential impact on it. The devotees of Halb teach the ability to call upon the all knowing one to lend them insight.

Rund – The god between

Rund is the common name of the god of everything between – the land, mountains, trees, oceans, water and all living things. Rund can be called on to help restore living things to their original form, to heal wounds and bolster the strength and spirit of those around one. Rund's assistance is used only to help others, often in large numbers, but these prayers do not affect the caller. The devotees of Rund teach the ability to call upon the most generous one to lend aid to others.

Dahr – The god below

Dahr is the common name of the god of everything below - fire and destruction, death and rebirth, the kharmic cycle and the body itself. Dahr is concerned with the individual, granting wisdom and strength, confidence and courage to the caller alone. The devotees of Dahr teach the ability to call upon the ever prepared one to personally achieve great deeds.

Skill ranks in Prayers

Each prayer school has nine different abilities granted by experience in the schools. A spell is cast using only one of these abilities – that is, these abilities cannot be combined into a single prayer.

Learning and preparing prayers

A person who increases her skill level in any stream of prayers automatically knows how to use the new abilities. No additional training is necessary. Specific details about how to prepare and cast a prayers are shown under each heading later in this chapter.

Prayer vocals

Prayers must be spoken aloud, so that the gods can hear and answer their call. Whilst the words for each Prayer are not prescribed, one must include the name of the god being called on and the name of the Prayer being invoked. Each Prayer has a minimum number of words/time required, although one can of course add to this as much as liked. The words listed in the examples are only suggestions.

If a prayer invocation is interrupted by the user taking damage or gaffing the vocals then the prayer fails to be invoked and must be started from the beginning. A prayer failed through this method does not use up the intended prayer slot.

Prayers per day

A dedicated draws upon his spiritual strength to effect prayer abilities. Thus the Spirit Trait is primary in prayers. A person may cast a total number of prayers (from any stream) equal to their Theology skill total **Theology + Spirit**.

Spell packets

A small number of prayers use Spell packets. Spell packets can only be thrown or used after the conclusion of the spell vocals for the spell to take effect. Spell packets may be kept in the caster's hand for up to 30 seconds. If after 30 seconds all spell packets have not been thrown or used, the spell effect vanishes and the packets can no longer be used (for that spell).

While holding spell packets, the caster is shaping and holding back magical energies. Another spell or prayer (of any school) cannot be cast until the packets are thrown or used; otherwise the first spell is wasted and any spell packets from the first spell can no longer be used.

Spell packets must strike a target, either by being thrown at or touched to a target for the spell to take effect. Once used, the spell packet must not be used again for that spell (unless a new casting is made), and must be dropped to the ground.

Only one spell packet may touch a target at a time. Only one spell packet should be thrown or used at a time. Thus, a spellcaster cannot hit a target with a fist-full of spell packets and have them all take effect (this will be counted as only one strike). If a spell packet rebounds from one target and strikes another person or object, only the first target hit takes the spell effect.

Spell durations and Keeping Time
A recipient of a prayer effect should time the duration, where possible, or estimate the time. This includes keeping track of short term effects. A GM may monitor time and advise when an effect ends, but the caster and/or recipient of the effect should also be monitoring this, and keep time when a GM is not available. A prayer caster or recipient does not have to count every second of a spell effect aloud, especially if they are in combat or casting other prayers. But they should still track the time in a general way and indicate to the spell target how long remains – most importantly announcing the effect end.

Disrupting Spellcasting
If a caster is stuck with a weapon or spell and suffers damage or other combat effects while casting a prayer – speaking the prayer vocals – then the prayer is interrupted and the caster must begin again. If the caster is damaged after concluding the prayer vocals but while holding spell packets, the effect is not disrupted.

Any other interruptions to the prayer vocals (intentional or not) can also cause the caster to lose the prayer. Examples might be the caster being gagged, stopping the vocals to speak to someone, being knocked down, etc.

A prayer failed through any method does not use up the intended prayer slot.

Stacking Prayer effects
Multiple prayers may be cast on any one individual. However, an individual may only have one prayer affecting each skill, ability or Trait. Thus, an individual may have two effects active, one that targets their Athletics skill, and one that targets their Weapons Skill, but not two that affect the Agility skill.

If a spell is cast on a target with an already existing spell effect, the spell with the higher spell level takes effect. Where the spell level is equal, the newer spell replaces the older spell effect.

HALB – THE GOD ABOVE

1. **Déjà vu**
   Range: Self
   Area: Self
   Duration: 1 minute
   Casting time / vocals: Minimum 8 words (3 seconds)
   Example vocals: Through déjà vu Halb shows what has been before is yet to come.

   This prayer can be used in three ways

   - Before a task is attempted, discover the best path to complete it. Ask GM for Skill and TN required for the task.

   - Gain a vague sense of if a chosen path or action will have a positive or negative outcome. The action should be briefly described in the casting.

   - Retry a task that was just failed - before the GM enacts consequence. There must be time to speak this prayer before or during the task in order to use this ability.

2. **Whispered Words**
   Range: 10 miles
   Area: 1 person
   Duration: 5 seconds
   Casting time / vocals: Minimum 8 words (3 seconds)
   Example vocals: Halb will carry my whispered words past all other ears to (target person)

   This prayer carries a whispered message up to 10 miles away, one sentence (about 5 seconds). The caster must have previously had a conversation with the target, it cannot be with someone they have never met. The target (and only the target) hears the voice of the caster as if it were spoken in a whisper to her.

3. **Nature's Touch**
   Range: Medium, 10 paces
   Area: 1 creature
   Duration: Concentration
   Casting time / vocals: Minimum 8 words (3 seconds)
   Example vocals: Through Nature's Touch Halb will gift to you the meaning of my words.

   This prayer allows the caster to speak to an animal and ensure that it understands what is said. It does not guarantee that the animal will regard you positively or that it will fulfil requests made of it, but the creature will understand anything you tell it (within its ability to do so, naturally - political relationships will have no meaning to a horse). You must speak verbally, and the animal will understand your meaning, if not the exact words. You are also able to understand the animal's response or feelings, in a non-verbal or limited, one word manner. This spell lasts as long as you maintain your full and undivided attention on the animal and continue speaking to it.

4. **Eyes of Halb**
   Range: Self
   Area: 10 paces, medium
   Duration: 30 seconds
   Casting time / vocals: Minimum 20 words (8 seconds)
   Example vocals: By the Eyes of Halb that which is hidden from the eyes of mortals will be revealed to unto me.

   All purposely concealed objects within the area of effect appear as slightly luminous outlines to you. Any non-magical concealment is revealed, including secret compartments, trap doors, concealed weapons, etc. The presence of the hidden object appears as a general glow around the concealing object, but does not reveal the nature of the hidden item in any way. Only you can see the presence of the glow about these objects.

5. **Sense**
   Range: Self
   Area: 10 paces, medium
   Duration: Instantaneous
   Casting time / vocals: Minimum 20 words (8 seconds)
   Example vocals: Halb grant me your Sense that I might know all that is here and see all that is hidden.

   You to enter a trance during which you become aware of the existence and location of all living creatures within the radius of the spell. Although you are aware of their location, you cannot see them or any details. You would know if there were two Sauger and an Eluvian waiting outside the castle wall, for instance, but you would not recognize them other than to know that they were present. This also gives you information regarding non-sentient, natural living creatures.

6. **Read the Essence**
    Range: Self
    Area: One target object
    Duration: Instantaneous (but see below)
    Casting time / vocals: Minimum 20 words (8 seconds)
    Example vocals: Halb help me look back to what has past; let me read the essence of this (item description).

    By meditating upon an object, you can gain a vision of the person who held it last, or of a major event that involved it in some manner. Using this spell on a calligraphy pen, for example, might show the last person who used it to write a letter. Using it on a weapon might instead show the last death it was used to inflict. Extremely important objects, such as ancestral weapons or standards, may have powerful visions that grip the caster for longer periods of time, rather than imparting simple instantaneous visions.

7. **Find Person**
    Range: Infinite
    Area: One target person
    Duration: Concentration
    Casting time / vocals: Minimum 25 words (10 seconds)
    Example vocals: Seeing all that walks the land or sea, Halb I seek your guidance. Be they far or near grant me your guidance to find (target person).

    The caster can locate a person, anywhere in the world. The caster must have a connection to the target, which may be either a memory of a meeting with the target, or an object intimately connected with the target such as clothing worn frequently, etc.

    The caster gains a sense of direction and vague sense of distance to the, and can maintain this with full concentration.

8. **Draw back the Shadow**
    Range: Touch
    Area: Spirit in paces
    Duration: Instantaneous
    Casting time / vocals: Minimum 25 words (10 seconds)
    Example vocals: What is not natural should not remain. Halb I ask you to draw back the shadow and restore this place to what it should be.

    This prayer is used to dispel magical effects. Any permanent or non-permanent current effects made by magic are restored. The caster can affect an area up to their Spirit in paces, however they need to be in contact with the area. This Prayer does not erase any damage or permanent changes caused by magic, but restores the natural order as far as possible.

9. **Water's sweet clarity**
    Range: Self
    Area: Self
    Duration: 30 seconds
    Casting time / vocals: Minimum 25 words (10 seconds)
    Example vocals: What is past and what will be are not hidden from the eyes of Halb. Grant me your guidance to see what will be with all of water's sweet clarity.

    This prayer may only be used once per dawn.

    By focusing your energy on a still body of water, you can invoke powerful visions of the future based upon your questions. You may ask one question, and Halb will reveal the answer in the reflections in the water. The answer takes the form of three separate images, which may be connected in any number of ways, including events occurring over time, or perhaps three facets of a single event. Only the caster can witness these visions.

RUND– THE GOD BETWEEN

Prayers to Rund are always for the benefit of others, and not of the invoker. Thus they all have a range of Touch (not self).

1. **Hibernation**
   Area: One willing target individual
   Duration: Spirit Trait minutes
   Casting time / vocals: Minimum 8 words (3 seconds)
   Example vocals: Rund grant me the time to help your people, hibernate (target person).

   The caster touches a spell packet to one target person. If the target remains still, they will become unconscious, and all current time-dependent effects are suspended for the duration of the spell. This includes the countdown of the grace period if the character is dying, the onset times for poison or disease.

   Wounds or Trait penalties are not healed by this effect, but the recipient simply ceases to bleed or experience further penalties. During this period, the recipient may be treated with Prayers or Medicine, etc., as normal. Any new effects gained by the recipient while the spell is in effect continue as normal. At the end of the spell duration, any remaining times continue to count from the same point as when suspended. If the target of this spell is unwilling, or remains active, the spell effect is lost.

2. **Assist**
   Area: One willing target individual
   Duration: Spirit Trait minutes, one Skill Test
   Casting time / vocals: Minimum 8 words (3 seconds)
   Example vocals: Rund please help me to assist my fellow to succeed.

   Rund can guide the actions of a person to be the best they can be. This prayer grants the target person +2 to one Skill Total for one non-combat Test, for a skill the target already knows. There is no effect for skill tests the character does not already know. The skill test must be an immediate, short term effect – thus it cannot be an extended test (e.g. not suitable for crafting, long term researching, etc.).

   This prayer cannot be used for any combat skill use such as damage or using armour, prayers and magic spells or spells per day, as these actions are not a Skills Test.

3. **Minor Healing**
   Area: Number of spell packets equal to Spirit Trait
   Duration: Instantaneous
   Casting time / vocals: Minimum 8 words (3 seconds)
   Example vocals: Rund helps all living creatures to survive, help me now with this minor healing.

   The caster calls on Rund to heal the wounded. Each spell packet heals 2 Wounds. These may be used on different target persons or the same person.

4. **Restore**
   Area: 1 spell packet, one person
   Duration: Instantaneous
   Casting time / vocals: Minimum 12 words (5 seconds)
   Example vocals: All things must live in balance, Rund will you help me now to restore balance to (target person)

   The caster calls on Rund to heal the suffering. This prayer heals one rank Trait damage to one target.

5. **Courage**
   Area: Spirit persons
   Duration: Spirit minutes, or one Fear test
   Casting time / vocals: Minimum 12 words (5 seconds)
   Example vocals: Fear shall not touch your hearts, Rund grant your followers Courage to stand against the terrors of life.

   The caster calls upon Rund to fortify the souls of his companions. This Prayer adds the caster's Spirit Trait to the Spirit of each target person for the purpose of resisting Fear or magic, etc. The effect lasts for only one Fear test. This prayer does not enhance the trait for the purpose of skills or casting other prayers, etc.

6. **Healing Circle**
   Area: Three spell packets
   Duration: Instantaneous
   Casting time / vocals: Minimum 12 words (5 seconds)
   Example vocals: Lines of life bring all things together; Rund spread your grace to heal all in this healing circle before you.

   The caster calls on Rund to heal the wounded. Each spell packet heals the casters Spirit Trait Wounds. The three spell packets may be used on different target persons or the same person.

7. **Rejuvenation**
   Area: One willing target individual
   Duration: Instantaneous
   Casting time / vocals: Minimum 25 words (10 seconds)
   Example vocals: In ocean or earth, on foot or wing, rest is needed by all living things. Rund will you now grant rejuvenation to your follower.

   The target of this prayer is instantly refreshed as if he had just arisen from a good night's rest. Weapon techniques, second winds, spells and prayers are all refreshed. However any person can only benefit from this blessing once per week.

8. **Support**
   Area: One willing target individual
   Duration: Spirit minutes, or one Skill Test
   Casting time / vocals: Minimum 25 words (10 seconds)
   Example vocals: In this life or the one that will be, by Rund's grace do we all succeed. Please now support (target) to achieve all that he needs.

   The recipient of this prayer gains the caster's Spirit as a bonus to one immediate Skill Test. The recipient does not have to know the skill to gain this support – Rund blesses even the ignorant. However, the skill test must not involve violence or any combat related test (weapons damage, etc.). The skill test must be an immediate, short term effect – thus it cannot be an extended test (e.g. not suitable for crafting, long term researching, etc.).

   This prayer cannot be used for any combat skill use such as damage or using armour, prayers and magic spells or spells per day, as these actions are not a Skills Test.

9. **Rebirth**
   Area: One willing target individual
   Duration: Spirit minutes, or one Skill Test
   Casting time / vocals: Minimum 25 words (10 seconds)
   Example vocals: Life after life we serve and adore, after service are we each granted rebirth. Rund will you now grant the blessing of rebirth to your follower (target person).

   The prayer may only be cast once per dawn. However any person can only benefit from this blessing once per week. The person who receives this blessing of Rund is instantly cured of all diseases, poisons, Wounds and Trait penalties, etc. The effect does not restore spells, techniques, etc. (see the Rejuvenation prayer for this effect).

DAHR– THE GOD BELOW

Prayers to Dahr are always to invest the invoker with inner power, and can never directly benefit others. These prayers all have a range and area of Self.

1. **Stability**
   Duration: Instantaneous
   Casting time / vocals: Minimum 8 words (3 seconds)
   Example vocals: Dahr below grant me your strength and stability to fight on in your name.

   The person invoking this prayer finds when reduced to -1 Hits, they are automatically stable not dying. At the conclusion of the prayer the caster is at 0 Hits and so is unable to move or fight by themselves, but they are not longer dying or unconscious. This prayer can be invoked as a reaction to dropping below 0 Hits – it is a prayer said only in the caster's mind. This means the character is unconscious, but the Prayer should still be voiced to show others the reason the character is not making their death count.

2. **Past's Guidance**
   Duration: Spirit minutes, or one Skill Test
   Casting time / vocals: Minimum 8 words (3 seconds)
   Example vocals: Dahr give me the guidance of the past to succeed, help me (describe task)

   The person using this prayer requests guidance from Dahr to be the best they can be. They gain a bonus of +2 to one Skill Total for one non-combat Skill Test, which must be in a skill that the caller already possesses. Must be only an instantaneous skill test, not an extended test. This does not give the caster any additional skill rank related ability.

3. **Past's Knowledge**
   Duration: Spirit minutes, or one Skill Test
   Casting time / vocals: Minimum 8 words (3 seconds)
   Example vocals: The past knowledge of all souls resides with Dahr; let them guide me to ('heal this man').

   The person using this prayer requests guidance from Dahr to do something they cannot normally do. The caster gains a temporary increase in one skill that they do not currently possess. The skill level is changed from 0 to 2. This must be used only for an instantaneous skill test, not an extended test (such as crafting items), as the insight granted by Dahr is fleeting.

   This prayer cannot be used for any combat skill use such as damage or using armour, prayers and magic spells or spells per day, as these actions are not a Skills Test.

4. **Heal Self**
   Duration: Instantaneous
   Casting time / vocals: Minimum 12 words (5 seconds)
   Example vocals: Only a sound body can give service to Dahr, thus I must heal myself.

   The follower of Dahr can call on his power to revitalise himself. This prayer heals the casters Spirit trait in Wounds to themself.

5. **Leadership**
   Duration: Spirit Trait minutes, one combined Skill Test
   Casting time / vocals: Minimum 12 words (5 seconds)
   Example vocals: The wisdom of many outweighs that of a few, Dahr show them my leadership to help us ('find these tracks').

   Dahr can grant a blessing on the strong, a blessing that others can recognise and follow. This prayer helps the caster lead others in one skill test for a skill known to the caster. When using a combined Skill Test, if the caster is the leader they gain +1 per person assisting (regardless of if the assisting people know the skill or not).

6. **Overwhelming Spirit**
    Area: Long, 30 paces
    Duration: 30 seconds
    Casting time / vocals: Minimum 12 words (5 seconds)
    Example vocals: The overwhelming spirit of Dahr gives strength and courage; all enemies to him fear now the power of Dahr.

    Dahr invests the voice of the devoted with power. With this prayer, the caster gains a Fear effect equal to their Spirit Trait. Any being with Spirit less than the caster (who is not Immune), must flee from the caster.

7. **Wisdom**
    Duration: Spirit Trait minutes, one Skill Test
    Casting time / vocals: Minimum 25 words (10 seconds)
    Example vocals: All the knowledge of all the souls that have passed lies in the care of Dahr, I ask now that you help me to have the wisdom to ('guide this boat').

    The person invoking this prayer adds their Spirit as a bonus to one immediate Skill Test. They do not have to know the skill to gain this support – Dahr invests them with the needed wisdom. The skill test must be an immediate, short term effect – thus it cannot be an extended test (e.g. not suitable for crafting, long term researching, etc.).

    This prayer cannot be used for any combat skill use such as damage or using armour, prayers and magic spells or spells per day, as these actions are not a Skills Test.

8. **Force of will**
    Duration: Spirit Trait in minutes
    Casting time / vocals: Minimum 25 words (10 seconds)
    Example vocals: All souls will pass into the care of Dahr, but I ask now that you give me the force of will to defeat your enemies and fight on in your name.

    For the duration of this spell (Spirit Trait in minutes), the caster becomes immune to the Stun, Knockback, Disarm effects and can continue fighting even if they would be reduced to 0 or less hits or Traits. The caster cannot be healed during this time. However, the grace period commences when the character reaches negative hits or Endurance trait, and thus they may die during the duration of the effect, in which case the caster dies at the conclusion of the spell period (without recourse to healing or stabilise from a prayer or other healing).

    This prayer may only be used once per month.

9. **Success**
    Duration: Spirit Trait minutes, one Skill Test
    Casting time / vocals: Minimum 25 words (10 seconds)
    Example vocals: Dahr asks from us only perfection, and will show the way to achieve. Dahr please help me now to success in this that I attempt.

    With Dahr as your ally, nothing is impossible. This prayer asks the god Dahr to invest the caster with unmeasurable strength or skill. The caster may ask for success in one task, and it will be granted. This must be a single, simple task (one Skill Test), and thus it cannot be used for an extended test, spell or prayer. It is also not suitable for use on combat skills – as success in combat cannot be defined in a single moment.

    This prayer may only be used once per week.

CRAFTING RULES

This section will address the creation of many types of items. These include artworks, items of practical use, poisons and alchemical mixes, traps and forgeries. For the purposes of this section, the words craft and crafting will be used to describe the creation of any item, regardless of the skill involved. Where necessary, the special rules for each skill or item type will be discussed.

Crafting of almost any type can be learned through the Craft (-----) skill. This represents a person's understanding of the principles of the profession, the handling of associated materials and its secret arts. A character may choose to describe a very general craft such as carpentry or blacksmith, or a specific profession such as cabinet maker or silversmith.

When taking up an artisan or craft skill it is advised that a player consider the value of the craft in a LARP environment, and discuss their choice with a GM. Whilst spending experience on a craft skills is not discouraged, it is possible that a character may not ever find their skill called upon in game play, or only very rarely. Please understand that the player's choice to take up such skills in no way requires the writers' to ensure its use in every game.

Having a craft could create an income for a player based on the level of their skill and their ability to find customers. Crafts that can be taken 'on the road', that do not require permanent structures or heavy tools are the best types to consider. Jeweller, tailor, carpenter or even stonemason are good examples, whose tools are not overly burdensome, and who can source materials they cannot carry as needed wherever they visit. Of course each also requires time, but a character may choose to take time out during an event to create something or undertake employment. Or they may do so actively as part of game play. What they can sell at an event is up to the actions of a player. After an event/out of game a craftsman may wish to sell goods. This can be arranged through guilds but the player will have less control over the prices received through this method.

A character must also source any materials needed for their craft through game play or by purchasing items out of game time.

Collecting craft components:
There is no skill that determines what components and materials one can find, rather the character's own resourcefulness.

Common materials for most crafts can be purchased in most civilized areas, and an artisan will usually be aware of the value/expected prices of such items. They will also be aware if the value of their finished work, but often will choose to sell on to the local merchants than manage their own store fronts. Most primary producers (farmers, miners, fishermen etc.) will do the same, and hence the three guilds (producers, artisans and merchants) have a close relationship. Craftsmen can source their goods through their guild, from local merchants or directly from the producers; and for a PC crafter this could occur in or out of game time. Whilst NPC merchants/craftsmen/producers of every type cannot be presented at every event, a player may ask to sell/source goods out of game, and pay for them as they would for their guild fees/upkeep. Many guild members may also have discounts on materials and this is the easiest way to manage these.

However many uncommon or highly valuable components for crafts that are often used in game (gold, jewels, chemicals, herbs, poisons and 'bone of the earth') can be found in game play as payments, treasure, scavenged goods or purchasable items. If a PC has an appropriate skill they could identify and use/sell the item for market value.

CRAFTING ITEMS

Skills
In order to create any item, a character must first possess the appropriate skill. The skills involved in creating items are Craft (subtype), Trapping and Alchemy. Certain types of items have special rules surrounding their creation. These types – artwork, weapons, armour, poisons, traps – are each discussed in their own section later in this chapter.

In general, the ability to create items of quality follows some general guidelines. The rank of the character skill will determine what kinds or quality of item may be crafted. The character's skill total will determine how many or how often items may be created.

Skill ranks 1 – 3
The character is able to create standard, functional items. Items are not of great quality and are prone to breaking from any stress beyond normal use. A simple craftsman producing items for everyday use would normally make items of this standard. Examples include a functional crockery set, a simple tunic, arrows, basic weapons, basic footsoldier armour, artwork of no outstanding skill.

Skill ranks 4 – 6
The character is able to create superior items that demonstrate innate quality. These items may be unusually tough, or detailed, or of high standard as appropriate to their type. A skilled craftsman producing special items for sale, or for use by nobility, would aim for this standard. Examples include an embroidered gown, most weapons, strong armours, and artwork of genuine skill and beauty. Items to be imbued with magic through the Bones of the Earth would usually seek items of at least this quality.

Skill ranks 7 – 9
The character is able to create items demonstrating true mastery of their craft. These items will certainly be of outstanding quality, superior in all ways to any other. A true master craftsman may create items of this quality – and be able to demand a price reflecting their skill. Examples include clothing suitable for the courts of Kings, weapons of outstanding quality, ornate armour of a Knight, and artwork of legendary beauty. The great Ritualists seek items of only this quality to imbue with their magicks.

Item Quality
When an item is created by a craftsman, for the purposes of game mechanics it is assigned a number to represent its quality – a Quality rank. This number is the difficulty to produce the item, repair the item, evaluate the item, etc. It may affect the monetary or aesthetic value of the item.

A craftsman may make items of any Quality up to their Skill Rank in the associated Craft. A character is not limited to making only the highest quality; they may choose to make more low quality items instead.

In order to create items, at any time, a character must have access to the appropriate materials and workspace, as discussed in 'Collecting Craft Components' above. Consult with a GM to determine if your character will have access to these requirements and the time necessary.

Item Quantity
The number of items a craftsman can create is limited by their Skill Total and the Quality of the items they are making. Their Skill Rank + Trait Rank divided by the Quality of the items determines how many may be made. So a Craftsman should always be able to make more items than just their Skill Rank alone.

Before an event, a character may create items of a sum of Quality up to their skills total (Skill Rank + Trait Rank) that they can bring along to an event.

For example: Tad al'Gore is always well equipped. Before every event, Tad al'Gore makes a batch of contact poisons, in case he needs them in combat. Tad al'Gore has Poisons 3 and Mind 4. Tad al'Gore wants to make one poison as deadly as he can, so he makes a poison of Quality rank 3. Because he has a skills total of 7, he can also make other items up to a total of Quality 4. He decides to make four rank 1 poisons as well. He asks the GM at the start of the event if he can make these earlier and bring them along. The GM knows that Tad al'Gore is a regular poisoner, and therefore has access to the right equipment gathered through previous events. The GM agrees that Tad al'Gore could make these poisons before the event commences, but that Tad al'Gore has to pay two gold to obtain the right ingredients. This gold is taken out of Tad al'Gore money for that event.

During an event, a character may spend one hour of game time working to produce an item of Quality up to their Skill rank. However, throughout a single event the character may only create a Quality total equal to their craft Skill Total. In some cases, a GM may rule that the time taken to produce a particular item is different to just one hour. For example, it is not possible to produce a high Quality marble statue in one hour – but it might be possible to produce one of a lower quality.

For example: Deia d'Alaa d'Ludin is creating a painted scroll. She intends it to be a gift and wants to make it as beautiful her skills can create. Deia d'Alaa d'Ludin has Craft (painting) 4 and Mind 4 (skills

total 8). Deia d'Alaa d'Ludin needs to obtain the material for the scroll – a paper scroll and paint kit. Fortunately the local market can supply these – for a moderate price. After purchasing her materials, Deia d'Alaa d'Ludin finds the appropriate workspace. She does not need access to a special workspace or tools, but decides a quiet and meditative place is necessary. She spends one hour working. Deia d'Alaa d'Ludin does her best work, and creates a scroll of Quality 4 (skill rank Craft (Painting) 4). Since she is enjoying the quiet of the garden, she decides to spend a second hour making another scroll, also of Quality 4. Now she has two Quality 4 items, two useful gifts. Having created items equal to her Skill Total she will not be able to make any more items for this event.

Selling, Gifting and Using Items

Craftsmen will usually be aware of the value of their finished work. The value of any item may vary greatly, depending on the market (i.e. demand), the location, the quality of the item, etc. There is no prescription of prices for any item. Of course Craftsmen are welcome to sell items to merchants or any other buyer, but cannot be guaranteed of getting the price they would like.

Items may be sold or gifted to other characters – whether to player characters or others. If a character receives an item that they wish to use at a future event, this item must be recorded on their character sheet. The Quality of the item should also be recorded. The game props for items purchased or received as gifts are the responsibility of the player, and will not be kept by GMs between events (unless specifically discussed with GMs otherwise), so players are encouraged to take good care of such gifts or items.

Repairing Items

A craftsman who can create an item is also able to repair damaged items. Generally speaking, a craftsman must have at least the equivalent skill to the Quality rank of the item created in order to repair it completely. It is possible to carry out repairs with a lesser skill level, but the repairs will be incomplete or in some way damage the quality of the item. Any item repaired with a lesser skill rank has its Quality reduced to the rank of the craftsman repairing it. This may result in the loss of special qualities (see below), at the discretion of the GM overseeing the repair efforts.

Repairing an item usually takes the same amount of time required to create it, for that particular Craftsman. To repair an item the craftsman will need access to the same resources as require to craft the item, although the materials cost will usually be less.

For example: A Craftsman of Skill 3 would spend one hour repairing a broken item of Quality 6, but could only restore it to a Quality of 3. Spending a second hour would have no effect as the original Quality is beyond his reach.

Special Quality Items

Items of rare quality may be used to grant in-game bonuses and effects. These bonuses usually take the form of an enhancement bonus to a particular aspect of a skill or ability. For example, an item of outstanding value, a sword that is finely balanced for dueling, an ink brush set of fine quality that helps when producing paintings, a beautiful gown to help win hearts in a King's court.

When an item is created by a character with a certain skill rank, the character may assign one or more of these special qualities to the item. These special qualities must be chosen at the time of creation, and cannot be altered through the item's lifetime. If the item becomes damaged, it may lose the special qualities, even after repair.

To create an item with special qualities, the item Quality must be at least 5. For every Quality rank after (and including) 5, the item may gain another special ability. Some special abilities require the Item to be of a higher Quality rank, or require more than one slot of abilities, as detailed in the description. Enhancing an item with 'bones of the earth' so that it may be enchanted uses up one ability slot. Hence items must be of at least Quality 5 in order to be enchanted.

Examples of special qualities are included in the following table. Each quality applies a bonus to one aspect of one skill. The item must be in some way applicable to the skill enhancement special ability chosen, and used appropriately to gain the bonus. Some special qualities may only be used on certain types of items, as detailed in the description. The design of any item that includes special qualities must be discussed with a GM, and receive approval from a GM before the item can come into use.

SKILL	SPECIAL QUALITY	CRAFT SKILL	NOTES
Ritualism	Can hold one shard of bones of the earth	Varies	Embeds a shard of bones of the earth into item to allow enchantment by a mage
Armour	+1 Armour skill	Craft (Armoursmith)	Metal or Leather Armour, Quality 6+
Craft (---) Various Arts	+1 bonus to creating one type of artwork	Craft (Toolmaking)	Artisan tools only
Commerce	+ 1 to evaluating items	Craft (Toolmaking)	Eyeglass, scales, similar tools
Academics	+1 to research	Craft (bookbinder)	Compendium of notes, histories etc.
	+1 to etiquette applications	Craft (Tailoring) or Craft (Jewellery), etc.	Courtly attire, jewellery, fan, etc.
Craft	+1 bonus to one type of craft	Craft (Toolmaking)	Crafting tools only
Investigation	+ 1 to physical inspections	Craft (Toolmaking)	Investigator tool, eyeglass, etc.
Medicine	+1 when treating poisons	Craft (Toolmaking)	Healers kit
	+1 when treating disease	Craft (Toolmaking)	Healers kit
Stealth	+1 when hiding (not moving)	Craft (Tailoring)	Footwear and/or clothing
Weapon skills	+1 to skill total for damage calculation	Craft (Weaponsmith)	Weapon only, Quality 6+
Forgery	+1 for forging documents	Craft (Toolmaking)	Document forging tools
	+1 for forging coins	Craft (Toolmaking)	Coin forging tools
	+1 for forging artwork / items	Craft (Toolmaking)	Tools
Sailing	+1 in bad weather	Varies	Boat / sails, etc.
	+1 navigation	Varies	Navigation charts, tools
	+1 for purpose of speed	Varies	Boat / sails, etc.
Trapping	+1 disarming traps	Craft (Toolmaking)	Trapping tools
	+1 creating traps	Craft (Toolmaking)	Trapping tools, Quality 6+

ARMOUR

Armour is made in many different styles and materials. All versions are very labour intensive to create. Armour used by nobles, or upper classes, can be very elaborate, and often has as much detail in the artwork and aesthetic quality as it does for practical defensive purposes. In order to create armour, a craftsman requires significant time and resources. The materials for Metal armours and those heavily decorated often costs a lot of gold, a complete set of armour of this quality is rarely, if ever, pre made to be sold for in a market. Instead more malleable pieces such as leathers, chain shirts or pieces of plate could be purchased and then have simple alterations made to fit the buyer.

In order to obtain the materials and even more importantly the workspace to create armour, a craftsman will have to gain access to an established smithy in the local area. No lesser workplace would provide the appropriate tools and materials. The craftsman must also invest a lot of money in materials – hence the initial investment is often made by the patron to who the armour will be destined.

Creating armour of high quality takes a great deal of training. Thus, an Armoursmith with only basic training is not able to create armour of high durability. An Armoursmith of skill rank 1 to 3 may perform repairs on armour, but is likely to damage anything of fine quality. They might be able to make simple protections suitable for light fighters, like leather or studded clothes though. A skill rank of 4 or higher is required to create functional metal armour from scratch.

When created, a set of Armour (leather or metal), has a number of refits equal to its Quality rank. In this way, armour of high Quality is more resilient and can be refit more often than low quality pieces.

In order to make repairs to armour, the Armoursmith will require access to an appropriate workspace, similar to that required to create armour. The materials required may also have a significant cost. Provided these resources are available, an Armoursmith may restore Armour Refits to a set of armour, at a rate equal to one refit per skill rank (Craft: Armoursmith) per hour of work.

ARTWORK

Artwork includes any item created primarily for aesthetic purposes. Artwork may have secondary or functional abilities, but its primary purpose must be as art.

Art can be created from many different materials and styles. Calligraphy may be created in a few moments, but a statue may take weeks to create. Materials may also be difficult to come by – marble, gold, quality paper or other materials are rare and expensive. Artworks usually will have a greater cost for materials and resources than common items, due to their intrinsic value and quality. A good artist would expect to pay a decent amount of gold for materials, to create art worth much more.

COMMON ITEMS

Common items include most things that a peasant or noble would have access to. Clothing of all kinds, tools of most kinds, household goods, containers and vehicles, etc. Common items are most likely to be produced using the skill Craft, within one of its subtypes. Any item that does not fit into any other category should be regarded as a common item.

Common items should be created using the crafting rules as outlined, with little variation. Because such a wide range of items are covered in this category, it is possible there will be exceptions. A GM will advise of any special requirements to create a common item of specific type.

Common items usually cost between a few copper for low quality and/or small objects, to at most a few gold. Materials for creation or repair of common items should be expected to be less than a gold in most cases. Some items will require access to particular resources and workspace – such as a kiln (oven) for ceramics – but a large number of common items may not require this.

FORGERY

Creating a forged item of any kind requires the character to be able to create items of that nature. Thus to create forged coins or documents, a character must have the skills and resources to create coins and documents, respectively. The skill of Forgery represents the character's ability to replicate the work of someone else, to make the item appear as though made by another person.

To create a forgery, all the normal procedures for creating an item of that nature must be followed. See the relevant item creation rules above. Creating a forgery is usually more expensive than simply creating a normal item, as the exact materials and techniques need to be replicated. However, in some cases a forgery might be created using lesser quality material, and the Forgery skill is used to cover up the apparent deficit in quality (e.g. minting forged coins with lesser metals).

To make the forgery appear as though it is another item, or made by another person, etc., the character must have access to the original. This may include having an example item, or having significant time to study an item. There are two general types of forgeries – an exact replica of an existing item (e.g. minted coins, a famous artwork, a government seal), or something that looks similar to someone else's original work (someone else's handwriting, someone else's artwork style). Discuss with a GM what is to be created and what access to an original is needed.

The Quality of a forgery depends on the craft skill used to create it. The Quality of the forged item does not have to be the same as the original (usually this is the point of forgery), but it should be close, perhaps one or two ranks less. Once completed, the difficulty to detect a forgery is the character's Forgery Skill total (Forgery + Perception), usually opposed by the Investigation skill.

TRAPS

Traps might be used by hunters to catch prey, or to discourage others from using their territory. Traps may also be used around army encampments to prevent infiltration, or on items to prevent their disappearance, or many other reasons.

A craftsman may create a trap that causes damage to animals, creatures or people. Typically traps do not distinguish between targets. A trap may do total damage to targets up to the maximum of the Quality rank of the trap multiplied by four (QRx4). This damage may be split among multiple targets and should be split evenly as possible. For example, Tad al'Gore builds a trap of Quality rank 6. This trap would do 24 Hits to one target, 12 Hits to two targets, 5 Hits to five targets, etc.

A trap may be concealed from casual observers. Concealing a trap requires 1 rank of Quality. A concealed trap may be spotted using the Hunting skill or the Investigation skill. The difficulty to spot the trap is equal to the trappers Trapping Skill Total. For example, Tad al'Gore wants to conceal the trap he is building. It has a nominal Quality of rank 6. Tad al'Gore must forgo one rank of Quality to conceal it, thus making it effectively a Quality 5 trap for the purpose of damage. He chooses to make the trap do 10 Hits to two targets.

Robin Longstride comes accross Tad al'Gore's trap after it has been set and concealed. He has a Hunting Skill Total of 9, which is equal to Tad al'Gore's Tapping Skill Total of 9. Robin Longstride is able to spot and therefore avoid the trap.

Magical components may be added to a trap by working in shards of the bones of the earth which can be enchanted with the Ritualism spell Trigger. Adding shards of bones of the earth to a trap requires 1 rank of quality per shard used.

A character must first obtain resources to construct the trap. This will depend on the design of the trap. Traps are often made of commonly available items, but the access to resources will be at the discretion of the GM depending on the location and situation of the trap. A character should spend 10 minutes per Quality rank of the trap preparing it. A GM may rule that a longer time is required if the design of the trap is large or complex (e.g. digging a pit trap or enchanting shards of the earth).

Traps cannot normally be repaired. Once disarmed or set off, the trap may need to be wholly reset or even rebuilt. However, some designs, especially large scale traps, may be more easily restored (e.g. pit trap). This judgement will be at the discretion of the GM.

WEAPONS

A weaponsmith or bowyer is able to create weapons of sufficient quality to withstand battle. An angry peasant can make a spear out of a sharpened stick, but to create something of lasting quality takes great time and resources.

In order to obtain the materials and even more importantly the workspace to create samurai weapon, a craftsman will have to gain access to the smithy used by the local samurai daimyo. No lesser workplace would provide the appropriate tools and materials. The craftsman must also invest many gold in materials – hence the initial investment is usually made by the patron samurai to whom the weapon will be destined.

Good quality weapons are not easy to make. It takes a lifetime to master the secret arts of heated steel that make the most durable of weapons. Thus, a weaponsmith with only basic training is not able to create weapons of decent quality. The table below is a guide to the skill ranks required to make weapons.

Skill Rank	Weapon type	Examples
1	Peasant weapons, simple weapons	*Simple spears, staves*
2	Arrows	*Arrows*
3	Small, simple blades	*Knives*
4	Non-bladed weapons, bows	*Large clubs, metal banded weapons, maces*
5	Bladed weapons	*Axes, pole-arms, short swords*
6	Swords	*Long swords, great swords, claymores*
7+	Ancient or Exotic Weapons	

In order to make repairs to a weapon, the weaponsmith will require access to an appropriate workspace, similar to that required to create weapon. The materials required may also have a significant cost – potentially several gold. Provided these resources are available, a weaponsmith may repair weapons that he is able to create. The weapons smith may also attempt to repair weapons that are of a higher quality then he can make. However, in attempting to do so the weaponsmith risks losing any quality in the weapon that is superior to their own skill, and any special abilities the weapon may possess.

ALCHEMY AND POISONS

Combining chemicals, plants and other naturally occurring elements can make all manner of unusual concoctions, with effects both beneficial and detrimental to living organisms. Alchemy is the art of using such components to make potions that have specific effects, using known recipes and experimenting with one's own ideas.

As with Craft skills, a character may make potions up to their Alchemy Skill level in Quality each event, and make up to their Skill Total in items. Items are made from specific recipes with well known effects, although if an individual would like to design something new they are welcome to do so. Recipes for concoctions are disseminated through the Artisans Guild and can occasionally be found for sale in market, though individuals who create their own should pass them onto the Guild for approval and eventual dissemination (become accessible to all players).

Each concoction has a minimum skill/s level required to craft it, and a list of components required for their Recipe. A character must possess all of these to attempt to create said concoction, and of course have something to decant the finished product. Note that not all components may be easily found/bought. Some may be specific to certain regions, and not found elsewhere except at great expense, and some may be so rare as to be impossible to obtain through merchants or Crafts. Such things must be sought at their source, and thus some extremely profitable and potentially dangerous expeditions are arranged by highly skilled alchemists.

Alchemical mixes can be used on the environment for various purposes, directly by people to assist with tasks, or taken internally to impact the health (this could be helpful or harmful depending on the mix). Those designed to be harmful to health for the subclass Poisons, further described below.

Anyone can purchase and use Alchemical mixes from the crafter, and as long as they have been given proper instruction should be able to use them effectively. However the use of Poisons carries the risk of harming the user as well as the target if the user is untrained in the Alchemical Skill.

If a character is unskilled in the use of poisons, but has obtained and wishes to use them, then upon applying a poison the applier suffers from half the poison's effects, with all fractions rounded up.

For example: Jaesar decides to apply a poison (rank Double) to his blade. Because he is untrained in the proper use of poisons (Alchemical Skill rank 0), when he applies the poison to his blade he is affected by half the poison's effect (+1 hit for 1 strike) rounding up so he would take 1 Hit for his trouble.

For Example: Caylian wants to use a poison to render Robin Longstride unconscious, so she adds a Poison of Mind rank 5 into his tea. Because Caylian is untrained in the proper use of poisons (Alchemical skill rank 0), when she applies the poison to the tea she is affected by half the poison's effect (half of -5 to Mind Trait rounding up) so she would suffer from -3 to her Mind Trait, unless she has Endurance rank 5 or more to resist it.

Poisons

The creation and use of poisons is significantly different from the use of healing herbs and medicinal practices, in that it most often only involves the concentration and storage of certain naturally occurring compounds. Not all Alchemists are willing to make such harmful potions, and poison makers are understandably rare since only those with great skill and care survive long enough to become known in their trade.

To craft a poison, the crafter must have access to the necessary poison materials. This is usually some form of animal venom or plant-based toxin. Locating these ingredients in heavily populated areas may be difficult. A character either creating or employing a poison must always inform a GM of their intentions so that the GM can be present to discuss the poison qualities and adjudicate the effects. Poisons cannot be repaired or restored.

There are two forms of poisons: those used in combat (contact poisons) and those swallowed or inhaled (internal poisons). See the Poisons and Diseases section in the Game Rules for details on how poisons are used, resisted and treated.

Contact poison

Contact poisons may be applied to a weapon of any type, and will increase the damage of that weapon by a certain damage rank for its first strike. The poison will only remain potent on the weapon for one hour after application, after which time it will have succumbed to the elements and no longer be effective at all. When the weapon has been used to strike at target, regardless of the effectiveness of the strike, the poison effect no longer applies. A poisoned blade or weapon must not be sheathed or otherwise covered, or the poison effect will be lost.

For example: Tad al'Gore and his companions are entering battle against some tough soldiers. Tad al'Gore wishes a speedy end to the confrontation. Making sure he is unseen by allies and enemies both, Tad al'Gore applies a damage Double poison to his blade. When the combat begins fifteen minutes later he is careful to ensure his enemy is focused on his allies and thus his first strike connects with his enemy, and is not blocked or parried. When he connects he calls his damage - a Quad. This is from his normal damage with the blade of 2 (Double) + poison Double) = 4 (Quad). Any successive strike is called at his normal damage level of 'Double', as the poison is spent. Damage (Hits) = (Mind + Alchemical Skill + bonus)/5 (rounded up)

A prop such as talcum powder should be used for contact poisons. No prop that might cause harm to weapons, staining of clothing or potential allergic reactions may be used.

Internal poison

An internal poison must be either inhaled or swallowed by the victim. The internal poison takes 60 seconds to be absorbed and become effective. Thereafter it may cause gradual and persistent harm to the victim. There are four types of ingested poisons, each targeting a different ring/system of the body. However, to be effective, all poisons must overcome the victim's natural resistances, represented by the Endurance Trait. The onset time for a poison is 60 seconds per level of the poison. This means once the poison begins affecting a person the symptoms will grow worse each minute until the person is reduced to -1 in that Trait (unconscious or dying), or the poison's Quality rank is reached. The effect of a poison remains until the target receives treatment for it (begins to regain points in that Trait, putting them back above 0). Some Poisons effects may end sooner than this, depending on their type (eg. A target of a sleep poison might be able to be woken by loud noise or touch etc).

There are four types of ingested poisons, each targeting a different ring/system of the body. When creating a poison a character will choose which effect they wish to create. Discuss this with a GM at time of creating the item. The poison item prop may be labelled or the details of the poison effect in some way recorded for future reference.

- *Poisons of Endurance* – these will cause nausea, coughing, weakness, faintness or similar effects of the body.

- *Poisons of Perception* – may cause deafness, blindness, difficulty speaking, numbness, dizziness, and other sensory effects.

- *Poisons of Agility* – may cause muscle weakness, paralysation, lethargy, clumsiness, slowed reactions, lack of balance, or similar muscular/nerve impairment etc.

- *Poisons of Mind* – may cause dizziness, sleepiness, confusion, hallucinations and other mental impairments.

An internal poison has the difficulty to resist (vs. Endurance) and the Trait penalty effect equal to the Quality of the poison. A poison maker may make internal poisons up to a Quality of his Alchemical Skill rank. There are commonly available Recipes for types of poisons listed in the example Alchemy list, and creation of others like any other Alchemical mix takes research and time, or can be purchased through merchants or Guilds.

A prop such as coloured water can be used for ingested poisons. No prop that might cause harm to persons, staining of clothing or potential allergic reactions should be used. To minimise the risk of allergic reactions, the poison prop does not actually have to be ingested by the target player. Speak to a GM before using a poison prop to ensure it is used appropriately.

Alchemy Recipes

These are some examples of commonly available recipes and the Quality ranks associated with them. If there is a desired effect that would be expected to be in common use, please see a GM so it can be added. If a more unusual effect is desired this may need to be specially designed, and the components determined in consultation with a GM. These specially crafted recipes will be added for public use only after they have been used by the crafter in game.

Recipe Name	Quality	Description
Invisible Ink/Reveal Ink	1	Can be used to encode information. Reveal Ink solution made from companion substances. Single Recipe for both applications but each must be made separately.
Acid Sap	1	When applied to a weapon causes +1 damage rank.
Perpetual Fire	2	A small amount of fuel that can be used in a lantern or torch to make it burn for several days without being refreshed. Each makes enough for one lantern or two torches.
Ethanol Shot	2	A poison of Perception that causes temporary blindness vs. Endurance 3
Healing Draught (1)	2	When imbibed it helps hasten a body's natural healing process, immediately healing 1 Hit. Can be used to stabilise unconscious people.
Poison 2	3	When applied to a weapon causes +2 damage ranks.
Sulphur Bomb	3	Causes a terrible smell to emanate from the open/broken vial. Useful for distraction purposes, though cannot be used as a weapon.
Litmus Sink	4	An acid that can be used to test coins or metals for forgeries/impurity
Sleep Draught	4	A Poison of Mind that causes natural sleep (vs. Endurance 4)
Healing Draught (2)	4	When imbibed it helps hasten a body's natural healing process, immediately healing 2 Hits. Can be used to stabilise unconscious people.
Rudiger's Goo	5	Spread potion on hands to give +3 Athletics for climbing tasks for 10 mins, but will easily stick hands together if touched.
Poison 3	5	When applied to a weapon causes +3 damage ranks (will damage wooden weapons).
Healing Draught (3)	6	When imbibed it helps hasten a body's natural healing process, immediately healing 3 Hits. Can be used to stabilise unconscious people.
Weakness Draught	6	A Poison of Agility that causes numbness in the limbs, impeding the ability to hold and control items (vs Endurance 6).
Fool's Gold	7	Pour over any metallic item to give it the appearance of gold for 24 hours.
Poison 4	7	When applied to a weapon causes +4 damage ranks (Will destroy wooden weapons, damage metals).
Nightshade	8	A Poison of Endurance 8, deadly to most living creatures.
Healing Draught (4)	8	When imbibed it helps hasten a body's natural healing process, immediately healing 4 Hits. Can be used to stabilise unconscious people.
True Gold	9	A liquid that can turn pure metals into gold. Each recipe makes enough to create 10 coins or equivalent volume.
Poison 5	9	When applied to a weapon causes +5 damage ranks (will destroy wooden weapons, severely damage metal ones).
Parsley Posy	9	Chew the contents to alleviate the effects of any ingested poison.

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Version History

1.0 Released Conquest 2014

1.1 June 2014 – Clarified wording in several prayers, in particular skills test related prayers

1.2 June 2014 – Added fundamental safety rules. Added starting equipment section.

1.3 January 2015 – Addition of Chimera Productions logo – original artwork by Cathie Jackson.

1.31 March 2015 – Update of wording and spelling.