

# Re-Organised Chaos: End of Days Core Rule Book 1



Core Rule Book 1

Players Handbook

Races, classes and characters

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## Introduction

Most of you that hold this small book in your hand already know what a LARP system is. But, for those of you that don't, it is in essence improvised acting. The plot is written by a group of Refs, overseen by a Dungeon Master, but the plot has no set ending. There is never a set outcome. Those who play the game, write that outcome as they go along. Their characters are defined by a set of stats, their chosen class and their race, but beyond that how they act or chose to act in a given situation is entirely up to them, guided by their alignment.

Your character is as smart as you are and the rules only cover attributes and abilities that cannot be accurately represented in any other way. Skills such as hiding in shadows, picking locks and the casting of spells all require a system of mechanics in order to function. These rules that you hold now are that system of mechanics and are used to allow players to have fun and role-play in the High Fantasy world of Re-Organised Chaos.

Re-Org, as it is often called, is a system that is over 20 years in the making when it comes to its Lore and History. The history for this system is based on the outcome of the final campaign ever run in the system, some 20 years ago. The stories told were epic in scope and allowed each player to have their own story told. That is the aim of this system, to allow great epics to be told, adventures to be had and treasures to be gained. Whatever reason you have to play Re-Org, this system has something for you.

## The Player Character

In order to play Re-Org, you will need a group of Player Characters. These are the people that will go on adventures and make the meat of the story as they run through the plot outlined by the event organisers. Before a player can even begin to play this system, a character must be made.

There are several steps that are required to make a character, these are outlined below:

1. **Chose a Race**
2. **Chose a Class**
3. **Choose an Alignment**
4. **Spend Starting Stat Points**
5. **Work out Hits per Location, Mana, etc.**
6. **Choose Starting Skills**
7. **Determine damage done by chosen weapon**
8. **Chose starting spells (If applicable)**
9. **Determine Starting Equipment**
10. **Inform GM of High Race Intent**

In the next few sections, we will go through the different steps that are required in order to create a new character in Re-Org. These steps will detail different classes, races and the skills and stats that make up a character, as well as how to work out any other statistics derived from the main body of stats. So, lets get into the meat of the system and make a character.

The first step in making a character is to determine his race.

## Section 1: Races

There are many races that inhabit the land. All of them are colourful, intriguing, with their own histories and unique abilities and skills. With such a plethora of races available, we have had to whittle them down to a select few that can be used as playable characters. However, if you have an idea for a race that you would like to play, TELL US.

We wont bite your head off or laugh at you for your idea, but we will sit down with you and discuss the race you wish to play. We will weigh up the pros and the cons, what bonuses they might have and might not have. In the end, the worst we can tell you is no and we will only do that if we feel there is already a race that fits the bill.

In this section, we will detail the various player races that are available for people to make characters with. You will see that there is a very large selection of races and you should be more than able to find one that you will find fun to play.

Each race will be detailed with a short descriptive text, an image of what is expected in way of costume or makeup and a list of bonuses that that particular race receives. Take your time when choosing your race. You may even wish to take a look at the class you wish to play first, then come back and pick a race that best fits that class. Its up to you and the choice is entirely yours, but, once your race has been chosen, it cannot be changed again, so pick wisely.



## Human

The human race is fairly self explanatory. We are all humans and in this world, they are the most numerous of the races. They aren't particularly great at one thing but at the same time, they aren't awful at anything either. One thing that they are good at is surviving against the odds. Its as if the fates themselves have looked down on the humans and made them...very tough to kill.

The race itself is split up into may differing cultures, religions, languages, making it one of the most complex and rich races when it comes to culture. It also means that no one human is likely to have a similar ideology or outlook to another. This is why humans can be found in all walks of life, of all religions and alignments.

Humans tend to live in towns, villages and great cities, thriving wherever they are found. Some walk the wilds, some walk the streets but all adapt well to their environment, making them versatile and numerous as mentioned previously. Most look on humans with indifference. No one particularly likes nor hates the human race.

**Special:** Humans gain for free a single 'Special' Luck Point. This luck point can be used only once per event. This luck point can be used for a single reason and a single reason alone, as a get out of death free card. If the character is killed, he may use this 'special' luck point to avoid death. Instead of dying, the character is brought back to the brink of death and stabilized, but still unconscious and in serious condition.

## Dwarf

Dwarves are a very well known race and love them or hate them, they have stuck around through the end of the world. While they may be short in size, they make up for it in attitude. Burly, surly and generally considered grumpy they are a hardy race that set their minds to any task they deem worthwhile. Whether or not they are making a fine set of armour, or brewing a good ale, they take it to an art form, loving crafting of all kinds.

They love fine food and drink most of all however, often wiling away the time in a tavern getting drunk and eating to their hearts content. One might wonder how they have managed to achieve anything. But they are hardy in their nature, love a good brawl and love treasure and adventure.

Dwarves live in underground cities beneath mountains and large ranges of hills. During the End of Days, they tried to lock themselves away, only to find demons rising up from the depths of their cities. None were spared the wrath of Tiamat, and few dwarven cities now remain.

**Special:** Dwarves are extremely tough and hardy by nature. They are able to take more damage than most races, drink more and are even more resistant to some poisons. As such, all Dwarves gain a +1 bonus to their body stat at character creation. This does mean that the maximum potential for that stat is increased from the normal maximum of 20, to a new maximum of 21.



### **Elf**

An Elf is a creature that is, in some way or another, tied to nature and magic. Tall and with pointed ears, they stand out a great deal. They are often considered aloof by some people, even arrogant but really they are just misunderstood. Their long lived nature often forces them to divorce themselves from their emotions, causing many to see them this way.

Out of all the races in the world, the Elves were probably the hardest hit by The Cataclysm. The natural places of the world were utterly devastated and their great forest cities are almost entirely gone, save one. Many believe that this is a fate that was well deserved, feeling that the elves needed knocking down a peg or two, but no one can deny the sorrow they now carry for the lost natural places of the world.

There is really only one great city that survived the end of days. The city of Ashdell is the one last place that the elves can truly call home. Situated not too far from New Scarendale, the Ashdell Forest is the only forest known to have survived unscathed by Tiamat's onslaught. They would fight to protect this last haven of their people to their deaths.

**Special:** *Elves are extremely agile and perceptive, and spend a great deal of time training with a very specific set of weapons. Elves prefer to use elegant longswords and longbows and train with them almost exclusively. As such, Elves start with an immediate +1 in either Longsword or Longbow. This means that the max potential for that skill goes from 20 to 21.*



### **Halfling**

Halflings, sometimes called Hobbits, are small folk who are similar to humans, only much smaller. They stand on average the same height as a dwarf, but do not have the same bulk or breadth of a dwarf. These small folk often have to live with the stereotype that they are all thieves, and this simply is not the case. Many of them make fine scouts and there are even some that become priests and warriors.

As with the Elves, the Halflings were hard hit by The Dragon War, living out in small villages in the wilds. They make their homes under hills or build a home and cover it with grass and plants to make it appear to be under a hill or underground. Despite this, their homes are often warm and welcoming, which reflects the nature of this race who are also very warm and welcoming.

After the War, the Halflings found their numbers greatly diminished. Their towns fell quickly to the armies of dragons and other foulness. Now, they have found themselves searching for other places to call home, where they can grow their plants, brew great ales and live quietly and such is the goal of many of the adventurous halflings out there now, to find such a place for their people. Though some just seek riches.

**Special:** *Halflings are extremely stealthy and agile, mainly due to their diminutive size. While not thieves by nature, their size does mean that they are rather good at skills that would classify them as a rogue. As such, a Halfling gains a +1 on any rogue skills that they purchase. This means that the max potential for those skills bought increases from 20 to 21.*



## Orc

Orcs are one of the most hated races in the world, and if not hated they are most certainly looked upon with disdain. Long ago, in a time long forgotten in history, the Orcs were created from Elves whom were tortured and mutated using dark magics. Since that time, the world has had to live with them and their foul presence.

Orcs themselves are tribal in nature, with each tribe being ruled over by a chief. A chief's rule is enforced by one thing, his own strength and ability to kill those that dare to challenge his authority. If any other Orc is able to challenge and kill the current chieftain, then that Orc becomes the 'new' chieftain.

Many of the tribes are nomadic in their nature, moving from place to place seasonally to ensure a steady food supply as herds migrate. Despite their crude nature and generally selfish, uncaring outlook on life, not all Orcs turn out evil, though this is often the case. And there are even those that will leave their tribes to seek out fame and fortune, for whatever reason. But, it is an inescapable fact that most Orcs are evil, a fact that has escaped none of the other races.

***Special:*** As with Dwarves, Orcs have a very hardy nature. Living in the wilds and moving constantly, they have built a strong constitution. As such, all Orcs gain a +1 to Body at character creation. This means that the maximum potential for that stat is increased from 20 to 21.

## Half-Orc

The Half-Orc. The often, though not always, unfortunate result of the mating of a Human and an Orc, Half-Orcs have quite a stigma to bear. While not met with outright hostility by most, they are still looked down upon and distrusted. Often raised by the Human half of the partnership, most of the time a Half-Orc isn't in an environment that requires him to be cold and uncaring to survive. But this doesn't mean that a Half-Orc cannot be evil.

They live amongst other races in villages and towns, doing their best to prove their worth to those they see as their peers. Often times they take up arms in defense of the places that they call home, wherever that might be. They have even been seen fighting along side Elves and even Dwarves. Despite this, there are only a few that have gained any real fame or respect.

Half-Orcs are incredibly strong beings. This is one of the few things that they are valued for by others. They also make fine, skilled warriors. While not the smartest of races, they are smarter than the average Orc and smart enough to know when not to speak. Because of their nature, family means a great deal to them and they are often fiercely protective of their human parent if raised by them. Most of those taken back to Orc society don't live to see their first birthday.

***Special:*** As mentioned above, Half-Orcs are immensely strong creatures, capable of lifting and carrying great weights and hitting much, MUCH harder than any of the other races. As such, Half-Orcs gain a +1 to their Strength stat. This means that the maximum potential for that stat is increased from 20 to 21.



### **Drow**

The Drow. Hated. Reviled. Detested. These are the evil cousins of the Elves, though rather than living in the light of nature, they chose to make their homes deep underground, contesting territory for eons with the Dwarves. Drow are evil to the core in every way. The only difference between one Drow and another is, how much more evil is he compared to him? There 'are' exceptions, but these are so rare, few and far between, they need not even be mentioned. For the sake of making a player character whom is Drow, the player must pick one of the Evil Alignments. (Note, this race is recommended for experienced roleplayers only.)

All Dwarves will attack a Drow on sight. No exceptions. No questions and no excuses. Drow and Dwarves despise one another and have done for as long as anyone can remember. Most people would attack a Drow on sight if they have the abilities to do so. But everyone knows that Drow are agile and deadly assassins, so one must tread carefully when engaging them.

**Special:** A Drow can chose between getting a +1 to Longswords or Longbows; OR they can chose to have a +1 to all Rogue Skills that they buy. This of course means that the maximum potential for these skills is increased from 20 to 21.



### **Lizardman**

The Lizardmen are greatly misunderstood. Before the War, they were a race that was almost entirely neutral in their nature. They wanted to be left alone and were content to leave others alone, living in their swamps and making a living off of the land as best they could.

Since the War has ended however, they have started leaning more towards good. No one is sure what has caused this shift. Many believe that the Lizardmen saw the suffering, saw people horribly burned, without a home, wandering the land, staggering through the ashes. At first, they welcomed these refugees into their homes, helped them and healed them. Then, they started to help find places for these people to settle, even helping build homes for them.

This has made them a welcome sight in many villages and towns, with regular trade caravans from Lizardmen villages arriving weekly to trade food, herbs and other useful items from the swamp for clothing, weaponry and the like. They often receive a warm greeting, though there are still some who do not fully trust them, believing that the 'lizards' have dragon blood in their heritage.

**Special:** Lizardmen are extremely tough. They are covered from head to toe in extremely tough scales. These scales act as a natural armour for them, making them hard to kill. As a result, all Lizardmen gain 5 points of natural armour. This armour stacks as normal with other armours and with the right skills, means that a Lizardman in Very Heavy Armour and Armour Mastery can have 30 points of armour per location!!!



### **Beastmen**

The Beastmen are many and varied in their appearance. From Goats to giant Felines, they take many forms. No one is entirely sure of where they came from or how they came to be but most agree that magic was involved. Whatever their origins, their outlooks, ideologies and cultures are as varied as the humans.

There is no one stereotypical Beastman. Some are good, some are bad. However, most of them are distrusted as people are still suspicious of their origins and their intentions, though this suspicion is greatly tempered. As with the Orcs, the Beastmen are tribal in nature, though rather than ruling from strength, the eldest and most respected amongst a tribe is usually nominated as its leader.

Not great craftsmen themselves, they are often found trading with smaller villages and towns for what they need and from time to time have offered gifts to these towns in the forms of animals caught in one of their hunts.

**Special:** *Beastmen are incredibly strong because of their nature, being seemingly bred from wild animals to give them near human forms. However, there are also Beastmen who are very hardy, or particularly intelligent. As such, a starting Beastman may choose to add a +1 to Strength, Body or Intelligence. This increases the maximum potential for that stat from 20 to 21.*



### **Half-Elf**

Most Elves wouldn't lower themselves to be married to, let alone mate with, another from another species. But, from time to time it does happen, though very rare. As a result, Half-Elves are probably the rarest of the races and do turn heads when one walks into a village or town. Elves tend to look down on them, even more so than other races, but most Half-Elves have a positive outlook on life, or simply do not care what others think of them.

They make their homes more often amongst human settlements and avoid their Elven kin. Half-Elves lack the arrogance of the Elves and do not see others as inferior to themselves based on race, though an individual might see others as inferior based on skills and abilities.

Quite often a Half-Elf will find himself operating as a scout or hunter in a town or village. They will wander for days in the wild, before reporting back to the settlement with a fresh kill or valuable information about the surrounding lands.

**Special:** *Because of their dual nature Half-Elves often take after one of their two parents. As such, Half-Elves have a choice. They can either gain a 'Special' Luck Point as per Humans, or, they can gain a +1 to Longsword or to Longbow. As usual, this +1 increases the maximum potential for those skills from 20 to 21.*

## Section 2: Classes

Once a player has decided on what race they wish to play, they can then take a look at choosing a class, or vice-versa. The class of a player character will determine their role and what they are skilled at. Some classes are adept at using magic, others channel the power of the gods themselves.

There are only 4 base classes that are available to start, but over time, this list of classes will expand. The reason for this is because we fully expect people to want to play things like Paladins or Spellarchers or even Bards. As people request these classes, if they request them, we will work towards adding them, but for the time being, the classes detailed in this section and any that have already been made in the expanded classes book, are all that are available for play.

Your choice of class will also determine what your primary skill category will be. So you may wish to take a look at skills before making a decision.

**Warrior:** A warrior is the workhorse of the adventuring party. They are the ones that stand on the front line of a fight, taking and dealing damage while being supported by others. They use armour, shields and weapons to defend themselves and others as well as inflicting damage. A Warrior may use Light, Medium and Heavy armour, they may use shields and can use any weapon they wish to use without any restriction.

**Priest/Shaman:** A Priest is a person who is devoted to a god and is able to channel the power of that god, through himself to enable certain effects to manifest. From calling down bolts of lightning to healing his allies, the priest is an indispensable member of any party. They are able to use Light, Medium and Heavy armour, can use any shield but are restricted to using blunt weapons only.

**Mage:** A Mage is someone who has devoted their lives to the study of the manipulation of mana. With that long study, they are able to use their own bodies and minds to channel various effects from fireballs to magical shields simply from the magical energies that abound in the world. They can only wear up to Light armour, cannot use shields and can only use staves and small weapons like daggers and short-swords.

**Rogue:** Rangers, Thieves, Scouts and Assassins all fall under the category of Rogue. Anything that requires an element of stealth or quick wits falls under this Class. Rogues can use Light or Medium Armour, cannot use shields and can use any, non 2-handed weapon they wish.

## Section 3: Alignments

Alignments play a big part in any RPG system, LARP is no different and neither is Re-Org. Many a LARP system forgo an Alignment system, allowing characters to act as they wish, but this takes away a great roleplaying challenge. By having an alignment that you must play, you are forced to consider your decisions more carefully and this can open up great roleplaying opportunities. We strongly encourage players to pick an alignment that will challenge their abilities as a roleplayer, rather than picking an alignment that is going to be 'easy'.

Listed below are the 9 alignments that we use in Re-Org, for those that have played Dungeons and Dragons before, you will find these alignments to be very familiar and should feel right at home. For those of you that aren't familiar with them, read on and learn a little more about them.

**Lawful Good:** A lawful good character typically acts with compassion and always with honour and a sense of duty. Such characters include righteous knights and paladins. Lawful good creatures include the noble golden dragons.

**Neutral Good:** A neutral good character typically acts altruistically, without regard for or against lawful precepts such as rules or tradition. A neutral good character has no problems with co-operating with lawful officials, but does not feel beholden to them. In the event that doing the right thing requires the bending or breaking of rules, they do not suffer the same inner conflict that a lawful good character would.

**Chaotic Good:** A Chaotic good character favours change for a greater good, disdains bureaucratic organizations that get in the way of social improvement, and places a high value on personal freedom, not only for oneself, but for others as well. Chaotic good characters always intend to do the right thing, but their methods are generally disorganized and often out of sync with the rest of society.

**Lawful Neutral:** A lawful neutral character typically believes strongly in lawful concepts such as honor, order, rules, and tradition, and often follows a personal code. Examples of lawful neutral characters include a soldier who always follows orders, a judge or enforcer that adheres mercilessly to the word of the law, and a disciplined monk.



**True Neutral:** A neutral character (a.k.a. true neutral) is neutral on both axes and tends not to feel strongly towards any alignment, or actively seeks their balance. Druids frequently follow this dedication to balance. A typical druid might fight against a band of marauding gnolls, only to switch sides to save the gnolls' clan from being totally exterminated. Most animals, lacking the capacity for moral judgment, are of this alignment, since they are guided by instinct rather than conscious decision.

**Chaotic Neutral:** A chaotic neutral character is an individualist who follows their own heart and generally shirks rules and traditions. Although chaotic neutral characters promote the ideals of freedom, it is their own freedom that comes first; good and evil come second to their need to be free.

**Lawful Evil:** A lawful evil character sees a well-ordered system as being easier to exploit and shows a combination of desirable and undesirable traits. Examples of this alignment include tyrants, devils, indiscriminating mercenary types who have a strict code of conduct.

**Neutral Evil:** A neutral evil character is typically selfish and has no qualms about turning on its allies-of-the-moment, and usually makes allies primarily to further their own goals. A neutral evil character has no compunctions about harming others to get what they want, but neither will they go out of their way to cause carnage or mayhem when they see no direct benefit for themselves. Another valid interpretation of neutral evil holds up evil as an ideal, doing evil for evil's sake and trying to spread its influence. Examples of the first type are an assassin who has little regard for formal laws but does not needlessly kill, a henchman who plots behind their superior's back, or a mercenary who switches sides if made a better offer. An example of the second type of neutral evil would be a masked killer who strikes only for the sake of causing fear and distrust in the community.

**Chaotic Evil:** A chaotic evil character tends to have no respect for rules, other people's lives, or anything but their own desires, which are typically selfish and cruel. They set a high value on personal freedom, but do not have any regard for the lives or freedom of other people. Chaotic evil characters do not work well in groups, as they resent being given orders and usually behave themselves only out of fear of punishment.

**Note:** While we, as the writers of the system, do not encourage DMs or Refs to force alignments on players, it may be preferable to restrict alignments from play if you

already have too many of a particularly difficult alignment, such as Chaotic Evil. You would be within your rights if you already have a number of Evil player characters to restrict evil alignments for the sake of gameplay, plot and balancing of alignments.

#### **Section 4: Statistics**

Unlike in the real world, most people are not super strong heroes of the realm, nor are we able to wield magic, some of us might not have a particularly strong will. In these situations, we rely on a set of statistics to define these aspects of our characters. These statistics help to define our characters physical and mental abilities by assigning a number value to them. Below, you will see what stats are used in this game and a quick description of what they do.

**Strength:** Strength is just that. This is a measure of how physically powerful your character is. Obviously, the higher this stat is, the higher your maximum damage potential is. Further, this stat can be used in opposition. That means that, you can use this stat to physically overpower someone or restrain them. If the stats are near equal in these cases, there will be some struggle, but the one with the highest strength stat should win. If there is a character with a 5 point or more difference, it's a clear and quick win for that character.

**Body:** A person can be tough, a hero is usually tougher. While most normal people in this world have a single, global hit, a character has a number of hits per location equal to this stat. So, if your character had a Body of 11, he would have 11 hits in the head, torso, both arms and both legs.

**Intellect:** A character's intellect is the stat that governs just how much spell power a character can muster, rather than their actual intelligence. This 'Mana Pool' is used by both Mages and Priests to cast spells, as explained in the section on Spellcasting. For every point of Intellect, the character gains 3 Mana to use in casting Spells.

**Iron Will:** Certain spells can be resisted if you have a strong enough will. This stat is what is used to determine whether or not you have the will to resist such mind affecting spells. If your Iron Will stat is higher than the level of the Spellcaster, then the spell being cast at you will not have an effect. Again, this only works on certain spells such as Charm Person or Hold Person.

Every character starts with 1 point in each stat. At character creation only, they may distribute 5 points between the stats on a point for point basis. After these points are spent, then apply any bonus for the race that was chosen.

**NOTE (Level Limits):** ALL stats and skills have a limit to what level they can be based on the characters level. Normally, this level limit is the characters current level +1. So, a level 10 character could not have a stat or a skill higher than rank 11. This rule is not in effect during character creation. You may assign points and ranks of skills as you see fit, however, you cannot then increase that skill or stat until you reach the required level that it is no longer restricted by this rule.

### Section 5: Skills

Obviously, our characters will have access to skills that we do not, knowledge that we don't. We also need to know just how good a given character is with a given skill. As such, we have a skill system to help determine just how expert a character may or may not be in a given skill, weapon, etc, etc.

Some skills are based on a rank from 1-20, some skills are actually more like abilities that they can be used a certain number of time based on the rank that you have purchased. All of this information will be presented in the description of the skill. If you have any questions about a skill, ask a Ref or the DM. This section will cover all the skills that are available to characters categorized by the classes that have access to them.

**NOTE:** You may chose a skill that is not from your class, however, the cost for such a purchase is double what it would be. A starting character may not pick skills outside of his or her class.

### Weapons, Armour and Shields

For the record, there are not skills for armour or shields. If your class permits a certain armour, you can wear it. If your class permits you to use a shield, you can use one. One might argue that training is needed to wear them properly, I would argue that that is not fun and slows down the gameplay for a triviality.

Weapon Skills are on a weapon by weapon basis, rather than a weapon 'class'. That is to say that, you cannot train in just 'bows' you have to be specific and say you are training in 'longbows'. You cannot generalise and must be specific about the weapons that you are trained in.

The only restrictions on what weapons you can use are laid out by your class. If you try to use a weapon that is forbidden by your class, you will do ZERO damage with it and if a Priest, your god may look unfavourably on its use in the first place.

When we determine what damage your character does, we add your strength to your weapon skill in the case of Melee weapons and look at the chart below. Bows do not have their wielders strength added to determine damage, instead bows and longbows do 'through' damage. There are strength backed bows available, but they are rare, expensive and a player cannot start with a strength backed bow.

*A weapon skill costs 500xp to buy at level 1. It then costs the new skill rank x500xp to increase the skill. So, if you wanted to increase a weapon skill from 3 to 4, it would cost 2000xp. New rank 4x500xp = 2000xp.*

| Weapon Skill + Strength   | Damage Done |
|---------------------------|-------------|
| 1-5                       | Half (1/2)  |
| 6-10                      | Single (1)  |
| 11-20                     | Double (2)  |
| 21-30                     | Triple (3)  |
| 31-40                     | Quad (4)    |
| 41+ (Max Possible Damage) | Quint (5)   |

**NOTE (Half Damage):** Half damage is extremely ineffectual, so much so that, anyone who has any armour on them at all, natural or otherwise, is completely unaffected by the damage and it doesn't even damage the armour that the target is wearing. It does however count as a hit on armour provided by spells or from stonesskin.

### General Skills & Abilities

General skills are available to all. There is no increased cost for any class wishing to purchase a skill from this category. They can be learned by all with equal ease. These skills cover simple things from first aid to being able to read.

**Numeracy:** Your character will not start knowing how to count to more than 10. In order to be able to count to a higher number, you will need to learn this skill. It is a one off cost of: **2,000xp**

**Read and Write:** To be able to read and write in our own language AND common, you will need to learn this skill. This skill is a one time purchase of **2,000xp**. If you wish to learn how to read and write another language, that is an additional cost of **4,000xp** for each additional language and you will have to roleplay in character that you are attempting to learn a new skill. You will need to learn to speak the language before you can learn it.

**Speak Language:** All character start being able to speak their own language and common. In the case of humans, that means that they can speak just common. You are able to learn other languages however, with study, time and expending some XP. Its costs **4,000xp** per language that you wish to learn. You can only learn on language per level.

**Staunch Bleeding:** We bleed, its that simple. And when you have been through a tough fight, we tend to bleed a great deal more. If a character is bleeding from a location, then this skill can be used to stop the bleeding in said location. Once bleeding has been stopped in a location, that location can then be the recipient of the Healing Skill, not before. The Rank of this skill must equal or exceed the amount of bleeding that the location is suffering. So, if an arm is bleeding 2 points per minute, then you must have a Staunch Bleeding skill of 2 for it to be effective. If the skill does not equal or exceed the bleeding of a location, then the bleeding is reduced by an amount equal to the skill rank. So, if a location was bleeding 4 and you only have a skill of 2, then the bleeding is reduced to 2 per minute. A single wound that is bleeding may only have 1 staunch bleeding application by a player. If another player with a higher skill comes along, he may then attend the wound, but the original player who attempted to stop the bleeding may not stack attempts, they get one shot. 1 minute must be spent roleplaying the act of bandaging the bleeding wound. It costs **500xp** for the first rank in this skill. Every new rank of skill costs **the new rank x500xp**. So, to go from rank 3 to 4 costs 2,000xp.

**Healing:** When all else fails, there are no potions or magic, you can always use good old fashioned First Aid!! With this skill the player is able to apply bandages to heal some of a players health back in a given location. **When this skill reaches level 5, poultices and other applications can be used to increase the healing or slow poisons.** This skill can never heal more than HALF of a locations hits back, it cannot restore lost blood and it cannot make a

location that was previously rendered useless through damage, useable again. Each location on a player can only receive one application of this skill per adventure...total. That means that you cant have one person heal a players location, then get another person with the skill to heal the same location. One total application per player per adventure. If the location is bleeding, the bleeding must be stopped before healing can be applied to it. 1 minute must be spent roleplaying the application of bandages minimum. The initial cost of this skill is **1,000xp**. Increasing this skill costs **the new rank x1,000xp**. So, to put this skill from rank 3 to rank 4 costs 4,000xp.

**Brawling:** Everyone can throw a punch, more or less. As such everyone is able to brawl and gets this skill for free. In a brawl, you can take a number of hits equal to your Body stat, before being rendered unconscious. Use common sense however, being hit in the arm over and over again isn't going to render you unconscious. This is a FREE skill.

**Field Repair:** Armour gets damaged as it is hit, its just a fact of physics. This means that as you are hit, this protection fades and then fails when the armour in that location reaches zero. Repairs while on an adventure are possible with this skill, so long as the location hasn't already been reduced to zero. This skill can restore 1 point of armour per rank of skill, up to a maximum of HALF the original armour value in that location. A single location can only be repaired once per adventure by anyone and this skill does not work on natural armour. At least 3 minutes must be spent, per location, roleplaying the repair being made for that repair to be effective. The initial cost for this skill is **1000xp**. To increase this skill costs **the new rank of the skill x1,000xp**. So, to increase the skill from rank 3 to 4 is 4,000xp.

**Luck:** I FEEL LUCKY! So is the cry of a person with luck points. A luck point is a characters innate tying of the character to the will of the fates. A character is able to use these points while on an adventure to ignore damage from blows and accomplish seemingly improbably things. For example, ignoring a single blow costs 1 luck point. The level of this ability determines how many luck points per adventure a character has to spend. These points can only be regained with rest AFTER the adventure. A character may not wear armour when using luck points. The first point costs **1,500xp**. It costs the new

number of luck points **multiplied by 1,500xp** to increase the number to a maximum of 20.

### Mage and Priest Skills

The following skills are specific to Priests and Mages. It covers a wide range of knowledge skills as well as some meta magical abilities that the players can use. Some of these skills are not relevant unless you can cast spells, bear this in mind if you are a non-caster dipping into these skills. Non-Caster classes wishing to purchase these skills will have to pay **DOUBLE** the XP costs. This is the same for all skill categories if they are not for your class.

**Read/Write Magic:** Magic has a language all of its own. It is not something that was devised nor invented by elves, men or anyone, it has simply always existed. Mages spend a large portion of their studies understanding this knowledge, and while not required to cast spells, it certainly helps a character in the long run, as this skill is required in order to be able to later create magical scrolls. This skill is also required to be able to read scrolls and thus use any magic contained within them. There are no levels to this skill, it is a one time purchase of **4,000xp**.

**Ancient Languages:** Unlike basic languages, the languages covered by this skill are old beyond belief and often forgotten. Dragon is an example of one of the languages that would fall under this category of language as is Abyssal and Illani. The length of time that it takes to learn an ancient language varies, based on location, context the text was found in and it is up to the Ref or DM to determine how long this study will take. But one thing is certain, its not something that can be done over the course of an adventure. The cost for learning an ancient language is **8,000xp**.

**Monster Lore:** There are a myriad of creatures and monsters in the world, some more dangerous than others. Some more useful than others. With this skill, the character may have a better understanding of a creature they are facing, depending on how rare the monster is and how learned the character is in Monster Lore. If the players Monster Lore Skill is equal to the Monster they are facing then they will know its name. If the Monster Lore skill exceeds the Lore rating of the monster, they will know a little more info and maybe even a possible weakness. In some cases, like very rare monsters, this skill simply will not work. The initial

cost of this skill is **500xp**. Increasing this skill costs **the new rank x500xp**.

**Artefact Lore:** Some people would rather throw themselves off of a cliff than delve into the depths of a certain artefact that has been found, and with good reason. Many are very dangerous. But, there are some that dedicate themselves to this study. With this skill, a character has studied artefacts in all their form, including their histories. When encountering a new artefact, and studying it for a while, a character with this skill might glean some knowledge from it. If the characters rank in this skill is equal to the Lore Level of the artefact they will know the items name. If the characters rank in this skill exceeds the lore level of the artefact, they will get some basic information on the artefact as well as its name. More depth information can be gained by the player taking time to do some study during tavern time. The initial cost of this skill is **1,000xp**. Increasing this skill costs **the new level of the skill x1,000xp**.

**Read Runes:** Sometimes, there are runes. Runes suck. They don't adhere to any magical language or normal language and yet possess the properties of both. Many runes are unique creations, but in order for them to be effective must contain certain characteristics. Read runes allows a character to understand those characteristics and thus, read the runs. They will be able to tell if they are imbued with magic or are simply a message of some sort. It does take time to decipher runes even on an adventure, but it can be done and is at the DMs or Refs discretion. The skill only needs to be purchased once and costs **8,000xp**.

**Ancient History:** The History of the world is long and most of it lost to time. But, if you know where to look and have studied with the right people, you can gain quite a good knowledge of the distant past. Most don't even know why or how the End of Days came to be, so that history which has slipped from common memory falls under this skill. The initial cost of this skill is **1,000xp**. Increasing this skill costs **the new rank x1,000xp**.

**Demon Lore:** Demons do not fall under the same category as monsters. As such, they have their own skill when coming face to face with them. The two skills operate identically, but this skill is for demons only. Initial cost for this skill is **1,000xp**. Increasing this skill costs **the new skill rank x1,000xp**.

**Religious Knowledge:** Religion is a big thing in the realms with various gods vying for followers and worshippers. Each religion has its own intricacies and dogma. For the most part, characters will have in depth knowledge of their own religion and a scattering of knowledge about the more well known gods and religions. If they wanted to know more in depth knowledge about a religion, this is where this skill comes in. It can also grant them information about little known gods if the skill is high enough. All religions/gods have a lore level and this skill operates like other lore and knowledge skills. The initial cost of this skill is **500xp**, with a new level costing **the new level x500xp**.

**Ancient Religious Knowledge:** Some religions are so old and their gods so long departed from our world, that one has to dig far into the past to find out any information about them. This skill covers such situations when coming across rare or ancient religions. Older religions are usually not heard of at all and so investigating them requires time and study, but this skill can give the character some basic knowledge of a religion when first encountering it. The initial cost is **1,000xp** and the cost for a new level is **the new level x1,000xp**.

**Rune Magic:** Here are those pesky runes again. This skill however allows the character to use runes themselves. Obviously **this requires the Read Runes skill** before you can purchase this skill. **This skill has 10 ranks** to purchase. For each rank, the character can imbue a rune with a spell up to the level of the rune. That is to say, if you have rank 5 in this skill, you could as a mage, put up to a level 5 spell into the rune and then set the conditions for when the rune is triggered. The triggering conditions must be simple like, "When someone walks past the rune." and cannot be targeted at a specific individual. The player must spend an amount of mana equal to the spell level being put into the rune. The initial cost of this skill is **1,000xp**. Increasing this skill costs **the new rank x1,000xp**.

**Blood Magic:** Some mages have learned how to use their very life essence to power spells when they run out of the naturally occurring mana normally used. Spells cast using Blood cost **TRIPLE** their cost in blood. The process of casting spells using ones own blood is incredibly painful and must be roleplayed as such. Failing to RP the pain this method of casting causes will have their spells fail. The pain occurs after the casting of the spell as the casters blood feels like it is boiling in their veins. As this method of casting is in essence tearing parts of the characters

spirit away to power the spell, it can attract some...unwanted attention. When powering a damaging spell, blood magic adds +1 damage category. You cannot get this skill until you reach **level 10**. The cost of this skill is **50,000xp**.

**Meditate:** Casting spells is hard work, and you can soon find yourself without any mana points to use any of your spells. This can be trouble, especially if you don't have a stock of potions to restore them. This is where meditate comes in. With this skill, a character can spend 5 minutes meditating and regain 3 mana, divine or mental points, to a maximum of half of that players total mana or mental points. You can meditate as many times as you want on an adventure, but each time you meditate, the time required increases by 1 minute. The cost for this skill is **5,000xp**

**Sense Magic:** A caster is so in tune with magical energies that they can develop an innate ability to sense it around them. This will allow the user of this skill to determine if something is magical or not, whether a monster or an item. It will not, however, tell the player what that monster or item is capable of. The cost for this skill is **5,000xp**.

**Create Scroll:** This skill allows the character to create a scroll of any spell they know up to their max spell level. It take 10 minutes per level of the spell to create the scroll and costs in mana the same as it would to cast the spell as normal. The cost for this skill is **15,000xp** and you require the Read/Write Magic before purchasing.

**Turn Undead:** This skill allows a Priest to invoke the power of his God to turn or even destroy undead. This skill is based on the casters level and any undead in the line of sight that are a lower level than the caster will try to get away from him as fast as their movement will allow. If the caster approaches, they will back away. The invocation must be maintained to be effective and his holy symbol must be held out towards the targets. The caster cannot perform any other action while turning. Any undead that are half the level of the caster or more are immediately destroyed. Priests gain this skill automatically, on top of their normal skill picks. **This is a free skill for all Priests/Shamans and can be reversed to control undead if evil alignment. This is a PRIEST ONLY SKILL!**

## Warrior Skills

A warrior is a master of combat and has skills to suit that role. Other classes are free to pick skill from this category, however it will cost double the normal XP to do so.

**Blind Fighting:** Blind fighting is a useful skill. Normally, when blinded by a spell or other effect, a character would have to close his eyes for the duration of the spell. If a character possesses this skill, they do not have to close their eyes at all. They have so honed their senses that even the breathing of someone else will allow him to know where they are. However, its not perfect. And while you are definitely more capable blinded than someone without this skill, you are still blind. As a result, damage is halved, but you may act normally. The cost for this skill is **10,000xp**

**Strike Back:** Strike back is a very useful, but expensive skill. With this skill, the character strikes and enemy, sending them careening backwards 10' away from the person that struck them...or until they meet a wall. This is a skill that can be improved to give additional uses of the skill. This skill can be used once per adventure per level of the skill. This skill is effective even when striking a shield. The initial cost of this skill is **3,000xp**. Increasing this skill costs the new rank of the skill **x3,000xp**. You can have a maximum of **5 ranks** in this skill. This skill requires a **minimum strength of 6**.

**Strike Down:** Similar to Strike Back, Strike Down causes the affected target to immediately be floored as though knocked off of his feet or onto his knees...on the spot. Of course, you can see that this is an extremely potent skill and can leave an opponent vulnerable. A character can use this ability once per skill level per adventure. This skill is effective even when striking a shield. The initial cost of this skill is **6,000xp**. Increasing this skill costs the new rank of the skill **x6,000xp**. You can have a **maximum of 5 ranks** in this skill. **This skill requires a minimum strength of 10**.

**Crush:** Crush is an interesting skill as it has a great deal of versatility in its use. When used against a shield, it can destroy it in a single blow. When hitting someone, it can break the limb and render it useless, even if you are wearing armour. **Usage:** To use Crush, the player must have at least a strength of 15 AND be using a 2-handed great weapon. Both hands **MUST** be wielding the weapon.

When the blow is swung, the attacker must shout the word 'crush' in front of his regular damage. If the shield is hit, the shield is destroyed unless it is a tower shield, in which case 2 crushing blows are required. If magical, then crush has no effect on the shield. When a crushing blow hits a limb, that limb has its hits immediately reduced to zero, the limb being broken and shattered. In the case of the front of the body, the rib-cage is likely caved in, the head will suffer a fracture and a spine will snap. Being hit in any of these three important locations immediately renders the player unconscious and immobile until treated or removed from the dungeon. The initial cost of this skill is **10,000xp**. Increasing this skill costs the new rank of the skill **x6,000xp**. You can have a **maximum of 5 ranks** in this skill. **This skill requires a minimum strength of 15**. This skill also requires a **Two-Handed Weapon**. You can use crush once per rank per adventure.

**Very Heavy Armour:** There are 3 classes of armour that warriors have access to as standard. Those are Light, Medium and Heavy. This skill allows the use of VERY heavy armour such as full chain and plate. There must be a phys rep of this on each location in order for it to count, that is to say, you will need a suit of chain with plate over the top. Very heavy armour provides 20 points of armour per location and through shots from a bow or crossbow are negated. Anyone without access to Heavy Armour cannot buy this skill. The cost of this skill is **50,000xp** and requires a **minimum strength of 10**.

**Armour Mastery:** This skill allows a character to stack light armour with medium, heavy armour or very heavy armour. This allows the points of both to stack, providing even greater protection. That means that if you have Heavy Amrou, 15 hits, you can wear leather armour with it, 5 hits, for a total of 20 hits. If you had natural armour as well, 5 points, that would stack to 25 points per location. This skill costs **20,000xp** and requires a **minimum strength of 5**.

**Shield Mastery:** This skill is here to define just how good a character has become with a shield. For every rank in this skill, the character can deflect a 'CRUSH' strike with no effect to his shield. That is to say that, the shield will be undamaged and the crush shot will have no effect. The initial cost of this skill is **20,000xp**. The cost to increase this skill is **the new skill level x5,000** to increase.

**Disarm:** With this skill, the player can strike an opponents weapon and shout "disarm (skill rank)". If the disarm level exceeds the opponents weapon skill, they are disarmed and must drop the weapon immediately. If not, you may continue as normal. The initial cost of this skill is **500xp**. The cost to increase this skill is **the new rank x500xp**.

**Ambi-Dexterity:** Normally, wielding a weapon in the off hand forces it to do the minimum damage of Half. If this skill is bought then the main hand does its full damage potential and the off hand does half of what the main hand deals. Cannot be used to wield 2 2-handed weapons. This skill costs **10,000xp**.

**Dual Wield:** Like Ambi-Dexterity, this further improves on a characters ability to wield 2 weapons. With this skill, the damage done with the off hand weapon is the same as is done in the main hand. So, if you are doing Double in your main hand, you will do Double in your off-hand as well. This skill costs **25,000xp**. This skill requires **Ambi-Dexterity first and level 5 minimum**.

**Berzerk:** The character enters a berzerker rage, attacking anyone who is stood up, whether friend or foe, though will go for those he perceives as a foe first. This rage lasts for 30 seconds, during this time the Berzerker gains +1 damage category with his weapon and becomes immune to mind affecting spells. All damage he receives is also halved. After the rage has worn off, the character is completely exhausted for a period of 20 minutes afterwards, his damage halved until he recovers. Other skills cannot be used during berzerk, such as crush or strike back. The rank in this skill determines how many times this can be used per adventure. You cannot use this skill again until the exhaustion has worn off. The initial cost for this skill is **10,000xp**. The cost for increasing the rank is **the new rank x2,500xp**. The maximum rank you can have in this skill is **rank 5**.

**Battlerage:** This is a far more controlled and disciplined version of Berzerk and can **ONLY** be bought once you achieve rank 5 in Berzerk. Once a character enters a battle rage, he gains +2 damage categories with his weapon. He becomes immune to mind affecting spells and takes half damage from all damage dealt to him. This rage lasts for 1 minute. The character is able to determine friend and foe and so will not attack friendly people. Once the rage has worn off, the character is exhausted for 15

minutes afterwards during which time all damage is halved. This skill replaces Berzerk entirely once bought. If there is an enemy target standing, the battlerager **MUST** attack without hesitation or he will immediately come out of rage and suffer the after rage effects. The rank in this skill determines how many times this can be used per adventure. You cannot use this skill again until the exhaustion has worn off. The character may use skills during Battlerage. When this skill is first bought, Berserk is removed from the character and replaced with 1 rank of Battlerage. The initial cost for this skill is **20,000xp**. Increasing this skill costs **the new rank x5,000xp** to increase. Requires **rank 5 Berserk and character level 12**.

**War Rage:** This skill allows a character to reduce the time that they are exhausted after using Battlerage. When this skill is purchased, the exhaustion time drops from 15 minutes to just 5 minutes. The Cost of this skill is **30,000xp**. It requires **Battlerage and Character Level 15**.

### Rogue Skills

Rogues cover a wide range of professions, from rangers in the wild to thieves in towns and cities. Anything requiring stealth and a measure of dexterity and wits falls under the rogues skill list.

**Backstab I:** The rogue is skilled in finding weak spots. If a rogue is able to study a persons back, uninterrupted and undetected for 10 seconds or more, they can attempt a backstab. If the target spots them before they deal the blow, the backstab is ineffective. A successful backstab confers a +1 damage category to the next blow and goes through armour. This skill can only be used with bladed melee weapons, held in hand, equal to or shorter than a short-sword. This skill costs **25,000xp** and requires a minimum level of 5.

**Backstab II:** This is the same as backstab above, however, the damage is increased by +2 categories instead of just +1. The cost of this skill is **50,000xp**, You are required to have already bought **Backstab I** and you must be **level 10** or greater.

**Shank:** This is the same as Backstab II, however, the target cannot 'suspect' the characters intentions. If this is the case, then the rogue can use Backstab II from any angle or direction, it is not required to be in the back, though the target must be studied for a period of 20 seconds. **Requires Backstab II.** The Cost of this skill is **75,000xp** and requires **level 15.**

**Unfeasible Manoeuvre:** This skill, is insane. It allows a character to perform feats of dexterity that are otherwise impossible. Such as, dodging a Blade Barrier and getting out the other side unharmed. Or, getting through a trapped area. Anything that is otherwise impossible, this super, special snowflake talent covers it. This skill costs **150,000xp** and requires a minimum **level of 18!**

**Hide in Shadows:** Not all of us are good at hiding in reality. This skill is here to cover you flat-foots. This skill is used to make sure that you cannot be seen. You are required to be in the shadow for this to work, it will not work in a brightly lit room. It also requires that you remain still. If you move, you will be seen. The cost for this skill is **10,000xp.**

**Move in Shadows:** As per Hide in Shadows, but you can move in them as well. You require the Hide in Shadows skill in order to be able to purchase this ability. This skill requires **Hide in Shadows** and costs **25,000xp.**

**Aimed Shot:** After aiming a bow or crossbow for 5 seconds or more, the character may call an aimed shot. This has the advantage of adding a +1 damage category. This means if a character would normally do a Double, he would shout, "Aimed shot Triple Through!". This shot still has to hit, and if it doesn't, the shot is wasted. Can be used a number of times per adventure equal to the skills level. The initial cost for this skill is **5,000xp.** The cost to increase this skill is **the new rank x5,000xp** to a **maximum rank of 5.**

**Speed Shot:** A character with this skill has mastered their bow. In one shot, they can fire of 2, 3 or 4 arrows at the same time on target. So, if a character has this skill at level 1, they fire 2 arrows per shot doing double the damage. If you did triple damage normally and you have this skill at rank 1, the call would be, "Speed Double Triple Through." That is 2 triples in one shot. This skill can only

be used once per combat. This skill cannot be used in conjunction with any other skill affecting damage with bows, such as Aimed Shot. **Rank 1, 2 and 3 can be bought at levels 5, 10 and 15 respectively. Rank 1 costs 50,000xp, rank 2 costs 100,000xp and rank 3 costs 150,000xp.**

**Pining Shot:** A pining shot is used to hold a player or monster in place for a short period of time, by pinning a part of their body to a wall, floor or other object, using an arrow. Any creature hit by a pinning shot is unable to move for a period of 10 seconds, while they try and pull themselves free. The initial cost of this skill is **5,000xp** and it costs **the new level x5,000xp** to increase this skill. Its **maximum rank is 5.** You can use this skill a number of times per adventure equal to its rank.

**Appraisal:** A rogue has an innate ability to assess the price of items, so that they know what is the best stuff to steal...I mean liberate from his surroundings. This skill allows a rogue to appraise items for their value, however, if an items lore value exceeds the rogues appraisal skill, he wont get any clue as to its worth. The initial cost of this skill is **500xp** and it costs **the new rank x500xp** to increase.

**Evade:** Sometimes, the best defence against a blow is not to be there in the first place. This skill allows a rogue to avoid a blow entirely, thus negating its effects. You cannot use the evade skill if you are in anything heavier than light armour. For every rank you have in this skill, you can evade one blow or attack per adventure, this does NOT include spells. You cannot evade 'speed' attacks. The initial cost of this skill is **10,000xp** and it costs **the new rank of the skill x10,000xp** to increase this skill. The **maximum rank of this skill is 5.**

**Kosh:** While brawling is fine for knocking someone out, its noisy. With this skill the rogue can knock someone out with a single hit. As with the backstab skill, the target must not be aware of the player. Then, the player hits the person in the back of the head, and if the Kosh skill exceeds the body stat of the target, they are rendered unconscious for 5 minutes. If the target has a helmet on, this skill is ineffective. The initial cost of this skill is **1,000xp** and the cost to increase this skill is **the new rank x1,000xp.**



**Pick Lock:** This skill requires a phys rep of the pick. This skill allows a rogue to pick the lock of a door or chest. If the characters skill exceeds the level of the lock, then it is successfully picked. If the level of the lock is more than double that of the characters pick lock skill, then the pick breaks. The initial cost of this skill is **500xp** and the cost to increase this skill is **the new rank x500xp**.

**Disarm:** With this skill, the player can strike an opponents weapon and shout “disarm (skill level)”. If the disarm level exceeds the opponents weapon skill, they are disarmed and must drop the weapon immediately. The initial cost for this skill is **500xp** and the cost for increasing this skill is **the new rank x500xp**. **Note:** This skill does NOT work on 2-Handed Weapons.

**Ambi-Dexterity:** As per the Warrior Skill.

**Dual Wield:** As per the Warrior Skill.

**Note:** If there is a skill that you think should be added to the system, please inform the DM and he and the Refs will sit down and discuss if another skill already covers it, or if a new skill needs to be added. This way, the system will grow with player input and this list of skills will increase as time goes by.

**Note (Non-Class Skills):** When you purchase a skill that belongs to another class, there is a limit to how high you can raise that skill or ability. This is HALF, rounding down, the maximum rank for that skill or ability if you were of the class. So, a skill that would normally have a maximum rank of 20, would only be able to be raised to 10 at a maximum.

## Section 6: High Races

Along side the large selection of standard races, there are a handful of ‘High’ races. These are members of a particular race that are a cut above the rest of that species. High Humans for example are members of the once ruling classes, the nobles and former kings. Great Orcs are a cut above regular Orcs because of their physical and mental superiority. High races represent, maybe not the ‘best’ of that race, but certainly the privileged of that particular

race.

You cannot start playing one of the High Races. They are not a right, but a privilege that must be earned by a player. When making a new character, preferably of the base race the player wishes to eventually play the High version of, the player must inform the Ref or DM making the character with them of that intent. This will be noted on the character record.

From that point on, the Refs and DM will keep an eye on the character, seeing how well they are able to roleplay a character, what they tend to do in given situations, etc, etc. They basically need to make sure that the player is up to the challenge of playing a particularly powerful character race and that it isn't going to be abused by that player.

Once the Refs and DM are happy that the player is up to the challenge of playing a High Race, they need to decide if they have room for one in the campaign, or if there are too many High Races already. High Races are meant to be rare exceptions of a species, so having too many in a system can lead to an imbalance, or people viewing them as commonplace.

Once it is decided that a player can make a High Race character, that player must write and submit a background for the character. This doesn't have to be an in depth novel, but does need to include some of what has happened to them over the years and how they came to be where they are now, what their goals are, etc, etc.

Once that passes muster, the character must reach level 15 with his basic character, at that point, he may roll up their High Race character with either a Ref or a DM.

There is one High Race however that should be highly restricted, simply because of how difficult it will be to play, given the outright hatred of them. High Drow need to be handled very carefully. If they are likely to be the ONLY Drow in the entire system, its probably best that the player choose another race. Or, if the player is dead set on playing one, there should be some way of introducing them, via NPC or otherwise, so that they are not immediately set upon and killed, even if they are evil in alignment. But even that might not be enough, so chose wisely.

The following pages will detail the High Races and their abilities as well as giving a little detail on their outlook and why they are the way that they are.



### **High Human**

High humans. Once the nobility of the human race, oh how the mighty have fallen. Many of the High Humans believe that it was their responsibility to protect their race from the fires that descended on it from on high. And they failed. They blame themselves for what happened to the world and their people in particular. Once leaders, now nobodies in a world that no longer knows, nor cares who they are.

This has not cowed them however. Quite the opposite in fact. They walk the world now, fighting the forces that devastated their race. They travel the world seeking any and all means with which to protect their people. And some seek to undo the damage done itself, to change the fate of the world, regardless of who or how many die in the process of reaching that goal. Once proud and noble, the High Humans are now determined, single minded and cold.

***Special:*** As with normal humans, High Humans gain a single 'special' luck point that has the same terms and conditions applied to it. Further, the High Humans are strong willed and determined people. As such, all High Humans gain a +2 to Iron Will. This means that the maximum possible potential for the Iron Will statistic is increased from 20 to 22.



### **High Elf**

The High Elves are almost an entirely different race to Elves, in both outlook, abilities and appearance. Many are angelic in their appearance, with lightly glimmering skin and piercing eyes. Highly attuned to magic and agile just like their lesser brethren, many have stated that they can feel the energy flowing from them, even if they are not attuned to magic themselves.

They, unlike normal Elves, do not look down on other races, though they do not approve of the haughty and arrogant attitude of their cousins. They are friendly and helpful and will rarely turn someone away who needs help. They are a massively, stark contrast when compared to regular Elves and many believe that most Half-Elves are the result of an affair with a High Elf, rather than a normal one.

Their origins are almost completely unknown and they do not live amongst their kin in the forest cities. No one is entirely sure where they come from originally. With no place to call their own, they wander the lands, settling where they wish and are welcome. The High Elf is the rarest of the High Races and almost always welcome wherever they roam.

***Special:*** High Elves gain an additional +1 Mana per level of Intellect and if a mage, gain an additional +1 spell of the new level, when gaining a new spell level. They are also martially skilled, gaining a +1 to longbow or longsword. They are the ONLY mages that can wear light OR medium armour.



### **High Drow**

Vile, repugnant and utterly evil, all High Drow are female and all are feared and hated in equal measure. These particular individuals are those that have been touched by the Spider Queen Lloth herself. Granted power above and beyond the rest of their kin, these women become the leaders of their race. Strong, wilful and with an utter disdain for men of ANY race, they are cold, deadly and ruthless.

They are often the High Priestesses of the vile Spider Religion that all Drow follow, while others make the most feared and skilled assassins there is. One thing is certain, as with all Drow, they are utterly evil and attacked on sight by anyone with any sense of good in their hearts.

***Special:*** A High Drow gains the benefits of their lesser cousins, while also gaining immunity to all known poisons. They are able to cast a 10' globe of darkness 3 times per day and can see through normal and magical darkness naturally.



### **High Orc (Great Orc)**

The Great Orc has always been an imposing sight on any battlefield. Unlike their rather, less intelligent and imposing cousins, no two Great Orcs are alike. Not all of them are even what one would consider evil. Each Great Orc will have his own ideologies, religion and outlook on life and those that he meets. Some can be the most righteous of warriors, while others can be the most vile of marauders.

No one is entirely sure where this races origins lay. Many believe that dark magical experiments may have resulted in the creation of this species, let lose on the world when it became apparent that they were extremely difficult to control. Many believe that they predate the Orcs themselves, though to this date, this has not been proven.

Garthank himself was a prime example of this race. He started wishing to do good things, great things, but because of the continual belittlement and abuse he suffered from those he wanted to call friends, he turned.

***Special:*** Great Orcs receive a +1 to Strength, Body and Iron Will. This does increase their maximum in these stats from 20 to 21. Also, a Great Orc may wield a 2-Handed weapon in 1 hand if the player proves that he is safe to do so.

## Section 7: Levels and XP

You should now have a basic idea of your character, his race, class and skills. You should have your basic concept in your head and have named them. Now, your character over the course of playing, will improve. He or she improves in the system by gaining Experience Points, or XP. Not only does your XP determine what level you are, but you also spend that XP to increase your skills and abilities. This doesn't reduce your level as your total XP and the XP you have to spend are separate.

As you reach certain milestones in XP, your character will gain levels. This has the effect of unlocking skills that have a level requirement, can allow your character to gain new spells if the level achieved allows it and more.

There are 20 levels that can be gained through normal Experience Points. There are a further 5 levels, from 21 to 25, that can only be gained through roleplay, plot and storyline. However, those characters in these Epic Levels, still gain Experience Points that can be spent as normal.

Experience isn't gained through killing monsters nor players. It is gained per adventure and for good roleplaying. There is also an XP award for attending an event. Some of the examples of what XP you can earn are listed below. Please note that these are examples and the values, as well as reasons for the XP gain, can be different depending on how slow or fast your Refs or DMs want characters to progress.

### Experience Point Award Examples

**Easy Adventure:** 1000-2000XP

**Moderate Adventure:** 2000-3000XP

**Difficult Adventure:** 3000-4000XP

**1 Day Event:** 2500XP

**Weekend Event:** 7000XP

**Minor Feat:** 1000XP

**Major Feat:** 3000XP

These XP awards can also scale if the Refs and DM decide to do so, with players of higher levels gaining more XP for an adventure to represent how much more difficult they are when compared to a low level adventure. This is something that we would recommend to ensure a smooth gain of XP and a smooth progression through the levels.

Skills, stats and abilities are directly tied to a characters level. There is a hard limit on the rank a stat, skill or ability can achieve based on that characters level. This hard limit is **the characters current level +1**. That is to say that a level 5 character cannot have a skill that is higher than rank 6, unless this was purchased at character creation. If a character has a skill, stat or ability that is above this cap after character creation, they must wait for their level to catch up before they can spend any more points on that skill, stat or ability.

This is to say that, you make a level 1 character, that has a 'cap' of 2. You buy a skill at rank 4, you cannot increase this skill again until you reach level 4, the level at which your 'cap' increases to 5. Level +1.

| Character Level | Experience Points Required |
|-----------------|----------------------------|
| 1               | 0                          |
| 2               | 3500                       |
| 3               | 7700                       |
| 4               | 11180                      |
| 5               | 16200                      |
| 6               | 24500                      |
| 7               | 34000                      |
| 8               | 44500                      |
| 9               | 55000                      |
| 10              | 69500                      |
| 11              | 90500                      |
| 12              | 111200                     |
| 13              | 135500                     |
| 14              | 165000                     |
| 15              | 205000                     |
| 16              | 260000                     |
| 17              | 325000                     |
| 18              | 414000                     |
| 19              | 520000                     |
| 20              | 640000                     |

## Section 8: Equipment and Money

There are a great deal of items in the world, from simple torches to healing kits, armour to weapons. All of these items have value and all of them can be bought by players for use in their adventures. If a character does not have something written on their character sheet, then they do not have it. The only exception to this is money.

**Money** makes the world go round, as the saying goes. And this system has its own monetary system. A characters gold is NOT stored on the character sheet. It is the responsibility of the player to ensure that they look after the money their character has, before, during and after events. There are four denominations of currency in Re-Org. Mithril, Gold, Silver and Copper. These break down as follows;

**1 Mithril = 100 Gold**

**1 Gold = 10 Silver**

**1 Silver = 10 Copper**

**1 Copper = 1 Copper**

For the sake of ease, money is represented by notes of various values. These notes are representative of the money in the world of Re-Org and are used to pay for adventures embarked upon and other services. While the players themselves at low levels will not be able to make a great deal in the way of tradable goods and items, as they gain in levels, they will be able to make things such as scrolls, simple weapons etc.

**Professions** are entirely a roleplayed affair. If you want to be a Blacksmith, fine, tell us and we will work with you so you can be a Blacksmith. If you want to be an alchemist, fine, tell us and we will again work with you so that you can be an alchemist. This allows players to roleplay what their character is good at outside of their chosen classes without bogging the system down with tedious frivolities such as gathering materials.

If you as an alchemist want to make say...some potions that restore blood, expensive potions by the way, we will work out what it will cost you to get the materials, tell you how long it will take to make them and how many you can make. From there, how much you charge for them when they are finished is entirely up to the character.

Want someone to repair your armour, ask a blacksmith and we will go through the same process with them, telling them how much it will cost in materials and the time it will take. What they charge you is up to them.

**Starting Equipment** is decided at character creation. It usually consists of a Basic Non-Magical weapon, Basic Non-Magical armour, a shield if required, tools of the trade (Lock Picks, healing kit, etc.) and 100gp. A Priest will start with a Holy Symbol for example a Mage with a Spell Book. A character will not start play with anything out of the ordinary such as Magical Items, Potions, Scrolls etc, etc.

All items that a character gains during an adventure **MUST** be declared during debrief at the end of an adventure so that it can be recorded on the characters sheet. If it is not on the characters sheet, then the character does not possess that item. The only exception, as mentioned previously, is money. That is the sole responsibility of the player to look after and keep track of. But, they cannot transfer money between characters. Any player caught doing this will be reprimanded.

### Example of Item Creation Costs and Times

While we cant cover every possible item and bit of equipment here, we can take a few examples of some of the items a player might want to create. This list is not exhaustive and it is not set in stone. Your particular group might make an item cost more to make, but take a small amount of time to create. But, here are some examples to get you started.

**Dagger:** 5sp in materials and half a day to create.

**Longsword:** 1gp of materials and 1 day to make.

**Light Healing Potion:** 5gp in materials, 1 hour to make.

**10 Point Blood Potion:** 50gp in materials, 2 hours to make.

**50 Point Blood Potion:** 250gp in materials, 5 hours to make.

**Repairing plate armour:** 20gp in materials, 2 hours to repair.

**Suit of Full Plate:** 300gp in materials, 1 week to make.

**Suit of Chainmail:** 100gp in materials, 4 days to make.

**Longbow:** 25gp in materials, 4 days to make.

**Master Crafted Item:** +100gp in materials, +2 days to make.

These are just some examples of the type of items that can be crafted and how long it takes to make them, along with the cost to the player making said item. Gold is paid to the DM/Ref.

For the most part, characters are encouraged NOT to pay too much attention to the maintenance of equipment, nor buying or replacing damaged items. It slows the game down and takes away from time that could be spent doing something far more interesting...like roleplaying. So, for the time being all crafting is done using the above system.

**NOTE:** A player may only have one profession for their character if they wish. This must be told to the DM or Refs at the point of character creation, or as soon afterwards as possible so that people can make use of your services as soon as they can. If you are not sure what you wish to be, just be sure to tell an organizer once you have decided.

**FURTHER NOTE:** Low level character professions cannot effect non-mundane items. That is to say, repairing of magical armour needs a character, who is high level, and is a blacksmith. This is the same with weapons. Mundane professions cannot, however, create magical or non-mundane items. There are spells that mages can use in order to create such items, speak with them.

### Section 9: Non-Mundane Items

Magic items are what all character are likely to consider the ultimate treasures. They are not only worth a great deal, but are far more potent than their non-magical counterparts. There are so many items that do and can exist in Re-Org, it would be far too difficult to list them all here. But, we will have to use common sense. While players can make some non-mundane, the truly powerful magical artefacts can never be created nor recreated by the players themselves.

Magical items and weapons can only be made by a class that is capable of casting spells. Further, the powers that they can imbue into those items is dependant on the power of the caster. A pure Mage who can cast up to level 10 spells can make some very powerful items indeed. Where as a mage, or class, that does not have access to level 10 spells, will never be able to create weapons that powerful.

### Masterwork Items

Any magical item requires a base to be enchanted. That base however MUST be master crafted. Only an item that has been assembled with great care and attention to detail and quality of materials used, can hold a magical enchantment within it. For each level of master crafting an item has, a single enchantment type can be imbued into it.

In the previous section, Mastercrafted items were touched on when giving examples of material and time costs for making a mundane item. There was an entry for mastercrafting. This is a modifier, adding time and material costs to the item being made. This modifier can be applied up to 2 times, increasing the amount of materials required and time taken by the stated amount each time.

The enchantments themselves will be requested by the 'enchanter' and the Ref team or DM will give the go ahead, say no or offer up some alternatives that can be placed into the item instead.

Enchanting isn't free, it has material costs and takes time just like crafting a mundane item. Further, certain abilities will not be available to enchant into item until the caster is a certain level. Below is a list of examples of what a caster can be expected to be able to make give a certain level.

**Property (Magical):** Just because an item has an enchantment doesn't mean it is capable of dealing out magical damage. That is a property that a weapon must be imbued with. This property allows the damage call of 'Magic' before the amount of damage.

**Cost of Materials:** 400gp

**Time Required:** 6 hours

**Permanent XP Cost:** 1,000xp

**Required Caster Level:** 10

**Property (Elemental):** Flame weapons, shock weapons and any other elemental damage property falls under this. This allows the character to use an elemental damage call based on the element chosen. For example, "Fire Double".

**Cost of Materials:** 400gp

**Time Required:** 6 hours

**Permanent XP Cost:** 1,000xp

**Required Caster Level:** 10



**Property (Through):** This property allows a weapon to ignore armour entirely, doing damage directly to the location struck. This property can ONLY be applied to bladed weapons. This allows a character with a weapon with this property use the 'Through' modifier. For example, "Triple Through".

**Cost of Materials:** 1,000gp

**Time Required:** 2 weeks

**Permanent XP Cost:** 5,000xp

**Required Caster Level:** 14

**Sever:** This is one of the most powerful abilities in the game, that can be imbued into a weapon. When this hits a character, the location struck is immediately removed from the body and causes bleeding equal to double the damage of the sever. When using this property you would shout, "Triple sever!" as an example. If the head or torso is hit, the character is rendered unconscious on the spot and the location is reduced to zero.

**Cost of Materials:** 5,000gp

**Time Required:** 4 weeks

**Permanent XP Cost:** 10,000xp

**Required Caster Level:** 18

**Fatal:** This is the most powerful ability you can put into a weapon, so much so it is considered Epic in its nature. Anyone hit by this blow, regardless of the location hit, is immediately dead. There are very few exceptions to this, and immunity to this ability/property is extremely rare.

**Cost of Materials:** 25,000gp

**Time Required:** 2 Months

**Permanent XP Cost:** 50,000xp

**Required Caster Level:** 25

These are just a few examples of the properties that you can have enchanted into weapons, there are also other items that can take enchantments. For example, armour can be enchanted to make the wearer immune to through damage. Amulets can be created that provide additional armour and you can even create rings that reduce incoming damage by 1 or 2 categories.