



Rules Guide 1.01

## Another Chance...

We have passed through the fire, and crawled out from the pits of ash. We emerge the descendants of a fate we did not choose, yet a fate that has both cursed us, and granted us hope at a second chance.

The world has changed since the days of our grandfathers and great grandfathers. The blight that wracked our shining world has worked its corruption upon many who survive, and much of what we were is lost.

But hope sings at last to us. No longer are we doomed to die of a lingering existence on the barren rock of the mountains. The pathfinders have returned to us to confirm that at last the sky no longer bears evidence to the ruptured wounds of the land we left, and that the path to the citadel at Archway is open once more.

We are offered an opportunity to rebuild the civilisation of our forefathers; a chance to redeem the ill that was done to the world in our name. The word has been spread, and survivors from everywhere seek to return to the realm that once sustained our peoples. They crawl out from caves and refuges from all across the mountains, following ancient maps to find the route back to the citadel at Archway; the only safe passage through the ranges that can return us to the realm, and to the ancient lands beyond.

We do not know how long we have been lost. In our plight we have forgotten much that our forebears taught us, and remain but a pail shadow of their greatness. Yet, hope is given again, and after a long night, finally we shall see once more a dawn. A chance again to re-make a world that once was lost.

I pray we never lose it again.

# Credits

Written and Designed by Allen Stroud

Proof reading and editing by Alan Percival, Andy Gimitro-Smith, James Osborn, Karen Fishwick and Matt Davey, Stuart Maher, Lisa Maher

Additional commentary and clarifications:

Philip Jenkins  
Simon Marks  
John Newton  
Vince Turner  
Peter Coffey  
Karl Goodjohn  
Samantha Bragg

Playtesting:

Andy Gimtro-Smith  
Martin Raynsford  
John Portsmouth  
Peter Fishwick  
Matt Davey  
Stuart Maher

# CONTENTS

	<i>Page Number</i>
Another Chance	2
- Credits	3
<b>1. Introduction</b>	<b>5</b>
- Welcome to EOS	5
- New to Live role-playing	6
<b>2. Background and Starting</b>	<b>8</b>
- Known history	8
- Character Generation	10
- Races in the World of Dawn	12
- Faiths	20
- Economy & Equipment	22
<b>3. System Rules</b>	<b>24</b>
- Basic Skills	24
- Combat Rules	30
- Magic Rules	36
<b>4. Miscellany</b>	<b>47</b>
- Lexicon of Terms	47
- Poisons, Potions and Curses	49
- Downtime	50
- Character Generation Sheet	53

# 1. Introduction

## Welcome to E O S

Welcome to the Live Role-playing Game Eos, set in the World of Dawn. This book is the Rules Guide for the game. It contains all of the information that you should need to design a character and play. It also contains some basic background information on all of the races and history of the World of Dawn.

The rules contained in this book have been written with an inexperienced player of live role-playing games in mind, and I have tried to explain many of the concepts in as clear a way as possible. With this in mind, I ask that you use the book in the best way that you can to get a feel for how to play the game. Some players may only need to read a small amount of some of the sections included, whereas others may find it useful to read every page. That choice of course is yours.

As designer of the rules and game world, it is my hope that you as a player will be able to share in the imaginative ideas I have attempted to communicate here, and take them a great deal further than I am capable of doing. All of the rules material contained in this guide is considered to be open source, and as such eminently usable by other people to make and design their own live role-playing games, indeed, I actively encourage this, as others actively encouraged me. The game world information I consider to belong to the players of the game. With this in mind, I politely request that should you be looking to design your own world and see my ideas as a source of inspiration please do contact me and ask for my permission. By making the effort, you will probably get what you are after.

A great deal of thanks must go to several people in the writing of this book. To all of the people involved in the writing of the Lorien Trust player's guide version 2, especially Andy King. To Matt Davey for his work on the Twilight Gothic Rules. And to Matt Pennington for his generous attitude with his own rules for Maelstrom. The rules of Eos draw from my contributions and experience of these three sources. Other thanks must go to the contributions made by several users of the Pagga LRP forum, Ed Fortune, for his kind donation of the Eos Forum, and all the assistance granted therein.

## **New to Live Role-playing**

Detailed in this section of the Guide is some basic information for newcomers to the hobby of live role-playing, and a few answers to some common questions.

### ***What is Live Role-playing?***

Live role-playing or live action role-playing is often abbreviated to its initials, LRP, or LARP. It draws its origins from a variety of sources, but is generally accepted to have been developed from the fusion of Historical re-enactment ideas with the imaginative scope of tabletop role-playing and war-gaming.

Live role-playing is about inventing a character, dressing up and going out and playing him or her, in the same way actors play parts in the theatre or on television. The only difference is that in live role-playing there isn't a set script. Instead participants improvise with what information they have, and react as they see fit. This creates an evolving interactive story between players that changes the more you play.

### ***How do I play?***

To structure the game and provide a means of performing actions that might be impossible or dangerous in our normal environment, a set of rules are usually agreed upon by all players. This is usually referred to as *the game system*.

For example, in Eos all characters have the ability to use a sword, or similar weapon. However, there is no way any player should consider using a real sword to strike anyone else as it would be dangerous. So a system of rules is provided for the safe construction of a fake sword, and a system of rules is agreed upon for the affect of this sword hitting another character.

It should be stressed that rules should only be written in live role-playing games to further enhance the quality and safety of the game for the player.

### ***Is there a winner?***

Not really. Live role-playing games generally attempt to offer a representation of an imaginative type of life, and as life generally doesn't offer you a clear cut win or lose situation, neither do most live role-playing games, unless they are somewhat contrived. The premise of the World of Dawn is to make a new life for yourself and others during the return to the realm after The Fall some four generations ago.

### ***Where do I begin?***

The starting point of most live role-playing games is when you generate your character. In Eos, a simple statistical system allows you to keep track of what game skills and advantages your character has. However all characters are much more than this, and only really become so when you begin to play.

There is a certainly amount of structure to most games that make sure that they remain interesting and that the character you generate stays in keeping with the theme. This could be a science fiction game where everyone uses laser guns, or a classically historical

game, where everyone is dressed in togas. The theme for Eos is one of fairly traditional fantasy; like Lord of the Rings or Dungeons and Dragons.

### ***Can I hit people with weapons?***

Yes you can, but not real ones! When you book to attend an Eos event, you consent to allow latex and projectile weapons that have passed a weapon check and are deemed suitable to be used upon you. This is not just an indiscriminate opportunity to hit people, detailed within this guide are rules that determine the representative effects of combat and the damage that you take. If you are new to live role-playing please read these rules thoroughly.

Referees will monitor combat during the game to determine the correct application of rules, and ensure the relative safety of its participants. As a combat participant you are asked to pull your blows. This means modifying your weapon swings so that you do not unintentionally hurt other participants. If you are not confident about your ability to do this, please ask a referee, who will go through the process with you.

### ***What do I do about costume?***

Some live role-play games can be played without the need for costumes; others require a great deal of costume for an authentic look. Eos is recommended for players who are prepared to make an effort with their costume so as to remain in keeping with the spirit of the event. However no expectation of a large financial outlay is made. We ask that you avoid wearing obviously modern clothing, and do not display design labels etc... Trainers are frowned on, as are jeans. The setting of the world is semi medieval, so anything that could be worn in this environment is appropriate. Some further costume guidance is included with each of the racial descriptions in this book and further ideas will be included in the racial guides. Should you be at all unsure of what the "look" for any race is, please contact us, and we will give you advice.

### ***Can I steal things?***

All items that are permissible to be "stolen" have a laminated card attached to them. When you place a laminate on the phys rep you intend to use for something, you are agreeing to that phys rep being part of the game, and therefore open to "theft". Any character that "steals" a laminated item must immediately take the item to a referee or the Games desk to have the laminate removed from the phys rep to be returned to its rightful owner. No laminate may be "stolen" whilst not on a phys rep, and no non laminated item can be taken from someone. Also, laminates should be attached to phys reps at the beginning of time in, and should not be kept unattached during game time.

### ***What happens if die?***

You go start a new character. Character death at live role-playing events can be a really good thing, as it can be quite flattering that other players decide you are enough of a threat to kill. Players are generally quite sympathetic to helping other players re-integrate themselves with a new character. However, you should remember you are playing a completely different person, and associations with your previous dead character as part of your background should be avoided.

# 1. Background and Starting

The World of Dawn is a fantasy world, at a technological equivalent of the early medieval period of our own. The differences however are many, and assumptions should not necessarily be made that the same devices are available to the people of the realm as there were to the different peoples of Europe in the eleventh century.

The beginning in game premise is that the player characters are exiles returning to a land wracked by natural and magical devastation for a little over a hundred years. As the game develops it will be the task of the players to re-shape the world in the way they choose.

## Known History

Four generations ago, the realm was a strong and progressive continent that provided a home for many diverse Elven and Human cultures. The most dominant of these was the Sornasians – a human race who had risen to power owing to a mixture of political machination and progressive expansion.

At the head of the Sornasian government was the Dynast. Under his guidance, the people flourished. Sornasian society blended a mix of magical knowledge and technological progress to establish a generally civilised and peaceful way of life. There were some who did not agree with the ideas espoused by the Sornasians, and the other cultures of Elves and Humans still retained enough self determination to alternately oppose and ally with the Dynast as different political situations presented themselves.

After more than a hundred years of peace, suddenly everything changed. All regions of the realm were assailed by great rendings of the sky and earth. Each differing race had its own reasons as to why this occurred, but only the Sornasians undertook to oppose it. The Dynast claimed a creature lay behind these actions, and that this being sort to destroy the world through the use of foul magics. Accompanied by the Atheneum of Sornas, he set out to confront this foe of the world, and do battle.

The conflict between these two was claimed to be the cause of The Fall. The cacophony of magics raised in opposition to one another tore the lands apart, forcing people from all nations to flee to the mountains upon the eastern edge of the realm.

But whilst the magic wracked the land, it also corrupted its people. Some did not escape unscathed, and instead were altered by its properties. In the generations of exile that followed, many of these afflicted lived in the desperate harsh environment alongside their former brethren. Conflict arose amongst the refugees as some believed them cursed by the Gods, whilst others believed them diseased. Whatever the cause and nature of the affliction, these people were named *Orcs* and *Beastfolk*.

In the ruins of exile, the remnants of each people clung to what they could remember of the lives of their past, but gradually lost much that did not help them survive. The great lore and knowledge of the past faded as the minds that remembered it died upon the rock. Through the generations, the populations dwindled, and the minds of the old grew dim. Yet some learning remained, and some secrets were preserved.

The route to Archway had been one such carefully guarded secret preserved amongst the Argen. However, everyone who had previously tried to reach the citadel had never returned. The dire stories of what would occur to should anyone try “before the skies cease to burn” are many and varied from place to place, offering little comfort to children around a fire at night.

However, recently word had spread amongst all of the people in exile that “the sky had ceased to burn” in the far west of the mountains, and the pathfinders began to appear in amongst the camps and petty dwellings to spread word that the road to the ancient Citadel of Archway was clear. The message spread like wildfire, and so at last the exiles are making their way to the realm once more.

# Character Generation

In Eos, it is necessary to generate a character to take part in the game. The component parts of this process are detailed below.

**What would you like to be?** Answering this question in part gives you a general framework from which to build – this is called a concept. A concept simply put, is a definition of who or what your character is. There is considerable latitude for character ideas, so this is the stage in which you should let your imagination run wild. It is helpful if you read over the source material provided within this booklet.

**What race are you?** This will likely be answered by your ideas above and your preferences of what you wish to play. The World of Dawn permits you to choose from a wide variety of races and sub-races. Each has distinctly different cultures, and different statistical advantages. Some basic information on each race is included in this book, and further information will be sent to players once their initial character choices are made. Remember, your choice of race also affects your access to particular abilities. Some races get bonus skills and some races have mutation abilities (see below).

**Where did you come from?** A good way to flesh out a concept is to think about what your character may have done before entering play. Included in this rulebook is some basic information about each race present in the World of Dawn. This should give you enough information to base your initial thoughts upon, and once you have made some choices in this regard, you can use the information to sketch out an idea of your character's background. Eos welcomes character background submissions from players, but bear in mind such submissions may be used to create ongoing plot for the events.

**What is your profession?** Often characters are defined by their trade, and by applying some thought to this, you might develop a better idea of the character you wish to play. The Eos system defines a wide variety of basic character skills, and these can assist the method by which you define your characters vocation. However, it is important to remember that statistics do not define a vocation alone. The primary requirement is an enthusiasm for it by the player.

**What skills do you have?** With an idea of vocation, you can choose basic skills from the lists that best fit your ideas. The skills of Eos are not designed to be vocation specific, but instead to be tailored to the vocation you choose. For example, A woodsman might choose Axe Double, or he might not. The skill has some appropriateness to the vocation but is not essential. For most race choices you will have five points to spend on skills from the list and will gain additional points the more events you elect to attend. However bear in mind that the choices of skills you make initially will determine the options of improvement that you will have in the future.

Some races have mutation abilities. When choosing your points you should tick the mutation box and specify how many points you wish to spend in it. Eos will then assign you mutations from the relevant racial list. If you are already thinking of costume ideas, you can make some suggestions as to what sort of abilities you are thinking of and send this off with your booking form.

**What sort of costume should I wear?** Each race section in this book gives some

guidance on what is appropriate costume and make up for the race specified. We recommend that you follow this guidance, or if you have alternate ideas, that you write to us. The standard of costume and make up is important to the aesthetic quality of a live role-playing event and helps establish its theme. The more detailed racial guides will also include examples of costume for each race.

It is not appropriate to play a race type without making effort to conform to the costume guidance. If you have problems with this then we suggest you play a human.

**What events would you like to attend?** Included in the pack you will have received will be a booking form for the available events that Eos is intending to run over the ensuing year. In booking and paying for an event, you entitle yourself to – an event ticket, a booking pack, and a downtime submission and response. You also agree to abide by our event rules and regulations.

Once you have followed these steps you will receive the aforementioned booking pack in response to your sent booking form. This should include a great deal more source information about the race you have chosen and some of your skills.

**Who else is going?** Eos is a system designed for individuals and groups. Much of the ongoing campaign and distribution of resources support the efforts of people banding together to help one another, as do many of the spells in the magic system, however much of this can be done at an event. You are free to book with friends and share a character concept, or to simply attend alone looking for like-minded players.

# Races in the World of Dawn

The World of Dawn is inhabited by many different races. Those that concern us in this Guide are the creatures that are available for players to generate characters from.

Essentially there are five distinct species - Humans, Elves, Orcs, Beastfolk and the Others. The information in this section of the rules guide should give you enough information to make a choice in relation to which type you would like to play.

It should be noted that these races are not isolated in exile from one another. The source book for each race contains information pertaining to their interactions and the opinions they have formed of each other.

## Elves

The Elven peoples of the realm ceased to have influence in the world's fate nearly a hundred years before The Fall, and had retreated from the affairs of humans either through choice or the result of bloody conflict.

Elves are known to live longer than humans, and some amongst the exiles retain knowledge of the days before The Fall.

## The Aivelle

The defeat of the Aivelle by the alliance of the human nations signalled the end of an Elven place in the political affairs of the realm. The Aivelle were and remain inflexible in their nature, and maintain a strong caste system of social structure. In the earliest days of the humans, it was the Aivelle who recognised the emergence of another sentient race, and nurtured the spark of its intelligence. Consequently it is the Aivelle who consider the acts of the Sornasians and Arimin in the wars to be their greatest betrayal.

The events of The Fall damaged the Aivelle along with everyone else, yet there are some amongst their people who saw the destruction as a form of divine retribution against the arrogant humans. Now they see the chance to return to the realm to reset the natural order of things and re-establish their wiser dominance over this weaker race.

## Culture

Aivelle are deeply skilled in the magical arts, and claim to have imparted the knowledge of magic to humans. They despise the new races of Orcs, believing them an abhorrence of nature, and do not think much better of the Beast folk.

Aivelle can live up to the age of three hundred years. Yet none now live that are older than one hundred and fifty, and these elders have suffered greatly in the barren wilderness of the mountains. Should you wish to play an older Aivelle (over 70 years of age) please contact us. If you wish to play an Elf of this age, you should take Archive knowledge as a skill choice.

## Religion

The Aivelle follow the teachings of the Lady, but also recognise the faith of the Land.

### **Costume**

Aivelle have pointed ears, no facial hair, and tend to be slim in build. In the past, many of the Aivelle followed the tradition of writing runic script upon themselves to tell the story of important events in their lives. However since the knowledge of reading runes has been lost, this has become more of a confused affectation.

### **Skills**

Players who choose to generate an Aivelle character begin with 4 will points and the bonus of one free magical spell, although they must take a type of magic to incur this benefit. They have five other character points to spend.

### **The Deniel**

Elves of the woodlands, before The Fall the Deniel had long since retreated from the affairs of the realm. In the wars between Elves and Humans, hails of arrows greeted any Human who tried to breach their lands, and all attempts to engage their assistance by the Aivelle were ignored.

In the time of The Fall, the Deniel were forced to give up their beloved forests and flee along with other races into the wilderness of the mountains. It is said that this was far harsher a cultural shock for many of their kind, as they had remained apart from all other races for so long, much of the world had changed in their absence. However, in exile the Deniel re-discovered the other races in equal measure, as most of those who had survived amongst their kind were young, and free of any of the prejudices of their forebears.

### **Culture**

Deniel Elves are naturally keen sighted and traditionally taught the use of the bow from birth. The Exiles being mostly young by Elven standards, and having matured in the harsh mountainous climes have lost much of their knowledge of the past. This is both a blessing and curse for them, as much of the carefully nurtured lore of their kind is gone, yet they are left with an attitude mostly uncoloured by past prejudice. They regard most races as approachable, but hold a dislike for Orcs.

Deniel also live up to three hundred years of age. None are currently older than 50.

### **Religion**

The Deniel are almost all followers of the Land.

### **Costume**

Deniel have pointed ears, no facial hair, and tend to be slim in build. In keeping with the traditions of their folk, Deniel paint their faces in hues of red, green and brown.

### **Skills**

Players who choose to generate a Deniel character begin with 3 will points and the bonus skill of bow use. They have five other character points to spend.

## **Humans**

Hailing from all regions of the realm. The humans of the World of Dawn are renowned for their ambition and drive. Humans have an inherent need to make sense of the world around them, or to shape it into a pattern that they can understand.

## **The Argen**

Always the least numerous of humans, the Argen have always been a wandering people, determined to explore, and learn more of the world. Argen value new experiences and challenges beyond the borders of knowledge and known lands, which is why many choose a way of life that can foster this nomadic existence.

The lands that were nominally Argen before The Fall existed along the coasts of the realm. Great trade enclaves were maintained by powerful Argen families, and it was through these merchants that contact with the world beyond the realm was maintained. During The Fall it was said that great waves from the ocean destroyed these beautiful cities, and the remnants of the Argen fled overland to the Great Mountains.

### **Culture**

The Argen are naturally explorers and discoverers. The ancient order of the Pathfinders still exists even in the years of exile from the realm. Argen humans are characterised by their need for a clear purpose in life, and a tangible goal to shape their existence. In the absence of this many are prone to the habitual wanderlust of their people.

Argen generally live for 50-70 years.

### **Religion**

For the most part, the Argen follow the preserved teachings of the Traveller. However owing to their cosmopolitan nature, followers of the Lady and of the Land are not uncommon.

### **Costume**

Argen tend to wear loose fitting garb that permits them freedom of movement when travelling. They are not inclined to wear face paint.

### **Skills**

Players who choose to generate an Argen character begin with 4 will points and the bonus skill of advanced mapmaking. They have five other character points to spend.

## **The Arimin**

Alternately the allies and opponents of the Sornasians. The story of the Arimin is considered by others to be both tragic and poetic in equal measure.

In the time of the wars between Elves and Humans, the Arimin united alongside their Sornasian kin against the Aivelle, and assisted in the destruction of the Elven kingdoms. Yet, in the aftermath of this conflict, the Arimin found their views increasingly marginalised. The eventual result was war between the Arimin and Sornasians, that resulted in a defeat for the Arimin at the Battle of the Uldan. An uneasy truce was established in the aftermath, but then the magical attacks preceding The Fall began, and these wracked the Arimin lands, causing incredible destruction. With no organised magical society, the Arimin were forced to ask the Atheneum of the Dynast for aid, and he journeyed to their lands to do battle with the creature he believed was responsible for the assaults. In the aftermath of The Fall, it was the Arimin lands and exiled people that bore the brunt of the unleashed magic's wrath.

## **Culture**

The Arimin are an embittered people who believe the Dynast of Sornasia was responsible for their plight. The survivors of their lands are often mutated, and it is said that most of the Orc and Beast races can trace their origins to the afflicted of the Arimin lands. Those Arimin that remain retain a tradition of social hierarchy determined by birth. However these cultural values are gradually being undermined by the spread of mutations amongst their kind.

Arimin have a lifespan of 40-60 years.

## **Religion**

The Arimin consider the Protector faith a heresy. Most follow the teachings of the Lady, but some also worship the Land.

## **Costume**

Arimin wear a wide variety of clothing, from the great cataphract knights of the Lady in full armour, to the plain cotton of the thrall families of the plains. They favour jewellery and other ornamentations, although this is hard to come by in exile.

## **Skills**

Players who choose to generate an Arimin character begin with 4 will points and the bonus skill of dress wounds. They have five other character points to spend.

## **The Sornasians**

The Sornasians were the dominant culture before The Fall. They brought many scholarly innovations to the peoples of the realm, and undertook to guide and shape society as they saw it for all peoples. However this method of progress brought them into conflict firstly with the Avielle, and later the Arimin. The war between Sornasia and the Elven races was long and bitter, yet it resulted in the establishment of Sornasian dominance in the realm, and spelled the death knell of Elven political influence. The later conflict with the Arimin remained unsettled at the time of The Fall, although they had been decisively beaten at the Battle of Uldan.

## **Culture**

Sornasians value the scholarly aspects of society, and retained a deep knowledge of many magical paths before The Fall.

Sornasians have a lifespan of 50-70 years.

## **Religion**

The faith of the Protector was established by the Sornasians in exile during the time of The Fall. The Protector is considered to be the aspect of the Dynast who died to save all of the peoples of the realm.

The path of the Lady was the predominant religion amongst Sornasians before The Fall. This has continued amongst some exiles as the teachings have been passed from generation to generation.

## **Costume**

The garb of Sornasians varies depending upon their vocation. However many value scholarly ornamentations, and so robes are seen as a mark of class and distinction. The tradition of runic decoration of the face is still practised amongst many, although the knowledge of what the runes mean is long since lost.

### **Skills**

Players who choose to generate a Sornasian character begin with 4 will points and the bonus skill of literacy. They have five other character points to spend.

## **Orcs**

The Orcs or Orckus races are believed to be products of the magic that swept the land in the aftermath of The Fall. As time went by in exile, they seemed to become more numerous as other races declined.

Orcs are renowned for their tenacious and somewhat abrasive nature. They tend to cluster in groups according to an established order of who is strongest or most impressive.

### **Urgat Orckus**

The Urgat are the most common race of Orcs and are believed to descend from elements of the Arimin military. In the years of exile, they have established communities in the mountainous regions despite some strife with other cultures and amongst themselves.

### **Culture**

The Urgat are ambitious and pushy in nature. They regard much of the history of the realm as irrelevant, other than to prove that the new shape of society should be established along the lines of the Urgat way.

Urgat live for up to 40-50 years.

### **Religion**

Urgat Orcs regard both the Destructor and the Traveller in equal measure, although the values of Traveller tend to permeate more of their society, whereas they associate the Destructor with battle and war.

### **Costume**

Urgat Orcs tend to dress in the garb of low ranking military soldiers of the times. They are generally green or dark grey/brown of face. and have elongated canines.

### **Skills**

Players who choose to generate an Urgat character begin with 4 will points and the bonus skill of light armour. Urgat Orcs also have access to a racial mutation list. They have five other character points to spend.

### **Venin Orckus**

The Venin are believed to be amongst the most cursed by the corruptive magics of The Fall. It is said that many Venin Orcs are even considered diseased and mutated by their own kind. It is said that the Venin were the people of an ancient city struck by great bolts

of power during the worst of the conflict.

### **Culture**

Venin Orcs are by nature bitter and twisted. They are very aware of what they are perceived as by others, and use this to fuel their own hatred. They reserve special enmity for Aivelle Elves.

Venin live up to 30-40 years.

### **Religion**

Venin Orcs follow the teachings of the Destructor.

### **Costume**

Venin Orcs are usually very dark green or brown in complexion. They have elongated canines, and exhibit an ambling gait when they walk that suggests some bow legged-ness amongst their kind.

### **Skills**

Players who choose to generate a Venin character begin with 3 will points and 2 points of mutations from the Venin mutation list. Players may choose to spend more character points on this if they wish, but must spend a minimum of 2. They have four other character points to spend.

## **Orogan Orckus**

Also known as Great Orcs. The Orogan are the largest of their kind, and dominate their smaller brethren. The origin of their size and strength is unknown, nor is the place of their beginning.

### **Culture**

Orogan are generally straightforward and pragmatic by nature, preferring to make decisions with short term gains, and have little concept of planning for the long term.

Orogan live up to 30-40 years.

### **Religion**

There is little religion amongst the Orogan, as they generally do not have the nature for the idea of Gods.

### **Costume**

Orogan Orcs are usually larger than other races. Unlike other Orcs they do not exhibit longer canines, but are generally of a dark green or brown complexion. They are also known to decorate their faces with scars.

### **Skills**

Players who choose to generate a Orogan character begin with 2 will points and the bonus skill of Toughness. They also have access to the Orogan mutations list. They have five other character points to spend.

## **Beastkin**

Beastkin in the World of Dawn are like Orcs believed to be products of the corruptive magics from The Fall. Beast kin are believed to descend from all of the different human races, and vary greatly in their appearance. However each type of Beastkin also shares traits with the animal aspect of its heritage.

For the most part Beastkin exist in tribal cultures or roam in solitude.

## **Gumallan**

Roaming the foothills of the eastern mountains, the Gumallan are a nomadic feline people, existing in loose knit tribes, or in solitude. They hold the ways of the past before The Fall in reverence, as storytellers amongst their people retell of the misplaced pride of humanity and how it fell.

### **Culture**

The Gumallan believe that they are the chosen race, destined to inherit and shape the realm in this new age. However they are not arrogant about this, but recognise that they must learn a great deal about past societies if they are to have a chance of not repeating the past. They are tolerant of all races, apart from the Raggard, with whom they share a bitter enmity.

Gumallan live for 30-40 years.

### **Religion**

Gumallan follow the ways of the Traveller, and of the Guide.

### **Costume**

Gumallan have strong cat like features, most have facial whiskers and cat like eyes. Some are also known to have clawed hands. They tend to have furred skin, although this is sporadic and often dress in furs to cover the patchiness of this.

### **Skills**

Players who choose to generate a Gumallan character begin with 4 will points and the bonus skill of survival. They also have access to the Gumallan mutations list. They have five other character points to spend.

## **Primane**

The Primanes are ape-like humanoids who live throughout the mountains. They seem to have thrived in the last hundred years or more as people have succumbed to the mutant affliction that birthed them. Primane's are very similar to humans in a number of ways, but have regressed to a tribal culture in which the strongest generally leads.

### **Culture**

Primanes have very little regard for humans, rejecting most of their values and ideals. However they do acknowledge the value of their past society, and are not adverse to adopting practical objects and methods that can suit them.

Primanes live for 30-40 years.

## **Religion**

Primanes follow their own deity known as Koar who they associate with strength.

## **Costume**

Primanes are dark grey or black of skin, and have protruding lower jaws. They have a slightly hunched body posture, and tend to use their arms a great deal more than humans when they move, some even to the point of running on all fours.

## **Skills**

Players who choose to generate a Primane character begin with 3 will points, the bonus skill of Climb and a point of Mutations from the Primane Mutation list. Players may choose to spend more character points on this if they wish, but must spend a minimum of 1. They have five other character points to spend.

## **Raggard**

The Raggard are a canine humanoid race who are believed to be primarily Sornasian in descent. They roam almost exclusively in armed packs and are rarely seen alone. Like other beast folk cultures, they determine a hierarchy amongst their kind by strength. However the Raggard also regard the elders of their tribes with respect, and grant them honour based on their past achievements.

## **Culture**

The Raggard have scant regard for the past of the realm, but share the Gumallan philosophy that they are the new inheritors of the lands. However this provides the source of ideological disagreement between the two races.

Raggard live for 30-40 years.

## **Religion**

Raggard follow the faith of the Lady, and the Protector.

## **Costume**

Raggard have dog-like facial features, and often exhibit facial and body fur. Some have tails, although this is not common.

## **Skills**

Players who choose to generate a Raggard character begin with 4 will points, and a point of Mutations from the Raggard Mutation list. Players may choose to spend more character points on this if they wish, but must spend a minimum of 1. They have five other character points to spend.

## **The Others**

There are rumours that permeate all the camp fires of exiles about other creatures that have found their way to the realm. Some claim that they come from beyond this world, and have travelled here through magic.

Should you wish to play a member of this race you should contact us in confidence, and you will receive a guide book that will explain them in more detail. It should be stated that

the role-playing requirements for playing a member of this race are quite demanding in part and this kind of character is not recommended for newcomers to live role-playing. Eos reserves the right to refuse player applications for characters of this race.

# Faiths

The differing races of the World of Dawn vary distinctly in their choices and methods of worship. Outlined in this section of the Rules Guide are some of the basic parameters of each God and Goddess described in the Race descriptions.

Bear in mind that the information here is only designed to give you an idea of each faith. The detailed methods and traditions of each race are outlined in the source books and can be further embellished by your own ideas.

## Choosing your Deity

The prescribed deities for each race are mentioned in their sections above. You should make your choice from those listed for your race. Should you wish to change deity later, you may do so, but this is an action that must be performed in play. Initially, no deities that are not from this proscribed list will be permitted in play as these are the traditional faiths of all of the people's of the realm.

## Using Faith

Faith in Eos is a representation of your characters belief in the righteousness of their actions, and is used primarily to recover will points through the means of prayer. For every will point you wish to recover, you must spend 10 minutes acting in the name of your chosen God or Goddess to receive their attention and assistance. The traditional practice of how to accomplish this is included in the source book for each race that you will receive after booking your first event.

## Koar

"Your strength is my gift to you; glory in your power."

God of the Primanes, Koar is associated with raw physical strength and power. Followers of Koar value demonstrations of prowess and respect individuals who show themselves to be powerful by whatever means. This attitude permeates all aspects of a Koar follower's life, as they seek a life that makes a difference, and an impressive death that will be remembered.

## The Destructor

"Only blood and fire can satisfy my hunger."

Worshipped by the Venin and the Urgat Orcs. The Destructor faith teaches that only through sacrifice and death can the hunger god be appeased, and that it was this hunger that brought The Fall upon the realm. Destructor followers see themselves as the appeasers of their God, and that the services they perform to sate his hunger are a service to preserve everyone.

## The Guide

"Follow the light, I shall show you the way."

Followed by the Gumallan Beastkin, the Guide is believed to be the true path of restoration and redemption. Followers believe that small signs in the world around them are messages from the Guide for them to follow and can see these signs in almost anything that occurs. They also do not believe in good fortune, insisting that all outcomes are pre-determined.

### **The Lady**

"The world is shaped by the righteous."

Held in honour by all human cultures, and also worshipped by the Aivelle Elves, the Lady is considered to be the guardian of law and righteousness in the realm. Of all the faiths, she is seen to be the most active, as stories of her Agents doing good deeds throughout the land are still told around camp fires to hearten the desperate. Each race has a slightly different interpretation of the values that the Lady represents.

### **The Land**

"Look to the earth to find the truth."

Followers of the Land believe that the earth itself is the benevolent guardian of their existence, and that The Fall was caused by a lack of care for nature around them. Aivelle and Deniel Elves follow the Land, as do Arimin and some Argen humans. Followers of the Land draw power from the environment around them, and look to the beauty of the earth for their resolve and inspiration.

### **The Protector**

"I shall shield you from the night."

The Protector faith draws its origins from after The Fall. Many Sornasians and Raggard believe that in his struggle to save the realm, the Dynast ascended to become a God. Followers of the Protector are dedicated to the preservation of his legacy, and to the rebuilding of the realm in the image that he wished it. They see themselves as the guardians of others, acting in turn as they are look after by the God they follow.

### **The Traveller**

"The answers lie beyond."

The Traveller is followed by the Argen Humans, Urgat Orcs and Gumallan Beastfolk, and as such has a broad appeal amongst the races. The core of Traveller belief is that new experiences and ideas bring greater understanding of the world, and the places we already know. Followers of the Traveller tend to be restless wanderers, whose home lies upon the road.

# Economy and Equipment

During the years of Exile most of the aspects of economy between the races collapsed. Coinage became worthless and moreover a burden to people struggling to survive, and most reverted to a system of barter based on the needs of each individual and community.

It is possible that you will find or have on your person small amounts of coinage from before The Fall. These will be provided to some players in their character packs. Other knowledge skills will also grant you more items in your pack.

After generating the parameters of your character, you are free to bring whatever items you consider appropriate to your character. The only exceptions to this are items that require an in game laminate. These are crafted weapons, types of armour, bows, crossbow, and healing tools. Some of these items will be provided to players who have the appropriate crafting skills.

## **Resources**

These are the basic items needed for a society to survive and progress. Each player booking form has a box to tick in terms of which resource you would like your player to have. Access to a proportion of each resource will be required to progress certain elements of the game in downtime.

It should be stressed that resources are implemented here to enhance role-playing opportunities rather than force players to participate in certain aspects of the game. The campaign will focus on the acquirement of thing your character needs at events, and are not designed to rail road you into choosing anything in particular.

All units of resources are calculated in measures. A measure is considered to be enough food to feed a person for 120 days, or enough wood to build a small house.

If you wish you can provide phys reps for these resources. However, this is not required, as they are considered to be kept safely not far from your location. After crossing into the realm (and attending an event) you must find a location to store them.

After character generation, the means of acquiring these resources will only be available during events. As the events progress, other types of resource will become available to you.

### **Crop – 2 measures worth**

Ticking this box will provide you with enough vegetable food to feed yourself and one other person for 1 period of downtime.

### **Lumber – 1 measure worth**

Ticking this box will provide you with enough wood to make a shelter for yourself and three others that will stand up for 1 period of downtime, and can be improved and repaired for subsequent downtimes. You will need someone skilled in this labour.

### **Stone – half a measure**

Ticking this box will provide you with half of the quarried stone required to build a shelter/house for yourself and three other people that will last for a longer amount of time than one made of wood. You will need someone skilled in this labour to construct this house, and obviously another provider of stone.

**Livestock – 2 measures worth**

Ticking this box will provide you with enough meat and produce to feed you and one other for 1 downtime.

**Ore – 1 measure worth**

Ticking this box will provide you with a measure of raw metal deposits. These can be used by characters with the appropriate craft skills to make 5 items.

**Herbs – 1 measure worth**

Ticking this box will provide you with a selection of herbs from which potions and poisons could be made. The amount of liquids that can be made, depends on how complex your mixtures are.

Further information on resources will appear in the Downtime section.

## 2. System Rules

Contained in this section of the Guide are the main body of rules that are used during game play. It is recommended that you read through this section of the rulebook in detail to familiarise yourself with the methods of utilising your abilities, and the abilities of others that may affect you.

### **Basic Skills**

Eos considers that all characters have a basic set of skills that do not cost character points, these are:

1. The ability to use any melee weapon in either hand to strike for a single point of damage.
2. The ability to count.
3. The ability to use a short blunt weapon to do Stun Damage
4. The ability to use a shield.
5. The ability to use throwing weapons.

In addition to this, all characters are permitted to wear armour of any of the four categories. These are explained in the combat section of the rules. The bonuses conferred by wearing armour types cannot be stacked, and the protection only applies to the location if at least 50% of it is covered with the phys rep.

1. All characters can wear light armour gaining 1 armour point per location.
2. All characters can wear medium armour gaining 2 armour points per location.
3. All characters can wear heavy armour gaining 3 hit points per location.
4. All characters can wear extra heavy armour gaining 4 hit points per location.

All suits of armour in Eos are in game items, and therefore require a laminate.

You can also choose skills in wearing armour, and these confer additional benefits as explained in the relevant skill descriptions below. Please note the rules regarding combat skill use and armour in the relevant section.

The abilities detailed here are not mandatory. You may elect to role-play that you do not have some of these basic skills if you wish.

Starting characters also begin with an appropriate number of will points (see racial descriptions) and 1 body point per location.

### **Purchasable Skills**

As a starting player you have a number of points to spend on skills that reflect your character's abilities and expertise. The purchasable skills are listed here in three categories and also serve as the basis towards learning more advanced skills in downtime. When you receive your downtime chart, the skills you can learn will depend upon what purchasable skills you have already taken.

## **Combat Skills**

These are specialist skills with different types of weapons. Please bear in mind that you cannot use combat skills whilst wearing any armour greater than light armour that you do not have a skill for.

<b><i>Name of Skill</i></b>	<b><i>Character Points Cost</i></b>
Double with sword	3
Double with axe	3
Double with mace	3
Double with great weapon	3
Double with polearm	3
First Strike Through with sword (requires sword double)	2
First Strike Cleave with axe (requires axe double)	2
Crush with Mace (requires mace double)	2
Strike Down with great weapon (requires great weapon double)	2
Strike Down with polearm (requires polearm double)	2
Bow Use	2
Bow Through (requires Bow Use)	2

### **Double with Sword**

This skill allows a character to inflict 2 points of damage with a crafted Sword. You may use this skill with a non crafted sword, but it will break having been used once.

### **Double with Axe**

This skill allows a character to inflict 2 points of damage with a crafted Axe. You may use this skill with a non crafted Axe, but it will break having been used once.

### **Double with Mace**

This skill allows a character to inflict 2 points of damage with a crafted Mace. You may use this skill with a non crafted Mace, but it will break having been used once.

### **Double with Great Weapon**

This skill allows a character to inflict 2 points of damage with a crafted Great Weapon. You may use this skill with a non crafted Great Weapon, but it will break having been used once.

### **Double with Polearm**

This skill allows a character to inflict 2 points of damage with a crafted Polearm. You may use this skill with a non crafted Polearm, but it will break having been used once.

### **First Strike Through with Sword**

Must be used with an appropriately Crafted Sword. This skill allows a character to study an opponent for 5 seconds, and then spend a will point and attack using the call "first strike through". Whilst studying the opponent, the character may make no offensive action, but may parry and block as usual. If you are struck whilst studying your opponent, you must begin the 5 second count again. Should you call "first strike through" and have your blow blocked or parried it still counts as your use of the ability.

### **First Strike Cleave with Axe**

Must be used with an appropriately Crafted Axe. This skill allows a character to study an opponent for 5 seconds, and then spend a will point and attack using the call "first strike

cleave". Whilst studying the opponent, the character may make no offensive action, but may parry and block as usual. If you are struck whilst studying your opponent, you must begin the 5 second count again. Should you call "first strike cleave" and have your blow blocked or parried it still counts as your use of the ability.

### **Crush with Mace**

This allows you to spend a will point and call crush with an appropriately Crafted Mace. A character calling crush instantly destroys the armour points on the location that they strike. Crush only does 1 point of damage against an unarmoured or already crushed location.

### **Strike Down with Great Weapon**

This allows you to spend a will point and call strike down with an appropriately Crafted Great Weapon. This is a powerful blow that knocks an opponent to the floor. A strike down call is successful even when parried with a shield or weapon smaller than the one handed size.

### **Strike Down with Polearm**

This allows you to spend a will point and call strike down with an appropriately Crafted Polearm. This is a powerful blow that knocks an opponent to the floor. A strike down call is successful even when parried with a shield or weapon smaller than the one handed size.

### **Bow Use**

This skill grants you the ability to use a bow or crossbow and fire arrows to do 1 point of damage.

### **Bow Through (requires Bow Use)**

This skill allows you to spend a will point and use the through damage call when firing a crafted bow or crossbow. You may not use this skill with a non crafted bow or crossbow.

### **Hit Point Skills**

<b><i>Name of Skill</i></b>	<b><i>Character Point Cost</i></b>
Toughness	3
Advanced toughness (requires Toughness)	3
Wear light armour	1
Wear medium armour	2
Wear heavy armour	3
Wear extra heavy armour	4

### **Toughness**

This skill grants you 1 extra body point per location.

### **Advanced Toughness (Toughness required)**

This skill grants you 1 extra body point per location.

### **Wear Light Armour**

This skill represents your familiarity with wearing light armour, and grants you 1 extra armour point when doing so. You can also repair your armour at a rate of 1 hit point per minute, but this requires a suitable phys rep of tools.

### **Wear Medium Armour**

This skill represents your familiarity with wearing medium armour, and grants you 1 extra armour point when doing so. You can also use all special weapon skills you may have access to. You can also repair your armour at a rate of 1 hit point per minute, but this requires a suitable phys rep of tools.

### **Wear Heavy Armour**

This skill represents your familiarity with wearing heavy armour, and grants you 1 extra armour point when doing so. You can also use all special weapon skills you may have access to. You can also repair your armour at a rate of 1 hit point per minute, but this requires a suitable phys rep of tools.

### **Wear Extra Heavy Armour**

This skill represents your familiarity with wearing extra heavy armour, and grants you 1 extra armour point when doing so. You can also use all special weapon skills you may have access to. You can also repair your armour at a rate of 1 hit point per minute, but this requires a suitable phys rep of tools.

## **Magical Skills**

<b><i>Name of Skill</i></b>	<b><i>Character Point Cost</i></b>
Use magic (type)	2
Sense enchantment	1
Per spell of magic type	1
Per extra will point (maximum total 10)	1

### **Use magic type – Necromancy, Druidic, Summoning, Evocation, Enchantment & Wards, Charms**

This skill grants you an affinity with a particular type of magic. All characters who choose a particular magic type will gain a special lore sheet explaining in detail its abilities. Characters who have this skill, will recognise most magical spells of the same type, and can assist magic users casting the same type of magic as the one they practice. If you wish to be able to cast a spell of the magic type you have chosen you must purchase this in addition.

#### **Per Spell of magic type**

Each point you spend here grants you a spell from the relevant spell list on your lore sheet. You must take use magic type first before you can purchase spells.

#### **Per Extra will point (maximum initial total 6)**

You may purchase extra will points for a cost of 1 character point each. More details on Will are explain on page (x)

#### **Sense Enchantment**

This skill allows you to determine whether an object/location is enchanted. It requires touch and concentration to work.

## **Knowledge Skills**

<b><i>Name of Skill</i></b>	<b><i>Character Point Cost</i></b>
Literacy	1

<b>Name of Skill</b>	<b>Character Point Cost</b>
Advanced Mapmaking	1
Basic Alchemical Knowledge	2
Basic Military Knowledge	1
Basic Archive Knowledge	2
Climb	1
Craft Item type	2
Survival	1
Basic Construction	3
Dress Wounds	1
Basic Healing	2

### **Literacy**

This skill gives you the ability to read and write in the old tongue used by all races.

### **Advance Map Making**

This skill allows you to trace your own route through uncharted terrain and find your way back to known locations.

### **Basic Alchemical Knowledge**

This skill gives you knowledge of mixing basic herbs and liquids to produce simple potions and weak poisons. You will be given a lore sheet if you choose this ability which will explain its use in more detail.

### **Basic Military Knowledge**

This skill gives you the ability to train and maintain drill with up to 10 men.

### **Climb**

This skill allows you to climb up or over obstacles that would otherwise be impassable. Climb can be used with authorisation by a referee in individual circumstances. Passable barriers at an Eos event will either be laminated with the appropriate phys rep time to climb them, or be patrolled by a referee to inform you.

### **Basic Archive Knowledge**

This skill gives you knowledge of the times before The Fall. Characters with Archive Knowledge will be provided with documentation, items or other paraphernalia that they can use in the game.

### **Craft Item type**

This skill allows you - with access to the right tools and equipment, to make a particular type of item. The list of available item types is;

- Make Crafted Dagger*
- Make Crafted Axe*
- Make Crafted Sword*
- Make Crafted Mace*
- Make Crafted Great Weapon*
- Make Crafted Polearm*
- Make Crafted Bow*
- Make Crafted Crossbow*
- Make Light and Medium Armour*

*Make Heavy Armour*  
*Make Extra Heavy Armour*  
*Make Healing tools*  
*Make Wooden Shield*  
*Make Metal Shield*

Characters who take this skill will be given an appropriate item from this list at character registration. Characters with the appropriate skill are also able to repair broken items of the above types.

### **Survival**

This skill allows you to find food for yourself and one other person when in the wilderness. This skill is mostly used for downtime exploration.

### **Basic Construction**

This skill allows you to plan and construct simple buildings. Characters who choose this skill will be provided with a Construction lore sheet.

### **Dress Wounds**

This skill gives you basic knowledge in how to help wounded characters. Any character attended by someone with the Dress Wounds skill has their Bleeding time doubled from the moment the assistance arrives. Characters with this skill can also revive unconscious characters.

### **Basic Healing**

This skill gives you the ability to stop a character from bleeding to death. Any character attended by someone with Basic Healing can have their wounds tended so that they are no longer dying. Each bleeding wound requires 30 seconds of attention from the Healer, and can then be restored to zero body points in the case of a limb, or 1 body point in the case of the head or torso. This restoration only counts at the end of the 30 seconds, so if you arrive too late in a character's bleeding count to save them, they will die.

## **A Word on Mutations**

Some races have mutation abilities available to them, and at character generation these are purchased in the same way as skills. If you have access to mutations and are purchasing these abilities, you do not get to know initially what these can do, you simply tick the mutation box on your character sheet and fill in the number of points. When the booking form arrives we will assign appropriate abilities to you.

If you already have a costume or prosthetic design in mind, then please include some information with your character form, and we will do our best to tailor some of the assigned mutations appropriately.

# Combat Rules

The combat system of Eos is generally self-policing. This is to say that players are primarily responsible for taking their hits, and for taking the appropriate care and attention not to hurt one another. As a rule, head hits are generally discouraged, and all blows should be pulled. If you are unsure of your combat skills check with other players to make sure of your safety.

Any player found by a referee to be acting in a dangerous manner whilst in combat will be warned of their actions. If they do not heed this advice, they will be withdrawn from combat, and their name will be taken. If they are later found repeating their actions they may be asked to leave the event.

All characters enter the game with a number of locational hits. This can vary from 1 to 11, but will never be any higher than this. All locational hits fall into two categories – body points and armour points.

## **Body Points**

These are determined by your choices in character generation, and any subsequent magic that might enhance/decrease these values. Body points are a representation of your general state of health. All characters begin the game with 1 body point per location, and can improve this in character generation or through experience.

## **Armour Points**

These are additional hits granted to you for wearing the appropriate phys rep of armour. They add extra hits called armour points. Armour points are usually counted first before body points. The Eos rules classify four categories of armour.

1. Light armour – Leather, Heavy Clothing.
2. Medium armour – Studded leather, Layered Leather, etc...
3. Heavy armour – Chainmail, any Latex phys rep.
4. Extra heavy armour – Plate armour, metal phys rep only.

Each category grants an additional point of protection, where light armour gives you 1 armour point, medium gives you 2 points etc...

Armour points are only granted if your armour phys rep covers a minimum of 50% of the location you are wearing it upon. If your armour is a phys rep of a high armour category but made from inferior or less encumbering material it will be treated as if it is a poor quality version and graded down to the next type below.

Example: - The player of Tarkis is wearing a good wool chain mail phys rep. However, wool chain is not heavy enough to count as heavy armour. The referee rules that Tarkis' wool chain is indeed chain mail, but must count as medium armour.

Any character may wear any suit of armour. However character's who take an appropriate skill in wearing an armour type gain +1 armour point when using that armour type, and are able to use a full range of weapon abilities when wearing it. If you do not

have a skill in using armour and wear anything greater than light armour you will be unable to use specialist weapon skills like Double, Cleave, etc... Further details on the armour skills and weapon skill limits appear in the skills section.

Characters who use magic whilst wearing armour are penalised for its encumbrance. For each category of armour you are wearing you must add 1 will point to the cost of the spell – i.e. light armour = +1, medium armour +2, etc...

### **Shields**

As has been mentioned, any character may use a shield. As a general rule the maximum size for shields is calculated by their area and appropriateness. No shield may be used that has an area larger than 1800 square inches. Wooden shields can be cleaved by characters with the appropriate skills, and all shields can be crushed in a similar way. Metal shields are required to be constructed in game and will need a laminate.

### **Running out of hits**

If you are struck repeatedly on a location so that you have no body points left, then that location is affected in the following way.

Arm – You lose the use of the arm - you cannot move it independently.

Leg – You lose the use of the leg - you cannot place any weight upon it.

Head – You are rendered unconscious. You are bleeding to death.

Torso – You are rendered unconscious. You are bleeding to death.

A character who suffers additional points of damage to a limb on zero is treated as if that limb is damaged to such an extent that it is beyond the skill of conventional healing and may only be restored to usefulness with magic. This also means that the character is bleeding to death. A conventional healer can stop this bleeding, restoring the limb to zero, but cannot repair it further, nor will it heal naturally.

Should all of your locations be rendered to zero, then you are dead.

### **Unconsciousness**

A character rendered unconscious and suffering from no other conditions will remain so for ten minutes, or until revived with the appropriate skills by another character. During this time you cannot speak or react in any way and should continue to role-play being in this state. Should you be suffering from other conditions as explained above, then these effects also apply.

A character can also be rendered unconscious by dropping to -1 Will. This can occur by spell casting, ability use, or receiving damage that drains Will. The unconscious state lasts for ten minutes, and after which, the Will rating of the character returns to Zero if they have been rendered unconscious in this way. Otherwise the Will rating remains unaffected.

### **Bleeding**

A character in this condition has precisely five minutes to live from the moment the blow that rendered them in this condition. For each additional wound a character suffers that renders another location to the same state, subtract a further minute from the count.

Example: - Tarik is struck twice on his unarmoured left arm by an axe doing Cleave. He continues fighting, but is then struck several times on his right arm taking this to -1 as well. Tarik was already two minutes into his count when this occurred, so he must count it as if he is now three minutes into his count.

## **Will**

This statistic is a representation of a character's force of purpose and resolution. Will points are used for a variety of reason, from the casting of magic, to the resistance of manipulation, and the use of special damage calls.

Most characters begin the game with 4 will points. You will be provided with a chart to record your use of will points. For every night's sleep a character gets, they are able to recover 4 will points.

When casting spells a character must spend will points to achieve the spell effect. The amount of will required will depend upon the spell itself, and the specific intentions of the character. Each relevant magical lore sheet should have all the information pertaining to this that you require.

When performing special combat damage calls, a character must spend a will point to use the damage effect. Each use of the damage call requires 1 will point.

As a character spends will points, they should role-play appropriately. Lack of will points represents mental tiredness, difficulty in focusing on specific things, etc... Referees will make spot checks on the levels of will that characters have.

In certain circumstances characters can combine their will points when spending them to create larger effects and more powerful spells. This is generally possible when two or more magic users are knowledgeable in the same type of magic.

Will points can also be recovered through other means. Many characters find strength in their faith, or through more subtle methods.

Attracting the attention of your God noted on your character sheet can recover will points for you. Each faith has different general requirements for this and each culture often interprets these in slightly different ways. The general rule is that ten minutes of time must be used to regain a will point, and that this time must be spent in character – meaning that you cannot drop out of character to “go and pray”. Trying to regain will, fill in the relevant boxes on your chart, along with the time in which you began and the time that you finished.

Attracting the attention of your God can be done in any means that you choose, It does not have to mean that you cease to role play in fact it should be exactly the opposite. However, it should reflect some aspect of the faith that you have chosen for your character. During this period it is also possible that prayers or questions will be answered by the Gods.

## **Contesting Will**

There are certain powers in Eos that require a contest of will. After a power is cast, the recipient/target of the spell should call out their will rating e.g. "Will(X)". This indicates to the caster how much will they must spend to overcome this and succeed, this is then called back "Will(x)!" The spell is a success if the caster spends an equal amount of will to that called by the target. All failed spells cost a minimum of one will anyway - so in casting a spell the caster must spend at least 1 will point. If the caster does not have enough will to successfully cast the spell or wishes it to fail, they must call "Fail!" in response.

## **Zero Will**

When a character reaches zero will they are considered to be disorientated and unable to focus coherently for long periods of time. They are also particularly vulnerable to charm spells (see magical section).

If a character ever drops below zero will by means of some form of attack or influence upon them, then they will be unconscious for ten minutes. After this, their will rating restores itself to zero.

## **Weapon Use**

Any character in Eos may use any type of melee weapon to do a single point of damage. Players may elect to specialise in particular weapon types during character generation and, through this specialisation, gain the ability to do more damage or use other damage calls by using their will points. Single points of damage require no damage call in combat.

The permitted categories of weapon in Eos are the following.

### **Claw Weapons**

These are hand phys reps and protrusions that can cause damage. Many of the Eos races have access to these through the relevant mutations list. Rules on the safe construction of these phys reps will appear in all of the relevant source books for races that are allowed to use them.

### **Throwing Weapons**

These can be used by any player. Thrown weapons only ever do 1 point of damage. A throwing weapon can be an appropriate phys rep of a knife, rock, throwing axe, etc... The phys rep must be core less and pass a weapons check.

### **Small Weapons**

These are 7-18 inches in length and have few specialities. Eos does not permit the use of a weapon under 7 inches in length unless it is a throwing weapon phys rep. Character's wielding short clubs that fall into this category may use the stun damage call. Small weapons only ever do 1 point of damage.

## **One Handed Weapons**

These are 18-42 inches in length, and fall into three different categories – Swords, Maces and Axes. With the appropriate skill and crafted item it is possible to learn to use the Double damage call with all one handed weapon types. However calling Double with a weapon of an appropriate type, but that is not appropriately crafted will do the stated damage, but will instantly break the weapon.

- When using a sword with the appropriate skill and crafted item it is possible to use the through damage call.
- When using an axe with the appropriate skill and crafted item it is possible to use the cleave damage call.
- When using a mace with the appropriate skill and crafted item it is possible to use the crush damage call.

## **Two Handed Weapons**

These are 42-84 inches in length, and fall into two categories polearms and great weapons. Both essentially have the same abilities in terms of damage calls initially, but require different styles of fighting and progress in slightly different ways. It is possible to learn to use the double damage call with all two handed weapon types. However calling double with a weapon of an appropriate type, but that is not appropriately crafted will do the stated damage, but will instantly break the weapon.

When using either type of weapon with the appropriate crafted item and skill it is possible to use the strike down damage call.

## **Projectile Weapons**

These are bows and crossbows. With all projectile weapons Eos asks that players pass an appropriate safety check with a safety referee, and that the draw poundage of any phys reps be reduced to 30.

Bow use grants the character the ability to do a single point of damage with an arrow. Bow through gives the character the ability to use the through damage call when firing arrows.

With all weapon skills, additional abilities are available through progression.

## **Damage Calls**

Eos uses several specialist damage calls in the process of combat. These are listed below along with their effects for your information.

### **First Strike**

This call can accompany several others and has no effect on its own. First Strike allows a character to study an opponent whilst you are out of combat for 5 seconds, and then attack using the permissible damage call available to them. It may only be used once during a melee with an opponent. Should you call first strike and have your blow blocked or parried it still counts as your use of the ability.

### **Through**

A character calling Through as a damage call bypasses any armour an opponent might be wearing and any damage done with this call is taken immediately from their opponent's body points.

### **Crush**

A character calling crush instantly destroys the armour points on the location that they strike. Crush only does 1 point of damage against an unarmoured or already crushed location. A Crush blow can also be used to damage a shield. Once broken in this way, the shield is useless.

### **Cleave**

This call takes an unarmoured limb location straight to zero body points. Cleave only does one point of damage against armour. A cleave blow can also be used to damage a wooden shield. Once broken in this way, the shield is useless.

### **Strike down**

This is a powerful blow that knocks an opponent to the floor. A strike down call from a melee weapon is successful even when parried with a shield – although the character takes no damage. strike down can be blocked by a weapon of at least one handed size. Small weapons cannot parry a strike down. If you are hit with strike down you must fall to the floor making sure both shoulders touch the ground, and then may get up again.

### **Stun**

This call may only be used by a character using a short blunt weapon. It causes a single point of damage to armour, but if striking an unarmoured head or torso causes a loss of a will point instead of a body point. If the character reaches -1 will they will fall unconscious for ten minutes, before returning to zero will(see will rules). Stun has no effect on the body points of legs or arms. Stun may only be used on conscious characters. Characters that are already unconscious by whatever means are unaffected by this call. Stun does not require will points to be spent to use it.

### **Magical or Magic**

A successful strike with this call does one point of damage and also removes 1 point of Will from an opponent. When combined with any other ability, the damage is done according to that call.

### **Numerical Calls**

These refer to the amount of damage a blow inflicts. All not called attacks inflict a single point of damage, whereas double inflicts two points, treble – three points etc... There are some spells that can also cause damage (such as Bolt of Power). In this case you may find a Numerical call used to indicate you have been struck.

### **Other Calls**

These are additional calls made that may affect your character in some way. These are usually associated with magic or special powers. The ones that may be used in open play are listed here. Otherwise, the information is listed in the relevant spell section.

### **Dispel (named spell)**

This call is used to remove existing spell effects. If under the influence of another spell

and a dispel is called naming that spell its effects are removed. For more information, see the spell entry.

### **Prevention**

This spell will stop you from moving through a passage no more than ten feet wide. It should also be accompanied by a caster standing in front with their arms outstretched. For more information, see the spell entry.

### **Shock**

This is a physical damage call. If someone touches you and calls "Shock" you suffer one point of damage to either your armour or body on the touches location. Shock maybe accompanied by a numerical call in which case further points of damage are incurred. For more information, see the spell entry.

### **Terrify Rank (X)!**

This spell works on any character with (X) will or less who is present when the spell is cast. For the next 60 seconds, no affected characters may approach the caster, and will actively flee in fear if the caster approaches them. Characters with no will points who are within the radius when this is cast are affected until they recover a will point. For more information, see the spell entry.

### **Will(x)**

This call is usually made when a target of a spell is required to announce their will rating so that the caster knows how much will they must spend to achieve a successful spell effect. The caster must spend equal will points to the rating called out to succeed and call back the same number, or say "Fail". All failed spells cost a minimum of 1 will point.

## **A Word on Character Death**

Eos is designed to positively encourage player verses player role-play. The rules system is self policing and as such the assassination of another character does not require the presence of a referee. However, in the interests of minimising any chance of dispute we recommend requesting this presence. Players who kill other player's characters should remember that for a consensual game to work in this situation, someone has to win, and someone has to accept losing. Courtesy and sympathy in this situation go a long way to making it easier, and any out of character issue with regards to this process should immediately be referred to a referee.

# Magic

Magic in the World of Dawn is an ancient practice derived from the time before The Fall. The skills that remain are disparate amongst the different survivors.

When you submit your character generation, if you choose a particular magic type, you will be given a specific lore sheet that relates the mechanics of how that type of magic works. Bear in mind that if you have purchased a magic type with character points you do not have any spells of that type unless you purchase those as extras.

All magical abilities are collaborative in Eos. This means that if you have the same type of magic as the person electing to cast the spell, you can elect to pledge will points to assist the caster. You do not need to know spell being cast, but must have a skill in the same magic type. This is determined before the caster begins the vocals, and the will points are transferred by you maintaining contact with the caster. However the caster must always pay a minimum of 1 will point of the cost of the spell.

## Casting

Casting vocals must be announced in a clear and measured voice. Hurrying spell vocals is permissible, but only to the point that the recipient or target can understand them. We trust that all participants will retain a level of common sense in this regard, as all powers and effects of a live role-playing game rely on consensus.

All cast spells require a free hand. Some have additional somatic gestures that require both hands. Where this is stated, you must make sure that both hands are free to cast. This means any weapon or other object held in your hand will prevent your spell from working.

If you are interrupted at any point during your casting, your spell will fail. An interruption is considered to be an action that distracts you from your purpose. Any physical damage will do this, including blows to armour, or any other effect that forces you to react (for example strike down). In the case of a failed spell, you only need to pay the cost of casting.

If a contest of will is resolved in your favour, then your spell succeeds, and you must pay this additional will cost. When casting a spell that contests will ratings, you should announce your vocals, and the target will shout out their will rating in response. This is an OOC mechanic, and should be done as fast as possible. You must spend equal points to this rating to successfully cast the spell, and if you can do this, call back the same number. Until this is resolved for purposes of interruption you are still considered to be casting your spell.

Example: - Tarik casts Banish on a Shade that appears in the room he is in. The Shade calls out "Will 5!", so Tarik must spend 5 will points to succeed and call back "Will 5!"

If you do not have enough will points available or do not wish to spend the required amount, your spell fails. All failed spells cost a minimum of 1 will point to cast.

## **Active and Passive Spells**

Active spells are generally those that have an instantaneous effect. Passive spells are ones that have a duration effect or require additional maintenance. The rules for the dispelling of each of these types of spell are different. Each spell is labelled according to which category it fits into. Recipients of passive spells keep any non magical benefits of the spell that have already been conferred upon them.

Example 1: Tarik heals Brakka with the spell Imbue Life. However the 2 minutes into the process the effect is dispelled. Brakka gains 2 body points and Tarik loses 2 body points, but no additional benefit is conferred and Tarik must cast the spell again.

Example 2: Tarik casts Enhance Vestment on Brakka. About 6 minutes later someone dispels this effect by touching Brakka. The magical hits conferred by the spell are immediately lost.

## **Phys Reps**

Some spells will require characters to appear in response to your casting them. Should this be necessary we ask that you inform a referee before you intend to cast, so that the required phys reps can be prepared.

## **Necromancy**

This is the magical art of the manipulation of the dead. In some cultures, during the Dark Age after The Fall, Necromancy has been a frowned upon, but in others it has been the only means of survival.

### **A Note on Undead**

No living character knows precisely what all of the different types of Undead are, so any player who is raised by a Necromancer will be briefed on what statistics they have and can do. More information for Necromancers on Shades, Corpses and Imbued Cadavers will appear in the Necromancers Lore Sheet.

## **Spells**

### **Spell: Speak with Dead**

**Type:** Necromancy

**Category:** Active

**Vocals:** By my necromantic art I speak with (Named Person)

**Actions:** Touch recently deceased corpse.

**Range:** None (Touch only).

**Cost:** 1 will point per 24 hours deceased.

**Effects:** This spell allows the caster to speak to a deceased character. The deceased must have died within 24 hours per point of will the caster elects to spend.

### **Spell: Raise Shade**

**Type:** Necromancy

**Category:** Passive

**Vocals:** By my necromantic art I call forth (Named Person)

**Actions:** Raise right hand slowly to accompany vocal.

**Range:** Shade will appear in general vicinity of corpse.

**Cost:** 1 will to cast + 1 extra point per 24 hours deceased. For each point spent the shade remains for 1 hour.

**Effects:** This spell allows the caster to summon forth a shade of a recently deceased character. The deceased must have died within 24 hours per point of will the caster spends. The shade will remain for up to 1 hour per point of will expended. Example: Grakka summons back Tarik's dead shade who just died. Grakka can spend as many will as he likes to keep Tarik there (1 will per hour), but must spend 1 will to raise him. If he had been dead 25 hours, Grakka would have to spend 2 will, and Tarik would have stayed for up to 2 hours.

### **Spell: Animate Dead**

**Type: Necromancy**

**Category: Passive**

**Vocals:** By my necromantic art I command you, rise! (+plus phrased commands)

**Actions:** Point at target.

**Range:** 20 feet

**Cost:** 1 will point minimum

**Effects:** This spell allows the caster to command the dead corpse of a recently deceased character. The corpse will obey only three word commands, and will obey 1 command per point of will expended by the caster. Once the caster stops commanding the corpse it will fall into ash. Animate dead may not be cast upon the body a second time.

### **Spell: Imbue Cadaver**

**Type: Necromancy**

**Category: Passive**

**Vocals:** By my necromantic art I bind you within this flesh.

**Actions:** Raise left hand to point at shade, touch right hand to corpse.

**Range:** 20 feet to shade, touch of corpse.

**Cost:** Caster must spend equal will points to the level held by the shade. If this is not possible or the caster does not, the attempt fails.

**Effects:** This spell can be used to place a shade inside the body of a recently deceased person. The necromancer effectively acts as a conduit for the shade to pass through. After completing the vocals, the Shade will call out their current will rating to determine the cost of this spell.

### **Spell: Banish**

**Type: Necromancy**

**Category: Active**

**Vocals:** By my Art I bid you begone!

**Actions:** Raise casting hand to point at Undead.

**Range:** 30 feet to shade, touch of corpse.

**Cost:** Caster must spend equal will points to the level held by the shade. If this is not possible or the caster does not, the attempt fails.

**Effects:** This spell can be used to dismiss an Undead creature, whether corporeal or not. After completing the vocals, the Shade will call out their current will rating to determine the cost of this spell.

**Spell: Spiritual Grasp****Type: Necromancy****Category: Active****Vocals:** By my necromantic art I Grasp your immortal form!**Actions:** Raise right hand and make grasping gesture. Hold hand in fist in front of you to maintain spell. You must also remain immobile.**Range:** 30 feet to target.**Cost:** 1 will to cast then 1 will point per minute**Effects:** This spell grips the spiritual part of its target rendering them immobile for its duration causing incredible pain, but no physical damage.**Spell: Grant Will****Type: Necromancy****Category: Active****Vocals:** By my necromantic art I bring life to the lost. (repeat)**Actions:** Touch target,**Range:** Touch.**Cost:** 1 will per point granted**Effects:** This spell allows a character to transfer will to an undead from their own rating. The recipient gains 1 will per minute the contact is maintained and the giver loses the same. Undead have no maximum will rating.

## Druidism

The magic of life within the world. Druids are the most ancient of practitioners, and concern themselves with the presence of life in all things. Most are also followers of the Land faith, but it is not unknown for Druids to respect a different Deity.

### Spells

**Spell: Heal****Type: Druidic****Category: Active****Vocals:** By life and the world I heal your wound**Actions:** Touch location.**Range:** Touch**Cost:** 1 will per wounded location**Effects:** This spell allows a character to spend a will point and restore body points to a wounded location. 1 will point completely restores a wound location, provided the victim has suffered no wounds on that location below zero.**Spell: Vivify****Type: Druidic****Category: Active****Vocals:** By life and the world I make new what was broken.**Actions:** Touch location.**Range:** Touch**Cost:** 1 will per wounded location**Effects:** This spell will mend a maimed location (that has dropped below zero). The caster must spend a will point, to restore the location to zero.

**Spell: Imbue Life****Type: Druidic****Category: Passive****Vocals:** By my art I take life from you(me), and grant it to you(me)! Repeat**Actions:** Touch giver and recipient.**Range:** Touch**Cost:** 1 will cost minimum if giver is not resisting the spell, or resisting but has no Will. If they are resisting, Caster must spend equal will points to giver's will rating.**Effects:** This spell allows a character to transfer life energy between two people. Either may be the caster themselves. The recipient gains 1 body point per location per minute the contact is maintained and the giver loses the same. No recipient of this spell may go above their natural body point maximum, nor can a target be reduced below zero.**Spell: Draw Strength****Type: Druidic****Category: Passive****Vocals:** By life and the world I draw strength from the weave (repeat).**Actions:** Close eyes, repeat**Range:** Self**Cost:** None.**Effects:** This spell allows a character to restore their own body points at an increased rate as they are attuned to the world weave. The caster regains 1 body point per minute of quiet chanting. The spell automatically ceases when the caster is restored to full body points.**Spell: Purge Poison/Enhance Poison****Type: Druidic****Category: Passive****Vocals:** By life I sense your ill and (Purge/Enhance) it.**Actions:** Touch target.**Range:** Touch**Cost:** 1 will.**Effects:** This spell allows a character to increase/decrease the virulence of a poison affecting the target. Purge will eliminate the poison completely from the target, whereas Enhance will double its effectiveness.**Spell: Cure Disease/Cause Disease****Type: Druidic****Category: Active****Vocals:** By life I feel your ill and Cure it/ By life I Cause you ill**Actions:** Touch target.**Range:** Touch**Cost:** 1 will (and when Causing Disease, 1 special card)**Effects:** This spell allows the caster to remove a disease effect on a person, or to infect them with a known disease effect. The caster can research and collect diseases in downtime to use with this spell.**Spell: Mutate****Type: Druidic****Category: Active****Vocals:** By life I bid you grow and change to my design.

**Actions:** Touch target.

**Range:** Touch

**Cost:** 1 will, plus 1 will per minute of duration you wish the effect to last.

**Effects:** This spell Mutates the target in the desired way that the caster chooses. The Caster may pick a 1 point mutation from the Druidic mutations list on the lore sheet, and grant the target the stated special abilities. It is possible in downtime for the caster to render changes from this spell permanent.

## **Summonation**

Summonation concerns itself with the summoning and controlling of creatures from other planes of existence. Practitioners acknowledge that their art is the most fraught with danger to themselves and those around them. However the rewards are considered to be worth the risk. All Summoners recognise that their magic taps into a world or worlds beyond, and that these places are not subject to the same rules of existence as our own.

**Spell: Draw forth the words**

**Type: Summoning**

**Category: Passive**

**Vocals:** I touch beyond and ask the word of the wind (repeat).

**Actions:** Sit undisturbed for 5 minutes.

**Range:** Self

**Cost:** 1 will.

**Effects:** The magic user may put their ear to the void to ask a specific question and attempt to obtain information about it. Such scrying is imprecise at best, and may gain them a totally different response to the one they were seeking. When you have cast this spell, pass your question to a referee, who will return an answer to you as soon as possible.

**Spell: Summon and Bind Entity (Type)**

**Type: Summoning**

**Category: Active**

**Vocals:** I call forth from beyond an (type) to answer my call!

**Actions:** Raise both hands, look up.

**Range:** Self – Entity will appear instantly from caster's vocals, but may not appear in direct location of the caster.

**Cost:** 1 will to summon and to bind. The caster must spend equal will points to the level held by the entity. If this is not possible or the caster does not do so, the binding fails.

**Effects:** The magic user may summon a type of entity and attempt to bind them into an agreement to assist them. Once summoned, the entity is free to roam at will until bound into a specific agreement by the caster. The entity will not attack the caster for a period of 1 minute as soon as it arrives in the caster's general vicinity, but otherwise is free to do as it wishes until bound.

**Spell: Condition Vessel**

**Type: Summoning**

**Category: Passive**

**Vocals:** I prepare you as a vessel for the powers of beyond.

**Actions:** Touch corpse.

**Range:** Touch

**Cost:** 1 will

**Effects:** This spell allows the magic user to prepare a dead body for the use of an incorporeal entity. If it is used before any necromantic power has been employed on the corpse, then it banishes any residue of the corpse's former spirit. The specific rules on vessels will be provided for players who require them on a lore sheet.

**Spell: Pact**

**Type: Summoning**

**Category: Passive**

**Vocals:** By my will I offer a pact to the powers, and ask that they heed my call.

**Actions:** Touch target.

**Range:** Touch

**Cost:** 2 will minimum cost, if recipient is willing. If recipient resists, the caster must spend equal will points to the level held by the recipient, but always spends a minimum of 2.

**Effects:** This spell allows a minor incorporeal entity to possess the target. For the next hour, the target is open to possession by this type of entity and will attract their attention when within their presence. The specific rules on pacts will be provided for players who require them on a lore sheet. Pact may not be cast on yourself.

## Enchantments & Wards

The power to create magical objects and the defensive arts of magic have long been a tool of all races. However many of the means of making magical objects were lost. Only the most rudimentary of tools are still able to be produced, and the access to these abilities vary between different races and cultures.

Nevertheless many defences remain that have been taught and passed down through generations.

**Spell: Enhance Vestment**

**Type: Enchantment**

**Category: Passive**

**Vocals:** By my will I place power in this vestment

**Actions:** Touch target.

**Range:** Touch

**Cost:** 1 will per armour point to a maximum of 3.

**Effects:** This spell grants the recipient up to 3 total armour points that are enchanted into their clothes or armour. In combat, these points are always the first to be expended and count against a hit on any location. Once they are gone, they cannot be recovered, unless the spell is cast again. This spell will stack with any other armour and body points the target has, but they may only have one of these spells cast on them at any one time. Enhance vestment has a maximum duration of 10 minutes.

**Spell: Prevention**

**Type: Enchantment**

**Category: Passive**

**Vocals:** By my will I prevent you.

**Actions:** The Magic user expends a number of will points and extends their arms in front of them.

**Range:** 10 feet

**Cost:** 1 will per minute of duration.

**Effects:** The spell creates a magical barrier between two nominated objects that can be no more than 10 feet away from the caster. The barrier is impenetrable to living creatures, but magic and projectile weapons can pass through it.

**Spell: Wizard's Lock**

**Type: Enchantment**

**Category: Passive**

**Vocals:** By my will I bid thee shut.(repeat)

**Actions:** The Magic user expends a will point and extends their arms in front of them.

**Range:** Touch

**Cost:** 1 will

**Effects:** The magic user expends 1 point of will and may hold shut any door, window or hinged mechanism. The magic user must maintain a continuous chant to do this.

**Spell: Preservation**

**Type: Enchantment**

**Category: Passive**

**Vocals:** By my will I defend your passing spirit.

**Actions:** The magic user lays both hands on the corpse.

**Range:** Touch

**Cost:** 1 will

**Effects:** This spell protects a dead body from the influence of any magic for 24 hours per point of will expended.

**Spell: Resistance**

**Type: Enchantment**

**Category: Passive**

**Vocals:** By my will I defend you from natural harm.

**Actions:** The caster touches the recipient

**Range:** Touch

**Cost:** 1 will

**Effects:** The recipient is made immune to the effects of poisons and potions for 1 hour.

**Spell: Ethereal Mantle**

**Type: Enchantment**

**Category: Passive**

**Vocals:** By my will I defy the powers of beyond.

**Actions:** Raise hands.

**Range:** Self

**Cost:** 1 will, plus 1 will per minute.

**Effects:** This spell makes the caster unapproachable to lesser entities, and discourages all other entities from approaching them.

**Spell: Craft Rune**

**Type: Enchantment**

**Category: Active**

**Vocals:** In the language of magic I place my will in this Rune (repeat until constructed).

**Actions:** Construct and shape rune

**Range:** Touch

**Cost:** 1 Will (which is imbued).

**Effects:** This spell may only be used in a downtime period. It allows the caster to place will

points into a specifically shaped object. Each spell has a different rune associated with it, and therefore once a will point is placed within it, it may only be used to cast that particular spell. The known runes for each character will be listed in the Enchantment & Wards lore sheet. Players using runes will have all of their enchanted runes registered with Games Control so a running tally can be kept on how many they have. When used in the correct spell, a rune grants +1 will to the power of the determined spell effect.

## **Evocation**

Tapping powers of offensive magic have always been the most popular of the Wizard's paths. Evocation magic was the prime source of study of the Atheneum of Sornasia, and the path of power studied by the Dynast himself. Evocation deals with the manipulation and deployment of force and energy.

### **Spell: Strikedown**

**Type: Evocation**

**Category: Active**

**Vocals:** By my will I strike you down!

**Actions:** Point at target

**Range:** 30 feet

**Cost:** 1 will

**Effects:** This spell allows the caster to knock someone to the floor. On successful casting, the target will immediately fall to the floor, but can get up again.

### **Spell: Bolt of Power**

**Type: Evocation**

**Category: Active**

**Vocals:** By my will I rend your (Location)

**Actions:** Point at target

**Range:** 30 feet

**Cost:** 1 will to cast, then 1 will per point of damage you wish to cause.

**Effects:** This spell causes 1 point of damage to the nominated location per point of will spent. The damage is caused by an expression of physical energy, and therefore affects both armour and body points.

### **Spell: Force**

**Type: Evocation**

**Category: Active**

**Vocals:** By my will I bid thee away!

**Actions:** Point at target

**Range:** touch

**Cost:** 1 will

**Effects:** The magic user expended 1 point of will and touches the target, who is driven backwards with force for 20 feet. Should they encounter another person, they will pull them backwards as well. Should they strike an immovable object they will suffer 1 point of damage.

### **Spell: Dispel**

**Type: Evocation**

**Category: Special**

**Vocals:** By my will Dispel that(this) effect.

**Actions:** The magic user extends their arms in front of them.

**Range:** 30 feet (active) touch (passive)

**Cost:** 1 will to cast, plus 1 will per effect Dispelled.

**Effects:** The magic user expends 1 point of will to cast this spell and can then spend 1 additional will point for every active spell effect they wish to counter. For damage effects, this means 1 point of will per point of damage. When countering an active spell that has an immediate effect (Like Bolt of Power, Entrance, etc..), Dispel must be cast within 2 seconds of the other spell being completed. When countering a passive spell (Like Enhance Vestment, Wizard's Lock, etc...), Dispel may be used at any point of the spells duration. Dispel cannot be used to counter another Dispel.

### **Spell: Identify Enchantment**

**Type: Evocation**

**Category: Passive**

**Vocals:** By my will I perceive the magic around me.

**Actions:** hold hands out, or examine item closely.

**Range:** 30 feet radius

**Cost:** 1 will.

**Effects:** This spell allows the caster to determine the presence and purpose of enchantments around them. Some enchantments will not reveal all of their secrets immediately, and will require consultation with a Lore sheet or referee.

### **Spell: Shock**

**Type: Evocation**

**Category: Passive**

**Vocals:** By my will imbue myself with power.

**Actions:** Point at target

**Range:** Self

**Cost:** 1 will, plus 1 will for every additional 10 seconds of duration.

**Effects:** For 30 seconds plus 10 seconds for every additional will point spent, the caster is filled with electrical energy and will cause a point of damage to any person who they touch or who touches them. This damage is physical and should be called aloud with the word "Shock".

## **Charms**

Traditionally a magic of the Elves, Charms are an intrinsically subtle use of magic. They work best on the vulnerable and weak-willed; if cast successfully, targets will be unaware that magic has been used upon them. They might remember words being said to them, but will not remember the vocal component of the spell.

### **Spell: Divine Will**

**Type: Charm**

**Category: Active**

**Vocals: None**

**Actions:** Point at target.

**Range:** 30 feet

**Cost:** 1 will to cast

**Effects:** This spell allows the caster to determine the will level of a target. This can be

done by asking the target out of character their will rating, or by notifying a referee who can ask them for you.

**Spell: Entrance**

**Type: Charm**

**Category: Passive**

**Vocals:** By my will I Entrance you.

**Actions:** Point at target

**Range:** 30 feet

**Cost:** 1 will to cast, then 1 will for every 10 minutes of duration.

**Effects:** This spell causes the target to become fascinated with the caster. This means that they will be drawn to believe their words, and follow their suggestions unless they have a strong reason not to. When cast, it will only work on a target who has 3 will points or less. Characters with no will points who are targeted with this, remain affected until they recover a will point.

**Spell: Command**

**Type: Charm**

**Category: Active**

**Vocals:** By my will I Command you.

**Actions:** Touch target

**Range:** Touch

**Cost:** Caster must spend equal will points to the level held by the target.

**Effects:** The caster may issue a simple sentence instruction to the target of this spell, and for the next ten minutes, the target will try to obey this command to the letter. The target will retain an innate sense of self preservation and a complete awareness of exactly what they are doing, but will be unaware that a spell has been cast upon them. Multiple command spells may not be cast on the same person at the same time. Once under the influence of a command spell, the character remains immune to the effect of any other command spell until the first is exhausted. Users of this spell should be aware of the responsibilities of consensual role-play, and players who have out of character problems with anything suggested by the use of a command spell should immediately drop out of character and inform a referee.

**Spell: Forget**

**Type: Charm**

**Category: Active**

**Vocals:** By my will I bid you forget (name instance)

**Actions:** Touch target

**Range:** Touch

**Cost:** Caster must spend equal will points to the level held by the target.

**Effects:** The caster may instruct the target to forget a specific circumstance that has occurred in the last hour. If successfully cast the target will obey this instruction to the letter and will permanently forget what they have been instructed to.

**Spell: Terrify**

**Type: Charm**

**Category: Active**

**Vocals:** By my will I make myself terrible to behold.

**Actions:** Raise hands, call Terrify Rank 2 (+1 per additional will point spent)!

**Range:** 30 feet radius.

**Cost:** 1 will +1 will for additional ranks beyond 2.

**Effects:** This spell works on any character with 2 will or less who is present when the spell is cast. For the next 60 seconds, no affected characters may approach the caster, and will actively flee in fear if the caster approaches them. Characters with no will points who are within the radius when this is cast are affected until they recover a will point. The caster may elect to spent additional will points to make the effect more powerful (see above).

**Spell: Embolden**

**Type: Charm**

**Category: Passive**

**Vocals:** By my will I make you fearless.

**Actions:** touch target

**Range:** Touch.

**Cost:** 1 will to cast.

**Effects:** This spell works on any character with 2 will or less. For the next five minutes, the target becomes fearless to the point of recklessness. They are still affected by other spells and influences as normal, but will dare anything and risk any challenge or conflict. Characters with no will points who are targeted with this spell are affected until they recover enough will to get above 2.

## 4. Miscellany

This section of the Rules Guide attempts to address other concerns you may have in relation to playing Eos.

### A note on Referees

Referees are present at Eos events to ensure the correct application of the rules of the game. They are available for you to consult should you have any questions, and can clarify any rules issues you may have. Referees are denoted by the wearing of a fluorescent armband, jacket or tabard. Referees are also present to impart information to players that may affect their characters.

### Lexicon of Terms

Detailed here is a list of live role-playing terminology and accepted actions that you may encounter whilst playing Eos. Some are directly relevant to this game alone, whilst others are common usages from other games as well. Many thanks must go to the Pagga glossary in the Wikipedia for some of the terms.

<b><i>Term</i></b>	<b><i>Explanation</i></b>
<b>Competency Check</b>	The action of a Weapons checker in determining whether you are safe to use a bow, crossbow or other projectile firing device.
<b>Downtime</b>	Period of time between events.
<b>Entity (The/An)</b>	Generally descriptive term in Eos to refer to supernatural creatures. Primarily an out of character term for the purposes of the rulebook. In character players may call them what they wish.
<b>Find out in character (FOIC)</b>	Term generally applied to inappropriate questions asked by players that involve in character information.
<b>Find out in play (FOIP)</b>	Variation of the above.
<b>Finger in the air (action)</b>	Method of determining that a character is no longer visible for whatever reason even if the player is.
<b>In character (IC)</b>	Term generally used to describe information or actions that occurred in play.
<b>Laminate (Lammy)</b>	A piece of card or paper coated in plastic. Usually used to refer to in game items that are tagged with an A7 laminate.
<b>Man Down</b>	Call made by any person at an event when a person has suffered a potentially serious real life injury.
<b>NPC</b>	Non Player character. Term used to describe a staff member who is playing a character part for whatever reason needed.
<b>Out of character (OOC)</b>	Term generally used to describe information or actions that occurred out of play.
<b>PC</b>	Player Character. Term used to describe a paying participant at an event.

<b><i>Term</i></b>	<b><i>Explanation</i></b>
<b>Phys rep (repping)</b>	Term used to describe the required representation of an action during the game, or a object that is made to look like something else – e.g. Latex sword, face mask, etc...
<b>Plot</b>	The ongoing story of a live role-playing game, sometimes shaped by players, sometimes shaped by the interventions or agendas of the game organisers.
<b>Pull your blows</b>	Process by which you strike lightly with your latex weapons in melee combat to ensure other participants do not get hurt.
<b>Referee (Ref)</b>	Staff member distinguished by the wearing of a luminance yellow tabard/jacket or (at Eos) armband. The function of Referees is to maintain the game environment and monitor the application of the rules.
<b>Rule 7</b>	Don't take the piss.
<b>Time In</b>	Moment when event begins, or the moment when an event is restarted by a Referee.
<b>Time Out</b>	Moment when an event ends or is stopped for an out of game reason by a Referee.
<b>Weapons Check</b>	Process of insuring that a weapon phys rep is considered acceptable to use at an event.

## Poisons, Potions and Curses

The basic skill of alchemical knowledge and other skills learned during the ongoing game allow for the production of these three types of item. Anything of this nature will have a special tag or laminate placed on it. Players with the relevant skills to produce these items will have a lore sheet that explains the method of doing so, and it will also give details of the effects of each component used in production. Every produced item of these types must have an appropriate phys rep.

Some potions, poisons and all cursed items will affect players on touch and tags or laminates that denote these will be coloured orange. Poisons or potions that have ingested effects will be coloured blue.

Any player may administer a potion or poison. If you accidentally come into direct skin contact with a contact effect substance whilst attempting to apply it, you should take its effect, and the substance will be wasted.

Should you administer a substance to another player, we recommend that you involve a referee in the matter to verify your laminated items, and to oversee the effect to the player recipient. For many cases where the effect is positive and the process with consent, the presence of a referee may not be required. However if you have any doubt, please consult one.

Example: - Unknowingly Tarik drinks a glass of wine that Grakka has laced with poison. The player of Grakka has previously told the referee what the poison is and showed him the required laminate. The referee will then inform the player of Tarik what the effects are as they occur.

# Downtime

Every player who attends an Eos event is entitled to a downtime submission at the end of the event. Downtime periods run for 120 days and the actions you are able to perform are considered to be the activities that your character engages in during this time.

The focus of the downtime rules for Eos is designed to be to provide a functional for role-playing at events. At no stage will downtime become essential to your game, unless you make it so.

At the beginning of each event, you will receive a downtime submission form in your character pack. This will include all of the actions available for you to perform.

Downtime submissions must be submitted to Eos at the end of the event you attend, and written on the provided downtime submission forms. We will not accept downtime submissions by any other means.

When performing downtime actions, to avoid disappointment, try to theme them towards your character's strengths; research actions from characters who cannot read will not yield a large response, whereas the same action performed by someone with archive knowledge will get a substantive return.

Downtime returns will be included in the event packs that you receive for the next event that you book to attend.

## Travel

Known locations in the realm will be revealed to you on your map that will be included in your character pack. As time progresses, and more of the world is revealed, it will become possible to travel to different locations. The available resources at each location are different, and the journey time will vary depending on how far you go.

## Learning New Skills

In your character pack having submitted your character skills with your booking you will find a sheet that explains the new skills that are available for you to learn in downtime, along with a time limit cost. These are skills that you can learn on your own. As a general rule a character points worth of skills can be learned by this method in 1 period of downtime.

## Teaching Skills and Learning from a Teacher

You can elect to teach skills that you already know to other players. To do this you must fill in your downtime form with the relevant player ID number of the other player, who must do the same for you.

**Example:** - Tarik wishes to learn Axe Double from Grakka. Grakka ticks the "Teach skill box" and fills in "Axe Double". He then fills in Tarik's name and player ID number. Tarik ticks the "Learn Skill box" and fills in "Axe Double" and Grakka's name and player ID.

As a general rule, 2 character points worth of skills can be learned or taught by this method in downtime.

## **Constructing Buildings**

If you have the requisite resources and have the skill Basic Construction you can elect to construct a building from the available list. You must fill in the laminate IDs of the resources you are submitting with this request, and enclose the laminates with the submitted form.

## **Crafting Items/making potions**

If you have the requisite resources and the relevant craft item skill, you can elect to make weapons, armour, and healing tools during a downtime period, or with alchemical knowledge make potions or poisons that you have the ingredients for. Each type of item takes a different amount of time to make. Wizards skilled in certain spells will also have options to make some of their effects permanent. Characters with Alchemical skills may also elect to spend time attempting to look for ingredients that are indigenous to the area.

## **Exploration**

If you are bold, you may elect to explore into the wilderness. This option will be available for all players. However characters who have the survival skill will gain extra benefits. Players who have Advanced map making and attempt this action will be provided with a map of the location they have explored at the next event they book for.

## **Military Training**

Provided you have access to the enough manpower and have the Military Knowledge skill you may train men at arms. Once these are trained other options will become available for their use. You can transfer the command of men at arms to another player by filling in their player ID and character name.

## **Research**

At a relevant settlement, any player may submit a research action. This may yield more historical information about a location or region. Each live event site will have a graded research level calculated by Games Control, and this will determine how detailed a response you may receive. Characters with literacy and archive knowledge skills will obtain more information or have more likelihood of finding what they are asking for.

## **Assist**

Assists are actions performed under the supervision of another character. Assists provide the opportunity for co-ordinated groups to achieve a great deal more than an individual working alone. To perform an assist you should tick the assist box and fill in the section with the Player ID and character name of the person you wish to help.

## **Spells**

There are several spells that can be used in downtime. The method of doing this is to fill in the player ID and character name of the person you are performing the spell on. Downtime spells may only be cast on a willing recipient – who will confirm this by filling in an assist action with your player ID and character name on, or by capturing the recipient of the spell at a live event and having it confirmed by a referee that the character is under your control.

## **Work**

As structures and resources become available in particular locations, characters will gain the option to work to obtain materials. Mines are a good example of this, as they will yield different types of ore (see the resource section). Whilst woodland areas can be worked for

lumber, and quarries for stone, fields for crop, etc...

### **Miscellaneous Actions**

If you wish you may make a miscellaneous action submission for your downtime. If your action is co-ordinated with another player, you should include their player ID and character name. If the action is something that is not included in the actions provided, fill it in this section, but bear in mind Eos reserves the right to veto all miscellaneous actions. They will generally only succeed if they are considered plausible and do not involve actions that should be completed at an event.

**Example:** - Tarik writes that he would like to steal Grakka's shiny crafted axe in downtime. This action will fail, as Tarik should perform this action at an event.



<b>Name</b>	
<b>Address</b>	
<b>Postcode</b>	
<b>Telephone</b>	
<b>Email</b>	
<b>Medical Information</b>	
<b>Emergency Contact</b>	
<b>Are you over 18?</b>	Yes/no
<b>Dietary Requirements</b>	Omnivore/Vegetarian/Vegan/Other
<b>Do you need a rules guide?</b>	Yes/No
<b>Do you need a source book?</b>	Yes/No

**Character Generation forms can be sent to:**

E O S  
email: [Eos@alarae.com](mailto:Eos@alarae.com)