

FADED GLORY

LIVE ROLE PLAY



Faded Glory

The Live Action Role Play System

Rule Book

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V10

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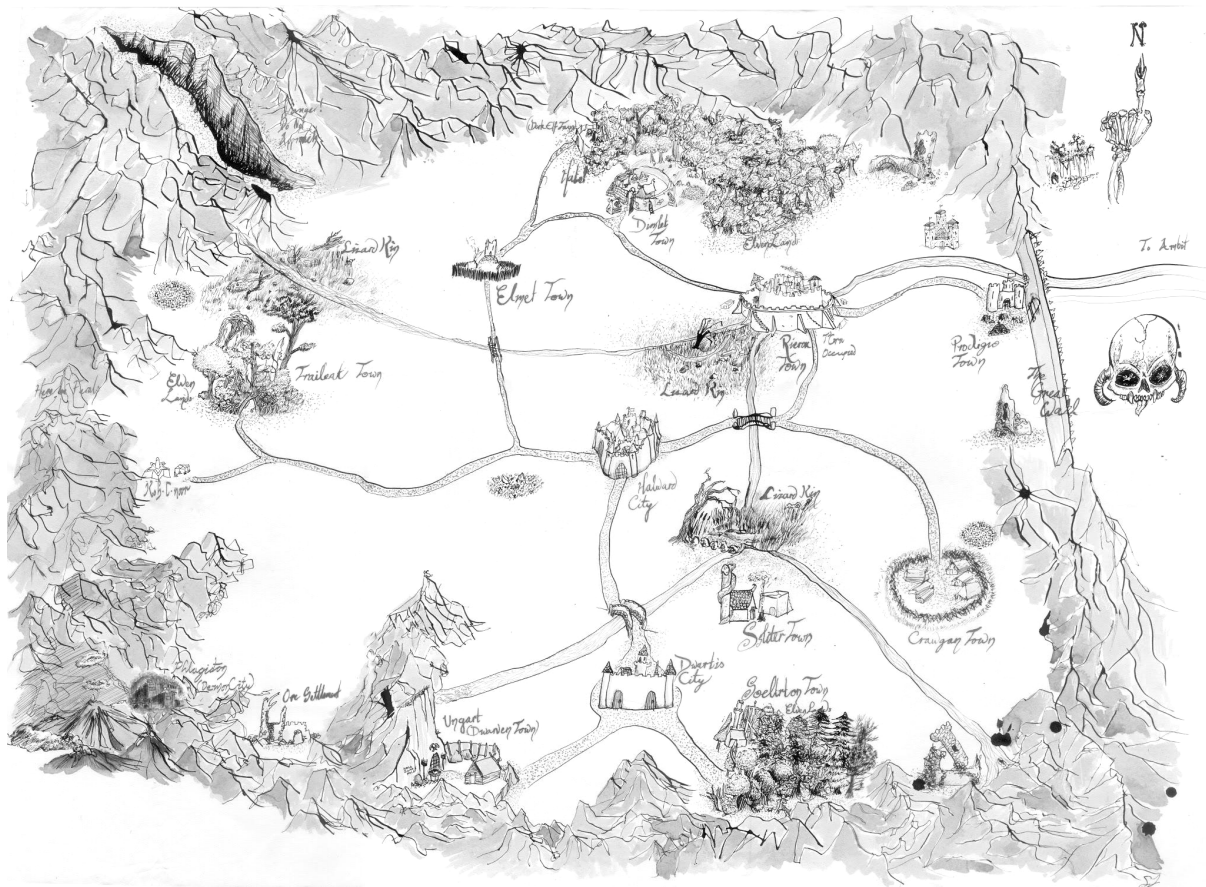
Introduction

Hello and welcome to Faded Glory. We hope that you will enjoy exploring the world of Rhiona, performing heroic deeds and telling collective stories with your friends.

This rulebook should provide all that you need to know about the Faded Glory system from general background information to creating your character. We will attempt to notify players of any changes to the rulebook and we will release updated rulebooks as often as we can. Further system information about the setting and advanced rules can be found on our website, address below.

If you have any questions please feel free to contact us at: Design.Team@fadedglorylrp.co.uk

Alternatively you can go to our web page: <http://www.fadedglorylrp.co.uk/>



What is Live Role-Playing (LRP)

Fantasy live role-playing was created when some role-players wondered what it would be like to play their characters for real. It is the art of portraying a fictional character in a story. You can meet other characters, monsters, and interact with one another and the story.

L.R.P. allows us to express our imagination in ways that are not possible in day-to-day life. In moderation it is a chance to leave behind everyday life and to live an extraordinary one for a short time, doing things that we would never be able to do in our normal lives. However the following should always be remembered when at the events:

No player or monster should ever use physical restraint or force when role-playing. If players or the monster team want to role-play a kidnapping, an arrest or a brawl ALL characters including the target(s) should be briefed in advance and the event role-played to the best effect.

We, at Faded Glory, ask that all participants at events respect other people's property; from weapons and costume to tents and tools. Anyone who damages equipment belonging to someone else should try to inform the owner as soon as possible. If the damaged equipment belongs to the Faded Glory system, it should be reported to one of the organisers or refs, who will ensure that any damaged equipment is removed or made safe. People may also be billed for any damage they have caused.

Combat is an important and entertaining part of L.R.P. involving the use of specially manufactured L.R.P. weapons. All participants of Faded Glory Events have agreed that live role-playing weapons may be used on them in the course of the events. Players are reminded that all blows must be pulled to reduce the impact and all weapons and equipment are subject to safety checks before they can be used. Players should also note that fast consecutive hits, known as drum-rolling, are not permitted and a minimum 1 second pull between blows should be allowed.

Many races, skills, abilities or magical items need you to have physical representations (phys-reps) for them. If you do not have the appropriate phys-rep then you cannot use the skill/ability/magical item. If for any reason you choose to not put your armour on that morning you cannot claim to be wearing it in a fight, this makes things simple and straightforward for players, crew and the ref team and avoids a great deal of confusion.

If you do not have a skill on your battle board that says you can do something then you cannot do it. If your character has wings, you cannot fly unless you have a skill that says you can.

All referee calls made are FINAL within the event they are made at. A referee can only base his or her decision on the information they have available to them at the time and they will try to make the best decision they can based on the rules and fairness. Therefore, if you require a referee to make a ref call to do with your character or something your character has done, it is best if you have all the information ready for the referee before he/she makes their decision as it will not be changed afterwards.

Finally and most importantly, remember that the point of L.R.P. is for everyone to have fun and to enjoy themselves, so leave your troubles at the gate and come have fun!

NOTE: Ref calls may well be discussed by the referee team after the event and clarifications may be published if needed, in such cases the decision may be changed and documented so it is not an issue in the future.

The World in Brief

“Welcome to the world of Rhiona, once it was a lush and verdant world full of life and joy, now that is no longer the case.

First there came the Impossible War, so named because no one dreamed such horror could take place. At its conclusion the armies of darkness were defeated but not before they decimated vast portions of the world.

If that were not bad enough, barely a year later, just as people were starting to get their lives back together, the Undead came. The uncounted rotting bodies of man and beast left over from the Impossible War rose as one and marched on the living, driven by some unseen and unspeakable force. The living appeared not have a chance; they were outnumbered and had no military strength of worth. Only by desperate chance did the last of the living races survive. They created a powerful artifact, now known as the Life Stone, to repel the undead and create a haven for the living.

Two centuries later with the gods having deserted us and the Life stones protections slowly but inexorably failing things started to look better for the surviving living races. Bands of adventurers started to take the fight back to the undead and reclaim a little of the lost history and glory we once possessed. Their deeds were many and great, a College of Mages was founded to teach magic and share the lost lore that was being re-discovered. Long dead Knightly orders were discovered and rebuilt. Survivors were found and rescued and even the great troll city of Golashkanev was liberated from the undead and a new Troll king found to rule its people. A few brave or foolhardy souls chose to risk the ire of Lich King himself by conducting a raid on the undead capital and rescuing living slaves from within.

But amidst these great deeds they discovered something terrible, there was no longer just one foe they had to worry about, the T'cra a great and terrible foe, older than we can imagine has returned and were battling the undead for this world. We too were not beneath their notice as those same brave adventurers narrowly preventing the T'cra from an all out assault on the Protected Zone. But they have proved time and again that the powers that kept the undead from our doors had no effect on the T'cra.

Despite all this we were surviving and many felt that we were making progress... that was until recently. One of the human lords of the Protected Zone proved to be a traitor and had been working for the undead. During an unexplained weakening of the Lifestone undead forces assaulted the stone and despite a fierce opposition from the troops assembled to defend the stone the undead succeeded in shattering it.

So now we stand without protection for the first time in over two centuries. The traitor lord managed to escape but not before his city and most of his followers were destroyed. The population of the protected zone is in shock everyone waiting for the undead to come sweeping in and finish what they started so long ago.

And yet there is hope amidst these bleak times, the expected undead assault on the now Un-Protected Zone has failed to materialise thus far. Also there have been strange stories of farmers finding undead immobile in their fields and simple peasants driving terrible monstrosities from their door. Perhaps for all the good it did in keeping us alive, the Lifestone has been holding us back and now, without it to rely on we are forced to fend for ourselves and show these invaders what we are truly made of.

Eoden Pathfinder

Creating your Character.

The first thing you need before you sit down and work your way through this section is an idea of what sort of character you would like to play. You could be playing the character for quite a while so you do not want to be stuck with something you dislike or have to start over. If you cannot think of an idea then think of your favourite characters from films or books for inspiration. Something else to consider is that you could be playing this character for two or three days at a time so choose something that you are comfortable role-playing. Once you have your idea think of a name for your character and you are ready to begin creating.

All characters start with 3 hits to all locations, 0 mana, no skills and 12 skill points although these may be modified by the character's race. So the first thing you need to do is choose a race for the character you are creating.

Races

There are eight standard races in the Faded Glory world and players can choose to play any of them. Each race has one or more special rules. In order for your character to gain the use of these special rules you must adhere to the makeup rules for the race in question.

Dark Elf

Dark Elves had always been the evil cousins of the elves and were feared because of their reputation for the delight they got from the misery of others. They had always had a special hatred of the elves over all the other races but now, without the words of their god in their minds and with most of their matriarchs dead or powerless, the elves and the dark elves have come to a truce. In fact the first time they worked together was at the insistence of their god and since her demise they have taken this as a sign with both species now seemingly happy to work together. In many places there is no love lost between the two types of elves but at least they get on. Dark Elves still prefer the darkness of their subterranean world to that of sunlight however they are becoming more accepting of it.



Special Rules:

Darkness of the Heart: Dark Elves gain 35 crowns of resources per point spent in Gather Mineralism instead of the usual 25.

Darkness Born: Dark Elves pay 1SP less per hide in shadows skill they buy and do not require training to access such skills. NOTE: Characters can still only be created using the skills in the rulebook

Hide in Shadows: This is exactly the same as the rogue skill of the same name, allowing the dark elf to hide in areas of darkness or shadow.

Dark Past: Dark Elves start with the Poison Lore skill

Languages: Elven, Common

Makeup: All Dark Elves have black skin and pointy ears. White hair is usual but not essential.

Dwarf

Dwarves are a noble race who dwell under the earth. They have much in common with the rocks and gems they love to work with for they are both hard and unyielding. Dwarves tend to be stocky and muscular with ruddy cheeks and bright eyes. All Dwarves, both male and female, have long beards of which they are immensely proud and they tend to groom them



carefully. They are courageous and tenacious fighters who are ill disposed toward magic; it is virtually unheard of for Dwarves to use mage spells or to train as a mage. They do however train as soul casters because they have a natural disposition to the soul casters belief of a link with the world itself. Dwarves like things to be rigid and unchanging like the stone they work with which is why all Dwarves have a dislike of the sea, which to them is a symbol of change. Dwarves are very fond of gold and gems, often to the point of obsession but believe it to be in bad taste to flaunt wealth and rarely wear more than a single piece of jewellery.

Special Rules:

Nose for Minerals: Dwarves gain 35 crowns of resources per point spent in Gather Smelting instead of the usual 25

Metal in the Blood: Dwarves pay 1 SP less per Craft Smith skill they buy and do not require training to access such skills. NOTE: Characters can still only be created using the skills in the rulebook

Hatred of Magic: Dwarves may never buy or use mage skills or elemental spells. They will also never use elemental magical items unless it's a weapon or armour.

Magical Fortitude: Dwarves get 2 spell resists for every one they purchase.

Battle Born: All Dwarves start with Armour Care, Use Weapon skill (of their choice) and either Armour Journeyman or Use shield for free.

Languages: Dwarven, Common

Makeup: All dwarves have beards.

Elf

Elves look a lot like humans except that they are more lightly built. They are not too difficult to recognise as they have pale skin and pointy ears. They tend towards being very good looking as a race; there is a saying that there is no such thing as an ugly elf. You will certainly never see an untidy one as they take great care of their appearance, always straightening their garb and keep their kit clean. Elves are an innately magical race and therefore make excellent spell-casters. They make their homes among the trees and have a strong bond with forests and nature.



Special Rules:

Woodland Born: Elves gain 35 crowns of resources per point spent in Gather Forester instead of the usual 25.

Respect the Woodland: Elves pay 1 SP less per Craft Woodcraft skill they purchase and do not require training to access such skills. NOTE: Characters can still only be created using the skills in the rulebook

Elves may also choose one of the following skills:

Reverie: Being innately magical, elves can recover mana faster than other races. Reverie will provides one mana returned per encounter regardless of whether the caster attempts to draw power or not (up to maximum). This rate is one per two encounters for Psions.

Blur in Woodland: Elves have a strong link to the forests. Consequently, as long as they wear natural colours (greens and browns), they are effectively invisible in any area of woodland if they do not move. Woodland is defined as a small group of trees or bushes, even long grass, as long as it is enough to hide the elf. A reasonable attempt to hide must be made by the elf though; they cannot just stand next to a tree or bush and claim invisibility.

Languages: Elven, Common

Makeup: All elves must have pointy ears.

Feral

Ferals are an odd race, they seem to be some sort of bizarre crossbreed between animals and elves. They come in all sorts of shapes and sizes from the huge bear Ferals to the smaller rat Ferals and everything in between. Little is known of them except that generally they are a pretty nasty bunch. They started appearing on the borders of the protected zone in the last few years, coming from the undead lands. One thing is clear and that is they hate the undead at least as much as we do. Generally they hate outsiders as well and are openly hostile towards them, an outsider being anyone non-Feral and not of their particular tribe. Having said all this, the Ferals exiled from their tribes seem to have a more understanding view towards others and from them much as been learnt.



It seems that until recently the Ferals had an understanding with a being called the Great Protector. In return for them keeping all outsiders from their home and the surrounding lands the Great Protector would keep them safe from the undead. Apparently both sides honoured the arrangement, until very recently when it is said that the Ferals not only allowed a group of thieves to break into the old temple in the heart of their domain, but also allowed the interlopers to escape with the item the Great Protector had arranged for the Ferals to keep safe.

With the deal broken, undead poured in to the lands of the Ferals. In the confusion the leader of the Ferals was killed and the tribe scattered. Now smaller tribes roam the undead lands seeking either somewhere else to live or some way to win back the favour of their Great Protector.

Whether by chance or manipulation the Ferals have been turning up in the protected zone in ever increasing numbers and are proving to be a problem for the guard, as if they did not have enough on their plate as it was. Only in time will we begin to see the far-reaching consequences of the arrival of the Ferals in our part of the world.

Special Rules:

Animal Kin: All Ferals have the features of an animals or birds and they gain some of the abilities of that creature. For example a wolf feral may gain the ability to track by smell or sniff out hidden creatures, an eagle feral may have the ability to see tiny details. If you want to play a feral, decide on the animal type and the refs can tell you what abilities that type of feral has.

Hedgerow Savvy: Ferals gain 35 crowns of resources per point spent in Gather Hedgerow instead of the usual 25

Treated with Suspicion: Ferals only get 15 crowns per level of income instead of the normal 25 to represent how much people distrust Ferals and how hard it is for them to find gainful employment

Outlaw: Ferals are an outlaw race meaning they enjoy no protection under the laws of the Protected Zone.

Languages: Feral, Common

Makeup: You must make a reasonable attempt to look like the animal you choose your Feral to be.

Human

Humans need little or no description for we all know what a wide variety we are as a race. Most are pretty equal but there are a few exceptional specimens amongst us. Humans are very adaptable and quick to learn. There are few



areas of the world in which they cannot live.

Special Rules:

Income Bonus: Humans gain 35 crowns per point spent in income instead of the usual 25

Adaptability: To represent the human's ability to learn fast and to adapt, they receive a bonus 2 skill points at character creation, giving them 14 points instead of the usual 12.

Flexible Mind: Humans pay 1SP less for all Wild Psion skills to represent the variety in the human race.

NOTE: Characters can still only be created using the skills in the rulebook.

Languages: Common

Makeup: There is no special makeup required to play a human.

Lizard-Kin

Lizard-Kin are generally quite reclusive, making their homes in swamps and other warm, damp environments. They do not work well in cold conditions and will never be found in mountainous or Polar Regions. However this has led to them developing an excellent knowledge of fire magic. Lizard-Kin tend to have green or brown skin, except for the shaman in a tribe who usually develops a red skin colour as their magical skills grow. The other exception is that the skin of the group leaders tends to change to a blue colour after they have assumed leadership. All Lizard-Kin have lizard like features. In Lizard-Kin society groups of individuals form into tribes under a tribe leader. Tribes rarely number more than around 150 including females and hatchlings. There may also be one or more shamans in the tribe - there is usually one for every 50 Lizard-Kin - but it is not uncommon to have more. All Lizard-Kin tribes are ruled over by the lizard king who is usually the biggest and strongest of the Lizard-Kin. A Lizard-kin assumes a gold skin colour when becoming the lizard king.



Special Rules:

Swamp Lore: Lizard-Kin gain 35 crowns of resources per point spent in Gather Herbal instead of the usual 25

Fast: All Lizard-kin start with the combat reflexes 1 skill.

Fast Strike: Lizard-Kin can move with an amazing speed usually surprising their foe and taking an early advantage with the additional damage they can inflict before their foe has the chance to react. In game terms the first blow a Lizard-Kin lands in any combat is at +1 damage. If the blow misses it is wasted.

Cold Blooded: All Lizard-kin suffer from the cold and take double damage or duration from cold spells and effects.

Lizard Kin can choose one of the following:

Elemental Mastery: A 1 SP discount and access to the Elemental Mastery Skills for the element they cast from. They also do not need training to buy the Elemental Mastery Skills.

Or

Battle Reflexes: A 1 SP discount and access to the Combat Reflexes skills without need for training.

NOTE: Characters can still only be created using the skills in the rulebook.

Makeup: All Lizard-Kin must have lizard like features and a tail along with coloured skin.

Ogre

Ogres are big, ugly, greedy humanoids that used to live by raids and ambush alone. Now they, like many other races, have been forced to change the way they live. However, of all the races, they are the ones that still live closest to their old ways and Ogre raids are well known in outlying settlements though fortunately they are not as common as they used to be. Ogres have brown skin and tend to wear the furs of creatures they have killed. Generally they fall into one of two categories. The first group retain their tribal background and live in the wild as groups led by chieftains. These tribes live by hunting and raiding although some will trade with human settlements from time to time. The second group are those who have gone to live in human settlements and work as bodyguards and manual labourers. Like the Orcs, the Ogres are slowly becoming more civilized. Their council members take a slightly more involved role than that of the Orcs but not by much.



Special Rules:

Treated with Suspicion: Ogres only get 15 crowns per level of income instead of the normal 25 to represent how much people distrust Ogres and how hard it is for them to find gainful employment

Bullish: Due to their poor intelligence levels Ogres pay an additional 1 SP per level of any Crafting or Gathering Skill as they find them difficult to master.

Brute: Ogres pay one SP less per strength skill they buy and do not require training to access such skills.

NOTE: Characters can still only be created using the skills in the rulebook.

Dumb: Due to their low intelligence Ogres start with a -2 SP Penalty at creation meaning they start with 10 SP instead of 12.

Violent Nature: Ogres begin with the following bonuses for free:

+1 Loc, Strength, Use either two handed or great weapons (choose at creation)

Languages: Poor Common

Makeup: Ogres must have a small horn in the middle of their forehead and brown/green skin.

Orc

Orcs are a species of aggressive humanoids that band together in tribes and survive by hunting and raiding. Since the creation of the Life Stone the Orcs have found themselves confined. Initially they raided the villages until the Guard became organised. Unfortunately, after this, all that happened was that the Orcs became more cunning and began choosing their targets for raids very carefully. Having said that though Orcs can be enticed to work for the other races if the price is right, and the offer of monetary or some other sufficient reward, will often attract Orcs to a cause. Some Orcs have become more civilized, but they are the exception to rather than the rule.



Nevertheless the numbers of these "civilized" Orcs are steadily growing. It is becoming more common for Orcs to join the Guard, where they are proving to be excellent recruits. Your average Orc has green skin and is frequently stronger than your average human as well as being more ferocious in combat. While they have mostly mastered the common tongue they usually speak it in a very guttural tone and generally have no concept of sarcasm.

Special Rules:

Hide Hunter: Orcs gain 35 crowns of resources per point spent in Gather Tanning instead of the usual 25

Treated with Suspicion: Orcs only get 15 crowns per level of income instead of the normal 25 to represent how much people distrust Orcs and how hard it is for them to find gainful employment.

Disease Tolerant: Orcs begin with 20 levels per day of disease resistance and have access to the skill to purchase more at the rate of 1 SP per 5 levels.

Battle Savvy: Orcs gain 1 additional knockback or knockdown per combat per level of strength or combat reflexes skill they purchase.

Languages: Orcish, Common

Makeup: All orcs have green skin.

Other Races

There are other races in the Faded Glory world but they count as special requests and may have heavy restrictions on them. If you want to play a special request race then please talk to the referees, the race you want to play may already exist within the world and the referees can give you the details. Alternatively if it is a new race they can help you create it and fit it into the existing lore of the system. Please note that while the referee team will do their best to accommodate special request races, some races are considered to be unplayable for plot reasons or for reasons of fairness.



Classes

The following pages list the basic character classes available to your character. A player must choose to take a class when they create their character for the purpose of SP costs (See Skills Section).

Fighters

Fighters are usually tough and hardy, often wearing armour and skilled in various fighting styles they come in many different shapes and sizes, from the noble knight to the frothing berserker.

Fighter Class Restrictions: None

Mages

Mages cast spells from one of the four elements that make up the world in which we live. These are air, earth, fire and water. A mage may be self taught but more usually these days they will have spent time at the Order of Sortileges learning how to hone their art.

Mage Class Restrictions: While mages can wear armour it makes it harder for them to cast spells. If a mage tries to cast spells while wearing armour they take the base protection value of the armour and multiply it by the level of spell. The figure is the cost in mana to cast the spell. For example, if a mage wanted to cast a level 2 spell in studded leather which has a protection value of 3 then it would cost him $2 \times 3 = 6$ mana to cast.

Note: Only the protection values for the Common quality armour is used, the additional protection values for higher quality goods do not affect this multiplier.

Psion

Psions are a recent occurrence in the world; the first Psions started appearing not long after the T'cra re-emerged into the world, whether there is any connection to this event is unknown. Because the powers of a Psion are very new and almost nothing is understood about them, many Psions have been treated with fear and, sadly, outright hostility because anyone seen to be using inexplicable powers is subject to suspicion.

Psion Class Restrictions: Psions can wear any armour although they may never wear any armour that covers the head.

Rogue

Letting anyone know that you are a thief is usually the quickest way to get the guard brought down on you. Nevertheless characters of this profession do still survive in the shadows behind the day-to-day world the rest of us inhabit. You would have thought that during the time of darkness thieves would have become almost non-existent, but no, they are still around. However many that know the art of the Rogue do not make their money by illegitimate means. Quite a few join the guard as scouts and runners where their skills are highly prized. Still there are more than enough of those who use their skills to make money the easy way; namely by stealing it.

Rogue Class Restrictions: None

Soul Casters

Practitioners of this magic believe that their souls are directly linked to the world and through the world they are linked to the lives of everything and everyone. They believe that by drawing on the soul they are drawing power in essence from the world and life itself in order to cast their spells. Soul magic, when compared to mage magic, is more limited as mages get more spells and are individually more powerful. However the benefit of soul magic is that two or more low level soul casters can “join” in casting a spell to get a high-powered effect.

There are three types of Soul Casters:

Light Soul Magic: Light Soul Magic revolves around life and purity. Light soul casters cannot join with dark soul casters when trying to cast a spell to greater effect; they may only join with other light casters. Light soul casters gain healing powers and undead holding powers as well as a few other interesting anti-undead spells.

Dark Soul Magic: Dark Soul Magic revolves around corruption and death. Dark soul casters cannot join with light soul casters when trying to cast a spell to greater effect. They may only join with other dark casters. Dark soul casters gain the power to inflict harm and to control undead for short periods. They also get a number of other death dealing powers.

Grey Soul Casters: Grey Soul Casters walk a fine line between life and death. They have a very balanced outlook on everything that they do, never favouring one or the other. You cannot become a grey caster; instead you must choose to be one when you create your character. Grey Soul casters gain all the powers of light and dark soul casters but there are a number of special rules they must adhere to.

1. They must start as grey casters. No class can buy grey powers at a later date. They must start with at least casting level 1 for both light and dark.
2. Grey casters cannot have a difference in casting level of more than one level between the light and dark powers.
3. They can only join with other grey casters to cast spells to greater effect.
4. They can buy skills deemed light or dark. However they must buy both at the same time and not just one or the other.
5. Grey casters can only buy skills from the General and Soul skill lists
6. The grey casters have two spell point pools, one for light and one for dark. The caster must use all of both spell point pools before they can attempt to regain mana by any means. Both spell point pools must have the same number of total mana.

Soul Caster Class Restrictions: Soul casters can cast freely in armour made from natural materials so they can cast spells normally in fur, leather and studded leather armours. However metal armours such as chain and plate interfere with their casting, meaning a soul caster trying to cast wearing such an armour suffers the same penalty as mages.

Note: Only the protection values for the Common quality armour is used, the additional protection values for higher quality goods do not affect this multiplier.

Skills

In the following pages you will find the lists of skills that you can choose from for each class as well as some general skills that apply to all classes.

All characters start with 12 skill points (SP's) with which they can choose to buy abilities (unless modified by race).

Until they have spent a skill point, a character has NO skills and cannot even wield a stick as a weapon. Skills from the GENERAL list cost the same for everyone, no matter what class they are. The other lists however are slightly different. When you create your character you must choose your class.

This is your primary class and you can buy anything from that class list for the listed price. If you choose to buy skills from a second class, that is your secondary class. The price is double the listed price for a skill from that class list. If you want a skill from a third class, that would be your tertiary class and the price is tripled. For example, if player X chose to play a fighter then all fighter skills would cost the listed price. If player X then wanted rogue skills, the rogue class would be his second class and everything would cost double. Finally if player x decided that they also wanted some mage skills, this would be the third class and all mage skills will cost triple the price listed on the mage lists. You do not have to choose a secondary or tertiary class until you want to buy some skills from them. However once they have been chosen they cannot be changed.

It should be noted that if anyone wants to play a mage/soul caster they will have separate spell point pools for each class.

The skills listed in the rulebook are the basic skills lists. It is assumed that a starting character could find someone to teach him these skills quite easily and so these skills may be bought at any time. There are extended skill lists from which characters can choose from after creation but to access them they have to go about it one of three ways:

1) Teaching Yourself.

You can teach yourself new tricks and skills, especially if you have seen others use them. However it is something that is not easy especially with some of the more complicated skills such as magic and it can also be costly and dangerous to do so. To represent this in order to teach yourself something you must pay double the normal SP cost for your character. This cost can be reduced by various means, for example, studying a tome on the subject.

2)The Guilds

The different guilds will teach people skills appropriate to their purpose. For example the Order of Sortileges can teach Mage skills and the Healers Guild can teach healing skills. The cost for training varies and Guild members are certain to get a discount. Prices for training vary between 50 and 100 crowns per Skill Point a skill costs to purchase. Therefore a 3 SP skill will cost between 150 and 300 crowns for training.

Skills listed in the main rulebook can never need training.



Skill Tables

General Skills

Additional Loc: (Cost: 5 for the first one only) This skill grants an extra hit to all of a character's 6 locations. The cost of the skill is multiplied by the number of extra hits a character has bought. Therefore if a character had already bought one extra hit and wanted a second, $5 \times 2 = 10$. However if a character already had four extra hits and wanted a fifth, then the cost would be $5 \times 5 = 25$.

Ambidexterity: (Cost: 2) Allows a character to use a single-handed weapon in both hands at the same time.

Armour Care: (Cost: 1) Must be bought before a character can wear armour. Once this skill has been bought a character can wear any type of armour they choose and can adjust it as mentioned in the armour section.

Combat Reflexes: (Cost: 3) Combat Reflexes will allow a character to:

- ❖ Use a dodge to avoid the effect of non-magical traps (must purchase dodges separately)
- ❖ To escape any non-magical bonds in 8 minutes
- ❖ To call Knockdown Once Per combat

Craft Alchemy Rank 1: (Cost: 1) Craft Alchemy allows you to make common quality, rank 1 Alchemy potions. You can only make potions of recipes you know, buying this skill grants you 3 x rank 1 recipes. Materials costs for potions can be found in the Potions Craftsman list.

Craft Alchemy Rank 2: (Cost: 1) Requirements: Craft Alchemy Rank 1. Craft Alchemy allows you to make common quality, rank 2 Alchemy potions. You can only make potions of recipes you know, buying this skill grants you 3 x rank 2 recipes. Materials costs for potions can be found in the Potions Craftsman list.

Craft Hedgebrew Rank 1: (Cost: 1) Craft Hedgebrew rank 1 allows you to make common quality, rank 1 Hedgebrew potions. You can only make potions of recipes you know, buying this skill grants you 3 x rank 1 recipes. Materials costs for potions can be found in the Potions Craftsman list.

Craft Hedgebrew Rank 2: (Cost: 1) Requirements: Craft Hedgebrew Rank 1. Craft Hedgebrew rank 2 allows you to make common quality, rank 2 Hedgebrew potions. You can only make potions of recipes you know, buying this skill grants you 3 x rank 2 recipes. Materials costs for potions can be found in the Potions Craftsman list.

Craft Herbal Rank 1: (Cost: 1) Craft Herbal rank 1 allows you to make common quality, rank 1 Herbal Potions. You can only make potions of recipes you know, buying this skill grants you 3 x rank 1 recipes. Materials costs for potions can be found in the Potions Craftsman list.

Craft Herbal Rank 2: (Cost: 1) Requirements: Craft Herbal Rank 1. Craft Herbal allows you to make common quality, rank 2 Herbal Potions. You can only make potions of recipes you know, buying this skill grants you 3 x rank 2 recipes. Materials costs for potions can be found in the Potions Craftsman list.

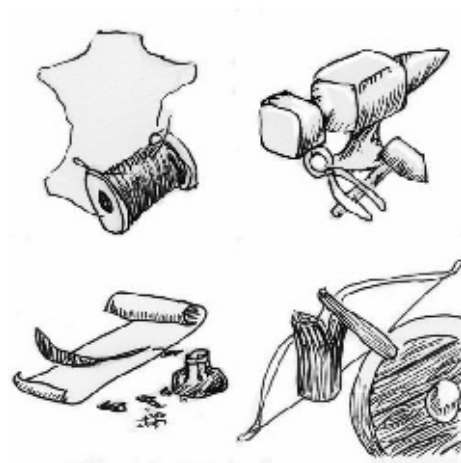
Craft Leatherwork: (Cost: 3) Craft Leatherwork allows a character to make and repair common quality leather armour and items. the Leatherworker Craftsman list details what can be made and what materials are required to make and repair common quality items. Repairing common items take ten minutes, making a common item takes an hour but to do either you must make have tools and the required resources with you.

Craft Esoteric Leatherworking: (Cost: 1) Requirements: Craft Leatherwork This skill is an upgrade to the Craft Leatherwork skill that allows a Leatherworker to create enchantable common quality leather goods.

Craft Poison Rank 1: (Cost: 1) Craft Poison rank 1 allows you to make common quality Rank 1 Poisons. You can only make potions of recipes you know, buying this skill grants you 3 x rank 1 recipes. Materials

costs for potions can be found in the Potions Craftsman list.

Craft Poison Rank 2: (Cost: 1) Requirements: Craft Poison Rank 1. Craft Poison allows you to make common quality, rank 2 Poisons. You can only make potions of recipes you know, buying this skill grants you 3 x rank 2 recipes. Materials costs for potions can be found in the Potions Craftsman list.



Craft Smith: (Cost: 3) Craft Smith allows a character to make and repair common quality metal armour and items. the Smithing Craftsman list details what can be made and what materials are required to make and repair common quality items. Repairing common items take ten minutes, making a common item takes an hour but to do either you must make have tools and the required resources with you.

Craft Esoteric Smithing: (Cost: 1) Requirements: Craft Smith. This skill is an upgrade to the Craft Smith skill that allows a Blacksmith to create enchantable common quality metal goods.

Craft Tailoring: (Cost: 3) Craft Tailoring allows a character to make and repair common quality cloth armour and items. The Tailoring Craftsman list details what can be made and what

materials are required to make and repair common quality items. Repairing common items take ten minutes, making a common item takes an hour but to do either you must make have tools and the required resources with you.

Craft Esoteric Tailoring: (Cost: 1) Requirements: Craft Tailoring. This skill is an upgrade to the Craft Tailoring skill that allows a Tailor to create enchantable common quality cloth goods.

Craft Woodwork: (Cost: 3) Craft Woodwork allows a character to make and repair common quality wooden weapons and items. The Woodwork Craftsman list details what can be made and what materials are required to make and repair common quality items. Repairing common items take ten minutes, making a common item takes an hour but to do either you must make have tools and the required resources with you.

Craft Esoteric Woodworking: (Cost: 1) Requirements: Craft Woodwork. This skill is an upgrade to the Craft Woodwork skill that allows a Woodworker to create enchantable common quality wooden goods.

Craft Esoteric Whitesmith: (Cost: 4) Allows a character to make and repair enchantable common quality jewellery. The Whitesmith Craftsman list details what can be made and what materials are required to make and repair common quality items. Making a common item takes an hour but to do either you must make have tools and the required resources with you. When repairing an enchantable item, 50% of the repair cost must be in Arcanism resources.

Diagnose: (Cost: 1) Allows a character to determine how bad another character's wounds are. A close inspection of the character is required. May also be used to tell if certain attacks are hurting monsters.

Discern Disease:(Cost: 1) Allows a character to determine what type of disease another character is inflicted with. Works by examining the diseased person, cannot determine diseases from other sources.

Discern Poison: (Cost: 1) Allows a character to determine if another player has been poisoned. As with diseases, works by examining a poisoned person, cannot determine poisons from other sources.

ID Potion - Herbal: (Cost: 1) Allows a crafter to identify Herbal potions. Requires 5 mins of inspection. Only works on bottled potions. Requires Craft Herbal Rank 2.

ID Potion - Alchemy: (Cost: 1) Allows a crafter to identify Alchemy potions. Requires 5 mins of inspection. Only works on bottled potions.Requires Craft Alchemy Rank 2.

ID Potion - Hedgebrew: (Cost: 1) Allows a crafter to identify Herbal potions. Requires 5 mins of

inspection. Only works on bottled potions. Requires Craft Hedgebrew Rank 2.

ID Potion - Poison: (Cost: 1) Allows a crafter to identify Herbal potions. Requires 5 mins of inspection. Only works on bottled potions. Requires Craft Poison Rank 2.

Dodge: (Cost: 3) This skill, when used, allows a character to avoid the effects of a single blow per day that would normally have damaged him. It cannot be used if a character is wearing metal armour. The character must have seen the blow coming for this to work. It is possible to dodge touch spells. If you do, the touch spell is wasted and must be cast again. Can be purchased multiple times.

First Aid 1: (Cost: 2) Using bandages, character may heal a single point of damage to one location. The character also has a chance to cure poisons and diseases. For more information see the healing and death section. Bandages are required to use this skill.

First Aid 2: (Cost: 3) Requirements: First Aid 1. Using stitching techniques and bandages, a player may heal two points to one location. The character's chance of curing poisons and diseases in another is increased. In order to use this skill a player must have bandages and a needle with thread.

Gather Animalism: (Cost: 1) This skill allows a character to start an event with 25 crowns worth of materials for the Craft Poisons skill. The skill may be bought multiple times. This skill will also allow a character to gather Animalism resources in character at events.

Gather Forage: (Cost: 1) This skill allows a character to start an event with 25 crowns worth of materials for the Craft Hedgebrew skill. The skill may be bought multiple times. This skill will also allow a character to gather Forage resources in character at events.

Gather Forestry: (Cost: 1) This skill allows a character to start an event with 25 crowns worth of wood resources for the Craft Woodwork skill. The skill may be bought multiple times. This skill will also allow a character to gather Forestry resources in character at events. Certain exotic materials may need a certain rank of Gather Forestry to collect.

Gather Herbalism: (Cost 1) This skill allows a character to start an event with 25 crowns worth of materials for the Craft Herbal skill. The skill may be bought multiple times. This skill will also allow a character to gather Herbalism resources in character at events.

Gather Mineralism: (Cost:1) This skill allows a character to start an event with 25 crowns worth of materials for the Craft Alchemy skill. The skill may be bought multiple times. This skill will also allow a character to gather Mineralism resources in character at events.

Gather Prospecting: (Cost: 1) This skill allows a character to start an event with 25 crowns worth of prospecting resources for the Craft Esoteric Jewellery skill. The skill may be bought multiple times. This skill will also allow a character to gather prospecting resources in character at events. Certain exotic materials may need a certain rank of Gather Prospecting to collect.

Gather Skinning: (Cost: 1) This skill allows a character to start an event with 25 crowns worth of leather resources for the Craft Leatherwork skill. The skill may be bought multiple times. This skill will also allow a character to gather Skinning resources in character at events. Certain exotic materials may need a certain rank of Gather Skinning to collect.

Gather Smelting: (Cost: 1) This skill allows a character to start an event with 25 crowns worth of Metal resources for the Craft Smith skill. The skill may be bought multiple times. This skill will also allow a character to gather smelting resources in character at events. Certain exotic materials may need a certain rank of Gather Smelting to collect.

Gather Weaving: (Cost: 1) This skill allows a character to start an event with 25 crowns worth of weaving resources for the Craft Tailoring skill. The skill may be bought multiple times. This skill will also allow a character to gather weaving resources in character at events. Certain exotic materials may need a certain rank

of Gather Weaving to collect.

Income: (Cost: 1) A character with this skill gains 25 crowns per event in cash in addition to whatever loot they already have on their battle board. This skill may be bought multiple times.

Poison Lore: (Cost: 1) This skill allows a character to recognise whether an item is poisoned. The character cannot tell the type of poison but through a close examination the character can tell the poisons approximate level. To buy this skill the character must already have ranks in one of the potion crafting skills.

Shield Use: (Cost: 1) Allows a character to use a shield.

Spell Resist:(Cost: 3) This skill allows a character to resist ONE spell or power per day of any level. Shout RESIST when a spell is cast at you to let the caster know you have resisted the spell. This can be bought multiple times.

Staunch:(Cost: 1) Requires First Aid 2. A character with this skill can stop a character from dying if they are under the effect of a bleed effect. The staunch stops the bleed but does not heal any damage. The user of this skill can take no action except to staunch the wound and another healer is required to heal the wound before they can let go of the staunch. Letting go before another healer has healed the wound will start the characters death count again from where they stopped it.

Strength: (Cost: 3) The strength skill allows the character

- ❖ To carry one person at walking pace.
- ❖ To break ropes if they are tied with them
- ❖ To call knockback 10ft ONCE during any combat

Use Weapon: (Cost: 1) This skill allows the use of just one of the following weapon types. It may be bought several times if a player wishes to learn two or more of the following weapon types: single-handed weapons, two handed weapons, pole weapons, thrown weapons, bows, crossbows or daggers.

Wild Psion: (Cost: 3 per level of ability) Wild Psions are very different to True Psions. Any class can buy the Wild Psion Skill at the listed cost. This is NOT increased if Psion is not your primary class. The skill gets you the ability and the 3 Power points per level of ability. Wild Psions only gain back power points by a good night's sleep and as such once they have used their power points they cannot regain them until the following day. This ability can be bought multiple times.

Fighter Skills,

Additional Loc: (Cost: 2 for the first one only) This skill grants an extra hit to all of a character's 6 locations. The cost of the skill is multiplied by the number of extra hits a character has bought. Therefore if a character had already bought one extra hit and wanted a second, $2 \times 2 = 4$. However if a character already had four extra hits and wanted a fifth, the cost would be $2 \times 5 = 10$.

Battlefield Repair: (Cost: 3) This skill allows a warrior to repair a suit of armour or weapon that has been broken. The item can only be repaired using this skill a number of times based on its quality (1 for Common, 2 for Masterwork and 3 for Artificer). After that point it will need the attention of a craftsman to bring it back to its full strength. Takes 5 mins to perform a battlefield repair on an item. Destroyed items cannot be repaired using this skill.

Berserk: (Cost: 3) This skill allows a character to go into a berserk fury on a pre-determined trigger (chosen when the skill is purchased) and will attack anything moving, starting with the biggest threat. When in berserk, the character doubles his NORMAL loc. Additional protection such as that granted by armour is not doubled. Spells affect the character normally unless they affect the mind. Subdues and mind effect spells including sleep spells do not affect a character in berserk. In addition, whilst in berserk the character gains +1 level of strength. The berserk lasts for 5 minutes. The first time a character berserks in a day it takes 15

minutes rest to recover. For every additional time, the recovery duration is increased by 15 minutes. So after the second berserk the recovery times increase to 30 minutes.

Block: (Cost: 1) This is a one a day ability that allows the warrior to parry a special damage call with a shield or two handed weapon with no ill effects. The blow must strike the shield or weapon and you must be actively trying to block or this skill cannot be used. This ability can be bought multiple times. Massive damage cannot be blocked with this skill.

Disarm: (Cost: 1) Allows the character with this skill to disarm an opponent of any single-handed weapon. The target must drop the weapon to the ground and then pick it up again. This skill can be used once per day and may be bought multiple times.

Forceful Blows: (Cost: 2) A warrior with this skill knows how to use large two handed or great weapons to their advantage, knocking opponents around the battlefield more easily. This skill doubles the number of knockbacks per encounter that the character gets from strength when fighting with a large 2 handed or great weapon and making proper full swings.

Guard: (Cost: 4) This skill allows a warrior to resist the first sunder effect used against them in any encounter.

Resist Disarm: (Cost: 1) Allows a character to resist the effects of the disarm ability. This skill can be used once per day and may be bought multiple times.

Resist Subdue: (Cost: 1) The character with this skill can resist the effects of a subdue. This skill can be used once per day and may be bought multiple times.

Subdue: (Cost: 2) Allows a character to render another character unconscious by using a blunt weapon and striking him over the back of the head. This skill can be used once per day and may be bought multiple times.

Strength: (Cost: 2) The strength skill allows the character

- ❖ To carry one person at walking pace.
- ❖ To break ropes if they are tied with them
- ❖ To call knockback 10ft ONCE during any combat

Taunt: (Cost: 1) Once per day the warrior may taunt an opponent forcing them to attack the warrior until the opponent or the warrior is down or until the two are forced more than 20ft apart (e.g. by a knockback or by their friends dragging them out of the fight).

Weapon Initiate (Weapon): (Cost: 2) Allows the user to do +1 damage for one strike per combat with (Weapon). This skill may be taken up to five times per weapon. (Weapon) options are: Dagger, Single Handed Sharp, Single Handed Blunt, Two Handed Sharp, Two Handed Blunt, Bow, Crossbow, Thrown.

Mage Skills,

Counterspell: (Cost: 2) This once per day skill allows a mage to counter another elemental mage when they are casting a spell. If used this will prevent the casters spell from going off. This can only be used during the casting time of the spell and only used against elemental casters. This skill can be bought multiple times.

Detect Magic: (Cost: 1) Allows a mage caster to detect the presence of active elemental magic effects. The caster must place his hand within 10 cm of an object and concentrate for this to work.

Dispel Magic: (Cost: 3) pel Magic breaks a flow of elemental magic that is currently in use. Temporary spells are dispelled permanently by using this skill. Permanent effects are negated for a short time if sufficient power is used. To dispel an effect it costs three mana for every level of the effect you wish to dispel. Therefore a third level effect would need 9 mana to dispel. It should be noted that magical effects can be

trapped and enhanced to make dispelling them more difficult. Dispelling temporary effects happens instantly. Permanent effects can be temporarily dispelled but the mage has to maintain the dispel, concentrate totally on unravelling the magics of the permanent effect to do so. The concentration is so all consuming that the only thing a mage can do while he is concentrating is walk slowly. Dodging blows, speech and any other such interruption will end the dispel attempt and the effects of the permanent spell will start again. You can only dispel elemental magical effects with this skill.

Learn Magic: (Cost: 2) This ability represents a casters initial training. For the price of this skill they get mental discipline rank 1 allowing them to cast level 1 spells and three level 1 spells. It also includes first circle membership to the Order of Sortileges allowing the mage to purchase additional first level spells should they wish.

Learn Magic 2: (Cost: 2) Requirements: Learn Magic. As per learn magic 1 but the caster gets mental discipline rank 2 allowing them to cast level 2 spells. They also get two level 2 spells and second circle membership to the Order of Sortileges allowing them buy additional level 2 spells.

Mana: (Cost: 1) This buys the mage 3 points of mana to power his spells. This skill may be bought multiple times.

Elemental Othermind: (Cost: 4) Allows the caster to cast other spells while maintaining a spell for 2 additional mana on the base spells cost. But does not permit them to move or fight in melee. Casters may not cast two maintained spells using this ability. Only effects Elemental Spells.

Pre-Cast: (Cost: 2) This skill allows a mage to cast any spell of any level and to hold its effects until he needs it. A mage can hold ONE spell only with this skill and the spell is held until the mage uses it. A mage can move, cast and fight as normal with a spell held and the spell cannot be interrupted when it is released as it has already been cast. The mage only needs say "spell casting spell name" (See casting spells section) rather than the full verbal when they wish to release the spell, as they have done the full casting earlier. Storing a spell in a forecast costs 2 additional mana. This skill may be bought multiple times.

Read Magical Scrolls: (Cost: 1) Allows a mage to use common quality magical scrolls. Magical scrolls are one shot spells that are consumed when they are used. There is no restriction on what type of magical scrolls someone with this skill can use.

Scribe Sigil: (Cost: 2) This skill allows a mage to cast a spell into a sigil, which is drawn on a surface and then sets a basic trigger condition such as when the sigil is read, or touched. *NOTE: This cannot be used as a contingency type effect with "If, then" type triggers. When someone meets the trigger condition, the spell in the sigil is discharged. To prepare and scribe one sigil it takes half the spells level in minutes. The sigil must be at least 30cm square in size and scribed onto a reasonably flat surface. A mage may have one sigil active at a time for each time they have purchased this skill. This skill may be bought multiple times.*

Spell Resist:(Cost: 2) This skill allows a character to resist ONE spell or power per day of any level. Shout RESIST when a spell is cast at you to let the caster know you have resisted the spell. This can be bought multiple times.

Psion Skills

Psionic Othermind: (Cost: 4) Allows the caster to cast other spells while maintaining a spell for 1 additional psi point on the base spells cost. But does not permit them to move or fight in melee. Casters may not cast two maintained spells using this ability. Only affects Psionic spells.

Power Points: (Cost: 1) This ability grants the Psion 2 additional Power Point to power his abilities.

Psion Abilities: (Cost: 1 per level)This allows the Psion to buy additional spells.

Rejuvenation: (Cost: 4) Speeds up the basic recovery rate of Power Points to 3 points for every 10 minutes

of non-strenuous activity.

True Psion: (Cost: 6) To become a True Psion you must purchase this skill as a starting point. Buying this skill gets you three first level Psion abilities, two second level Psion abilities and 6 power points to start you off. When you buy this skill you must choose one specialist school and one opposing school. Your starting Psionic abilities must be from your specialist school or from the General School.

Spell Resist: (Cost: 2) This skill allows a character to resist ONE spell or power per day of any level. Shout RESIST when a spell is cast at you to let the caster know you have resisted the spell. This can be bought multiple times.

Rogue Skills,

Back stab: (Cost: 2) Allows a character to do +1 damage from the first blow only when attacking someone from behind. The target must have no idea that you are there for this skill to work. This skill may only be done using weapons no larger than short-sword size. It can also be done with crossbows but not bows. This skill cannot be bought multiple times for extra damage.

Combat Reflexes: (Cost: 2) Combat Reflexes will allow a character to:

- ❖ Use a dodge to avoid the effect of non-magical traps (must purchase dodges separately)
- ❖ To escape any non-magical bonds in 8 minutes
- ❖ To call Knockdown ONCE Per combat

Detect Basic Traps: (Cost: 1) Allows a character to locate any basic traps. To use this skill a character must spend time searching the room/item for traps before the trap may be found. A close examination of an item/place is required to find a trap. It takes about 5 minutes to find a trap on an object.

Disarm Basic Traps: (Cost: 2) Allows a character to attempt to disarm a basic trap once it has been located. The character needs a small toolkit to do this. It takes about 5 minutes to disarm a basic trap. A character must have detect basic traps for this skill to work.

Dodge: (Cost: 2) This skill, when used, allows a character to avoid the effects of a single blow per day that would normally have damaged him. It cannot be used if a character is wearing metal armour. The character must have seen the blow coming for this to work. It is possible to dodge touch spells. If you do, the touch spell is wasted and must be cast again. This skill may be bought multiple times.

Evaluate: (Cost: 1) Allows a character to guess the value of any common quality item. This skill will not allow a character to give the correct value of the item if it is of a higher quality, is magical or is made using special ingredients. The character must be able to closely examine the item to get an accurate answer.



Hide in Woodland: (Cost: 3) Allows a character to effectively become invisible in any area of woodlands or undergrowth. The character must not wear anything shiny and may not move or the skill will not work. It may be done as often as the player desires but the woodland must be large enough to cover the rogue entirely. The rogue must make a reasonable attempt to hide for this skill to be effective.

Hide in Shadows: (Cost: 3) Allows a character to effectively become invisible in any area of deep shadow or darkness. The character must not wear anything shiny and may not move or the skill will not work. It may be done as often as the player desires but the shadow must be large enough to cover the rogue entirely. The rogue must make a reasonable attempt to

hide for this skill to be effective even if used at night.

Move Silently: (Cost: 1) Allows a character to move without making a sound. The character must move slowly and must try to make no sound for this to work.

Nimble Fingers: (Cost: 2) This skill reduces the search times by 20 seconds (see searching rules later in this book)

Pick Basic locks: (Cost: 2) Allows a character to pick a basic lock. A small set of lock picking tools is needed. It takes about 5 minutes to pick a basic lock.

Poison Use: (Cost: 1) This skill is required if a character wants to use poisons without them accidentally affecting the character as attempts are made to administer it.

Poison Lore: (Cost: 1) This skill allows a character to recognise whether an item is poisoned. The character cannot tell the type of poison but through a close examination he can tell the poisons approximate level.

Precision Blade (Cost: 2) Allows the user to do thru damage for one strike per combat with a dagger in their main hand. This skill may be taken up to five times.

Subdue: (Cost: 1) Allows a character to render another character unconscious by using a blunt weapon and striking him over the back of the head. This skill can be used once per day and may be bought multiple times.

Weapon Initiate (Weapon): (Cost: 2) Allows the user to do +1 damage for one strike per combat with (Weapon). This skill may be taken up to five times per weapon. (Weapon) options are: Dagger, Bow, Crossbow, Thrown.

Soul Caster Skills.

Casting Level 1: (Cost: 2) Grants the soul caster knowledge of level one soul magic, choose light or dark when purchasing.

Casting Level 2: (Cost: 2) Grants the soul caster knowledge of level two soul magic, choose light or dark when purchasing. Must have level 1.

Concentration: (Cost: 2) A soul caster with this ability does not have his spell interrupted if they takes damage while casting. The downside is that if the soul caster does take damage while casting the spell costs him additional spell points to cast. The additional spell point cost is equal to the damage taken by the caster. Special damage calls will interrupt casting as normal.

Dark Rite: (Cost: 2) This skill reverses the effect of the last rite skill allowing the body to be raised as undead. The soul caster must spend at least 10 seconds performing the dark rite, the ability requires no mana to use.

Detect Soul: (Cost: 1) Allows a soul caster to detect the presence of active soul magic effects. The caster must place his hand within 10 cm of an object and concentrate for this to work.

Disperse Soul: (Cost: 2) Disperse Soul allows soul casters to remove temporary soul magic effects and suspend permanent ones for short periods. To remove a temporary soul effect, at least two soul casters of the same type are required, between them their casting level must exceed the level of the effect to be dispelled and each must have this skill. It costs each of them one mana per level of the effect to be removed. Suspending permanent effects is done in a similar fashion but once the effect is suspended at least one of the soul casters must maintain the effect as per the maintained spell rules or the permanent effect will resume.

ID Undead: (Cost: 1) ID undead costs no mana to use but must be used before a control or holding spell is cast. This tells the users the type and level of the undead. To use this ability a soul caster must examine an

undead for 10 seconds before calling ID Undead. Character must have a casting level of 1 or greater to buy this skill.

Last Rite: (Cost: 2) This skill prevents a dead body from rising as undead. It also stops anyone from re-animating the body by magical means. The soul caster must spend at least 10 seconds performing a last rite, the ability requires no mana to use.

Mana: (Cost: 1) This skill buys the soul caster 3 points of mana to power their spells.

Soul Othermind: (Cost: 4) Allows the caster to cast other spells while maintaining a spell for 2 additional mana on the base spells cost. But does not permit them to move or fight in melee. Casters may not cast two maintained spells using this ability. Only affects soul spells..

Soul Pact: (Cost: 2) Soul casters have the ability to draw upon deep reserves of power when they need to. In order to represent this a soul caster can cast a spell using his/her loc to power the spell instead of mana. One point of loc can be used as one mana point. The caster can choose which locations the loc comes from. Loc used to power spells counts as temporary life drains and may only be regained by a good night's sleep or appropriate magical curing.

Spell Resist:(Cost: 2) This skill allows a character to resist ONE spell or power per day of any level. Shout RESIST when a spell is cast at you to let the caster know you have resisted the spell. This can be bought multiple times.

Background



By this point you should have a fair idea of the character you wish to play and what skills you want them to have. Once you have decided on this we want you to write a background for your character. Where did they come from? Why have they come adventuring? Include as much detail as you feel you need.

If you want your character to have a background you must write it and give it to the referee team BEFORE you play the character at an event. Not having a background does not mean the character can't be played, it just means that his/her life before the first event you played him at was unremarkable. Perhaps your character has been studying with a mage for most of his life and has been somewhat isolated; perhaps he was a farmer tending pigs in a field.

Backgrounds make it much easier for the referee team to write plot for you and make you part of the world so while not essential they do make a character more interesting to play. Once a character has been played its background is considered set and cannot be changed. Character backgrounds make great reading and can enrich the world of Faded Glory immeasurably. However, there are some rules about writing backgrounds that you need to be observed by everyone:

1. You cannot write yourself into rank, wealth or power.
2. Your background can only define who you are and not the world around you.
3. All backgrounds must fit in with the Faded Glory world.

The ref team will use character background to involve the characters in the world over time. For example, if your background includes a long lost father then your character may get the chance to be re-united with him. Because of this we ask you to include as much or as little information as you are happy with on such things. Using the above example again the ref team may decide that your long lost father is in league with villains and you may be forced to choose between your family loyalties and killing him. If you are ok with this sort of choice then leave it up to the refs how the story of your character pans out, we will try and surprise you with challenging and entertaining encounters as your plot unfolds. However, if you have the idea that your long lost father is a lovely old man and you want a tearful reunion at some point in your character's journeys, make sure you include that in your background as the refs can only deal with the information they are given.

Reputation

It is also worth noting that over time as your character is played your history will grow and hopefully your character will become part of the world. The referee team will do their best to keep track of how things change for your character but we cannot keep track of everything especially if characters engage in private role-play at event or on the forums. In these cases it is up to the players to keep the refs posted should anything change that we need to keep track of. Otherwise the refs have no choice but to stick to the "if you have not told us, it didn't happen" rule. We do not need to know every detail of such conversations but we need to be kept abreast of anything that affects your character and how others may interact with them.

Always remember your character actions have consequences, it's part of what makes the game fun and personal.

Special Requests

From time to time we all have the urge to play something unusual, something not in the rulebook, something from the depths of our own imagination. We are happy to help you bring these characters to life, however to avoid disappointments and misunderstandings here are a few guidelines and rules to follow when requesting special characters and new skills. Special characters are defined as anything that is not using the standard racial rules from the rulebook and must be approved by a ref before they can be played.



1. Talk to the referee team about the concept of your special character. This will help avoid disappointment as there are some races and creatures that we cannot allow people to play. We may not be able to tell you the reason we cannot allow you to play a special character because the reason may be related to the world plot that is ongoing or has yet to be discovered. Therefore discussing your ideas with us beforehand can save you writing the character and the seventeen page background, only for us to say “sorry but no”
2. Disadvantages may be taken in order to grant extra skill points at creation. The number of skill points the disadvantage grants is up to the referee, however, as a guide:
 - a. A role-play disadvantage is never worth more than 1 skill point regardless of how severe it is but it must be something worth at least one skill point.
 - b. Physical disadvantages, e.g. -1 loc. to all locations, are worth more however they never grant more than 50% of the SP cost that the skill would cost to buy, if there is more than one price for a skill the cheapest price is used. E.g. if a character wanted to start with only 2/2 loc. instead of the normal 3/3, they could take it as a disadvantage to gain some more SP's to spend. It costs a fighter 3 points to increase his loc by one so the disadvantage gains the new character 2 SP's to spend. It should be noted that all costs are at the referee's discretion.
 - c. Flaws such as “can never cast spells” will receive no additional points, you just do not buy the skills needed to cast spells, hence saving points and giving you more to spend elsewhere.
 - d. Skills **MUST** be appropriate to the special character.
3. The referee team **MUST** have the background for a special character before they are played. Playing something special is fine but the ref team need to know where you come from, what your objectives are and why you deserve to be special. A special character with a good background giving solid reasons for the character to have the skills you have chosen is more likely to be approved than one that has little or no justification for its abilities.

Skill/Spell Requests

Sooner or later we all let your imagination out of the bag and request something out of the ordinary for our characters. We are more than happy for players to suggest new skills and spells etc for inclusion in the FG game world.

Anybody is welcome to submit new skills or spells to the ref team. All requests will be reviewed and feedback given to the person submitting them. Including information as to why you feel the skill/spell is appropriate for your character and ideas about how you would like to come across the skill/spell in game so you can learn it will always help your request as it helps the ref team understand your thoughts behind the skill/spell.

1. There are some simple rules that need to be observed when requesting skills or spells:
A character cannot become immune to something. They can buy resistances to a thing but can never become immune. Under special circumstances immunities are possible in the Faded Glory system but they are usually brought about through magical effects or items and only last for short periods.
2. Skills/spells that cannot be role-played in a reasonable way should not be requested. Flying for example is very difficult to role-play in a believable way and it is felt that such skills/spells disrupt the feel of an event therefore will not be granted.
3. Skills and Spells that disrupt the flow of the game will also not be granted. Try to avoid skills that require time freezes to be called or the like.
4. Skills/spells that require frequent referee involvement will not be granted, unfortunately we simply do not have the time at events to attend to the demands such skills/spells have on the ref team.
Skills/spells that have a limit of once per day or once per event may be granted but users must understand that the referees may not have the time to attend to them at the particular moment the character decides to use the skill/spell.
5. The ref team will not approve skill or spell that is similar or the same as an existing skill/spell within system without very good reason.

Any skill or spell that is approved is considered to be under testing for the first few events it is used for to ensure it is not unfair to the character using it or to other players. During this time the ref team may make changes to the skill or spell to make it balanced within the system. If the ref team feel the skill cannot be balanced or is in some way dangerous they may choose to remove it completely. If this happens the character will have the SP's and or cash spent on the skill/spell refunded. It is also important to remember that the ref team are reasonable people and if you can think of another way of doing what you want without unbalancing the game we are open to the suggestions and discussion.

Playing Your Character

Hand Signals.

Sometimes hand signals will be used to represent a person who is hidden, teleporting or person simply moving to a new encounter location. To use these signals a person should hold their hand up so it can be clearly seen.

Fist in the air: Anyone with his or her fist in the air is invisible. They can still be heard or bumped into but they cannot be seen.

Finger in the air: Anyone holding their index finger in the air is not there, ignore them. They cannot harm you and you cannot harm them.

Money & Resources

Crowns

In-character money takes the form of gems and the currency name is the Crown. The name is left over from the glory days of the world when money was minted from gold and silver coins with a picture of a crown on them.



Five crowns equates to an average day's wages for a person.

All characters start with 30 crowns.

Resources

In addition to money there are resources to be found, either through skills or on adventures. Resources can be bought and sold but are mostly used in crafting items from potions to armour.

While there are plenty of more common resources such as leather and herbs there are also rare and exotic resources that players may find on adventures. These too can be used in crafting skills but make rare and powerful items. Many of the rarer crafting resources need a character to have a certain rank in a particular gather skill before they can be harvested safely.

Items

All characters can start an event with common quality weapons and armour for free. There is a limit to what they can start with based on need. This means you can start with the weapons and armour you need but you cannot take spares "just in case"

Monster weapons and equipment should all be considered common quality unless the monster has a specific loot, this means for example, if one of your items gets broken and the monster has one of the same type you can take it after they are defeated to replace the one you lost. Common quality items are considered to have no value so cannot be collected to be sold on.

Any special equipment must be arranged with the referee before hand and will have some sort of cost attached, usually money.

All characters also get 2 x Wolf Beet Healing Potions at creation.

Combat

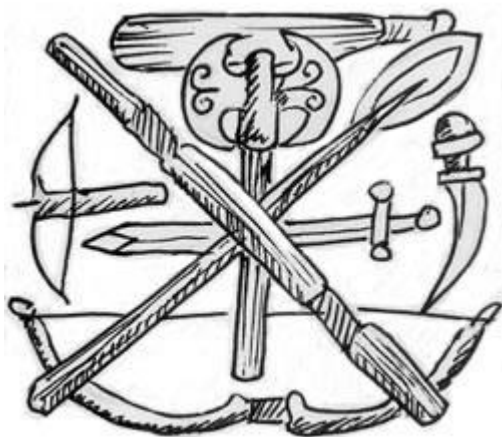
All players start with 3/3 hits (or loc) unless modified by race, armour or by buying additional hits. This means that a player can take three points of damage to one of their six locations (head, chest, arms x 2 and legs x 2) before that location becomes useless. Under normal circumstances any weapon will do a single point of damage to the location struck. A call of “sharp” or “blunt” is all that is needed so that the target knows what type of weapon is being used against them. We would ask that you avoid hitting the head of another player or monster unless it is from directly behind as this can result in a blow to the face which will almost certainly hurt or upset the target.

A call of double will do two points of damage to the location struck and a triple will do three. There are many other damage calls that will be used. You will be able to find the effects of most of them in a later section of this rulebook.

The one second rule

Whenever attacking with a weapon you should make full swings with the weapon you are using. A good guide is that you should land a blow about once every second, hence the one second rule. Short, fast taps with a weapon is called drum rolling and all blows after the first should be ignored.

Items and Damage



All armour, weapons and shields can be damaged as they are used. Certain spells and abilities allow the “BREAK” call to be used which means the affected item cannot be used until it is repaired by a craftsman and the required repair cost paid. If it is armour it no longer provides protection or if it is a sword it can no longer inflict damage. It should also be noted that any enhancements or special properties on the item will not function or be usable while the items is damaged.

It is possible for some items to have properties which allow them to resist the BREAK call a number of times before they become broken and in need of a repair. Some very powerful items may have the self repairing property, these items will repair themselves however they still need to be given materials equal to the repair cost which are consumed in the repair.

In addition to the BREAK call, certain powerful monsters and magics can cause the DESTROY call. Any item affected by a DESTROY should be considered lost, it cannot be repaired and cannot be used. There are some very rare and powerful magics that can resist or undo a DESTROY but they are very hard to come by.

Finally it should be noted that the ACID call does permanent damage to all types of weapons and items. Armour being struck with an “Acid Single” will lose one point of its protection value permanently. Shields struck with an Acid Crush will be destroyed or lose one of their resists permanently, neither of which can be repaired. All is not lost however and there is one way to restore the damage done by Acid. The Level 6 water spell Restore can remove acid damage and return an item to its former glory.

Armour

Wearing armour will give a character a better chance of survival in a fight, the heavier the armour the better the protection it gives. The table below gives the protection value of the most common types of armour. If your character has a different type that they wish to use it will be judged at the event and given an appropriate protection value.

Armour Type	Protection Value
Furs	1
Leather	2
Studded Leather	3
Chain mail	4
Plate mail	5

Armour works by adding its protection value to your character loc. The total of the armour protection and your loc is how many hits you can take before the location becomes useless,

For example. if a human fighter with 3/3 hits wore studded leather armour then he adds 3 to each location he has protected by the armour, giving him 6/6 hits if he wears it on all six locations. This means that he could take 6 singles or 3 doubles before any one location became useless. Armour must cover at least 50% of a location before it will be effective.

Armour can be in three conditions. The first is normal for the armour; it provides protection and can be adjusted to restore damage it has taken in battle. The second is damaged, in this state the armour provides no protection and needs to be adjusted by someone with the appropriate skill. The third condition is destroyed, in this state the armour will need to be repaired by a craftsman before it will provide protection again. Acid effects do permanent damage to armour, this means it cannot be repaired.

Studded leather, chain or plate armour will absorb one crush, this takes the armour to the destroyed state. This means that a character wearing studded leather can take two crushes to a location before it becomes useless instead of the normal one. Some calls such as thru will ignore armour and affect the location directly. For details of such calls see the combat calls section.

Adjusting Armour

When a character is struck the damage inflicted is subtracted from the armour value first. Once all the hits the armour can take are gone the damage is taken from the characters loc. Once armour has taken damage equal to its protection value it provides no protection until it has been adjusted. To adjust armour the character must have the armour care skill and can go about it in one of two ways. If they adjust the armour while wearing it the character must spend 5 minutes on one location to restore it to its full protection value. However if they take their armour off the adjustment on a location takes only 60 seconds. This means if a character tries to adjust all six locations while wearing his armour then it takes him 30 minutes. If he takes his armour off though it only takes him 6 minutes. If one character assists another with their armour then the person assisting can adjust the armour at the same speed as if the armour had been removed.

Repairing Equipment

Some combat calls such as crush or break cause the item to become broken and unusable until it can be repaired. In order to repair an item a character must have the appropriate craft skill depending on the type of item and sufficient funds or resources to pay for the repair. Alternatively they could pay to purchase a one shot repair kit which allows an item to be repaired magically but these can be expensive and are best used in emergencies only. It should be noted that common quality equipment cannot be repaired if broken.

Shields

Shields are permitted but must be held tight to the body for safety reasons. Any crush hit will render a shield broken until it is repaired. Please keep in mind that a shield is for blocking blows not parrying them. Using your shield to “bash” away blows is called shield bashing and is not permitted at Faded Glory.

Helmets

Helmets provide protection to the head as per the armour protection table. Anyone wearing a helm is NOT immune to subdue attacks.

Parries

You can use your weapon to parry an attack from another character or monster. If the attack is a special attack such as knockback and you successfully parry the attack then it does no damage but you still take the knockback. You should however note that there are some calls that will affect a weapon used for parrying, the crush call will for example break the weapon if it is used to parry the call. The MASSIVE call cannot be parried.

Upgrading and Enchanting Items

While Common quality items cannot be upgraded or enchanted, there are better quality items that can. The better the quality item the more upgrades and enchants they can accept. There are generally two types of each quality, the standard item and the enchantable item. The standard item can only take upgrades, the enchantable item can take upgrades AND enchants.

Upgrades can be added at any time after the item is purchased and usually require a special ingredient or crafting material before a craftsman of the correct type can add the upgrade to your item. All upgrades take one upgrade slot and the higher the quality of the item the more upgrade slots it will have.

Enchants work much the same as upgrades but the item must be of the enchantable type in order to accept enchants. Again all enchants use an enchant slot and require some crafting material before they can be added, they also can be added to the item at any time. However, unlike upgrades, only members of the enchanters guild can add enchantments to items. An enchant can be any elemental, soul or psion spell but each require different crafting ingredients.

Both enchants and upgrades can be removed from an item to free up a slot for a cost, but the materials used in the upgrade or enchant are lost in the process.

Group Items

Group items are items that any number of people can bind with at an event and all of them will gain the benefit of the item while they remain bound to the item. You can only be bound to one group item at a time and it takes a 10 minute rite to bind with an item however several people can bind at the same time. Each item has certain requirements that the binding rite must include. If you try and bind with a group item when you have already bound to another one the binding will fail. You can unbind yourself from an item by performing another 10 minute rite. Be aware that once you have unbound from an item you cannot rebind to it again during that event. Binding to group items does not carry over between events and must be renewed each event should you wish to continue to gain the benefit. The item must be present on an event to be bound to, if its holder does not come to an event you cannot bind to the item.

Searching

Searching is done globally rather than by location but instead of searching one location at a time, the target being searched will give up one item they have on them every 60 seconds until they have no more. Obviously if two people search a person they will each find an item every 60 seconds until there is no more to find. Nimble Fingers and Improved Nimble Fingers will each reduce the search time by 20 seconds to a minimum of 20 seconds.

It should be noted that any items stored in the same place (such as cash in a pouch) would be considered one item.

Items can be given up in any order chosen by the person being searched, however, while breaking up goods such as your treasure items and storing them in different places on your body is considered an acceptable tactic up to a point, storing low value items such as individual crowns in different locations just so they can be given up first in the hope higher value items will not be found, will be considered cheating. It should also be noted that if someone is searching you using a detect skill, such as detect magic, any magical items you have on you should be given up before non-magical loot, however the search times remain the same, the same would go for soul items if detect soul were being used and so on.

Any gathering type loot requires the use of a specific skill to gather and will NOT be given up as part of the searching rules. However if such skills are used in the same way as the detects above it will be given out in a similar manner, one gathering token will be given out per 60 seconds spent gathering, however, skills such as Nimble fingers will not reduce this time.

Finally it should be noted that if you search a target and they do not give anything up, then they should be considered to have nothing of value on them whatsoever.

Strength

There are five levels of strength and they break down like this

- ❖ A character with the “Strength” skill is twice as strong as one without
- ❖ A character with the “Double Strength” skill is twice as strong as one with the “Strength” skill
- ❖ A character with “Triple Strength” is three times as strong as one with “Double Strength”
- ❖ A character with “Quad Strength” is four times as strong as one with “Triple Strength”
- ❖ A character with “Supernatural Strength” is automatically stronger than any other level or levels of strength arrayed against him PLUS his movement cannot be impeded in any way. Usually this call is used when a creature is significantly larger than the players.



If two characters with the same level of strength are locked in any sort of battle of strength, sooner or later one of them will come out on top. To represent this a round of paper/scissors/stone should be done between the two participants to see who wins the contest. The winner chooses how long the two are locked together and may break out at any time of his choosing. It should be noted though that an undead would always win a

contest of strength with a mortal being as it does not have muscles to get tired and does not feel pain. The strength skill should not be used to grab and throw people in combat situations however careful use in role-play situations is permitted.

Healing and Death

When a location drops to zero hits it stops working. Nothing can be held in or supported by the injured location until it is healed. When two locations or the head or chest, reach zero the character is rendered unconscious and the character begins their death time.

All characters have a death time of 10 minutes as long as no location is below zero hits. This means that any character rendered unconscious by having two or more locations or the head or chest reduced to zero has 10 minutes to be healed before they die.

If an arm or leg location is reduced to negative hits, the character should act as if the location was at zero but it is bleeding badly and the character has entered death time. A head or chest at minus one renders the character unconscious as normal but again it is bleeding badly.

Any location at minus one is considered to be a critical wound and the characters death time is then halved to 5 minutes. Even if a character has only one location at minus one and is still conscious they will die after 5 minutes due to extreme loss of blood.

Every additional location taken to minus one after the first will reduce the death time of a character by one minute. This means that if a character takes a mortal blow to his left leg and to both arms the first blow will halve his death time to 5 minutes. The two additional mortal wounds will then reduce the death time to 3 minutes.

Characters that go to the negative of their basic loc plus 1 (without armour or buffs) will be considered to have had the location destroyed. This means if a character has 3 loc and goes to -4 on their arm then it is considered to be gone and cannot be used or healed. Characters who have lost a location in this fashion are considered to have a death time of 1 minute and are bleeding as per the bleed call, this means that two healers are required to stop the death time, one to staunch the bleeding and one to bind the location to prevent the character from dying, this does not restore the location only prevents the character from dying. Otherwise characters on negative hits can be healed in the normal fashion but a location is considered useless until returned to positive hits.

The minimum death time a character can have is one minute.

A character can be healed by one of three means: First Aid, Natural Recovery and Magical.

First Aid

This is the art of using bandages, needles and thread to heal wounds. There are several levels of First Aid and the higher the level a character knows; the more complicated the wounds they can heal. A bandage must be applied to the location and remain in place for 6 hours for the healing to be effective. If the bandage is removed before the 6 hours is over the wound will re-open and the 6 hours will begin again if re-banded. The normal maximum is two bandages per location, however some very skilled first aiders can apply a third. Also, given sufficient time, a character with these skills can cure the effects of poison and disease.

A character with the First Aid 1 skill can cure poisons and diseases through the method described below. They can also heal one point of



damage to a wounded location using a bandage.

A character with First Aid 2 can cure poisons and diseases through the method described below. They can also heal 2 points of damage to a wounded location using stitches and bandages.

A character with First Aid 3 can cure poisons and diseases through the method described below. They may also heal three points of damage to a location using stitching and bandaging techniques. In addition, they may splint a crushed location allowing it to be used in a limited fashion and allowing the bone to heal in 6 hours. First Aid 3 cannot be bought from the starting skill lists but I have included it as it is a fairly common skill.

There are higher levels of First Aid but those with such skills are few and far between.

Healing diseases and poisons works as follows: For every 10 minutes a character with the first aid skill cares for a target or is poisoned or diseased the poison or disease effect has its level reduced by the same number as the level of the first aid skill of the carer. For example if a character with first aid 3 cared for a target who was diseased with a level 6 disease then after 10 minutes the disease would be reduced by 3 levels to a level 3 disease, after a further 10 minutes the disease would be reduced by a further 3 levels taking it to zero and therefore curing it. A First aider cannot cure a disease of higher level than twice their first aid level.

As long as the first aider attends to their target constantly then the disease does not get worse while they are being cared for. However other wounds on the diseased victim may cause the character to deteriorate.

Natural Recovery

This is the body healing itself without the aid of another. The body will heal six points of damage overnight. If the body is infected with a disease it will attempt to heal the disease instead of the physical wounds so no hits are restored but the level of any disease a character is infected with is reduced by two.

Magical

This is the magic of the light soul casters. They can heal virtually any damage if they have sufficient power or there are enough of them.

Diseases

All diseases are debilitating effects that can lay low the strongest warriors. The two important things you need know are the strength of the disease and the type.

The strength of diseases are represented by the its level, the higher the level the harder it is to cure.

The type of disease is what tells you what debilitating effects it will have. Here are the most common disease effects:

Blight: This disease halves both total and current mana/psi points/regen points of a character while they are afflicted.

Decay: This disease drains a character's mana/psi points/regen points at the rate of 1 every 30 seconds. If a character reaches -1 then their head and chest loc goes to -1 hits and their mana pool is halved for the remainder of the section. if the disease is not cured then the character cannot be healed above 1 hits to the head and chest and cannot regain mana/psi points/regen points. Characters without mana/psi points/regen points are taken to 1 loc on the head and chest and it cannot be healed above that until the disease is cured.

Pestilence: This disease reduces a character's current and total loc by 1 while they are afflicted.

Plague: This disease halves a character's total and current loc (round down) it also weakens the character meaning they cannot use any strength or combat reflex skills.

Pox: Makes the inflicted feel unwell, in game terms it prevents healing till cured but has no other effect.

Rot: The location struck with this effect will lose hit points at the rate of 1 every 30 seconds. When it reaches -1 then the rot will spread to any adjacent locations which will all begin to lose hits at the rate of 1 every 30 seconds.

Scourge: Anyone afflicted with Scourge will lose 1 loc all over every half an hour. Each loc lost makes the target weaker and weaker. At 1 loc all over they cannot even stand. When all Loc reaches -1 the character dies.

It should be noted that there are other disease effects in the Faded Glory world and that the diseases can be combined. For example Rot Pox would have the effect of both Rot AND Pox.

Poison

Like diseases, poisons come in levels, the higher the level, the stronger the poison.

Also like diseases, a First Aider of sufficient skill can cure certain poisons in a similar method to diseases and a soul caster can cure poisons of up to the same level as his caster level. Poisons and Venoms do not prevent other curing from working but the effects of a poison/venom will persist until it is cured.

There are two classes of Poison

Poisons: These have an onset time, usually 60 seconds unless otherwise stated.

Venoms: These affect the target instantly.

Blade or contact venom will not affect a target if they are wearing armour unless the call also bypasses the armour (i.e. thru). Poison/Venom effects will last until they are cured.

Rites and Rituals

While everyone knows that mages can draw on the elemental powers and soul casters can draw on the power of the soul, few people know or understand that there are some other ways that everyone can access powers over and above what they normally could. The two most common forms that accessible to everyone are rites and rituals.

Rites

Rites are a sort of mini ritual, they are things that are done frequently so they are well understood and easy to make good use of. Some can be complicated to learn or need special knowledge (need to be purchased with XP) others are relatively simple and can be done by anyone without special training.

The last rites given to the dead which prevents them rising again are an example of a rite which needs special knowledge or understanding but is relatively commonplace. However, anyone can perform a basic rite at a place of power and summon an elemental for a brief time if they so wished..

While the more complicated rites have specific rules, the simpler ones are more straightforward. You need only spend around 10 minutes roleplaying enacting the rite to get a result. There is usually no cost and there is little chance of anything going wrong but there is a chance of it not working if you do not meet its requirements. For example, if you attempt to summon an elemental but do not do it at an appropriate place of power then it will not work.

These simpler rites are something that characters can learn during roleplay and anyone can make use of. The more specific rites will appear on the XP lists with the detail of their use.

Rituals

Rituals are again something that anyone can do, unlike Rites there are no specific versions that can be purchased on skill lists, nor are there any skills that are needed by a character which allow them to make use of rituals. The big advantage of rituals is that there is virtually no limit to what you can achieve by using one, the disadvantage is that there are some rules that need to be followed when performing a ritual and they can go horribly wrong.

The idea of rituals is to give players a means to solve problems or achieve results that they cannot do through the rules and XP system and instead allow them to achieve what they want through planning and roleplay instead.

Ritual Rules

- A ritual needs to be paid for, the bigger the effect you are trying to achieve the more you need to sacrifice to the ritual to achieve it.
- A ritual must be at least 30 minutes long
- A ritual needs a source of power to draw on, that can be power drawn from the elementals, from your own mana or even from the blood in your veins or the veins of a suitable sacrifice. While you need power for the ritual it does not have to be magical power and there is no reason not make that power a bit more esoteric such as giving up the power in the words of a book you had written. The more esoteric the power the more specific it has to be to your end goal for the ritual but it is still valid.
- You need to know and use the Ritual Language. An introduction to this language can easily be obtained IC from other players or from the Order of Sortileges. You will not need to perform the entire ritual in the Ritual Language but by knowing and using power words appropriately it helps emphasise what you are trying to achieve for the referees and helps make the performance feel more in character.
- Be aware that many powers will not like to be drawn on without permission being asked first.

Manners are always of benefit and drawing power without permission is done at your own peril.

- If you are trying to enchant an item in a ritual you must use an item with the enchantable quality. The referees will judge your ritual by watching it and seeing if they can work out what you are trying to achieve. The results will be based on those observations and may not be what you intended, therefore it is important to make it clear what you are trying to do in your performance of the ritual.

If the ritual is interrupted or something goes wrong it can still be saved if the participants are quick thinkers and can resume the ritual and build the interruption into what they are doing. If they cannot do this however, an improperly ended ritual can have catastrophic results.

Exactly how you go about performing the ritual is up to you but the more you do, the more people involved and the better it's performed will all have an impact on the end results of the ritual. Some people may choose to perform a ritual in a transport circle so they can tap into its power, others may choose to do a nature based ritual in a forest. Adding symbolism and meaning to your ritual always helps.

MagiC

There are several types of magic in the world; only the three most common are covered here. The first is soul magic, the second is elemental or mage magic and the third is psionics.

Elemental MagiC

Mages choose one of the four elements to be their school. These are Air, Earth, Fire and Water.

Unlike soul casters, mages are not given their spells for free when they advance their mental discipline level. Instead they must learn the spells from books or making deals with elementals. To learn a spell a mage must have a mental discipline level of equal level to the spell. It is possible for a mage to learn a spell over their mental discipline level but only if they have the spell granted to them from an elemental. Spells are sometimes granted by elemental in payment for deeds or reward for exceptional actions in service of the elementals.

It should be noted that thanks to the work done by the Order of Sortileges in advancing the causes of magic all levels of spells can now be bought from the Order, if a mage has the correct level of mental discipline and can pay the required membership fees.

Soul MagiC

It was believed that Soul magic was a new type of magic only recently discovered, however new evidence believes that this is not the case. Soul magic has been around for millennia but was virtually wiped out when the gods when to war with its practitioners. Now, with the gods having deserted us, we sought a new power to fight the undead and found Soul Magic.

Unlike mages, the soul casters do not have to learn spells. Instead, when they reach a certain level of power, they gain all the powers that go with that level. The benefit of soul magic over mage magic is that soul casters can "join" when casting a spell. For example, if two second level casters joined to cast a spell, they could duplicate the effect of a fourth level power that neither could cast alone.

Psionics

Where magic originated from the planes surrounding the universe, psionics is a power that comes from within the user. While this means a Psion is relying on no external help, it also means that it is very exhausting being a Psion. There are two sorts of Psion, firstly there is a True Psion, someone who was either born with the gift and learnt to use it or someone who has been taught how to hone the powers of their mind. Secondly there is the wild Psion, someone who has the talent for psionics but never learnt how to use it.

There are 5 schools of Psionic Abilities:

- ❖ General - Everyone may learn these powers. Cannot be a Specialist or Opposing School.
- ❖ Energy - This school is focused on the control and manipulation of the energy.
- ❖ Mental - This school focuses on the mind.
- ❖ Metabolic - This school focuses on the control the cells in the body.
- ❖ Psychokinetic - This school focuses on movement.

Psionics Duraffons

Psionic effects are ended if their caster falls unconscious for any reason even if the effect is a "till used buff" if it has been cast before the caster falls unconscious then the effect and any spent Psi points are lost should the caster fall unconscious. In the same vein, psionic effects do not persist overnight as sleep counts as unconsciousness.

Regaining Used Mana as a Mage or Soul Caster

The magic that mages use is drawn from the elemental realms that border our realm while soul casters draw magic from our world itself. Nevertheless the method they regain their used power with is very similar.

Mages and Soul Casters can spend one minute drawing in power to regain one mana, this is a flat rate for all casters. In the same way that warriors have to role-play the adjustment of their armour to restore its protection after a fight, the Mages and Soul Casters must role-play drawing in the power, meaning they have to do more than sitting immobile for the duration. Getting struck, jostled or otherwise disturbed during a minute meditation will result in them having to start again and the loss of an additional point of mana. The wearing of armour will also add to the time it takes to draw in mana unless the caster has skills to mitigate it.

Note that it is assumed that casters regain their mana during the meal breaks in the event and overnight unless there is a specific story reason why that would not happen.

When a caster has a “till used” spell in effect on themselves or on another or when they have a spell stored in a sigil, pre-cast or other item or ability. The caster cannot regain the mana cost of the spell until the spell is consumed.

Regaining Power Points as a Psion.

Power Points are regained through rest. Eight hours sleep will return all used Power Points to a Psion. Other than that they regain used points at the rate of 2 points every 10 minutes of non-strenuous activity. ANY strenuous activity or use of psion abilities in a 10 minute block means that no points are regained.

Because being a Psion is physically draining, any disease or poison effects that the Psion suffers have additional effect. If a Psion has a poison or disease of any level they are unable to regain Power Points in any way until it's cured as the body is doing all it can to fight off the disease or poison. A Psion with an untreated mortal wound or un-splinted crushed limb can also not regain Power points.

Wild Psions can only regain points by a good night's sleep.

Resisting Spells

When mages and soul casters use their spells they must use a verbal (see below). Using the spell resist skill can resist any spell or monster call that includes the word “spell casting”. The level of the spell or ability being used is irrelevant; if it has the word “spell casting” in the verbal then you can use the resist spell skill to shrug off the effects. Once a resist skill has been used then it cannot be used again until the following day (i.e. after a good night's sleep). A short nap or the like will not restore used resists. Resist can be used to shrug off psionic effects as well. Resist can only be used on spells directed specifically at your character, Spells which do not affect you directly or Area of Effect Spells cannot be resisted with the skill.

Spell casting

The methods by which soul casters and mages spell cast are slightly different and are detailed in the Magic section. One thing they do have in common is that to cast a spell you use words of power. The words are the same in any language. This means another caster that knows the same spell, or level of spells in the case of soul casters, can tell what spell you have cast.

Casting Spells as a Mage.

To cast their spells a mage must use an appropriate verbal followed by the spell name and then the spell effect; something like:

“By the power of the fire and my strength of will, spell casting ‘spell name’ Spell effect”

Would be suitable for a Fire Mage. The verbal can be anything you like but must take about 5 seconds to say

and end with the “Spellcasting Spell name, Spell Effect.

The word “spellcasting” lets the target know the effect can be countered with a spell resist. The “spell effect” part lets the target know what damage/effect they take from the spell.

Once the mage casts a touch spell he then has 30 seconds to touch his target before the magic dissipates and the spell and mana are lost. A mage cannot have two spells cast at once (one on each hand) due to the concentration required to maintain one. If struck during casting the spell is lost and mana wasted, once the spell has been cast however it cannot be disrupted.

Castling Spells as a Psion

Psionic powers are considered innate and cannot be interrupted if the caster is struck, however the caster does need to call some sort of verbal to let others know what is happening. The verbal needs be no more than:

“Spellcasting Power name, Power Effect”

Other than that the verbal is discretionary on the part of the user.

The word “spellcasting” lets the target know the effect can be countered with a spell resist. The “power effect” part lets the target know what damage/effect they take from the power.

The casting cost of Psionic abilities varies dependant on what school the Psion is casting from.

Specialist School Abilities Cost 1 Power Point per level of ability

Normal School Abilities Cost 2 Power Points per level of ability

Opposing School Abilities Cost 3 Power Points per level of ability

The General School counts as a specialist school for all Psions.

Wild Psions always use their abilities as if they are Specialist School abilities.

Castling Spells as a Soul Caster

To cast their spells a soul caster must use an appropriate verbal followed by the spell name and then the spell effect; something like:

“By the power of the light, spell casting ‘spell name’ Spell effect”

Would be suitable for a Light Soul caster. The verbal can be anything you like but must take about 5 seconds to say and end with the “Spellcasting Spell name, Spell Effect.

The word “spellcasting” lets the target know the effect can be countered with a spell resist. The “spell effect” part lets the target know what damage/effect they take from the spell.

Once the soul caster casts a touch spell he then has 30 seconds to touch his target before the magic dissipates and the spell and mana are lost. A soul caster cannot have two spells cast at once (one on each hand) due to the concentration required to maintain one. If struck during casting the spell is lost and mana wasted, once the spell has been cast however it cannot be disrupted.

Joining together to cast

Soul casters can join together to cast their spells to greater effect. The group who wish to cast together nominate one person in the group to be the focus for the power. The person chosen as the focus is the speaker for the group. Doing it like this allows a single voice to shout the combined effect rather than having five or ten voices shouting different things and the target having to work it out. The total number of power levels in the group determines the level of the effect a group can achieve e.g. if you have three soul casters with the ability to cast level 2 soul spells and they joined together then they could use sixth level powers. Each member of the group casts the highest-level power he knows and tells the focus. The focus must add up the total power and then shout the call at the target. During casting those involved must be touching one

another with the exception of the focus who can move up to 10 feet from the rest of the group. If he moves over 10 feet then the casting is interrupted and the mana wasted. Whereas turning or controlling undead is easy to calculate (3 people able to turn level 2 undead = group able to turn level 6 undead) healing and other powers do not follow such simple rules. If you want to try using them by all means feel free but have a referee present who will inform you of the effects of your group casting.

Overcasting spells and Mental Overloads

If a mage or soul caster attempts to use a spell but does not have enough mana to use it then they are Overcasting. Anyone who overcasts spells takes damage equal to twice the overcast in mana starting with damage to the head and then moving on to adjacent locations. The caster is also rendered unconscious for a time of 5 minutes multiplied by the number of mana he was lacking. However the spell works normally unless the spell required the mage to concentrate. If that is the case then unpredictable things can happen.

When a True Psion goes to negative on his Power Point totals through use of his powers he will undergo a massive mental overload. The overload weakens him mentally and physically, and is usually accompanied by some outward sign ranging from such as bleeding from the nose, eyes or ears for a minor overload to inadvertently summoning a creature from another plane for a more severe overload. If this were not enough, the Psion loses 1 loc. all over and half his Power Points until he gets 8 hours of uninterrupted sleep.



Maintained Spells

A maintained spell requires the caster to remain where the spell is cast and focus to keep the spell in effect. While a spell is being maintained the caster cannot move. They also cannot defend themselves or cast other spells unless they have purchased the “othermind” skill which means they must stay in place but will allow them cast other spells while maintaining another spell.

Between Adventures

Skill Point (SP) Awards

After the completion of a Faded Glory event Skill Points will be awarded to players who participated in the event.

Players are awarded 2 Skill Points for wearing an appropriate costume and for making at least a reasonable attempt to role-playing their character appropriately during the event.

There are a further 3 Skill Points that are awarded to players at the referee's discretion for a player's actions during the event. These may be awarded for creative role-play, intelligent use of skills or for a multitude of other potential reasons too numerous to list here.

For the double length Easter weekend events the above values are doubled.

If your character dies during an event then the Skill Points awarded will go towards your new character.

If you play a new character for the first time and find that you are not happy with it then you may carry the Skill Point Award from that first event to a new character. This only can be done after the first event a character is played.

Heroic Acts

Sometimes a player will do something that deserves a special reward. What that "something special" is, could well be anything; it depends entirely on the situation. Displays of bravery, exceptional role-playing, amazing costume and party motivation are all things that may earn a reward. We cannot accurately list what may earn someone a special reward as it is impossible for us to predict when and how someone may do something that makes them exceptional.

In recognition of these special events, a player may be rewarded with a Heroic Act. Heroic Acts may be used at any time during events by a player and allows a player to do something he or she may normally not be able to. For example a player may be wounded and dying but the rest of the party has left them behind. By using a Heroic Act perhaps the character is able to overcome the normally crippling wounds until they can find help. Heroic Acts can only be used by the player who earned them and they can only use them on things in their immediate vicinity. As an example, A healer spots a seriously injured character across the battlefield, sprinting to their aid the healer arrives moments too late and the character has died, the healer chooses to use a Heroic Act to bring that character back from the brink of death. This would be an acceptable use as the healer was right there when it happened. If the healer had not been present at the death of the character or found out about it later then they would not be able to use a Heroic Act to prevent the character from dying.

Heroic acts require a ref's approval when used.

When a Heroic Act is used, it is gone for good unless a player earns another one by performing something else that deserves such a reward. Please note that it is players who earn the Heroic Act rewards and not characters so a player can use their Heroic Acts no matter what character they are playing, as long as they have earned some. If you have any questions please direct them to a referee.

Downtime Actions

Between events characters often have things they want to be doing. To aid this we have created a more detailed system for declaring downtime actions between events. There are some simple rules to the declaration of downtime actions.

- 1) You can only declare actions for the most recently played character
- 2) You have up to four weeks prior to the next event to declare actions so the Design Team can process the effect of your actions before the next event.
- 3) Downtime action cannot be retroactive, if you didn't declare any downtime actions before an event you cannot do so at a later date.

Each player gets three actions they may use for downtime actions after each event. Here are some possible actions, their effect and how many actions they take:

- ❖ **Animalism** - increases your Animalism income at the start of next event by 25% by each action used on it There is also a chance of finding a rare crafting item, the more actions used the greater the chance.
- ❖ **Arcanism** - increases your Arcanism income at the start of next event by 25% by each action used on it There is also a chance of finding a rare crafting item, the more actions used the greater the chance.
- ❖ **Buying** - You shop around until you find the item or multiples of the item at a good price. This costs 1 action. If you want someone else to buy goods for you then they must declare the buying on their downtime and the two of you must be in the same place for at least this action of your downtime.
- ❖ **Crafting** - A craftsmen making an item or multiples of the same item costs 1 action. If you want someone to craft something for you then you must both be in the same place for your downtime for at least this action.
- ❖ **Experimentation** - If craftsmen want to discover new patterns so they can learn to make new items, learning 1 new pattern will take 3 actions, the financial cost still needs to be paid but is reduced by 50%.
- ❖ **Exploration** - For each action spent on exploration a character has a chance to find something of interest.
- ❖ **Foraging** - increases your Foraging income at the start of next event by 25% by each action used on it There is also a chance of finding a rare crafting item, the more actions used the greater the chance.
- ❖ **Forestry** - increases your Forestry income at the start of next event by 25% by each action used on it. There is also a chance of finding a rare crafting item, the more actions used the greater the chance.
- ❖ **Guild Service** - Some guilds require a certain amount of Guild Service to maintain your guild rank and any perks that are gained from it. Details of how much service/how many actions are required are detailed in the documents for each guild.
- ❖ **Herbalism** - increases your Herbalism income at the start of next event by 25% by each action used on it There is also a chance of finding a rare crafting item, the more actions used the greater the chance.
- ❖ **Mineralism** - increases your Mineralism income at the start of next event by 25% by each action used on it There is also a chance of finding a rare crafting item, the more actions used the greater the

chance.

- ❖ **Mining** - increases your Mining income at the start of next event by 25% by each action used on it. There is also a chance of finding a rare crafting item, the more actions used the greater the chance.
- ❖ **Prospecting** - increases your Prospecting income at the start of next event by 25% by each action used on it. There is also a chance of finding a rare crafting item, the more actions used the greater the chance.
- ❖ **Repair** - By using one downtime action after an event a character can get all of their damaged gear repaired. There is no cost incurred for the repair. Does not recover destroyed items.
- ❖ **Research** - For each action spent on exploration a character has a chance to learn something about a subject of their choosing.
- ❖ **Self Teaching** - A character can learn a new skill without training by using 2 downtime actions to declare they are studying the skill they are trying to learn. The XP costs for self teaching must still be paid by the character.
- ❖ **Selling** - You search for the best buyer for your item or multiples of the of item. This costs 1 action. If you want someone to sell goods for you then they must declare the sale on their downtime and the two of you must be in the same place for at least this action of your downtime.
- ❖ **Skinning** - increases your Skinning income at the start of next event by 25% by each action used on it. There is also a chance of finding a rare crafting item, the more actions used the greater the chance.
- ❖ **Studying** - If you find spell scrolls on an event and want to learn them in downtime it will cost you 1 action per scroll.
- ❖ **Weaving** - increases your Weaving income at the start of next event by 25% by each action used on it. There is also a chance of finding a rare crafting item, the more actions used the greater the chance.
- ❖ **Work** - increases your Cash income at the start of next event by 25% by each action used on it.

This list of actions is far from exhaustive, if a character chooses to declare something not on this list, they are more than welcome to. The Design Team will review it and decide what results the actions will have for the player.

Downtime actions can be declared either on the end of event sheet or via Downtime Actions page on the Faded Glory website.

We don't want players to feel obliged to play certain characters in order to maintain guild ranks and perks. Therefore, unless stated otherwise by the player, it will be assumed that any character that is not played at an event is doing the necessary guild work to maintain their guild rank and therefore will not lose it if they are not played for an extended period. However, if a character is a member of multiple guilds then they will only maintain the guild in which they have the highest rank.

Legendary Adventures

The Characters in our games have always been able to affect the fate of the Game World, their successes and failures will have knock on effects in the rest of the world that will impact future adventures. However, sometimes there comes an event that can completely shift world plot, events that can alter the course of history irrevocably. The Design Team have always tried to make these events something special, to give them a more epic feel. These adventures are known as Legendary Adventures.

Legendary Adventures will have significant risk and be more challenging than other adventures but they will have much higher rewards for those that take part. Not to mention the characters involved have the chance to change the world for good or ill depending on the outcome of the event.

Note that Legendary Adventures are open to all characters and are not supposed to be aimed at established or higher level characters. Their purpose is to illustrate the magnitude of the events they are taking place and to remind people that changing the world is not going to be easy!

Code of Conduct

We try and make our events safe, relaxed and as fun as we can for everyone. In order to help with this we have Event Rules that we expect everyone to abide by. If you have any questions or concerns about the Rules or you should contact the Design Team using the details on the Contact Us Page.

By booking onto an event or by taking part event attendees agree to abide by these rules and by any event specific rules given by event referees. Their decision is considered final in all such matters. While we hope it will never be necessary, Faded Glory reserves the right to refuse entry to an event or to expel any individuals from an event if they have broken the event rules listed below or are seen to be a disruptive influence at an event. Event fees will not be refunded if you are expelled from an event.

Event Rules

- ❖ All attendees must listen carefully to instructions from the event referees.
- ❖ By attending a Faded Glory event you agree to take part in a full contact sport.
- ❖ Anyone who is deemed to be cheating by an event Referee will be given an official warning. Repeat offenders may be barred from future events.
- ❖ Any breach of the law at an event will not be tolerated; the culprit will be asked to leave and may be barred from future events.
- ❖ Only LARP safe weapons may be brought to our events. In Character costume and props must not include camping or pocket knives. No pyrotechnics or animals may be brought to our events.
- ❖ Our events are adult themed and operate within an adult social environment. The consumption of alcohol, occasional swearing and sexual innuendo should be expected. It should be noted that we have a strict no nudity policy at our events.
- ❖ Harassment and Discrimination will not be tolerated at our events. By attending our events you agree to abide by our Equality and Diversity Policy.
- ❖ By attending our events you agree you have read and will follow our General Safety Guidelines and Combat Safety Guidelines.
- ❖ Weapons and armor must be safety checked at any event they are brought to according to our Weapon, Shield and Armour Checking Guidelines. before they can be used at our events.
- ❖ We cannot be held liable for any loss or damage to your person or property while at one of our events.
- ❖ The event team frequently take photos and shoot film at events. Such photos or footage will be shared online on club run websites. The Design Team may use photos taken at events to advertise the club.

Under 18's

No person under the age of 18 will be allowed to attend an event unless they are accompanied by their parent or guardian and they will remain the responsibility of that parent or guardian while at the event. Anyone under the age of 16 is not allowed to participate in any form of LARP combat unless the referee team feel that can join in at the same level as the adult participants without any safety concerns.

Reporting Incidents

Overall we are proud of the fact that we have had very few incidents that have broken our rules over the years we have been running games.

However, one thing we would like to stress is that if something does happen at an event, the longer you leave it to report the incident to us the harder it is for us to do something about it. The Referee Team are there to help and they want you to feel comfortable about coming to them if you need to talk about something.

General Safety

The Referee Team will try and monitor combats for anything that may be a potential hazard but they cannot be everywhere at once. Because of this we ask everyone to be aware of potential hazards and if a fight begins to move into a hazardous area, they should move the fight away from such dangers so themselves and other combatants are not at risk of injury.

Characters that have fallen in a fight should feel free to move out of the combat to get out from underfoot. Once clear of the fight they should resume their position on the ground.

The nature of the sites we use means that we do not always fight on nice level ground and tree roots or guys ropes along with puddles and mud are often unavoidable. This combined with poor lighting at night means that trips and falls are more likely. Therefore we recommend that all players bring with them an in character light such as a lantern so it is easier for them to see when in the dark and wear sturdy waterproof footwear that combines good grip with ankle support.

NOTE: Be aware that glow sticks or similar lights do not provide much ambient light and therefore are of little use to see by when navigating through the woods or campsites in the dark. We recommend you have a reasonable lantern that produces plenty of ambient light. Torches and similar are generally not permitted during time in as they can easily blind people during combats which can increase the risk of accidents in combat. It has been commented that the use of lights at night mean that people night vision is impaired and that could increase the risk of accidents however we feel that because everyone has a different level of night vision, if everyone carries lanterns there is no need to rely on people's night vision; this means everyone can see more clearly and therefore be safer.

'Safety' Call

If you see someone about to do something that could cause injury to themselves or another person then you can use the 'Safety' call to stop the event and address the issue. For example if a person is about to fall in a ditch or if someone has had their glasses knocked off in the middle of a fight. On the call of safety everyone should stop what they are doing and remain where they are. A member of the Referee Team will ensure the reason for the call is addressed and will call TIME IN to resume the event when the issue is resolved.

'Fire' Call

You should use this call if you see a fire anywhere other than in a contained fire pit. If you discover a fire alert anyone nearby using this call then find a member of event staff as quickly as possible and tell them where you found the fire. Unless asked to remain and help, please leave the area as quickly and safely as possible once you have reported the fire.

'Clear Out' Call

Only event staff may use this call. Clear out is used in situations where large numbers of people need to move away from an area quickly. (E.g. if a fire breaks out) If you hear this call you should look for the nearest member of event staff and follow their directions. If you cannot see a member of staff then move away from the area as quickly and safely as possible.

'Man Down' Call

This call is to be used when anyone suffers a real, out of character, injury of any type. Cross your arms over your head to make yourself visible while shouting. If you hear this call stop whatever you are doing and move away from the injured person so event staff can find them. Do not relay this call if you hear it so event staff can find the person who originally made the call. Once the injury has been dealt with then a member of the Referee Team will call TIME IN so the event can resume.

System Safe Word

Faded Glory operates a safe word system meaning that if anyone finds themselves in a situation that they find they are uncomfortable with they can use the safe word and everyone will know to stop what they are doing as per a TIME FREEZE call and a member of the event Referee Team will ensure that the person who used the safe word is okay and will make all reasonable efforts to ensure the reasons for the participants discomfort are alleviated before the event continues.

It is not acceptable to ignore the safe word for any reason and anyone found doing so may be removed from the event and could face a ban from returning to the system.

The system safe word is: PANDORA

Combat Safety

Before anyone can take part in combat at a Faded Glory event, they must demonstrate they understand the practices common to most British LARP events to ensure safety of combatants (listed below). If you are new to Faded Glory you will be asked to spar with a member of the Referee Team or another appointed attendee to show you are familiar with them. If you are new to LARP then a member of the Referee Team or another appointed attendee will take you through the practices to ensure you know what is expected of you.

Combat Rules

These rules reduce the dangers of combat at a live role-play events but they do not constitute a guarantee of safety. Faded Glory has an excellent safety record but by choosing to come to one of our events you are agreeing to accept the risks of taking part in a full contact sport.

- ❖ When using a melee weapon, you must pull your blow so it lands with just enough force that your target knows they have been hit but not so much force it hurts.
- ❖ You must never stab with a weapon
- ❖ You must avoid striking the groin, face, breasts or head wherever possible
- ❖ You must not strike another character with the pommel or hilt of your weapon
- ❖ You must not grab or trap an opponent's weapon during combat
- ❖ You must not attempt to parry an arrow or bolt with a weapon
- ❖ You must make sure your weapons and shields are checked by event staff and approved as safe before use.
- ❖ If you are using a bow you must be aware of bow safety guidelines.
- ❖ You should only wield weapons in the correct manner for their type, two handed weapons must be used with two hands etc.
- ❖ You must avoid combat if you are drunk
- ❖ Shields are not to be used for punching or barging other combatants
- ❖ Weapons should never be used to hook shields or other weapons
- ❖ You must not grapple or trip another player during combat.
- ❖ You should never block or parry a blow with a bow or crossbow even if they are foam padded.
- ❖ You should never fire a bow or crossbow at a target less than 10ft from you. Instead use the Point Blank call detailed in the main rulebook.

Grappling

Grappling and tripping other players during combat should always be avoided wherever possible. However, if you have the prior permission of your opponent then you both may decide that you are happy to allow grappling in a combat between the two of you. This should only be done in small carefully planned fights such a duel or a display. Permission must be arranged personally between the combatants and not via any 3rd party.

Non-Com

At Faded Glory we try and include everyone in our events, so sometimes we have people who cannot take

part in combat for health reasons or injury. To indicate this, if you find yourself in a combat area Non-Com players can cross their arms across their chest in a X shape to indicate they should not be struck.

This will not guarantee that you are not struck as combats can be chaotic at the best of time and mistakes can happen but in most circumstances does ensure that people know and can act accordingly.

It is important to note that Non-Com players are still there and in game just cannot be struck. This means if a player or member of crew role-plays striking the Non-Com character but does not actually connect with the blows the Non-Com character should still take the damage or effect.

Equality and Diversity

We go to great lengths to make sure that people can indulge in combat at our events safely and with the minimum chance of injury. We feel that a club should go to similar lengths to make sure that people can enjoy our events without encountering discrimination or harassment of any kind.

Our Commitment

Faded Glory is committed to making the environment at our games as friendly as possible for everyone involved. An environment where there is mutual respect between the participants and everyone can feel welcome and take part in our events safely. We commit to all participants that our Referee Team will treat any complaints about discrimination or harassment raised with us seriously and will respond appropriately.

Acceptable Behaviour at Faded Glory events

Our events include adult themes such as verbal and physical conflict. As such it is perfectly acceptable to insult another CHARACTER on the basis of an in-character attribute at any time during an event. It is never acceptable to insult another participant on the basis of an out-of-character attribute.

In other words, participants in Faded Glory events are not allowed to discriminate on grounds of real-world nationality, colour, disability, sexuality, gender, religion, race, age or any other similar distinction. Excuses such as “I was only joking” or “I was drunk” are not acceptable reasons for such behaviour.

If you are unclear on whether something violates these rules or not then we urge you to choose caution rather than risk it.

Acceptable Behaviour using Faded Glory online services

Faded Glory operates a forum, Facebook group and website. We request that anyone using these services and any others we may choose to implement in the future treat each other with courtesy, respect and abide by the rules on discrimination laid out here. Both the forums and the Facebook group are moderated and any posts that violate these rules will be removed.

If you are experiencing harassment or abuse online in relation to one of our events then please contact us. Breaches of these rules may lead to a ban from our online services or even our games regardless of whether this happens online or at an event.

Sexual Harassment

Faded Glory events are very social at times but no-one attending one of our events, male or female, should have to tolerate sexual harassment.

Sexual harassment includes any unwelcome behaviour of a sexual nature that could be reasonably expect to make someone feel offended, humiliated or intimidated.

This may include (but is not restricted to):

- ❖ An unwelcome sexual advance
- ❖ A request for sexual favors
- ❖ Implied or overt threats for sex
- ❖ Unwelcome comments about someone's sex life or physical appearance
- ❖ Relentless humor and jokes about sex or gender in general
- ❖ Displaying sexually offensive photos, pinups or calendars, reading matter or objects
- ❖ Sexual propositions or continued requests for dates despite being told NO each time
- ❖ Physical contacts such as touching or fondling, or unnecessarily brushing up against someone.
- ❖ Indecent assault or rape (these are criminal offences)

Using in character reasons to justify inappropriate behaviour is not acceptable. Anyone participating in our events should take care to ensure that if their behaviour involves conversation or physical contact that may be interpreted in a sexual or intimate manner that they do not do so in a way that makes the recipient feel out-of-character uncomfortable, regardless of any in character consideration.

NOTE: While Faded Glory events may often deal with adult themes at the events they will never deal with non-consensual sex or sex with minors. Such subjects can have a significant emotional impact on people who have real life experience of such things so all participants are expected to avoid any references to these subject either in or out of character during our events.

It is not possible for Faded Glory to be free from harassment without help from everyone who participates in the events. Challenging inappropriate behaviour by other participants can help but we understand that not everyone is comfortable or confident enough to do so. Because of this we want all participants to feel assured that they can bring complaints to us and that we will deal with them promptly and appropriately in a respectful fashion. It does not matter which member of the Referee Team you bring your complaint to, choose whichever you are more comfortable talking to.

If you believe you are being harassed:

- ❖ If comfortable and safe to do so, inform the alleged harasser the behaviour is offensive or unwelcome and they should stop.
- ❖ If not comfortable or safe to confront the alleged harasser or if unwelcome behaviour continues, get yourself out of the situation as soon as it is safe to do so and report the incident to a member of the Referee Team.
- ❖ Do not blame yourself
- ❖ Do not delay reporting the incident in the hope the problem will go away.

If you think you may have offended or harassed someone:

- ❖ Don't assume others will tell you when they feel offended or threatened by what you do or say

- ❖ Apologize as soon as possible
- ❖ Examine how others respond to what you do or say
- ❖ Most importantly, modify your behaviour accordingly.

Complaints

The Referee Team will investigate all discrimination and harassment claims to the best of their ability. However, the nature of LARP events means that there is often little other than hearsay evidence of such an event. Because of this, as standard we operate a three strikes policy and we feel this gives a reasonable balance and time for people who have one or two warnings a chance to use them as an opportunity to modify their behaviour. However, those who do not will be permanently excluded on the third warning.

In cases where an incident is extremely serious and/or where the facts are beyond all reasonable doubt the Referee Team may choose to issue an immediate ban, give only a single warning or involve the Police as they feel is necessary.

If someone wishes to report an incident but does not wish to make a formal complaint, for example if they believe it was a mistake on the part of the alleged harasser then the Referee Team may try and mediate between the two parties to resolve the issue but only if the complainant is happy to do so. Otherwise the incident will be logged on the accused records and should future complaints be raised against the accused the history of former events may be used to determine the outcome of subsequent complaints.

If someone wishes to report an incident but wishes to be anonymous then the Referee Team will investigate as thoroughly as possible without compromising the anonymity of the complainant. Again the incident will be logged on the accused records and may be used to determine the outcome of subsequent complaints.

Retaliation

Faded Glory prohibits any kind of retaliation against anyone who makes a complaint, who is assisting someone making a complaint or who is involved in the investigation of a complaint. If anyone feels they are being subject to such retaliation they should report it immediately to one of the event referees.

Monstering



Monstering, also known as Crewing, a LARP event is an important part of the event. Without monsters the players will have no-one to fight against or interact with. Yet people frequently seem not to understand why it is so important, what it entails and why it can be just as much fun as playing when done right.

What is monstering? Well monstering is essentially playing the part of the monster as opposed to playing the hero. You get given some stats and you play the role you are assigned till its eventual conclusion, normally a horrible death at the hands of the players.

Advantages of Monstering

1. Monstering is Free, we do not charge you to take part. - *Note: For Catered events, there will be a cost if you want to partake of the meals we offer.*
2. We provide all the weapons and equipment you will need
3. You will earn Fealty Points which can be traded in for bonus XP for a character or can give you discounts off the price to play an event (more details below).
4. It is a great way to get introduced to the system or to the hobby without having to spend money on kit, weapons and costume.

Anyone can monster at any one of our events, you can even turn up for just part of an event if you need to. The Design Team and the players appreciate you spending time monstering at our events spending even you can only make it for a few hours. The more monsters we have means the Design Team have more flexibility to adapt to players action and the players get a better experience.

Fealty Point Awards

For a normal event there are 10 Fealty Points awarded for anyone who crews for the entire event. For Easter events there are 20 Points. If a crew member cannot crew the entire weekend they will be awarded a portion of the event reward based on how much of the event they were able to take part in.

Anyone who has paid to play an event and who chooses to spend at least one whole section of the event crewing will receive 10 Fealty Points.

Anyone, player or monster, who makes a significant contribution to help clear up after an event will be awarded up to 10 Fealty Points as a thank you from the event team. This does not include the clean up of an individual's camp or sleeping area as everyone is expected to be responsible for leaving such areas in at least a good a condition as they found them.

Finally the System Organizers may choose to award Fealty Points for other situations as they feel is necessary. Usually this would be for someone going out of their way to do something that significantly benefits the system, such as a donation of kit.

What can Fealty Points be used for?

In order to try and make Fealty Points useful and therefore more appealing to people we have tried to make

them as beneficial to people as possible. Therefore they can be used as follows:

10 Fealty Points = 1 XP for a character of your choosing.

2 Fealty Points = £1 discount on the player price of an event

1 Fealty Point = a one time payment of 25 crowns added to the character of your choosing.

1 Fealty Point = a one time award of 25 crowns worth of one resource type to the character of your choosing.

10 Fealty Points = a 35 crown per event ongoing income for a character of your choosing

10 Fealty Points = a 35 crown per event worth of resources as an ongoing income for a character of your choosing.

Further uses may be defined over time as the Design Team feels appropriate. Please let us know if you have any suggestions.

Once a Fealty Point is used it is gone until more are earned, once assigned to a specific character they cannot be un-assigned.

Recruitment Incentive

It is always good to see new faces at our events whether as players or as crew. As an incentive to people we have decided to offer the following to everyone who has been to at least one Faded Glory event:

- ❖ Anyone who introduces a new player to an event will receive a £5 discount to the event price.
- ❖ Anyone who introduces a new crew member to an event will receive 10 Fealty Points to be used as you please.

Both rewards are cumulative so the more people you introduce the more rewards you can get.

There are some rules that apply to the incentives:

- ❖ Some form of proof of recruitment is needed, whether that be confirmation from the recruitee, a screenshot or copy of an email.
- ❖ The incentives can only be claimed for the first event that someone attends our events. The discount cannot be saved for later events.
- ❖ The discount to event price cannot be used to pay deposits for events.

And Finally

I hope we see you soon and that you enjoy what we have in store for you!

Referee Calls

Time Freeze: When you hear this call you should freeze in your current position, close your eyes and hum loudly until you hear Time In called. Don't peek.

Time Out: All in-character actions are suspended at this call. Remain where you are. You are able to sit and talk amongst yourselves but only about out of character things. You may not move from your location, heal yourself or take any other in character action. This call will also be used to end the event.

Time In: This call indicates the event has started, it will also be used to re-start in-character actions after a man down, time freeze or time out call. Referees will give a three-second countdown before making the call.

Players should assume that once the event has started they are considered time in unless the referee team specifically has stated otherwise. Tents, bedrooms and toilets are considered out of character areas at all times. Players can take in character items into these areas when they are going to bed but may not store such items in out of character areas.

Combat Calls

Listed below are most of the calls you will encounter in character at events. The list is not complete and there may be many changes. If you do not understand the meaning of the call then you should ask the person that made the call for an explanation.

Acid: This nasty call does permanent damage to all types of armour, weapons and shields. That means damage done by acid spells and abilities cannot be repaired by normal means currently only the Restore spell can undo Acid Damage. Damage done to locations counts as normal damage and may be healed through the usual methods. It should be noted that the acid call can be combined with other effects such as Acid Crush or Acid Shatter. Whatever it is combined with the call will have a permanent effect on armour, weapons and shields as long as the call is appropriate for that item type. E.g. an acid single would affect armour but not a shield or weapon.

Bleed: The bleed call is now an upgrade call which can be applied to other calls. If the call of bleed is added to the call then it means the target is bleeding heavily and that two people will be needed to heal the wound. One person to staunch the bleed and one to do the healing. Staunching can only be done by characters with the first aid and the staunch skill or by soul casters with life's blessing.

Blight: This disease halves both total and current mana/psi points/regen points of a character while they are afflicted.

Break: The break call means the item struck is broken, cannot be used and needs to be repaired by an appropriate craftsman before it can be used again.

Cleave: This is a blow of great power. The blow does its damage to both the armour on the struck location and to the loc as well. Characters not wearing armour or not at least partially protected take double damage from Cleave strikes.

Crush: Breaks the bone AND reduce the location struck to zero hits. Crush will also badly damage any armour on the struck location (i.e. it will not provide protection until repaired). Studded leather or metal armour of any type will protect the wearer from one crush but the armour is rendered useless until repaired. Further crushes after the first affect the location directly. To heal a crush you must mend the bone AND heal the wound. A crush will also smash any weapon it connects with, so if the blow is parried the player does not take the damage but the weapon used for the parry is damaged and cannot be used until it is repaired.

Decap: Beheading a body is often a good way to stop them getting up again. The decap call is used to represent a person beheading a fallen being. It can only be used on a body that has already been killed and in

order to use it you must rest your weapon against the monster's neck for 5 seconds. After 5 seconds you can call 'decap' and the monster is beheaded.

Decay: This disease drains a character's mana/psi points/regen points at the rate of 1 every 30 seconds. If a character reaches -1 then their head and chest loc goes to -1 hits and their mana pool is halved for the remainder of the section. If the disease is not cured then the character cannot be healed above 1 hits to the head and chest and cannot regain mana/psi points/regen points. Characters without mana/psi points/regen points are taken to 1 loc on the head and chest and it cannot be healed above that until the disease is cured.

Drain: The drain call drains mana from a target, it drains the same amount of mana from a struck target as it does damage. Therefore if you are struck for a double then you also lose two points of damage. If you have no mana then the drain call just does normal damage and has no additional effect.

Destroy: The destroy call means the item struck is destroyed, cannot be used and cannot be repaired except under some very specific circumstances such as having certain high level magic users at your disposal.

Fatal: This call drops a character to their death time immediately and shortens it to 1 minute. It also is considered a bleed effect so it will need two characters to heal the wound. It requires first aid level 5 or light soul level 10 (or equivalent combination of light soil casters) to heal a fatal wound. No Armour stops a Fatal blow.

Fear: You become very afraid of the user of this ability. If affected you must run away from the user as fast as possible for 10 seconds and cover at least 10 meters, then you can stop running and are free to return.

Fell: Fell is a call that will be added to another damage call, for example "Fell Double" A Fell wound must be healed all in one go, anything less will not affect it. For example, if your character took a 'Fell Triple' to the left arm, any type of healing that restored less than three points of damage to the injured location would have no effect.

Freeze: The target is frozen solid by a blow of extreme cold. The player cannot be harmed in any way until the freeze wears off. They also have no idea about what is going on around them. Freeze lasts for 10 minutes unless the character is somehow warmed in which case it lasts only for 5. This lasts double duration if used on a lizard-kin.

Global: Global means that it affects all locations, therefore "one global" is the same as "one all over" but easier to say.

Harm: Harm damage always affects a location directly bypassing any armour or magical protections

Hamstring: This ability must be used when striking the legs of a target. Once used the target cannot move at faster than walking pace until a first aider with the surgery skill has worked on them for at least 10 minutes to repair the damage. Otherwise it will heal overnight and the character can move normally again the following day. This has no effect on the targets speed of attack, just their movement.

Knockback: If struck by someone using this call you have to role-play being knocked back. The default distance for knockback is 10ft unless called otherwise. You do not have to fall down and can remain standing. If the knockback would put you into a dangerous or unsafe position you need not actually move but you should stay out of the fight for at least a slow count of 5 for every 10ft of the knockback.

Knockdown: If struck by someone using this call you must fall to the ground, count ONE slowly then get up again. Your bottom MUST touch the ground.

Level Drain: This is a particularly nasty attack that subtracts one from the location struck. There are two types of level drain, temporary and permanent. Temporary ones are restored by a good night's sleep. Permanent ones cannot be restored except by using high level potions or magic.

Necrotic: This call does a single hit vs. armour but does full damage to the struck location if the target wears no armour or the armour has reached zero protection.

Massive: In order to make some of the giant monsters the party fight that bit more interesting, we are introducing the Massive damage call. Massive may only be called by creatures that are supposed to be considerably larger than the average player. Massive blows cannot be blocked or parried and do global damage. Massive will have other damage calls added to it as normal, for example Massive Double.

Mortal: The mortal call takes your character to negative your basic loc on the location struck (calculated without buffs or armour). Therefore if you had 3 loc a mortal will take you to -3 loc. Only plate armour will stop a mortal but the armour is damaged after one and requires a smith to restore it. Subsequent mortals against an armoured location affect the location normally.

Pain: If this affects you then you fall to the floor in the pain for the duration stated. If you hear “Pain 30 seconds” you are in pain for 30 seconds.

Paralysis: The player struck by this cannot move until it wears off. They can see and hear what is going on around them; they can also be harmed while paralysed. The effect usually wears off after approximately 5 minutes. Paralyse Limb works in the same way as paralysis but only works on the struck limb and has no effect on head or chest.

Pestilence: This disease reduces a character's current and total loc by 1 while they are afflicted.

Plague: This disease halves a character's total and current loc (round down) it also weakens the character meaning they cannot use any strength or combat reflex skills.

Point Blank: This call may only be used by someone using a bow or crossbow. If your target is too close for you to safely fire at him you may use the point blank call followed by your normal damage call for the shot. Point blank shots automatically hit and affect the chest of the target however there should be a minimum of a slow count of ten between calls of point blank. Please do not draw an arrow when using point blank in case you accidentally release at very short range.

Pox: Makes the inflicted feel unwell, in game terms it prevents healing till cured but has no other effect.

Rot: The location struck with this effect will lose hit points at the rate of 1 every 30 seconds. When it reaches -1 then the rot will spread to any adjacent locations which will all begin to lose hits at the rate of 1 every 30 seconds.

Sever: The sever call removed the location struck as if it had gone to negative your starting loc plus one on that location. The location is considered removed and a bleed call is applied. Characters with first aid and the master surgeon skill can reattach the limb according to the master surgeon rules, soul casters with the regenerate power can regrow it. No armour stops a Sever. If a head or chest location is struck with a sever then the wound should be treated as a fatal wound as per the fatal call.

Scourge: Anyone afflicted with Scourge will lose 1 loc all over every half an hour. Each loc lost makes the target weaker and weaker. At 1 loc all over they cannot even stand. When all Loc reaches -1 the character dies.

Shard: When hit with this call and the blow inflicts at least one point of damage to the location struck then the wound cannot be healed by Soul Magic or potions. Instead a character with at least the first aid 3 skill and the surgery skill is needed to remove the Shard from the wound and cure the damage.

Sickness: You feel very ill. If affected by this you must drop to the ground and role-play throwing up for 30 seconds. During this time you cannot do anything else.

Sleep: Your character has been sent to sleep. The duration of the spell will be stated at the time e.g. “Sleep 5 minutes” For the stated time you CANNOT be woken. After the stated duration is up then you will continue to sleep unless woken.

Sunder: This call reduced the armour on the struck location to zero as if it had taken sufficient damage in melee. The call will work against magical, ablative or psionic protections as well, reducing any protection

provided by a spell/buff to zero. Armour hits lost to this ability need the armour adjusting to restore them, spells and buffs can be reapplied normally.

Thru: This call means that the blow bypasses armour and affects the struck location directly.

Special Calls:

Some calls we have in the system only work under certain conditions, for example the subdue skill, it only works if you strike the head from behind and with a blunt weapon. Sometimes there are situations when we want to achieve the same effect as an existing call but without the circumstances. This is why we have the special call. For example, if there was a part in an adventure when a monster comes up to a player and punches him (role-played, obviously) and wants to knock him out. Instead of inventing a new call for this we use the “Special Subdue” call. Which means the effect is the same as the subdue skill but the circumstances for its use have changed. Basically this allows us to use existing calls for things instead of inventing new ones.

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