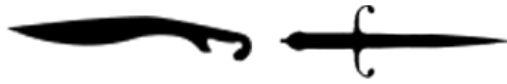




FOUR PILLARS



Rulebook 2.5

FOUR PILLARS

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CHAPTER ONE

The World of Four Pillars

1.1 Overview

The Republic of Ásaterra stretches from the scorching deserts of the north, to the icy southern seas. This land was previously a rich and bustling empire to rival its political neighbours; however the glorious reign of the royals was not to last. Just over a century ago, the last king of Ásaterra was murdered by his own council, and the country fell into civil war. For the last fifty years, an uneasy truce has existed, and the land has been governed by four separate political factions: The Legion of the Maor Dlí, The Guild of Croesus, The Circle of the Arcane and The Warriors of the Black Sun.

Although these factions have differing views and morals, they must do their best to hold the country steady, ever watched by the eyes of their neighbours who are waiting for a chance to descend and conquer.

In the year 1292BA, a chance meeting between representatives of all four factions demonstrated that when their country is threatened, even rivals can work together. The High Council of Ásaterra decided to use this incident as an example to all, and thus the Expeditionary Force was born. Comprised of members from every faction, the group is tasked with combating everything from bandits to magical phenomena, in an attempt to prove Ásaterra's unity once and for all.

The question is, with all eyes on them, is the Expeditionary Force up to the task?

For more information on Ásaterra, recent history or other lore, please refer to the Four Pillars Wikia.

1.2 The Known Lands

Ásaterra

Ásaterra is a varied, fascinating country. Whilst divided into four regions politically, it is still considered by most to be a single country. It is a veritable social melting pot, representing a mixture of all the cultures and races that have called it home over the centuries. This diversity is also reflected in Ásaterra's geography.

The North is a region of scorching summers and gentle winters, and the cradle of Ásaterra. The far North is full of red cliffs and deserts, stretching into scrublands and riverlands the further south one travels. It boasts some of the finest farmlands and vineyards of the entire country, as well as sophisticated, ordered cities. The people are dynamic, which is reflected in their vibrant fashion and the hustle and bustle of their marble streets.

The West of Ásaterra is mostly covered in fertile lowlands and farms, but it was not always so. Formerly the territory of the Monarchy of Monmouth, it became an over-farmed, plague-ridden wasteland, fit only for bandit tribes and exiles from the North. During the second Ásaterran Civil War, a group of people known as Ishallians revealed their existence and offered their formerly hidden city as a safe haven. In the aftermath of the civil war, this territory was given to the newly formed Guild of Croesus, much to the Ishallian's displeasure. The West is now inhabited by the rich elite, who are in constant battle with the original inhabitants. The Ishallian's are passionate and opportunistic, but also fiercely independent, sometimes to the point of xenophobia.

The East is dominated by vast and mysterious woodlands reaching up into the foothills of the mountains which border the edge of Ásaterra. Formerly part of the territory of Ulaidh, it is the heart of the ancestral Elven lands, and hides many of their ancient and graceful cities as well as mysterious ruins and other secrets. It is a haven for scholarly learning, and hosts many schools and universities of magic, lore and the arts.

The South is a wild land, of howling moors and rugged mountains. Whilst there is fertile land to the north, the region is predominantly full of dark, coniferous forest, and at its southernmost points, stormy battered coastlines. This region breeds hard but loyal folk, which perhaps explains why it has a history of steadfast mercenary bands. The faith of Lady

Death runs strong here, and its people are almost fatalistic, yet pious and proud of their traditions.

Treth

To the north-east of Ásaterra lies the Dominion of Treth, a prosperous land cordoned by mountains and desert. Ruled by the Paragon, who is perceived more as a deity than a monarch, theirs is a class-based society, headed by the Dominata; the ruling families. Treth may be a wealthy land, but many regard them with disdain as their livelihood is based on the backs of slaves. This does not, however, stop them from trading with the rest of the world, and they have many strong connections with the Legion of the Maor Dlí. Many consider Treth one of the greatest threats to Ásaterra, for there is little doubt that the moment a Trethian senses weakness, they pounce.

Skovva

Even more so than the South of Ásaterra, Skovva is a cruel and unforgiving land. Swamps and thick, gnarly forests cling to its northern borders, and its southern reaches are colder than any other known lands. Unlike the South, however, there is no central rule and disparate communities and petty nobles contend with one another just to survive, let alone for any notion of political dominance or supremacy. Beyond the borders of this land lies endless rolling plains and scorched earth where nameless, barbarian tribes reave and roam.

Valclya

The Kingdom of Valclya is a small and secretive Elven land located beyond the Eastern Wastes. Its people are wary of outsiders and the little information known comes from the few immigrants that have made their home in Ásaterra. Its councillors are descended from ten ancient clans, and blood purity is a matter of great importance. The few Valclyan's in Ásaterra have mostly had to flee due to the prejudice against half-elves and the recent laws which have been passed in order to disinherit them.

For more information regarding each of these regions, please refer to the Four Pillars wikia.

1.3 The Four Factions

After the expulsion of the monarchy in 1185 BA, the Royal Council installed themselves as the ruling force in Ásaterra and controlled the lands for the next fifteen years. However, they began to fear the proficiency of magic users running wild in the country, as well as the mercenary nature of the traditional Southern clans, whose allegiance was unsure. After the failure of the Sorcery Registration Act and the Military Conscription Decree, uprisings and protests dissolved into civil war. Out of the ashes of this strife, the four factions of modern Ásaterra arose.

Every player must be a member of a faction. Each faction comes with a unique skill due to their training. If you change faction in game, you keep your original faction skill.

The Legion of Maor Dlí

Based in what used to be the royal heartlands of the North, the Legion of Maor Dlí is tasked with enforcing the laws of the land, passing judgement on lawbreakers and ensuring that peace is upheld. The Legion of Maor Dlí was once an integral part of the Royal Council, tasked with enforcing the law when others could not and acting as a strong arm for the Council's will. Although these duties are now dealt with by multiple parties within the High Council, the Legion still has the power to ensure the laws of Ásaterra are enforced, arresting and punishing those who break them.



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On the field, the Legion of Maor Dlí is often the armoured bulwark, defending those who may fall more easily whilst proudly displaying their colours and status to those around them. But not every action they take is at the end of a sword, for often a well-placed word can have ripples through the politics of the North.

Tough as Nails: The elite members of the Legion of Maor Dlí view their armour as an extension of themselves, with each piece designed specifically for each member. Such formidable craftsmanship makes Legion armour noticeably more protective than armour from the other regions. The armour value for Legion characters is increased by one. For example, their light armour would have 2 armour hits instead of the usual 1.

The Guild of Croesus

The Guild of Croesus is based in the Western Province and their territory is mainly comprised of coast and farmlands. Although they control several thriving trading ports, the Guild's stronghold is further inland, on the Island of Ishall in the centre of Lake Lak'aros. Only the locals and very skilled boatmen can navigate these treacherous waters, and so the Guild's fortress is nigh-on impenetrable. Whilst the youngest of the four factions, the Guild of Croesus, so named after the bandit king of legend, is chiefly responsible for managing the High Council's finances, thanks to their monopoly on trade and their influential connections. Though professional, they are prone to ruthless, perhaps unethical behaviour which sometimes leads to conflict between them and the other factions.

Finders Keepers: The hired swords and representatives of the Guild live surrounded by the hustle and bustle of market places and caravans. As a result, they are well-acquainted with trade goods and the Guild itself boasts many talented pathfinders. They have become hardy and adaptable individuals, learning to make do with what they have. To represent this, members of the Guild may redraw a single marble per day when taking advantage of the Forage skill at any Tier, even Tier 0.

The Circle of the Arcane

The Circle of the Arcane is comprised of those who value learning above all else. Alchemists, healers, academics, sorcerers, and more besides have all grouped together in order to protect those who wish to study the many different arts, although their main focus is on acquiring knowledge.

Due to the persecution that magic users and scholars have faced over the last century, they are wary of the other factions. Although they may seem the most peaceful of the four, they have not forgotten the wrongs which were done to them, nor the texts which were burnt or lost, and as such when roused to fight they do so with a vengeful spirit that is terrible to behold. The Circle of the Arcane will do everything possible to regain any of the lost knowledge, for within such hallowed tomes they may yet find the secrets required to re-learn many of their long-forgotten powers - powers which are now needed more than ever for the prosperity of the land.

Burning the Midnight Oil: Members of the Circle spend years of their life dedicated to their studies, reading books and scrolls late into the night straight through to the early morning. Over the years, many members of the Circle learnt the tricks of information gathering; researching the unknown has become second nature to them. Members of the Circle of the Arcane can research new spells, crafting recipes, and so on significantly faster than those from other factions.

For those members of the Circle who lack skills involving research, they may assist their fellow Circle members through appropriate roleplay – for example, a Circle Rogue might use their contacts or better perception to chase down a clue for a colleague's research. This will be applicable at the discretion of the referee overseeing the research in question.

The Warriors of the Black Sun

The Warriors of the Black Sun reside in the South. They are formally tasked with the defence of the land from both invasion and from threats from within, boasting intelligence networks both inside and out of Ásaterra. Originally many roaming bands of mercenaries and warriors oathsworn to the ancient Southern clans, they united against the Royal Council, forming an unconventional but elite fighting force. Named for the most prominent of these bands, the

Children of the Black Sun, this force, and the faction which it later founded, was named the Warriors of the Black Sun. Although the faction tries to promote its own code of morality throughout the ranks, and the members are paid for their services, there are those who go looking for work which is more dubious- as long as their employers can keep their mouths shut.

Martial Supremacy: The Warriors of the Black Sun are highly proficient combatants, with their livelihoods dependent on their skill in combat. As such, they must train often and well. Members of the Black Sun may utilise a single additional call from a single weapon skill they have access to, or a single additional use of Cut-Throat if they have access to it from the Stealth skill, with the five minute period of active recovery applying. If they do not have access to any of these skills, they may instead utilise one call per day from Tier 2 of the relevant weapon skill.

1.4 Races

Ásaterra was originally a northern country inhabited predominantly by humans. However, as the power of its monarchs grew, it gradually expanded south, encompassing hot earth, vineyards and orange trees as well as pines, marshes and snows. The first kingdom conquered was the coastal kingdom of Monmouth, bringing with it the goblins and trolls who typically lived there. Budding relations with Ulaidh soon made elves a common sight in Ásaterra. Ásaterra has remained in this state for hundreds of years and has become a melting pot of different races and cultures. You are now just as likely to find an elf in the mountains as you are to find a troll reclining on a sunny beach.

Each race has its own unique abilities and cultural background. You are able to choose any class with any race, but you must, however, be able to phys-rep whichever race you chose.

Humans

Round eared and squishy, humans are one of the most common races in Ásaterra. Surprisingly tenacious, as far as some other races are concerned, they breed like rabbits, stick their noses in where they're not wanted, and generally do their best to be as annoying as possible. However, there is no real ill-will towards the humans and they are regarded with fondness by some of the more long-lived races, many of whom admire their ability to live so much in such a short amount of time.

Phys-rep requirements: Adaptable and varied, humans do not require any phys-reps to play.

Racial Ability: Humans can replace a single Primary skill, as listed by their class, with another skill. This skill now acts as a Primary skill; the original Primary skill is now considered a Secondary skill.

Elves

With a typical lifespan of roughly a thousand years, Elves are quite slow to age and reproduce. Due to the high casualties of the Elven wars with Skovva in the first century, there are few elder Elves remaining. Although many of them mingle with humans, it can be a sad and harrowing process for the elf involved when they must watch their loved one fade. This is made even sadder when such unions bear children; half-elves usually only live for 200-300 years. Elves historically mainly inhabited the kingdom of Ulaidh, which is now Eastern Ásaterra. The remains of old Elven settlements are sometimes found in the forests, their delicate stonemasonry stretching gracefully towards the sky, even in the form of ruins. These days, Elves are overall happily integrated with the other races, although there are some older Elves who remain in closely knit forest communes.

Phys-rep requirements: Famous for their distinctive ears, Elven characters must possess appropriate phys-reps. They otherwise bear a strong resemblance to humans.

Racial Ability: Agile and dexterous, Elves gain 2 Global hits that each recharge after 120 seconds – or 240 seconds for a total recharge.

Dwarves

Short and broad, Dwarves are hardy folk that are said to have skin of iron and bones of steel. While they have life-spans that are three times as long as humans, the slow reproduction of the Dwarven race means that the vast majority of Dwarves prefer to live within the confines of a Karak or hold, rather than in the open settlements of other races. They are not however by any means cowardly and the bravery of their warriors is exemplary, matching only the acumen of their merchants and craftsmen, which is renowned throughout the known world. The majority of Dwarves in Ásaterra originate from Karak Anor, situated in the north-east mountains of Northern Ásaterra, but there are also Dwarven holds in Skovva and in the West of Ásaterra. Most Dwarves also bear a natural resistance to the magical arts, making a Dwarven mage a rare sight indeed.

Phys-rep requirements: Bearing a strong resemblance to humans, merely shorter, the only suggested phys-rep for Dwarven characters is facial hair, regardless of gender – whether full-on fake beards or stubble. However, some Dwarves living above ground have taken to shaving their beards in a human fashion, enabling players to go clean shaven should they wish.

Racial Ability: All Dwarves, be they miners or soldiers, are capable of taking care of their own equipment. They are considered to have **Craft: Smith** at **Novice** level for the sake of repairing items, including weapons and armour. If they possess the **Craft: Smith** skill, they gain a 20 second reduction to their times to repair items.

Trolls

There are several varieties of trolls, and they greatly vary in appearance. What they have in common is their height; there are few fully grown trolls under 6 foot. Younger trolls have small, stubby horns, which get bigger as they get older. The different types of trolls range from frost trolls, who thrive in mountains and snowy areas, to desert trolls, who typically make their homes in the warm north. Due to their strength, trolls are sometimes perceived as a threat; however, they can actually be very friendly, hospitable individuals. Trolls are very pack-oriented and work together to protect everyone they regard as a pack member. Whilst some perceive them as unsophisticated, even unintelligent, they are capable of great wisdom and great age.

Phys-rep requirements: Trolls are notable for possessing inhuman shades of skin representing the area they are from, varying from grey to blue – depending on the breed, they may also have horns or rough scales. Aside from this, they have no other distinctive features which must be represented.

Racial Ability: Trolls have the use of an extra *knockdown* call with a melee weapon once per encounter. They may resist two *knockdown* calls a day. They should say *No Effect* when using this ability.

Ogres

The Ogres of the land have varying appearances, with colour and traits shifting according to their environment. All Ogres live and grow in a state of fierce competition; they form tribes around strong individuals, with a chaotic hierarchy below the Chief. Despite their competitive nature, Ogres avoid open conflict as much as possible. Disputes are settled through single combat between individuals. Ogres are one of the rarest races in Ásaterra, and are not often seen outside their tribes. Ogres amongst the four factions are typically strays or individuals sent specifically by their tribe to join a particular faction. Not all Ogres are fighters; there also exists a hierarchy within tribes of lore-keepers, called Urglaws, who serve their tribes as shamans, bards, and historians.

Phys-rep requirements: Ogres are similar to humans, usually featuring orange skin, but they all have personalised clan tattoos. Some may also have prominent brows, which require prosthetics.

Racial Ability: Ogres gain one point of Natural Armour in the form of tough, leathery skin. This stacks with worn armour and counts as armour against calls of *pierce*. This can be repaired by the **Craft: Smith** ability as per normal armour.

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Orcs

Originating from the land of Skovva, for years, orcs were shunned by the people of Ásaterra due to prejudice against their appearances and their culture. However, over time they found acceptance within society, and over the last couple of hundred years they have become commonplace across the land. Whilst many orcs still find themselves employed in manual labour or as hired muscle, they have been taking greater and greater strides in society. Orcs feel emotions far more intensely than many other races, with nothing being done in half measures. They are passionate and heartfelt, but also struggle to control their rage. They often face a daily battle with themselves, and it is not unheard of for grievously wounded Orcs to give into their fury. Orc tribe members typically mark themselves with scars or tattoos to display their great deeds, becoming living histories of themselves. However, since acceptance into mainstream culture, this practise has been rapidly waning amongst the young. It should be noted that only Ásaterra and Skovva have seen fit to accept Orcs into society, with other countries still seeing them as, to an extent, savage animals.

Phys-rep requirements: Orcs typically possess skin in shades of green or grey. They often sport large teeth, and some have horns protruding from their foreheads. Latex masks would be appropriate for their skin.

Racial Ability: Twice per day, they can enter a Rage when reduced to 0 hitpoints on their head or chest. This causes them to immediately attack whatever harmed them and ignore all damage and mind-altering effects for 10 seconds. Upon the end of this effect, they immediately take any damage they sustained during their rage.

Goblins

Goblins love nothing more than having fun, often at the expense of others. Although this fun is often light-hearted, it can turn malicious. They often inhabit swamps and the wetlands around rivers, especially in the Delta, as their skin needs to be kept particularly moist. Their ancestral home was the land of Monmoth, where they lived in harmony with trolls. Goblins may sometimes appear overexcited and childish, but do not be fooled; they have minds as sharp as their wit, and anyone underestimating them may not live to regret it.

Phys-rep requirements: Goblins are often small in stature, with large noses and pointed ears, but the only universal trait is their skin which is green, grey, or blue.

Racial Ability: Twice per day, Goblins can burrow into the ground and move up to 10 feet in any direction. However, they must re-emerge within 10 seconds.

Beast-Kin

A mixture of human and animal, these creatures, although predominantly nomadic in nature, are mainly located around the centre of Ásaterra. Many of them inhabit the tail end of the old Elven forests, which now lie within the lands of the Circle of the Arcane, where they will work with other forest dwellers. However, they are loathe to leave their home and land, and will rarely do so unless in company of those they feel they can trust. Others inhabit the southern pines forests - in the lands owned by the Warriors of the Black Sun - where they have always co-existed rather well with their nature and animal respecting neighbours. The more southern based Beast-Kin are commonly braver than their more northern brethren, and are comfortable leaving the forests and even sometimes inhabiting the settlements of the other races. Beast-Kin tend to prove themselves to be excellent guides and scouts, although they have many other talents as well.

Phys-rep requirements: Beast-Kin bear a distinct resemblance to a specific animal, and must wear furs, horns, or ears appropriate to the creature in question, along with face paint to represent the animal's hide.

Racial Ability: Beast-Kin are strong trackers and keenly perceptive individuals. As such, they count themselves as having one higher Detection than they would otherwise. This means that a Beast-Kin character always has at least Detection skill at Tier 1 for free. A Beast-Kin with Detection 3 only requires 5 seconds of roleplay as opposed to the usual 10 seconds of roleplay required to make a Detect call.

A Beast-Kin may additionally use LARP-safe claws as a Melee weapon, as long as it suits the animal race of which they are a hybrid. The user must pass a claw competency test.

Vampires

Vampires are creatures of the night which boast several innate and unusual abilities. They are created when an existing vampire drinks the blood of an individual, and then feeds that individual their own blood in turn. If an individual who has been fed upon reaches the point of death with vampire blood in their system, then they themselves transform, metamorphosing into something new. However, vampires are only accepted in society if their powers are bound. The process of binding is a complicated ritual, where the vampire's powers are bound to an item of their choice. This suppresses their abilities and their natural bloodlust, but also leaves them vulnerable should such an intimate item fall into the wrong hands.

If unbound, a vampire is in danger of their sanity being stolen away by their thirst, their need to hunt. Unbound vampires are also susceptible to silver and fire, and the weaker ones will perish in sunlight. The process of binding protects a vampire from these weaknesses and reduces their need to drink blood to once a week. Players may only play bound vampires.

Phys-rep requirements: Vampires' features vary greatly, being almost identical to their race of origin but often paler or exhibiting dark shadows under the eyes. However, there is one common factor amongst all flavours of Vampires; many have unnaturally coloured eyes, even in their bound forms.

Racial Ability: A bound vampire has the same racial ability as their original race.

Half Breeds

In these mainly indiscriminate times, it is relatively common for people to find love and companionship in those different races. It is also possible, although less likely, for these relationships to bear children, known by many as half breeds. Because of this, half breeds can differ greatly from each other, with some only adopting the traits of one parent, and others being an eclectic mix of the two. Because of this, responses to such beings can range from complete idolisation, being perceived as unique treasures and rarities, to complete confusion.

Racial Ability: Half-Breeds must choose between either Racial Ability of their heritage. For example, a half-elf would choose EITHER the Human Racial Ability OR the Elven Racial Ability.

A Half-Breed may not elect to be part Beast-Kin in any way; Beast-Kin exist only in a full-blooded state.

CHAPTER TWO

Core Rules & Character Creation

When creating a character, you must consider who you want to play and what their history might be. If you wish to talk about their history or upbringing, you may discuss it with your faction referee, who can help you bringing your character to life and help you integrate into the story. You will need to choose a faction and a class, and then choose your characters skills and downtime resource.

2.1 Hits, Dying, Healing and Stabilisation

All characters start with 2 hits per location. This may be increased by the Durability skill. There are 6 hit locations in Four Pillars: Head, Torso, Left Arm, Right Arm, Left Leg, Right Leg.

If a limb (arm or leg) is reduced to zero hits, the limb cannot be used again until healed by either the Heal skill or by magical means. This means that if an arm is hit, the weapon being held in that arm must be dropped and the arm must simply be held limp by the player's side. If a single leg is reduced to zero hits, the player can only use the working leg to move (usually hopping or dragging), if both legs are reduced to zero the player may only crawl using any still available limbs. Any further hits on a limb that is reduced to zero hits have no effect.

If either the head or Torso is reduced to zero hits, the character is considered to be bleeding out, and must start their two-minute death count. The player may not perform any sort of action nor defend themselves while bleeding out, however if their head is not on zero hits, the player may cry out for aid. A character may be prevented from bleeding out if both head and torso are brought above zero hits by any means.

If your character's death count reaches zero, the character has died. After ten minutes, it will be impossible for your character to be resurrected. Please speak to a referee about generating a new character – although, if you wish, it may be wise to wait as a corpse for a while so players may interact with you.

If you have any questions, please speak to a referee.

2.2 Classes

All characters start with 4 skill points (XP) to spend. Each class has three Primary skills which represent their core talents, as well as a separate bonus encouraging specialisation. All other skills are considered Secondary, representing other talents which a character may pick up throughout their career, but would take slightly more effort for that character to develop.

The costs of taking a skill varies according to whether it is a Primary or Secondary skill for the character in question, and what tier of skill you are going to take. The costs are as follows:

| | Primary | Secondary |
|------------------------|---------|-----------|
| Tier 1 (Novice) | 1 | 2 |
| Tier 2 (Adept) | 2 | 3 |
| Tier 3 (Expert) | 3 | 4 |

You must buy each level of the skill in order; for example, to get a skill at Tier 2, you must first buy the skill at Tier 1.

When in game, for purposes of immersion, Tier 1 is referred to as 'Novice', Tier 2 as 'Adept' and Tier 3 as 'Expert'.



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A character will gain 2 skill points for every event that the character both attends and survives. A referee will be designated as the consultant for spending and using skill points and made known to all players before and after an event. Skill points may not be spent during an event, unless it's to generate a new character.

Playable Classes

ARTISAN

Artisans are talented smiths or crafters of talismans, who are often found in the West of Ásaterra, but have a tendency to sprout up throughout the land. They always have some kind of project on the go, be it making new treasures or restoring old ones. They are also capable of the more mundane arts of repairing weapons and armour. These skilled workers are essential on the battlefield, for providing support behind the lines.

Primary Skills: *Craft: [Alchemy/Smith/Talisman], Forage, Melee: [One Handed/Two Handed]*

Starting Armour Class: Medium

Bonus: Artisans may re-pick a marble from any Forage bag but they are required to keep the second choice. This ability stacks with the faction trait of the Guild of Croesus.

MAGE

Mages are those individuals who are born with the spark of magic in their veins and those who have indulged that talent with training. Although recent research has discovered that many have the ability to wield magic, Mages are those who have been trained in the art and know how to tap into their magical potential. There are several schools of magic and out of all of the classes, it is mages alone who can master more than one discipline.

Primary Skills: *Magic: [First Discipline], Devotion, and Craft: Talisman*

Starting Armour Class: Light

Bonus: Mages receive a bonus of 5 extra mana. Only mages may take more than one magical discipline.

PHYSICIAN

Physicians are the students of the medical arts, having received extensive training and education. Be it by scalpel or salve, they are experts of tending to wounds and rooting out sickness, wherever it may lie. They are capable of identifying illnesses and poison, gifted with keen eyes and steady hands. No sensible party would leave without a physician in tow.

Primary Skills: *Surgery, Craft: Alchemy, and Detection.*

Starting Armour Class: Medium

Bonus: Physicians are well trained in the medical arts. As a result, they have a 40 second reduction to their heal time when using the **Surgeon** skill.

PRIEST

Priests are the holy folk of Ásaterra, devoted to their gods. They are exceptional mediums between the world of mortals and that of the divine. Typically possessing a good education and a kind heart, they may also have a good appreciation of how to tend to wounds. Priests are often also capable of calling upon their devotion to protect them from magical onslaught, often channelled through an icon of worship or holy symbol appropriate to their deity. A priest makes a fine companion, healing mind, body, and spirit.

Primary Skills: *Devotion, Magical Resistance, Surgeon.*

Starting Armour Class: Light



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Bonus: Priests are naturally more competent at carrying out rituals with their chosen deity as the object of the ritual: a priest of Sigismund, for example, finds the god of purity more receptive to his prayers. For a full list of deities and more information about them, please consult Chapter Four.

ROGUE

Rogues have developed a specific set of skills, tailored for stealth and precision. What they use these skills for is down to them, and you will find just as many rogues in the ranks of the factions as you will robbing people in the city slums.

Primary Skills: *Stealth, Detection, and Melee: One Handed*

Starting Armour class: Medium

Bonus: Rogues may use throwing weapons without the Ranged skill. This does allow Rogues of the Black Sun faction to use Ranged 2 calls with a throwing weapon, without actually purchasing Ranged 2.

WARRIOR

Warriors are the centre of any fighting force. They focus on raw fighting abilities and are trained to stand their ground against all of the odds. Ranging from elite knights dressed in suits of steel to the leather-clad warriors of the southern lands, warriors tend to be rather good at splitting the head of their enemies in two.

Primary Skills: *Melee [One Handed or Two Handed] Durability, and Magical Resistance*

Starting Armour class: Extra Heavy

Bonus: Warriors are trained to fight in the heaviest armour, typically in formation. As a result, they may enter play with Extra Heavy armour and a basic shield without having to craft one in play.

2.3 Skills

Armour Training

Tier 1 Allows the use of armour of one rank above that permitted by your class

Tier 2 Allows the use of armour of two ranks above that permitted by your class.

*For example, a Mage with Tier 2 Armour Training can wear Heavy armour.
This skill can never be used to allow a class other than Warrior access to Extra Heavy armour.*

Craft: Alchemy

Tier 1 Gives the ability to craft and identify basic potions and poisons, using a total of 5 CWP per day.

Tier 2 Gives the ability to craft and identify intermediate potions and poisons, using a total of 10 CWP per day.



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Tier 3 Gives the ability to craft and identify advanced potions and poisons, using a total of 15 CWP per day.

Craft: Smith

Tier 1 Allows a character to be able to repair armour. It takes 75 seconds to restore all armour points. Gives the ability to craft basic items, using a total of 5 CWP per day.

Tier 2 Allows a character to be able to repair armour. It takes 60 seconds to restore all armour points. Gives the ability to craft intermediate items, using a total of 10 CWP per day.

Tier 3 Allows a character to be able to repair armour. It takes 45 seconds to restore all armour points. Gives the ability to craft advanced items, using a total of 15 CWP per day.

Craft: Talismans

Tier 1 Gives the ability to craft basic level charms or talismans, using 5 CWP per day.

Tier 2 Gives the ability to craft intermediate charms or talismans, using 10 CWP per day.

Tier 3 Gives the ability to craft advanced charms or talismans, using a total of 15 CWP per day.

Detection

Tier 1 Can use the call **Detect: Novice** after 20 seconds of roleplay and can detect common poisons.

Tier 2 Can use the call **Detect: Adept** after 15 seconds of roleplay and can detect uncommon poisons.

Tier 3 Can use the call **Detect: Expert** after 10 seconds of roleplay and detect rare poisons.

Characters with this skill will not be passively alerted of details which they might notice; the skill must usually be actively used in order to learn information.

Devotion

Tier 1 Allows the character to use a ritual circle, including raising and lowering the wards, cleansing the circle and leading rituals. At Tier 1, a ritualist can maintain four ritual effects on themselves or another person.

Tier 2 Improves the responsiveness of devout energies within a ritual circle, and to attempt to discern whether ritual offerings are adequate once per day. At Tier 2, a ritualist can maintain eight ritual



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effects on themselves or another person.

- Tier 3** Can create a ritual circle with appropriate roleplay once per day. At the end of each day, the character can choose to keep the ritual circle in the same place for the next day, but a moved ritual circle must be ritualised anew. Further improves the responsiveness of devout energies within a ritual circle, and to attempt to discern whether ritual offerings are adequate twice per day. At Tier 3, a ritualist can maintain twelve ritual effects on themselves or another person.

Durability

- Tier 1** Grants the character one extra body hit per location.
- Tier 2** Grants the character two extra body hits in total per location.
- Tier 3** Grants the character three extra body hits in total per location.

Forage

This skill allows a character to forage in the wilderness for materials. This involves picking marbles out from a bag which, in turn, determines the results. Anyone can forage at Tier 0 without needing the skill, but they must use the Amateur bag. For those with Tier 1 or above, there is the choice of a higher risk bag with greater rewards or a safer bag with reliable rewards.

- Tier 0** Allows the character to search for two random commodities from the “Luck of the Path” bag per day; available to all player characters without skill investment.
- Tier 1** Allows the character to search for three random commodities per day.
- Tier 2** Allows the character to search for four random commodities per day.
- Tier 3** Allows the character to search for five random commodities per day.

Magic: Naturamancy (Elemental Magic)

- Tier 1** A choice of any three Novice Elemental spells. Give the ability to perform thaumaturgy, using 5 TWP a day.
- Tier 2** A choice of any two Adept, and one extra Novice Elemental spell. Gives a total of 10 TWP per day.
- Tier 3** A choice of any one Expert spell, as well as one extra Adept spell and two extra Novice spells from within the Elemental section. Gives a total of 15 TWP per day.

Magic skills give characters thaumaturgy work points (TWP). See Chapter Four for more information.



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Magic: Lumomancy (Light Magic)

- Tier 1** A choice of any three Basic Level Lumomancy spells. Give the ability to perform thaumaturgy, using a total of 5 TWP a day.
- Tier 2** A choice of any two Adept, and one extra Novice Lumomancy spell. Gives a total of 10 TWP.
- Tier 3** A choice of any one Expert spell, as well as one extra Adept spell and two extra Novice spells from within the Lumomancy section. Gives a total of 15 TWP per day.

Magic skills give characters thaumaturgy work points (TWP). See Chapter Four for more information.

Magic: Umbramancy (Shadow Magic)

- Tier 1** A choice of any three Basic Level Umbramancy spells. Give the ability to perform thaumaturgy, using a total of 5 TWP a day.
- Tier 2** A choice of any two Adept, and one extra Novice Umbramancy spell. Gives a total 10 TWP per day.
- Tier 3** A choice of any one Expert spell, as well as one extra Adept spell and two extra Novice spells from within the Umbramancy section. Gives a total of 15 TWP per day.

Magic skills give characters thaumaturgy work points (TWP). See Chapter Four for more information.

Melee: One-Handed Weapons

- Tier 1** Allows the use of one-handed weapons such as swords, axes and maces.
- Tier 2** Allows the use of the *Pierce* call once with a five-minute period of active recovery.
- Tier 3** Allows the use of the *Disarm* call and the *Pierce* call once each, with a five-minute period of active recovery.

Daggers cannot be used to make any calls gained with the Melee skill.

Active recovery is understood as make a show of taking a rest, getting your breath back, meditating, perhaps sharpening your weapon.

Melee: Two-Handed Weapons

- Tier 1** Allows the use of two-handed weapons, such as greatswords, battleaxes and staffs.



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Tier 2 Allows the use of the **Knockdown** call once with a five-minute period of active recovery.

Tier 3 Allows the use of the **Smash** call and the **Knockdown** call once each, with a five minute period of active recovery.

Active recovery is understood as make a show of taking a rest, getting your breath back, meditating, perhaps sharpening your weapon.

Ranged Weapons

Tier 1 Allows use of ranged weapons such as bows, crossbows and throwing weapons. All arrows cause **pierce** damage automatically with successful hits.

Tier 2 Ability to call knockdown once on a successful shot, with a five-minute period of active recovery.

Tier 3 Ability to call **Smash** and **Knockdown** once each on a successful shot, with a five-minute period of active recovery.

Magical Resistance

Tier 1 Allows the user to resist three Novice spells per day with the **Resist** call.

Tier 2 Allows the user to resist four Novice spells and two Adept spells per day with the **Resist** call.

Tier 3 Allows the user to resist five Novice spells, three Adept spells and one Expert spell per day with the **Resist** call.

Please note that no character may possess both Resistance and another form of magical skill, as the skill stems from developing anti-magic capabilities that are incompatible with other spells.

Please use appropriate roleplay. This can include phys-reps, such as jewellery, tattoos, or a lucky item, or an invocation on a focus of power which might be a belief held by your character, be it in a deity, a principle, or some other higher calling. For example, a follower of Lady Death might invoke her name; or a priest may invoke a holy symbol; a warrior may have tattoos or a similar lucky charm.

Stealth

Tier 1 Allows the character to hide in sufficient cover as long as they remain stationary. They should put one finger in the air to indicate **Stealth: Tier 1**. They cannot leave cover without breaking Stealth.

Tier 2 Allows the character to move unseen in sufficient cover. They should put two fingers in the air to indicate **Stealth: Tier 2**. They cannot leave cover without breaking Stealth.

Tier 3 Allows the character to hide and move unseen in sufficient cover. They should put three fingers in the air to indicate **Stealth: Tier 3**. They may bring another character into Stealth with them at Tier 1. Gives the ability to use the **cut-throat** call once with a five-minute period of active recovery. As



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with previous tiers of this ability, they cannot leave cover without breaking Stealth.

Sufficient cover is understood as enough cover to obscure 50% of a character who is using Stealth. Cover constitutes a distinct barrier such as foliage, a wall, or a log. If you require a demonstration of the proper usage of this ability, please consult a referee.

Surgery

- Tier 1** Allows a character to restore one body hit to all locations after 100 seconds of roleplay. The patient's death count is paused as long as the character is performing surgery on them.
- Tier 2** Allows a character to restore one body hit to all locations after 80 seconds of roleplay. The patient's death count is paused as long as the character is performing surgery on them.
- Tier 3** Allows a character to restore one body hit to all locations after 60 seconds of roleplay. The patient's death count is paused as long as the character is performing surgery on them.

Please note that the Physician class reduces the amount of time needed to heal another at each level by 40 seconds. This skill may only be used on others.

2.4 IC Calls

All calls that are heard in game relay to a particular effect that is taking place. This could be granted by a skill at arms, sheer physical might, or even by magical means. Please react with according role play to any call that you are affected by- it makes the event far more enjoyable for everyone!

- Area** This call will precede another call made immediately after, which will then apply to an area rather than a single target. Everyone within a 10-foot radius from the source of the call will be affected by it, unless otherwise indicated at the time of the call.
- Blast** The target takes 1 hit to every location, ignoring Global hits, and additionally takes a **Knockdown**.
- Blessed/Magic** Deals damage as per the **pierce** call. It may cause additional damage against certain targets, such as the supernatural, who may be immune to lesser attacks. The two iterations of this call are functionally identical; the distinction merely exists for the sake of clarifying the source of the call: **Blessed** represents a divine effect; **Magic** represents a more mundane effect, such as that caused by a weapon enchantment.
- Bound** The target's legs are completely bound, and the target cannot move until told that the binding is removed. If the target has a weapon in hand when this call is made, or if a friend comes to assist them, then they can cut their way out with fifteen seconds of appropriate roleplay, removing that which has bound them
- Broken** The item indicated or struck is damaged and cannot be used again until it has been repaired. If the



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indicated item is the armour a character is wearing, then that location's Armour hits are reduced to 0.

- Counter-spell** This call cancels the effect of a magical power cast against you. However, the call can only be made by someone who has at least an equal Tier of knowledge in the discipline used and will use an equal amount of Magic Points as the original spell would have been to cast. This call can only be used to defend yourself against spells and will have no influence on stopping an Area spell from affecting others. As such, you cannot attempt to counter a spell cast against another person.
- Courage** This call can only be made in response to the call Fear. The individual making this call is unaffected by the instance of *fear* in question, but the call must be accompanied with suitable role-play.
- Cut-throat** This call can only be made from behind its intended target. The target receives two Body hits to the Head location, ignoring Global and Armour hits.
- Detect** When this call is made, it will be followed by a either Novice, Adept or Expert to indicate the tier of the Detection skill that is being used. If this call is made within earshot of you and its tier is equal to or greater than your tier of Stealth, you must clearly state your Stealth tier, so the caller can hear you. If you are hidden, but not under the effects of Stealth, you must state “zero”.
- Disarm** The target drops the item struck by the call, delivered by melee weapon. If a limb holding an item is struck by this call, then they must drop the item in question.
- Execute** This reduces the target's Death Count by 60 seconds. This call can only be used on a target already on their death count or asleep. If the target of this call is asleep, the target is instantly put on their death count.
- Fear** The target must flee away from the caller for ten seconds. If unable to do so, the victim must role-play appropriately, for example by cowering and curling into a foetal position, and may not attempt to defend themselves for the duration. This call may be negated by the *courage* call.
- Flaming** The target takes one hit to the location hit or specified, ignoring Global hits, and is set aflame. They are in pain the entire time they are aflame and are unable to continue fighting; they should roleplay accordingly. To extinguish the fire, the victim must role-play trying to put it out for 10 seconds, or for 5 seconds if assisted by another person. You cannot heal a victim of this call until the flames have been extinguished.
- Grapple** A character may make this call while placing their hands on the target in order to restrain and/or move them. For safety reasons, this must be roleplayed by placing hands on the person, rather than physically moving or restraining them, and this call should not be used for aggressive fighting. In the case of moving a target using this call, please allow them to walk in the direction they are being guided. A target held with *Grapple* may only be moved at walking pace. You can only use this call on one target at a time; you cannot restrain or carry two bodies at once. A character can *grapple*



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another character using two hands; this restrains them. Two characters can **grapple** another character using a single hand each.

- Heal** The target's body hits on the chosen location(s) are restored by the amount indicated by the caller. This cannot exceed the target's starting number of Body hits.
- Knockdown** The target is knocked to the ground. If unable to safely fall to the ground, they must drop to one knee for 3 seconds. If caused by a physical attack, this call can be parried with a melee weapon - however the target must roleplay appropriately.
- [Location] to Zero** The location specified or struck upon the target is reduced to 0 body hits instantly (Eg: Chest to Zero). This ignores both Global and Armour hits
- No Effect** This call may be employed by certain NPCs in response to a call, and may also be employed by players under specific circumstances. The blow or call has no effect on the target.
- Pain** The target takes no damage, but their body is racked by intense pain. They must fall to the ground and continue to suffer the effects for 10 seconds. This means the target is unable to attack or defend themselves, but they are not considered to be 'unresisting'.
- Paralyse** The target is left unable to move, speak, or take any action for 30 seconds. The target must remain in the exact pose they were in when paralysed, or as close as possible, unless their legs are reduced to zero in which case they fall to the ground for the remainder of the effect. Death Count continues as normal throughout the call effect. After the effect wears off, they must roleplay any damage they have taken as normal. The target is considered to be 'unresisting'.
- Pierce** The target takes a single point of damage to the location specified or hit, ignoring Global and Armour hits.
- Possession** The target is under the direct control of the caller for two minutes. Any damage they take during this time ends the effect. This call cannot be used to make a character cause direct harm to themselves.
- Repair** The all of the target's Armour hits are restored by the caller. This call can also be used to repair a damaged weapon or item.
- Repel** This call causes the target to be pushed back 10 feet from the source of the call.
- Resist** This call can only be made when being targeted by a magical power or a specific effect. The call should be made as follows; "By [insert appropriate focus of power], I resist", causing the spell to have no effect on the caller. This does not prevent an area effect spell from taking effect, it merely mitigates the spell's effect on the individual making the **resist** call. If it is a continuous power that



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you are attempting to resist (such as walking through a wall of magical fire), you must continue to call **resist** for every 5 seconds you would be affected.

- Sleep** Target falls asleep for sixty seconds. The victim cannot be awoken during the first ten seconds, after which any strike upon them, or an appropriate role-play attempt to wake them will be successful, unless otherwise stated by a referee. Any damage will wake the sleeping target after the first ten seconds. Note, the target is considered to be 'unresisting'.
- Smash** The Armour hits on the location struck are reduced to 0, and the target takes 1 hit of damage to the location in question. If the Armour hits on the location are already 0, or the target has no armour on the location, then the Body hits on the location are reduced to 0. This ignores Global hits.
- Stun** The target is unable to move or actively attack or give any intelligible communication for 5 seconds. The target is still able to defend themselves by parrying with a melee weapon but is incapable of striking back.
- Subdue** This call deals 1 damage to the location struck as per a normal attack, however once a location is reduced to zero, it automatically recovers all damage caused by this call after 120 seconds, without needing to be healed. If the Head location is reduced to 0 Body hits by this call, then the target falls unconscious for 120 seconds.
- Terror** This call has the same effect as the **fear** call, with the exception that it cannot be resisted by the **courage** call.

2.5 Downtime

At character creation, each player receives a free Downtime Resource at Level 1. These resources can be levelled up using XP earned from event, just like buying new skills. The number of resources you receive from your Downtime perks may fluctuate depending on plot and world events. You should let your faction ref know where your resource is based for this reason. Players can also spend their money at the Downtime Market, if they hand in an amount of money at the end of an event to use in the downtime between events.

| First Downtime Resource | | Second Downtime Resource | | Third (and Subsequent) Downtime Resources | |
|-------------------------|------|--------------------------|------|---|------|
| <i>Level 1</i> | 1 XP | <i>Level 1</i> | 2 XP | <i>Level 1</i> | 3 XP |
| <i>Level 2</i> | 2 XP | <i>Level 2</i> | 3 XP | <i>Level 2</i> | 4 XP |



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Level 3

3 XP

Level 3

4 XP

Level 3

5 XP

Downtime Resources

Archives

During downtime, you can research topics and receive information about any matters which take your fancy, be it magical, scholarly, historical or concerning crafting.

Level 1 Gain an extra 5 Research points between events.

Level 2 Gain an extra 10 Research points between events.

Level 3 Gain an extra 15 Research points between events.

Business

You own your own little business. While the business doesn't bring in extra coin for you, it can grant extra perks for owning one. Your business can be any small-scale business within reason, although be careful that some businesses might attract competition or hostility.

Level 1 Can buy from the Downtime market at discounted prices. Receive a small random assortment of common resources at the start of each event.

Level 2 Extra perks in character and in downtime. Receive a small random assortment of common and uncommon resources at the start of each event.

Level 3 Further perks and start with an extra 2 silver per event. Receive a small random assortment of common, uncommon and rare resources at the start of each event.

Herb Garden

You are a hunter and grower of herbs, analysing them, using them in potions, or selling them on. Your space is full of lovely aromas from all over, so what are you growing?

Level 1 Receive a random assortment of common herbs at the start of each event.

Level 2 Receive a random assortment of common and uncommon herbs at the start of each event.

Level 3 Receive a random assortment of common, uncommon and rare herbs at the start of each event.

Land



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You own a few acres or hectares of land to do with as you want with. Talk with a Ref about which territory your land is based in and what it is being used for so we can coordinate resources or plot effects.

- Level 1** You own a small site of land. Maybe you rent it to others for coin or use it for other purposes. You gain a small amount of resources.
- Level 2** **[Prerequisite: Wealth 1]** The amount of land you own has grown, offering you more benefits and power.
- Level 3** **[Prerequisite: Wealth 2]** Your land has expanded even further, granting new benefits and influence.

Mine

You might own your own little mine, or work out in the world- either way, you find yourself with various blacksmithing materials quite often.

- Level 1** At the start of each event, receive an assortment of common crafting materials.
- Level 2** At the start of each event, receive an assortment of common and uncommon crafting materials.
- Level 3** At the start of each event, receive an assortment of common, uncommon and rare crafting materials.

Noble Rank

Your name means something to some people. Your title is carried across the land and your sigil recognised by the council.

Please note, that only NPCs can hold rank above Level 3.

- Level 1** You are a lesser noble. You have the title of Lord, Lady or Laird.
- Level 2** **[Prerequisite: Land 1]** You have the title of Baron, Baronesse or Baronette. You control a moderate area of land.
- Level 3** **[Prerequisite: Land 2]** You have title of Arl or Arlessa. You control a notable amount of land within a territory, such as a town.

Scouts

You can send your scouts to different areas to discover information during downtime.

- Level 1** At the beginning of an event you get common rumours.
- Level 2** At the beginning of an event you get common and uncommon rumours.
- Level 3** At the beginning of an event you get common, uncommon and rare rumours.



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Ships

The sea is vast and endless, but you are capable of exploring, protecting, or invading it all! You control a fleet of ships to sail below the blistering sun - but best beware of pirates...

- Level 1** You command a small Fleet of ships that can explore lands or provide trade and transport.
- Level 2** You command a larger Fleet of ships that can explore lands, help protect or attack places or to provide trade and transport as well.
- Level 3** You command a huge Fleet of ships that can explore lands, invade cities and attack at sea, help protect against naval advances and can provide trade and transport to far off lands.

Soldiers

People work under you, following your very instructions: your will is their command. You can aid people, start a fight, protect a land, or hold them back until someone is willing to pay enough for your help. Your soldiers can be deployed to a territory between each event.

- Level 1** You command a small unit of fighters (these can be Warriors, Mages, Rouges etc; they are not limited to simple fighters).
- Level 2** [Prerequisite: Land 1] You command a larger unit of fighters, capable of higher levels of protection/damage.
- Level 3** [Prerequisite: Land 2] You command a group of fighters on par with small scale armies.

Wealth

In your downtime, you work, you gamble, you trade, you embezzle, you tax, you collect - you get extra money in your pocket. A hard day's work (doing Gods know what) is it's own reward.

- Level 1** Receive an extra 2 silver per event.
- Level 2** Receive an extra 4 silver per event.
- Level 3** Receive an extra 6 silver per event.

2.6 Equipment

Weapons

A dagger is any weapon with a length of 18 inches or less. It requires no skills to use.

A one-handed weapon is any weapon of length over 18 inches up to a maximum of 42 inches. A two-handed weapon is any weapon over the length of 42 inches, up to a maximum of 84 inches, and must be used in two hands. Both of these weapon types can only be used by those with the Melee skill.

Weapons must be presented to a weapons checker at the start of each event to be verified. Stab-safe weapons, up to a length of 84 inches, are permitted for use at Four Pillars, but competency in their use must be confirmed before use by a Four Pillars weapons checker.



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Shields

Shields must be crafted in-game before they can be used as explained in the crafting appendix. Warriors, however, may enter play with a shield as part of their standard equipment.

Shields are specifically crafted to fit an individual's grip and fighting style. As such, basic shields can only be used by the owner and nobody else.

Shields must also be safety-checked by a Four Pillars weapons checker.

Armour

All classes can take some form of armour to bolster their survivability. Armour hits are taken before body hits unless a call is used which states otherwise, such as *pierce*. However, the level of mundane armour that a character can wear is determined by their class and skills, as not all are able to make full use of often heavy and restrictive clothing on the battlefield.

Despite this, all classes may make use of crafted armour as that armour has been made specifically for the wearer and so will suit their needs. All armour must be a suitable phys-rep and cover at least 50% of the intended location in order to count as armour. The guidelines for suitable materials/items for phys-reps of armour are as follows:

| | | |
|---------------------------|---|--|
| Light Armour | <i>Every location covered gains 1 HP</i> | Leather jackets, thick coats, furs, and items made of thick cloth. |
| Medium Armour | <i>Every location covered gains 2 HP</i> | Leather armour and gambesons. |
| Heavy Armour | <i>Every location covered gains 3 HP</i> | Plastic and foam plates which are metallic in appearance; metal studded leather armour. |
| Extra Heavy Armour | <i>Every location covered gains 4 HP</i> | Metal armour such as plate mail or chainmail. This tier of armour is only available to the Warrior class |

There are no restrictions on wearing the phys-rep for an armour class higher than your own. However, it will only count as the highest armour class you are allowed to wear. For example, a Priest who only has the Light Armour skill could wear leather bracers; however, although leather bracers are medium armour, they would only count as light, and the priest would only gain 1HP per location covered rather than 2HP.

When wearing armour, it is only the highest level that will be counted for the purposes of armour hits. Thus, wearing multiple layers of armour gives no in game advantage. For instance, wearing a gambeson under chainmail may look good and be more comfortable, but only the chainmail would count towards the armour hits. You do not gain the 2HP for wearing medium armour under the heavy armour.

Please consult a referee if you are unsure of what level of protection your armour phys-reps are appropriate for.

CHAPTER THREE

Magic

Magic is commonplace in the land of Ásaterra, and the basics of its use are well known to those who study it. However, where the power of magic itself is drawn from is not very well understood. There are some studies that suggest there are other planes, but this is very much a breaking area of research. What is known is that there are energies drawn from somewhere, and that these energies are linked closely to the four elements and to the concepts of darkness and light. These energies are attuned to and adept at manipulating or summoning what they are linked to.

Mages are trained in the art of invoking the name of the element and this is widely considered an excellent method to channel these energies. They are trained to sense that energy around them – it exists everywhere, stronger in some places, weaker in others, but in general it serves much the same purpose. By invoking the name of the spell, they focus their mind on that specific energy and can pluck it from the aether. They then shape this energy into a spell, having been previously trained in how to manipulate the magics for a specific effect, be it throwing a fireball or knitting together grievous wounds. This is usually achieved by invoking the name of the spell.

More complex spells take much study, figuring out how to weave the magics for the effect you wish to be desired, and often take a great deal of time and research for this to be achieved.

3.1 Magic Points

Spells have an associated cost of Magic Points: 1MP for a Tier 1 (Novice) Spell; 3MP for a Tier 2 (Adept) Spell; and 5MP for a Tier 3 (Expert) Spell.

Your maximum number of Magic Points is based on your investment in Magic skills. For every extra magic discipline you chose, you gain slightly more Magic Points:

| First Magical Discipline | | Second Magical Discipline | | Third Magical Discipline | |
|--------------------------|-----------------|---------------------------|-----------------|--------------------------|----------------|
| <i>Tier 1</i> | 5 Magic Points | <i>Tier 1</i> | - | <i>Tier 1</i> | - |
| <i>Tier 2</i> | 10 Magic Points | <i>Tier 2</i> | 5 Magic Points | <i>Tier 2</i> | - |
| <i>Tier 3</i> | 15 Magic Points | <i>Tier 3</i> | 10 Magic Points | <i>Tier 3</i> | 5 Magic Points |

You begin every day with your maximum number of Magic Points.

A player may attempt to regain spent Magic Points (up to their starting number) through resting outside of combat. If a player is in a safe environment, with no combat taking place, then they may automatically regain one Magic Point per two minutes. If the player wishes, they may roleplay meditation or a similar act of calming their mind, though it is not strictly necessary – a simple taking a breather can suffice as well. Please note that a resting mage will lose their concentration at the slightest sound of battle.

Spells

Due to the immense power of the Tier 3 spells, once cast, each respective power has a two-minute cooldown before it can be cast again. Note, this does not stop you from casting a different Tier 3 spell during that time should you have sufficient Magic Points.

Spells are organised into two overall categories: **Touch** and **Ranged**. Touch spells require you to be able to either touch the person to cast or hit the target with a LARP safe implement held in the caster's hand. If touching with a hand, please ask permission first, and this can be roleplayed without actually OC touching. If engaged in combat, use a weapon or implement; do not try to physically touch your opponent. Ranged spells have a 30ft range and require direct line of sight.

3.2 Casting Magic

To successfully cast a spell, the caster must mention the Tier of the spell, the discipline being used, the name of the spell and the effect. Casters may use the Out of Character term for the tier (eg: Tier 1, Tier 2 or Tier 3) when casting, or they may use the In-Character terms for such magic (Novice, Adept or Expert respectively).

A recommended structure for this is:

“By the power of [Tier] [Discipline], I cast [Spell Name], [State Effect].”

An example of this in use is:

“By the power of Adept Lumomancy, I cast Sunflare! Magic Bolt!”

Please note that, for example, a character with Tier 3 Lumomancy would refer to Healing Light (a novice spell) as being cast with novice, not expert.

You may refer to the discipline by its formal name (Naturamancy, Lumomancy or Umbramancy), or by invoking the powers behind each discipline (the elements, light, shadows).

Additionally, please make sure that your vocals are loud and clear, so that your targets are aware of them, and act out the casting as you feel appropriate. For instance; pointing at the target, acting as if throwing the spell at them, slamming the ground or similar.

For example:

The caster chants: “By the **Adept** power of the **Elements**, I call **Elemental Blast!**”

The caster then points at two targets and calls: “**Magic Blast.**”

Embellishment on these vocals is permitted as long as the key components of the spell – highlighted in bold above - are conveyed whilst casting. You may also change the order of the components if you so wish, as long as you ensure that each component is included and clearly stated.

3.3 Countering Spells

Due to a magic wielder's understanding of their art, they can also use their powers to deflect spells cast against them. As such, anyone with at least Tier 1 in any Magic-based skills gains the use of the Counter-spell call as follows:

Counter-Spell: This call cancels the effect of a magical power cast against you. However, the call can only be made by someone who has at least an equal Tier of knowledge in the discipline used, and it will use an equal amount of Magic Points as the original spell would have been to cast. This call can only be used to defend *yourself* against spells and will have no influence on stopping an Area spell from affecting others. As such, you cannot attempt to counter a spell cast against another person.

Please note that if a Tier 3 spell is counter-spelled you must still wait two minutes before casting the same spell again. The spell has still been cast, its effect has merely been countered by the target.

For example:



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A confrontation between two Magic-wielders; Isabella, a Tier 2 Elementalist and Tier 1 Lumomancer, and Gerald, a Tier 2 Elementalist.

Isabella waves her hands whilst chanting, “I call upon the flames of Novice Naturamancy and cast Flashbang: Stun!” and throws a blinding flash of fire directly at Gerald.

Upon seeing the spell hurtling towards him, Gerald quickly summons his magic to deflect the spell. “Through the power of the elements, I counter-spell!” he cries, at which his own power extinguishes the flaming ball before it can blind him.

Isabella, not being deterred, decides a different tactic. “Through the power of Novice Lumomancy, I cast Sunflare: Magic!” she shouts, calling a burst of sunlight to strike her foe. Gerald, not having knowledge of Lumomancy, staggers back wounded, unable to deflect this unknown spell.

At this point, Lucia, one of Isabella’s friends appears to press home her advantage. Upon seeing himself outnumbered, Gerald quickly summons his own powers; “Through the power of the Elements, I cast Elemental Blast, Tier 2!” he cries. As the winds about him gather, he throws both hands forwards, one at Isabella, the other at Lucia. “Magic Blast!” he yells at them both, as the gales surge forwards.

Isabella quickly rallies herself, “Through the power of Naturamancy, I Counter-spell!” she cries, sending the winds spinning away from her and leaving her unharmed. Lucia, however, unable to defend herself against such an attack is thrown to the ground, taking a battering from the force of the wind.

Note: In this encounter Isabella has used 7 of her Magic Points: 3 casting a Tier 2 Elemental spell, 1 casting a Tier 1 Lumomancy spell, and another 3 casting counter-spell against Gerald’s Tier 2 Elemental spell. Gerald has spent 6 of his Magic Points: 3 in casting counter-spell against Isabella’s initial Elemental attack, and a further 3 in casting his Tier 2 Elemental spell against Isabella and Lucia.

3.4 Known Spells

There are certain well-established spells for every sphere of magic, which magic users will learn as they work their way through the discipline. The list is by no means exhaustive, however; thaumaturgy exists for magic users to craft their own creations, and there may yet be more secret spells tucked away in the long-lost tomes of the Great Library...

Each discipline of magic offers the user one free starting spell. The user may then go on to learn more from their respective discipline and tier, the number determined by the level of magic they possess (see Chapter Two, section 2.3 for more information.)

NATURAMANCY: ELEMENTAL MAGIC

Tier 1 (Novice): 1 Magic Point

FREE:

Elemental Bolt

Description: The caster strikes their target with the power of the elements causing magic damage to the chest, or another location if indicated.

Duration: Instantaneous



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Range: 30ft.
Effects: *Magic 1: [Location]*

LEARNT:

Cloak of Leaves

Description: The caster and one target are concealed by the trees, blending into the shadows of the leaves.
Duration: 10 Minutes
Range: Touch
Effects: Allows the caster to enter into **Stealth: Tier 1**, taking up to one other person with them. This extra person is also **Stealth: Tier 1**, regardless of their tier.

Rock Armour

Description: The earth lends you its protection and its strength.
Duration: 10 minutes
Range: Touch
Effects: Gives the target two extra global hits. Cannot be stacked with other uses of this spell.

Aerial Hand

Description: The winds of Ásaterra can be manipulated by a skilled mage to carry out delicate tasks.
Duration: 1 minute
Range: 30 ft.
Effects: Can be used to levitate an untethered object or unresisting person within range up to 10 ft in a specified direction at a slow walking pace.



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Repel

- Description:** A stronger gust of wind repels the unlucky victim away from the caster.
- Duration:** 1 minute
- Range:** 30ft
- Effects:** *Repel* on the indicated target.

Torch

- Description:** A burst of light shines from the caster, revealing things which might go hidden otherwise
- Duration:** 5 minutes
- Range:** Personal
- Effects:** *Detection: Novice*, as per the **Detection** skill.

Flames

- Description:** A flare of supernatural fire bursts forth from the caster's hands or weapon.
- Duration:** Instantaneous.
- Range:** Touch.
- Effects:** A single **Flaming** on touch or on strike with weapons, including ranged or thrown weapons.

Healing Waters

- Description:** The caster channels the power of the elements to heal a target.
- Duration:** 10 seconds
- Range:** Touch



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Effects: Restores one health point, as per the *heal* call, to one location of the caster's choice after ten seconds of chanting. Death Count is not paused during casting. The caster must remain in contact throughout the spell.

Blessed Rain

Description: The caster uses blessed waters to cleanse the targets wounds.

Duration: 20 seconds.

Range: Touch

Effects: The target is cleansed of common poisons, reversing their effects after 20 seconds of chanting. This spell can also be used to cure some common diseases.

Tier 2 (Adept): 3 Magic Points

Elemental Blast

Description: The caster uses the power of the elements to blast their enemies.

Duration: Instantaneous

Range: 30 ft

Effects: *Magic Blast 1* onto two indicated targets.

Knockdown

Description: The caster uses the power of the elements to knock two indicated targets off their feet.

Duration: Instantaneous.

Range: 30ft

Effects: *Knockdown* on two indicated targets.

Rooted



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- Description:** Roots spring from the earth, trapping the caster's target.
- Duration:** 5 minutes, or until freed.
- Range:** Touch
- Effects:** The caster may call *bound* on a single target. The caster must stay within ten meters or the target is freed.

Disarm

- Description:** A strong gust of wind rips the target's indicated weapon from their hands.
- Duration:** Instantaneous.
- Range:** 30 ft.
- Effects:** *Disarm*

Flaming Weapon

- Description:** The caster imbues either themselves or a target's weapons with the element of fire.
- Duration:** 10 seconds.
- Range:** Touch
- Effects:** The wielder of the weapons can make multiple calls of *Flaming* for the duration.

Waters of Life

- Description:** The caster channels the soothing power of water to heal their own or an ally's wounds.
- Duration:** Ten seconds
- Range:** Touch
- Effects:** The caster may restore two health points, as per the *heal* call, to two locations of the caster's choice after ten seconds of chanting. The target's death count is not paused during this spell. The caster must retain physical contact during the spell.



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Tier 3 (Expert): 5 Magic Points

Gorgon Armour

Description: This spell will clad the caster or a chosen target in stone, protecting them against attack.

Duration: 30 minutes

Range: Touch

Effects: They gain 10 global points when this spell is cast upon them. These points remain until depleted or until half an hour has passed.

Breathless

Description: The caster sucks the air from their target's lungs, causing magic damage to their head.

Duration: Instantaneous.

Range: 30 ft.

Effects: *Magic 5: Head*

Incinerate

Description: The caster engulfs their enemies in a raging inferno.

Duration: Instantaneous.

Range: 30 ft.

Effects: *Magic Blast 3* to three targets, each of whom take damage as per the *flaming* call.

Fountain of Life

Description: The caster uses the power of the sphere of water to completely heal two targets.

Duration: Instantaneous.



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Range: Touch.

Effects: Regardless of their state, two targets touched by the caster regain all of their body hits instantly. They must be touched within fifteen seconds of the spell vocals finishing.

LUMOMANCY: LIGHT MAGIC

Tier 1 (Novice): 1 Magic Point

FREE:

Healing Glow

Description: Healing light reaches out and knits the targets wounds together.

Duration: 10 seconds

Range: Touch

Effects: Restores one health point, as per the *heal* call, to one location of the casters choice after ten seconds of chanting. Death Count is not paused during casting. The caster must remain in contact throughout the spell.

LEARNT:

Lesser Shield

Description: Protective light enfolds the target, shielding them from harm.

Duration: 5 minutes

Range: Touch

Effects: The target of the spell is protected from the next two points of damage they sustain. They should use the call: *No Effect* when struck. Once they have suffered two points of damage, the shield is depleted.

Stay With Me

Description: Using the power of the sphere of light, the caster keeps a target stable for an indefinite amount of time.



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- Duration:** As long as contact and chanting are maintained.
- Range:** Touch
- Effects:** Pauses the targets death count as long as chanting and contact is retained.

Resist Darkness

- Description:** Your target is imbued with healing light, protecting them from infection.
- Duration:** 30 minutes
- Range:** Touch
- Effects:** This spell leaves you, or a single target, resistant to any form of infection, such as a zombie, vampire or werewolf bite. This spell will also allow the target to resist poison to a degree.

Luminescence

- Description:** This spell enables the caster to throw a ball of glowing light, revealing the area for a short time.
- Duration:** 5 minutes
- Range:** Personal
- Effects:** The caster gains *Detection: Novice*, as per the **Detection** skill.

Inspire

- Description:** The caster strengthens the target's mind, fortifying their will.
- Duration:** 5 minutes
- Range:** Touch
- Effects:** The target gains **Courage: Tier 1**, as per the **Courage** skill. This can be used to rally someone already affected by a **fear** call. This cannot be used in reaction to a **fear** call on the caster, but can be cast beforehand.



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Turn Undead

- Description:** The undead are turned from the purity of your light.
- Duration:** Instantaneous
- Range:** 30 ft
- Effects:** Causes **fear** on one undead target.

Voice of Reason

- Description:** Your voice reaches out to those lost, providing a guiding light.
- Duration:** 5 minutes
- Range:** Touch
- Effects:** Insanity caused by magic is cured; that induced by other causes is cured for 5 minutes, after which insanity is restored. This spell can also be used to calm those who are angry or emotionally distressed. Please role play appropriately.

Sunflare

- Description:** The caster strikes the target with burning light. This spell causes a single hit to the Torso (or chosen location) of the target.
- Duration:** Instantaneous
- Range:** 30 ft.
- Effects:** *Magic 1:* [Location]. If no location is nominated, then the Torso location is struck.

Tier 2 (Adept): 3 Magic Points

Shield of Light

- Description:** The caster is enfolded in protective light, shielding them from harm as long as they keep chanting.
- Duration:** 30 seconds
- Range:** Personal



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Effects: The caster is immune to all damage as long as they remain chanting for up to thirty seconds. They cannot use any offensive abilities, such as weaponry, during this time. They can still be affected by calls such as *bound* or *knockdown*, but do not take any damage from the strikes.

Freedom

Description: This spell instantly releases any restraints placed on the target, whether by magical or non-magical means.

Duration: Instantaneous

Range: Touch

Effects: This spell directly negates any *bound* effects for the next 20 seconds, and may have further effects at a referee's discretion.

Inspiring Aura

Description: This enchantment causes anyone in sight of you to feel uplifted by your presence.

Duration: 2 minutes

Range: 30 minutes

Effects: As long as the caster is stable, all allies within Area are immune to Fear for two minutes.

Blessing

Description: Blesses a person, granting their weapons the ability to pierce any darkness... and protection.

Duration: 10 minutes

Range: Touch

Effects: The person must call *Magic* on the next 5 attacks with any melee or ranged weapons, including thrown. Expires if unused by end of duration.

Bolster Ability

Description: Sometimes inspiration comes with a flash of light.



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| | |
|------------------|--|
| Duration: | 30 minutes |
| Range: | Touch |
| Effects: | Grant a single target an increase in one skill for a 30 minutes equivalent to an additional skill pick in that skill. For example, if cast on someone with Melee 2 and they choose to increase Melee, for half an hour, you would temporarily have Melee 3. This cannot be used for crafting slots as they represent effort over time but can be used on crafting skills for the purpose of repair: e.g. Increasing crafting for faster armour repair. This spell can only affect two people at a time, requiring a separate cast for each, and only being applicable once per person. This spell may not provide a bonus to any Magical skill or the Devotion skill. |

Healing Light

| | |
|---------------------|--|
| Description: | The power of light knits your targets wounds. |
| Duration: | 10 seconds |
| Range: | Touch |
| Effects: | Your target is healed by three health points to the location(s) of your choice, as per the <i>heal</i> call. |

Tier 3 (Expert): 5 Magic Points

Sanctuary

| | |
|---------------------|--|
| Description: | Create an impenetrable barrier surrounding you and your companions. |
| Duration: | 2 minutes |
| Range: | 30 ft |
| Effects: | This spell can be maintained for up to two minutes. Everyone, friend or foe, within the Area is immune to damage, taking No Effect from any attacks or call. No-one can enter or leave without the caster's bidding. The caster cannot move or cast any other spell during this time. |

Exorcism

| | |
|---------------------|---|
| Description: | The caster purges the target of any malign forces, using lumomancy to return the target to its natural state. |
| Duration: | Situational |



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- Range:** Touch
- Effects:** This spell enables you to attempt to force a possessing entity – daemonic or otherwise - from its host, an item or from an area, be it caused by an item or person. Due to the highly variable context of this spell, a referee should supervise casting. This spell can also be used as a direct counter to the **Umbramancy: Tier 3** spell, Possession. However, this spell cannot be used to resist Possession directly cast in response against the caster.

Resurrection

- Description:** The caster brings life back to one who has recently departed, calling back the soul before it leaves this world.
- Duration:** Situational
- Range:** Touch
- Effects:** This spell has a chance to resurrect a dead target of the caster's choice, restoring their inner light. This must be cast within 10 minutes of target's death. Successfully Resurrected characters cannot have more than one Body hit per location for the rest of the day. Armour and Global hits count as normal.

Healer's Blessing

- Description:** Lumomantic magic flows from the caster into the target, knitting together all their wounds as if they had never come to harm.
- Duration:** 10 seconds
- Range:** Touch
- Effects:** After 10 seconds of chanting, up to four targets, friend or foe, touching the caster have all of their Body Hits restored.

UMBRAMANCY: SHADOW MAGIC

Tier 1 (Novice): 1 Magic Point

FREE:

Shadow Walking

- Description:** This spell allows the caster to pass somewhat undetected through the shadows.



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Duration: 2 minutes
Range: Personal
Effects: Caster gains **Stealth: Adept** for two minutes.

LEARNT:

Blood Transfusion

Description: The Caster transfers their own life force into the target to renew their vigour.
Duration: 5 seconds
Range: Touch
Effects: The caster can transfer one health point per casting from one willing or unresisting target (including themselves) to another. It takes five seconds to transfer the health point. Death count is not paused during casting.

Befriend

Description: Shadow magic clouds the target's mind, making them believe the target is one of their best friends.
Duration: 2 minutes
Range: Touch
Effects: For two minutes, the target feels as though the caster is a close personal friend. They still have free will and are not under the casters control. This spell is broken if the caster attacks the target.

Reanimate Corpse

Description: The caster resurrects one nearby corpse, bending it to their will.
Duration: 2 minutes
Range: Touch
Effects: The indicated corpse receives two Body hits per location for two minutes, and follows any instructions given from the caster. Note: this is a corpse, please roleplay appropriately. The caster can only control one corpse at a time.



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Haunted

- Description:** The target is overcome with a sense of dread.
- Duration:** Instantaneous
- Range:** Touch
- Effects:** Upon touch or a successful hit, this spell causes **Fear** on a single target.

Shadow Strike

- Description:** Inflicts one point of damage on the indicated target.
- Duration:** Instantaneous
- Range:** 30 ft
- Effects:** ***Magic 1:*** **[Location]**. If no location is nominated, then the Torso location is struck.

Deanimate Corpse

- Description:** The caster dispels the magic animating a single corpse.
- Duration:** Instantaneous
- Range:** Touch
- Effects:** This does not work with bodies controlled by Revenant.

Whispers in the Dark

- Description:** The caster may attempt to call upon the spirits in the area to provide an answer to one question.
- Duration:** 2 minutes
- Range:** Personal
- Effects:** This spell may grant information, at a referee's discretion, but the spirits may not show patience to those who repeatedly call out for aid.

Illusion





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- Description:** You create an illusion in a specified direction, distracting a target.
- Duration:** 2 minutes
- Range:** 30ft
- Effects:** Your indicated target is distracted by a sudden sound in a specified direction. This will occupy them for two minutes, unless something else draws their attention.

Tier 2 (Adept): 3 Magic Points

Death Stare

- Description:** Calling upon nameless terrors, the caster can cause anyone in sight of them to turn around and run away screaming.
- Duration:** Instantaneous
- Range:** 30 ft
- Effects:** This spell induces **fear** in three indicated targets.

Inflict Pain

- Description:** Shadow magic courses through the target's veins, igniting their nerves with jolts of pain
- Duration:** Instantaneous
- Range:** 30 ft
- Effects:** Inflicts **pain** upon two indicated targets.

Blood Frenzy

- Description:** Shadow magic fills the targets mind, clouding their judgement, numbing their senses until they feel nothing but the call of blood and death.
- Duration:** 10 seconds
- Range:** 30 ft



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Effects: The target is driven into a blood frenzy, attacking all indicated targets. Target ignores damage received for ten seconds but sustains all damage once spell wears off. This does not allow the target to ignore any Call affects, only the damage caused by them.

Bend Will

Description: The caster speaks but a word, which the target must obey. *Eg. 'With the power of Adept Umbramancy I bend your will to make you dance.'*

Duration: 20 seconds

Range: Touch

Effects: The caster can give the target one word command which they must obey for twenty seconds.

Chains of the Underworld

Description: This spell calls up dark tendrils from the shadows and trap your target, holding them helpless.

Duration: Instantaneous (under the Bound affect)

Range: 30 ft

Effects: This spell causes Bound on the target. The caster must stay within ten feet, or they are instantly freed.

Enthral

Description: The target falls into a trance, lured in by the casters voice.

Duration: 5 minutes

Range: 30 ft

Effects: For up to five minutes, the target follows the caster in a trance, as long as the caster continues vocalising



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Tier 3 (Expert): 5 Magic Points

Kiss of Death

- Description:** On the casters next successful strike on their opponent, the life drains from their body. Only the fastest hands can hope to save this doomed victim, for Lady Death has come for them.
- Duration:** Instantaneous
- Range:** Touch
- Effects:** The caster must either strike the opponent with a melee weapon or touch them with a hand to complete the effect. The caster must succeed within 30 seconds of casting the spell or there is no effect. On a successful strike, the wielder calls Location to 0 Chest. This may be parried.

Revenant

- Description:** The caster calls into the world beyond, calling back the soul of the recently departed... for a time.
- Duration:** 30 minutes
- Range:** Touch
- Effects:** This spell will call back a person from the dead for half an hour, during which they will entirely be under the caster's control. The person is fully restored but can only be healed by magical means. Once this spell wears off, or the victim is reduced to death count, the body turns to ash.

Possession

- Description:** The caster gains full control over the victim for up to 5 minutes. Their will becomes your will, their mind your mind. A referee must be present during the casting of this spell – please get a referee before casting the spell.
- Duration:** 5 minutes
- Range:** Touch
- Effects:** The victim cannot perform any action that will directly harm themselves. The victim is unaware of any action they take unless you decide otherwise.

Shadow Form

- Description:** You dissolve into the shadows themselves, and nothing but the power of light can harm you.
- Duration:** 10 minutes
- Range:** Personal
- Effects:** You cannot be harmed by any physical and magical attacks, unless they are from the Lumomancy discipline. You can utilise **Stealth: Tier 3** at will without the need for cover. You cannot attack anyone whilst in this state.

CHAPTER FOUR

Crafting, Thaumaturgy and Rituals

In the world of Four Pillars, there are several methods of gaining power outside of the usual process of character progression. These can be broken into crafting, thaumaturgy, and rituals.

In order to perform Crafting or Thaumaturgy, you should fill out a Research Sheet and hand it in to the appropriate referee during a crafting slot. You may only have one personal Crafting or Thaumaturgy project at one time. For example, you cannot work on a Crafting Research project and a Thaumaturgy Research project at the same time (although there are exceptions for plot related research). In order to actually do your research, it is required that you perform roleplay for at least fifteen minutes after the form submission. They must be able to come over to you and confirm that you are roleplaying your research correctly.

4.1 Crafting

The crafting disciplines are Alchemy, Talisman and Smithing. Crafting gives you the ability to create or improve items to aid yourself or others. In order to represent the amount of work your character can do per day, you gain an amount of crafting work points (CWP), depending on the tier of the relevant skill. You may also only spend the number of CWP These points are used to both research new items and craft existing items. It should be noted that certain Talisman projects may require the use of both CWP and TWP. Crafting projects can be collaborated on.

The Craft skill gives players CWP at the below rate:

| | |
|---------------|----|
| Tier 1 | 5 |
| Tier 2 | 10 |
| Tier 3 | 15 |

If you have more than one crafting skill, these points will stack. For example, a character with **Craft: Smith** at Tier 1, and **Craft: Talisman** at Tier 1 would have 10 CWP.

The Four Pillars LARP Crafting Booklet contains the items which anyone with the relevant skill can make, as long as they have the right components. Anything not on this list must be researched using your work points. Once this is completed, you will gain a card indicating what item you know how to craft, the components and CWP needed to create it, and it's effect. You can then craft this item, and teach others how to craft it as well if you both put in relevant CWP. You can teach someone to craft a unique item if both you and they put the work points required to craft the item into the project.

It is possible to collaborate with others on research projects, as long as you both have the relevant tier of the relevant skill. For example, a character with Craft: Smith at Tier 1 cannot assist with an item that requires Craft: Talismans, or a project that needs Craft: Smith at Tier 2.

4.2 Thaumaturgy

Thaumaturgy requires the individual to be proficient in at least one of the magical spheres: Naturamancy, Lumomancy or Umbramancy. Thaumaturgy gives you the ability to create new spells and magical abilities, or to improve upon existing ones using thaumaturgy work points (TWP). You receive TWP as follows:



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| | |
|---------------|----|
| Tier 1 | 5 |
| Tier 2 | 10 |
| Tier 3 | 15 |

These points stack with each magical sphere you learn. For example, having **Magic: Naturamancy** at Tier 1 and **Magic: Umbramancy** at Tier 1 would give you 10 TWP in total.

Thaumaturgy does not have a standard crafting list, nor can researchers collaborate due to the personal nature of magical research. Characters may assist each other with their research roleplay - which, if well done, may give you a small bonus to your research at the supervising referee's discretion - but may not contribute points to a single, shared project. They may, however, work with crafters on talisman projects if required.

4.3 Devotion

The Gods play an active and involved role with the peoples of the world. There are some who are able to directly make appeals to the Gods, through the use of a Devotion circle and an offering. Sometimes there is a Listener present, an individual chosen for a life of service to the Gods, who serves as the direct channel for the God being between the Divine and Mortal world.

In order to perform a Devotional ritual, a Devotion circle must be present. This is an area of holy ground consecrated to the worship of the Gods. Only a character with **Devotion** Tier 1 may lower the holy wards surrounding this circle. Any others attempting to interact with the circle will suffer a Blast 2. A character must have **Devotion** at Tier 3 in order to create a circle and must alert a referee before doing so. When a ritual to a God is made, a gift must be offered. If your devotional ritual is full of pomp and ceremony, with heavy roleplay and a satisfactory offering, the God may see fit to grant you a boon in alignment with your motives for offering to the God at this time. It is typical for many practitioners of Devotion to dedicate to a single God or Goddess, but it is possible to call on more than one, or even to the Pantheon as a whole. In order to perform a ritual, a Ritual Sheet should be filled out and handed to the Referee marking your ritual. This should be done at least an hour before the ritual.

It is possible to use TWP and CWP as a sacrifice for a ritual. It is also possible for someone with Devotion to facilitate an offering to the Gods on behalf of another. It should be noted that there is a risk/reward element to the Gods. If a certain offering is distinctly against the personality or alignment of a God, or a boon is asked for that is outside the purview of the God, or even if the ritual is quite simply not good enough, it is common for the God to take out their frustration upon any mortals unfortunate enough to be within the Ritual Circle at the time. This can have such effects as a limb being crippled, life being drained from your body, or a good old-fashioned thunderbolt, depending on the God in question.

If you have any questions, please consult a referee.

4.3.1 The Deities of Ásaterra

| | |
|---------------|--|
| Magnus | The god of the skies and the heavens, as well as the leader of the pantheon. He is associated with power and strategy. |
| Cosmia | Goddess of change and metamorphosis. She controls the sun and the moon and is associated |



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with the cycle of life. She is often connected with celebrations of change, such as birthdays.

| | |
|--------------------|---|
| Skiaselveyn | The god of knowledge, patron of mages and alchemists. He is forever studying and learning. |
| Annatarra | The goddess of law and order, who dictated the laws of Ásaterra. She is associated with government and bureaucracy. |
| Brutus | The god of war, he is associated with bloodlust, violence and destruction. The patron of soldiers, he is in love with Lady Death, and kills in battle just to see her take the souls of the dead. |
| Lyre | The deity of love and lust. Lyre represents all forms of love; familial, platonic and sexual. They are associated with family and fertility, as well as passion, lust and desire. |
| Sigismund | The god of virtue and purity. Sigismund abhors corruption in all its forms and is strongly associated with Lumomancy and magical resistance. He is followed by the Templar order. |
| Mordon | Mordon is the goddess of creation and the patron of smiths. She crafts beautiful jewellery, graceful buildings and deadly weapons of war. They are the patron Deity of Dwarfs, who perceive them as non-binary and often as the only true Deity. |
| Florintina | Florintina is the goddess of trade and finances, and the wife of Mordon. She is often worshiped alongside her wife, and is said to guide merchants and traders. |
| Omar | The god of the sea, Omar dwells deep within the oceans, where he shows great love and care to all sea-creatures, big and small. He is often honoured before voyages and is seen as a patron of sailors and fisherfolk. |
| Fifaldia | The goddess of the harvest and charity, Fifalda's temples are a safe haven for the sick and needy. Many healers see her as a patron Goddess. She is also associated with nature and wild animals. |
| Lady Death | The oldest deity, Lady Death's true name is unknown, lost to the darkness of millennia. She is the void, the emptiness stretching out for all eternity. She is, however, seen as a kindly, motherly figure, reaching out and guiding the dying into whatever lies beyond, leading the souls between realms. |
| Nitphil | Nitphil is the thirteenth deity and is not truly part of the pantheon. Many see their worship as distasteful, and their followers are often secretive. They are the deity of chaos and cunning, a trickster who appears to mortals more than any other deity; and whose motives are often unknown. |

Chapter Five

The Game

5.1 General Game Terms

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| Calls | There are two different types of calls: OC calls and IC calls. OC calls are calls used by referees to indicate things that apply to the whole game at a given time and do not have an IC (in-character) effect. IC calls can be called by referees and players, and represent IC effects upon characters. |
| Character | Created by a player in conjunction with the referees, a character is a persona adopted by a player during time in. They have a class, skills, hit points and background |
| Downtime | Interactions in between events which are sanctioned and monitored by the referees, where players may communicate with each other, spend resources, move troops, or other similar actions which will affect the game. |
| HP | 'Health Points'. Also known as hits. These points represent the number of times a character or monster can be hit before they go down. |
| IC | 'In character.' This refers to anything that occurs in the context of the game. |
| Monster | Anyone who is not playing their own character and is instead playing a minor role at the behest of the referees for the benefit of the players' game. For more information, please refer to the end of this chapter. |
| MP | Magic points. These represent the amount of magic a magic user is able to use at any one time. For more information on magic points, please refer to the section of this rulebook on magic. |
| NPC | "Non-player character." An NPC is usually played by a referee. An NPC will interact with players in ways appropriate to their given skills, personality and goals. The difference between a monster and an NPC is that NPCs are often recurring characters with names and goals, whereas monsters are not recurring characters. |
| OOC | "Out of character." Also referred to as 'OC'. This refers to anything that relates to the real world. If you see someone with their fist in the air, they are considered OOC. Players must generally have a good reason for going OOC. Do not put your fist in the air to stop your character from dying or being injured: this is cheating. If you are IC and see someone with their fist raised, you must ignore them. Please note: this is not to be confused with somebody holding 1, 2 or 3 fingers in the air: they are using the Stealth skill and therefore are IC but hidden. |
| Phys-rep | "Physical representation." This refers to the real world representation of an object in the game world. This is any prop you would need including weapons, armour and any equipment. If there is any doubt, ask a referee. |



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| Player | Any person who is currently playing their own character. |
| Ref/ Referee | Identified by their high-visibility vests. They help run the game and make sure everything from combat and roleplay to crafting and out-of-character issues are all resolved smoothly. They are the first point of contact for players who have questions regarding rules or who need help and direction. If you have any issues about the game, consult with a referee. If a referee makes a decision, please abide by it. |
| Time In | The time of day during which the game is played. It is used to indicate the start of each game day. During time in, everything in an IC area should be done IC, and OC interactions should only be for necessary clarifications of in-game events or safety concerns. During this time, everything that takes place has happened in the game world, and players are free to move around and interact with each other in character. |
| Time Out | During this time no IC interactions may take place unless specified by the refs. It is used to indicate the end of each game day and the end of the event. During this time all IC areas are treated as OC. |

OC Calls

If you hear a referee or a player call these words, please act accordingly. Generally, these will be called by a referee with the exception of “Safety”, which can be called at any time by anybody.

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| Time In | Called by a referee, this represents the beginning of play. Please act as your character would and immerse yourself in the game world. |
| Time Out | This represents the end of roleplay for the day. All game participants should stop roleplaying, in general, unless directed to do so otherwise by a referee – even in special circumstances where roleplaying might continue, combat will certainly not occur. |
| Safety | If you hear this, stop what you’re doing immediately and kneel where you are, remaining silent. If you are the person who has made the call, you must remain standing (if able). This is to allow referees and safety personnel to quickly respond to OOC injuries during play. |
| Time freeze | This call means that you have to close your eyes and hum loudly until a referee calls “Time In”. This usually represents something happening instantaneously in-game, such as teleportation. Your character is unaware of its occurrence until “Time In” is called again. |

5.2 Game Safety

Whilst LARP often simulates violence, using foam and latex weaponry, it is still a potentially dangerous activity. To mitigate the risk, please consider the following points:

- Do not hit anybody with anything that is not LARP-safe.
- Do not stab with a melee weapon, unless it is stab-safe. A stab-safe weapon has a compressible striking area. Please refer to the Equipment section for more information.
- Do not attempt to strike around corners or objects in circumstances you cannot clearly see who you are attacking: somebody may be closer than you think.



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- Pull your blows with melee weapons. To pull your blow, as your weapon hits the target pull it back so that it does not make full-force contact. Combatants are aiming to tap their opponent, not hurt them.
- Wrestling and physical grappling are not allowed. There are in-game mechanics that allow for the restraint and movement of resisting and unresisting characters: please follow these instead of acting them out with full force.
- Do not aim any attacks at the groin area or eyes. Accidents happen, but please be as diligent in avoiding them as possible.
- Players are not permitted to use any form of pyrotechnics during an event, or while on a site being used by Four Pillars LARP
- If you or somebody else is injured, please call a referee and they will bring a First Aider to the injured person. If anything occurs during time-out, please seek a referee for assistance. Our First Aiders will make themselves known to you before the start of any event.
- Any illegal activities or actions taking place at a Four Pillars LARP event will result in the incident being immediately reported to the police, and the player being banned from the system with immediate effect.
- A safety briefing and demonstration on how to fight safely will be given at the start of each event, and any referee will be happy to assist you further at this time. If you have any concerns during time-in or witness unsafe combat, please speak with a referee at an appropriate juncture, and they will address the problem.
- If you have any concerns that a fighting area is unsafe, please alert a referee, and they will deal with the situation accordingly.
- Please respect the referees and their decisions.

Above all, the important thing is to be safe and sensible. If you have any questions or doubts, please consult the referees. They will be happy to assist.

Non-combatants

If you are unable to take part in combat for a medical, or any other, reason, you are still able to take part in the game as a non-combatant character. These characters can play vital roles in Four Pillars, and can take on roles such as, but not limited to, diplomats, crafters, alchemists, pacifist healers, quartermasters, story writers – even mages! Please alert the referees if you wish to act as a non-combatant.

As a non-combatant you are unable to take part in any combat that take place, and should you find yourself in a combat situation (e.g., during a camp attack) you must get to a place that is away from the combat. It is up to you to avoid being hit. If you are unable to move away safely, or are threatened by an attacker with any weapon or attack, or struck, you must immediately lay down on the ground and begin your 120-second death count. This is not because your character is necessarily weaker than others, but so that you are out of harm's way and will not be attacked further.

Please note that a medically non-combatant character is still affected normally by all other game effects and damage. The only difference is when they are the target of direct physical combat. For example, a non-combatant who is the subject of the Grapple or Cripple call should react as per the normal rules.

Non-combatants will wear an armband supplied by the referees to indicate this, and the monster team will be made aware.

Please remember that you may choose to play a pacifist or non-physical character even if you are physically able to take part in battles. Combat may be fun, but it is not for everybody.

5.3 Accepted Behaviour

Every LARP game is based on mutual trust and goodwill. Everyone playing the game is responsible for their own



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behaviour, including safe and sensible play. Referees will be monitoring the game to make sure that people are having fun and playing by the rules. Players should always aim to be considerate of other players' comfort zones and must respect each other's property.

Playing by the rules is important as they are designed to make the game more enjoyable and interesting for everyone. If something bad happens to your character, be honest.

Character Death

Although Four Pillars is not a high fatality system, character death still occurs occasionally. Losing a character can be sad for the player, as a lot of effort and time has been put into kit and costume, developing a personality and in-game contacts, and gathering renown and achievements over time. However, we ask that you also see character death as an opportunity to start afresh, create something new, and try out an aspect of the game you may not yet have experienced. Although your character is dead, their friends and colleagues will mourn them and remember them.

In-game theft

It is possible for a character to steal items and resources from other characters. Any phys-reps that are stolen IC must be given to a referee at the nearest opportunity and before the end of an event. The referee may then inform the player in question that their item has been stolen, without informing them of the identity of the thief. For the sake of clarity and good-will, it is advisable to make a Referee aware of when you intend to make an IC theft to avoid any confusion.

Stealing in an out-of-character capacity - taking a player's phys-rep and not returning it to a Referee or the player in an out-of-character manner - is considered real-world theft and will be dealt with accordingly, involving the police where necessary and resulting in a ban from all Four Pillars events.

Monstering

Four Pillars wouldn't be able to run without the help of "monsters", people who play our bad guys or NPC's and help the ref team create plot and immersion for the players. At our events, people often volunteer for the role as monsters and gain skill points for each day that they do that they can put towards their already existing characters or put towards their next character creation. Some players even join the monster team after their characters die during an event, either to give them time and ideas for their next character, or to give them a breather in between characters. Although all monsters act as per the instructions of the ref, there can often be room for monsters to put their own spin on the monster role they are given, especially in the case of NPC's, and the ref team will strive to create a suitable monster for you that you would have fun playing as. The refs want the monster team to have as much fun as the players do, and monstering is a great opportunity to explore other styles of play and to be part of the other side of the LARP system. Please respect our crew and remember that they are giving up their time to be there, and deserve respect and consideration.

Referees

Referees can usually be identified by their high-visibility vests. The referees will guide players through missions as appropriate and oversee battles, as well as handling OC disputes or rules ambiguities. There are also designated crafting referees that oversee research and crafting.

Please bear in mind that referees are not actually there IC; if you see a referee in a high-vis, please ignore them IC, unless specified otherwise. There may be instances where a referee informs you of something your character has discovered or can see/hear, and in these cases please do not react to the referee but instead roleplay a suitable reaction to the information. Referees accompany and manage monster excursions, and during these please be attentive to all briefs given to you by the referee, and any further instructions they give you during an encounter.

There is a referee assigned to every faction, and some factions have referees who act as their player character. They will be made known to you before the start of any event, and a list is on our Facebook page or available from any referee at request.