

Lifeblood Character Creation

All the characters in Lifeblood are people of consequence. Whether it be your magical power or your inherited title, there is a reason you have been invited to this Conclave.

Daisy the cow-hand is unlikely to have much to offer to the annals of Rayerni history. Every PC matters, your Fates are linked to the Fate of the Kingdom, just how intimately is up to you.

To keep the game balanced we are using a two-step character creation system. In the first step you will submit three brief character outlines. These should be broad-strokes ideas: a fire-mage with a secret past, an ambitious noble and a shy wolf-shifter, for example. We neither expect nor want detailed character backgrounds at this point.

We will look at the spread of character ideas and select the ideas that we think will make the best mix for the game. We'll do our best to give people their first ideas where possible but if twenty people want to play earth mages, some of those will be asked to play their second or third ideas instead.

Once we have a good spread of ideas we will ask you to write a character background and put together a character sheet. (Note – you cannot access the second stage of character creation until you have paid the full ticket cost. If you are struggling, please contact us.)

If you have questions at any stage of the process please contact lifebloodref@gmail.com

Step 1

This step is available to anyone who has paid their deposit.

Complete the character ideas form to submit your three ideas. We need to know:

- Race (human, shifter, mer etc.)
- Rank (how socially important they are)
- What magic, if any
- Brief description (around 100 words)
- Is this a paired concept? (e.g. paired magicians, husband and wife, master and apprentice)

Some examples

Shifter, Count, earth magic, born among the tribes of Quercus now married into House Hathson.

Human, Magician, Fire and Water magic, Prominent magician with own magical tower takes on apprentices, known for weather working.

Once we have the majority of these we will tell you which one to generate using the full system

The idea is that we won't have 50 unicorns or 20 people wanting to play the High Lord/Lady of the same house and we want everyone to have a chance at playing the thing they really want.

If it turns out everyone wants to play the same thing we will use secret and arcane methods (possibly involving a hat) to decide who gets what.

If you are stuck for ideas, take a look at our website: <https://lifebloodlarp.wordpress.com/>

Step 2

We give you the go ahead to spend points and build your character

Send us your choices and some background. There is no word limit but please include a bullet-point summary at the start. This will help us to know which areas you want us to focus your personal plot on.

Areas to focus on:

- Where are you from?
- Who are the most important people in your life? Why?
- What were the major decisions that made you who you are today?
- What would you fight for? What people or causes would you be prepared to die for?
- How do you feel about the King's death and the potential for a civil war?
- If you are a mage; what age did you first express magic? How you feel about having vast cosmic forces at your fingertips? Where did you train? See the schools of magic section of the website for more details <https://lifebloodlarp.wordpress.com/schools-of-magic/>.

Writing something in your background won't necessarily mean you can use it in play unless you spend the points on it. You can claim to be trained with a crossbow but unless you take points in archery, you can't actually use one. Similarly, if you are the Lord of a large estate, you will need to buy the "Lord" template and you may want to add extra influence or secrets to represent your political dealings.

You have 25 points to spend however you wish. We have created a number of templates to show you the sorts of character builds we recommend. They are a little more cost-effective than simply spending points. Each template has a 'special' that can only be accessed by purchasing that template. For example, the Magister gives you level 3 in a magical stream without using all of your creation points. We strongly encourage you to choose a template, but you do not have to.

To play something other than a human you must purchase the appropriate template. This is the only way to access racial abilities.

You can only purchase one template per character.

A note on influence: influence will have mechanical effects in game. If you want to be able to put your weight behind the big decisions being made at the game, we strongly encourage you to take points in influence.

Human Templates

Nobility

High Lord/High Lady – cost 15

You are the head of one of the great houses of Reyern, holding the highest title (other than king/queen). You are extremely influential, rich, and hold numerous lands. You have many smaller noble families beholden to you. You have few peers, and wield considerable power.

Gives you:

30 Influence points

Skills:

2 pts to spend between Secrets and Magic Items

Count / Countess – cost 10

Second only to Lords/Ladies in power, you are one of the high-ranking nobles of Reyern. You have large holdings, and are wealthy. You have several smaller noble houses beholden to you.

Gives you:

20 Influence points

Skills:

2 pts to spend between Secrets and Magic Items

Baron/ Baroness - cost 5

You are a powerful noble, most likely allied to one of the great houses. You are most likely rich, and may have some smaller noble houses beholden to you.

Gives you:

10 Influence points

Skills:

2 pts to spend between Secrets and Magic Items

Military

General – cost 8

You are a military commander, in charge of a large army.

Gives you:

10 influence points

Skills:

1 Extra hit point

Choice of two handed or shield

Choice of strikedown or disable

Admiral – cost 8

You are a military commander, in charge of a navy

Gives you:

10 influence points

Skills:

1 extra hit point

Choice of ambidextrous and thrown, or two handed

Choice of disable/disarm

Magicians of Importance

Magister – cost 14

You are the head of one of the Mage Towers, or a similar powerful magical institution

Gives you:

6 influence points

1pt secrets

3 levels of magic (in one of your tower's favoured streams)

School Officer – cost 7

You are a high-ranking member of one of the Mage Towers. You may hold a title such as 'Head Librarian', 'Archmage of Fire', 'Guardian of the Mirror Pools' etc

Gives you:

2 influence points

2 levels of magic (in one of your tower's favoured streams)

1 pt of extra mana or magic item

Priest of Laris – cost 8

A ranking member of the Priesthood, your order has long held power in the land. All members of the priests are mages.

Gives you:

6 influence points

2 levels of Magic – your choice of earth/water/life

Other influential humans**Civil Servant – cost 6**

You are a high-ranking government agent, or similar. With a wide knowledge base, and specialist areas, you have considerable influence in the world. No army could campaign without someone to set up the supply lines after all.

Gives you:

6 influence points

Skills:

5 pts to spend between Secrets & Knowledge and Lore

Non-Human Templates

Unicorn – cost 6

A unicorn in its natural form is a horse with a long, spiralling horn. They can take on a human-like form to interact with the other races.

Gives you:

Level 1 Perfection magic

Unicorn Sight - similar to the base level source magic senses, you gain extra information about nearby magical effects.

Mer – cost 4

In their natural form, mer are humanoids with fish tails, often with a green/blue cast to their skin. They can change their tails to legs to travel on the land, though immersion in water will change them back. They can change their appearance with ease thanks to their innate magic. They can breathe underwater.

Gives you:

Level 1 Illusion magic

3 pts Secrets

Shifter – cost 6

There is some debate on whether the human or animal form is their natural state. Each shifter can take the form of one animal, usually a predator of some kind though other forms are not unknown. Common examples include: wolves, bears and lions

Gives you:

Level 1 Transformation Magic

2 extra hit points

Half-Dragon – cost 4

The child of a human and a dragon who has taken human form. Half dragons share some of their parents' magic. You must choose whether you are the child of a fire dragon or water dragon

Gives you:

1 extra hit

Fire dragon – immunity to fire damage OR Water dragon – immunity to water magic (immunity to direct effects on themselves)

1 level in magic – a choice of fire/water as appropriate, or fate.

Magic

If you are playing a character with magic, you need to choose which of the expressed streams you wish to have.

You may have a maximum of TWO streams, this includes racial magic where appropriate.
You may have a maximum of THREE levels in any one stream.

The first point of magic you buy costs 3 points, each subsequent point costs an extra 1 point. This cost is cumulative. The cost refers to the **total number of points across all streams**.

- Level 1 – 3 points
- Level 2 – 4 points
- Level 3 – 5 points
- Level 1 in a second stream – 6 points
- Level 2 in a second stream – 7 points

E.g. Fire 3 would cost 12 points. Level 1 = 3pts, level 2 = 4 points, level 3 = 5 points (3+4+5=12)

If you wanted a second stream of magic the first level would be considered your 4th level of magic and would therefore cost 6 points.

To have Two streams at level 3 would cost (3+4+5+6+7+8 = 33 points)

If you want to be a powerful magician, we suggest you take the Magister or School Officer package.

Expressed Streams

Fire
Earth
Air
Water
Life
Death
Fate
Source

Racial Magic

Illusion (Mer)
Transformation (shifters)
Perfection (unicorns)

Physical Stats and Combat

The Basics

Each character starts with 3 global hit points. Once reduced to 0 hits you are bleeding, and will bleed out in **120 seconds**. During this time, you are unable to use skills/magic, move, or act. You may speak if desired. You should roleplay either being in pain and suffering your wounds, or being unconscious.

All characters can use any one-handed melee weapon (knife, short-sword etc). Single-handed weapons do a single point of damage per hit.

All characters can wear armour, which gives you extra hits.

One-Off Skills

The following skills have a set cost, and can only be bought once.

Ambidextrous - cost 1

Allows you to use a weapon in each hand.

Thrown – cost 1

Allows you to use throwing weapons (for example, coreless daggers/axes)

Shield – cost 2

Allows you to use a shield

Two Handed Weapons – cost 2

Allows the use of two handed weapons (including staves)

Archery – cost 2

Allows the use of ranged weapons, such as bows/crossbows

Fate touched – cost 3 (non-magicians only)

You are touched by fate in some way. You have a destiny to complete, and the world bends itself slightly to make sure you will meet your fate.

The first time you are killed, you do not die. Instead you return to play after a short period (please speak to the refs).

Multi-Level Physical Skills

The following skills can be bought multiple times – each time they cost 1 extra point (for example, level 1 costs 1 point, level 2 costs 2 points, level 3 costs 3 points, etc.)

For combat skills, multiple levels allow you to make a call multiple times per mission (for example, taking disarm 2 – at a cost of 3 points – would allow you to call DISARM twice per mission).

Note: A mission lasts from the point you leave the building to the point you return. There may be multiple combats per mission.

Combat Skills

Disarm - base cost 1, plus one per level

Allows you to use the DISARM call once per mission. This causes your opponent to drop what they are holding. If it strikes their weapon, they must drop their weapon.

Disable/ powerful blow – base cost 1, plus one per level

Allows you to use the DISABLE call once per mission. If this strikes a limb, the opponent loses use of that limb.

Strike Down – base cost 1, plus one per level

You may call STRIKEDOWN once per combat. This causes an opponent to fall to the ground (if you have access needs then roleplay prostration in a way that is safe for you). They cannot get up for 3 seconds. This call can be combined with a magical effect.

Extra Hit – base cost 2, plus one per level

Gives you an extra global hit point.

Dodge - base cost 2, plus one per level

This allows you to call DODGE when struck by a blow (including one with a call), avoiding its effect/damage. You cannot dodge a 'MASS (X)' call.

Non-Combat Skills

Magic Sensitivity – base cost 2, plus one point per level

Cannot be taken if you have the Magic skill. You have some sensitivity to magic. This may be because you are a potential mage coming close to expressing, or may be a strange quirk of your physiology.

- Level 1 (2 points) – you get a tingle when encountering an active magical effect. You cannot determine its nature, or exact position – this is your basic magic 'spider sense'
- Level 2 (3 points) – you can see if a person has expressed magic (is a mage)
- Level 3 (4 points) – pinpoint source of magic, identify streams (tell what type of mage a person is)

Extra Mana – base cost 1, plus 1 per level

You have additional mana to use to fuel your magic. This does not give you access to more powerful effects, but does allow you to perform more magic. 1 mana per level

Medicine – base cost 1, plus one per level

Allows you to use mundane healing to treat injuries

- Level 1 - first aid- stops someone bleeding, stopping death count
- Level 2 - restore- heals one level of wounds
- Level 3 - surgery - ability to heal disabled limbs etc

Pickpocket - base cost 1, plus one per level

Gives you 2 clothes pegs per level. Pegging these onto someone without being noticed lets you pick a pocket/pouch etc.

Please inform a ref when you have done this, and they will approach the person and get the pickpocketed items for you.

Pegs should be attached near to pockets or bags. Pegs attached to (for example) a trailing cloak, may be returned without any items.

Lockpick - base cost 1, plus one per level

You are adept at picking locks

Each level gives you a code, which you can use on one of the code padlocks that will occasionally be used to lock items/doors/etc. Unlike using magic to blast open a lock, using lockpick usually leaves no trace.

Extras

These are the things that round out your character. They also give you access to different parts of the plot.

You can spend up to 5 points on any of these areas. This is in addition to any levels gained by purchasing a template.

Some templates give you levels in these – the levels from your template are not counted in the 5 levels you can buy (for example; if you are a Count and have 10 influence points from your template, you can still spend 5 points to buy an additional 10 influence points, giving you 20 overall)

Influence – costs 1 pt per 2 levels of influence.

This is your influence in the world, and represents the amount of social and political influence you have in the kingdom. How this manifests will be different for different characters. For example, a Lord will have NPC vassals who are pledged to support him politically, an Admiral has a fleet of ships that can blockade ports or improve supply lines, while a civil servant can help or hinder the progress of important paperwork.

The strength of your influence will be represented by physical tokens. These can be traded in play to represent the fact that you are putting your influence behind something. Once you have handed those tokens to another player, they have control over a part of your influence.

There will be a variety of ways you can use influence in game, including casting votes in a political council, sending people to claim an unclaimed patch of land or promising your support to an NPC in return for their support in another area. Your influence is a finite resource – even a Lord can only do so much.

Secrets – cost 1 point per level

You know things others do not. These may be secrets related to plot, PCs or NPCs. 1 level represents a small secret that may be embarrassing in the short term but is unlikely to ruin someone's career. A level 5 secret coming out may be a matter of life or death.

If you take multiple levels of secrets you can decide whether you know lots of small things or one huge thing. Secrets will be included in your briefing pack.

Knowledge / Lore – cost 1 point per level

You have knowledge/lore outside your immediate sphere of influence.

You are automatically considered to have knowledge in areas that would be obvious to your character (mages will know about magic, lords will understand politics, farmers know about crops, etc). Points spent here represent knowledge outside your sphere – for example, a lord knowing about magical lore, a tower mage understanding the intricacies of running and supplying an army or a civil servant understanding the structure of the Deep Court. Each level will allow you to ask the refs a question about something, and get a true answer. This only allows you to access knowledge that is openly available. If you want access to hidden knowledge you need to take levels in secrets. As with secrets, you may decide whether you have an in-depth knowledge of one area or a smattering of learning across the board.

Magic Item – cost as agreed with the Ref team before character submission

You have an item (or items) which have magic in them. This could be a ring that shields you from low level emotional manipulation by a water mage (2 pts), a mirror which allows you to view things far off (3 pts), a source stone (5 pts), or something along those lines. If you wish to have a magic item, please email lifebloodref@gmail.com to discuss your ideas **before** submitting your character sheet. We will let you know how many points you need to spend for the effect that you want.

Specials – costs up to 5 points

This is something you can buy if you want to guarantee that interesting/ terrible things to be will happen to your character.

For example, if you want to have an expression in play, you will want to buy this. If you want to find out you are secretly a child of a noble, buy this. If you want to find out in play that you are actually a half dragon, buy this. If you want to have strange blackouts, in which your body is puppeted by horrible magics that make you kill people, buy this.

You have three options on purchasing special points.

1. You talk to the ref team ahead of time and agree exactly what you would like to happen. We will work it into the plot and it will definitely happen at some point during the game. An example of this would be “I want my character to discover they are the illegitimate child or a Lord.”
2. You give us a broad idea of the sort of thing you would like and leave the rest up to our imaginations. An example of this would be “I would like to gain more magic during play.” You don’t know what, you don’t know how, you can’t even be sure it would be helpful. This could result in a sudden explosion of fire magic in the middle of your enemies, or it could result in you accidentally drenching the new King at the moment of his coronation. You won’t know until it happens. This is also the option to take if you want to say “do anything except make me a zombie.”
3. Give the refs carte blanche to do something exciting to you. We will base our ideas on your background, but you will have no control whatsoever over the form your plot will take. Not for the faint hearted.

We cannot guarantee that by not taking this skill, you won't be hit by the plot stick (unless you specifically ask us not to). In fact, we will do our level best to ensure that there is interesting and engaging plot for every character to interact with.

Spending points in this area guarantees that there will be extra plot which is directly focussed on your character which may or may not have any link to the narrative threads of the rest of the game.

What happens next?

We will read all of your character submissions and weave them into the plot document. We may come back to you with questions, clarifications or minor tweaks to make your character fit better into the game.

By January we hope to be introducing groups of characters to each other, so you can talk to people ahead of time.

You will also receive a personalised briefing document a week or so before the game.

