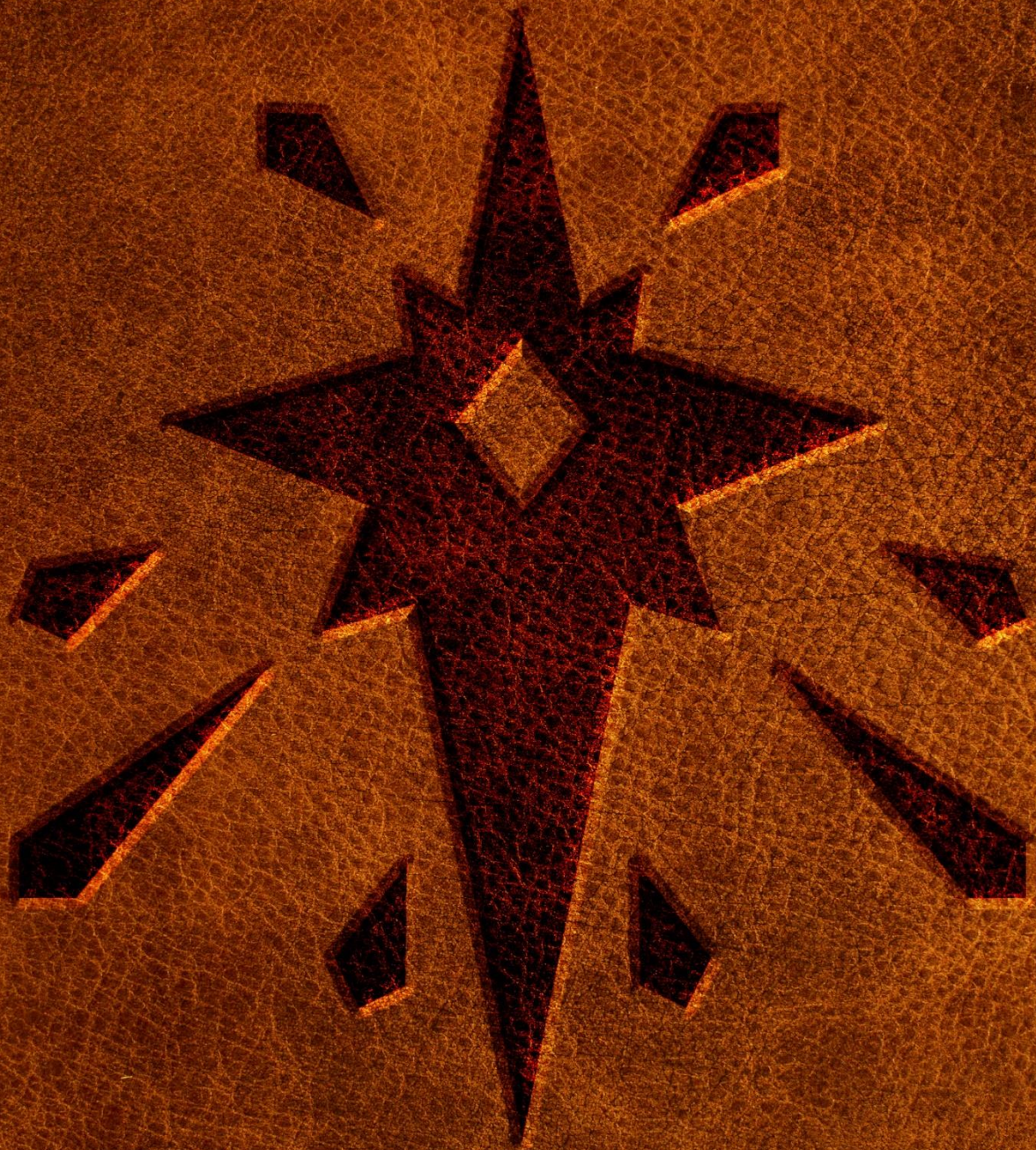


The Lost Star Chronicles



Basic Rules

Acknowledgements

We, of The Lost Star Chronicles, would like to thank the following individuals for their work on our rulebooks. This includes rules, flavour text, grammar and images used.

Hajnalka Bogdán, James Milne, Jed Stuart, Jess Shaw, Liam Owens, Pete Walls and Stuart Weeks.

And all of our Players thus far who have made the club and the world what it is today.

Contents

<u><i>Introduction</i></u>	<u>3</u>
OOO Calls (out of character)	4
Basic Combat Calls	4
<u><i>Referee's Quest Board</i></u>	<u>6</u>
<u><i>Combat</i></u>	<u>7</u>
<u><i>Between Scenes Action</i></u>	<u>9</u>
<u><i>Crafting Guide</i></u>	<u>10</u>

Introduction

In 'Basic Rules' you find all the basic rules of the system.

OOO Calls (out of character)

Man Down – under no circumstances is this to be used IC. This is only used if a player is actually hurt. Game is halted, while player is being seen to, until the ref resumes play.

Time in/out – game has begun or has temporarily stopped.

Public – public is coming look non-threatening. Wait on one side of the path.

Basic Combat Calls

Anti-Toxin – Can heal any poison, provided it is used before the poison is fatal.

Blast – Blast is the combination of the Mass and Knockdown calls, it also does a point of damage to every location on everyone in range.

Crit – Target is down, unconscious and bleeding out. (Ignores armour and toughness)

Crush – Crush armour reducing it to 0 or reduce a location if not armoured to 0.

Disarm – If you are hit with this call you must drop the item hit or the item in the hand/arm hit. Medium or bigger Shields are excluded, unless by magical means.

Enchanted – effects creatures only effected by magical attacks.

Entangle/Pin – Target is pinned to a solid object or entangled. Afflicted Body or Limb is unusable until you drop everything to free yourself, for 10 seconds with help or 20 seconds without help.

Extreme - Extreme is a conjoined call. The character using mass must throw a LARP safe object into the field and the point of impact is where the Extreme takes effect. Unless otherwise stated the range of the mass is 5 paces (15ft). So, everything within its radius takes the applicable hit.

Flaming – Target is hit with fire and is alight for 5 second *'stop drop and roll'* if you have any flammable materials they are also on fire (you may explode).

Fear – the target is confronted with its deepest fear and runs away from it for 10 seconds.

Frost – Target is hit with a block of ice and is frozen for 5 seconds.

Hysteria – the target laughs uncontrollably or is catatonic for 10 seconds.
Knock Down – Target is knocked to the floor for 5 seconds (chest/back must touch the floor if unable then one hand must touch the ground for 10 seconds).

Mass - Mass is a conjoined call. The character using mass must throw a LARP safe object into the field and the point of impact is where the Mass takes effect. Unless otherwise stated the range of the mass is 3 paces (10ft). So, everything within its radius takes the applicable hit.

Necrotic – A necrotic hit stops the wound from healing naturally unless the character has regeneration (seek alchemist or spell caster).

Paralysis – Target is paralysed and cannot move anything for 30 seconds.

Poison – pick from the poison bag to determine poison effects. If in doubt ask the ref.

Radiant – You may do extra damage to undead and evil creatures as your weapon glows with celestial radiance.

Scourge – Target is hit with their weakness(s) and cannot regenerate or heal naturally.

Shattering – Destroys weapon or shield.

Sleep – Target is put to sleep and need to be woken.

Slip – Target is so slippery for each action made by the target (except standing) or offensive action by another player, they fall to the floor for 5 seconds (chest/back must touch the floor if unable then one hand must touch the ground for 10 seconds).

Stink – Target smells so bad, that other players can't get within 3 paces (10ft).

Subdue – Target is knocked unconscious needing to be roused (10 minutes if not brought round by another player).

Sunder – (for Monsters and War Machines) works as crush and shatter except that it will break master crafted items.

Through – This goes through armour, you don't get the extra hits for it.

Sleep – Target is put to sleep and need to be woken.

Writhe/Choke – Target falls to the ground and writhe in pain or choking for 10 seconds.

Referee's Quest Board

Each Ref will have their own Quest Board which will be kept updated to have a single quest for each world. The week before the event, the players will be told which Ref's are running and regardless of if they are playing or not, the players are encouraged to vote for the quest(s) to run.

Each quest will have a Name, list the applicable World, Date and have a short description. It will also detail the rewards and feature a difficulty rating. Every 3 months the quest is not claimed, the difficulty rating and rewards will increase. However, if the quest isn't claimed after a year, the quest will be removed from the board and the world will suffer a side effect of the quest not being resolved.

Every so often, there will be a Special Quest posted, for example Halloween or Christmas. These quests will always be worth looking out for as they will have a higher difficulty rating and rewards. A Special Quest will run the following These quests will always be worth looking out for event, without voting.

Combat

The table below highlights the number of hits a character will have wearing different armour's (armour locations needs to be at least 50% covered)

World	No armour	Light armour	Medium armour	Heavy armour	Super heavy armour
Adeptus	2	4	6	8	10
Ataxia	2	4	6	8	10
Dusk	3	5	7	9	11
Medias	2	4	6	8	10
Stormguard	2	4	6	8	10
Tesseria	2	4	6	8	10

Firearms:

In Adeptus and Medius, flintlocks (cap guns) are used, but are extremely inaccurate, so only works at close range. If you are unable to see the person clearly, you're not going to hit. Be advised sometimes people may not see the shot accept it and move on, or get your target's attention before firing!

In Adeptus and Medius, clockwork (Nerf) guns are used.

Wounds:

Location	Value	Condition
Arm + Leg	Greater than zero	Fine
	Zero	Broken Unusable
	Less than Zero	Severed, Unconscious and bleeding out
Head + Torso	Greater than Zero	Fine
	Zero or less	Unconscious and Bleeding out

Magic, Potions, Regeneration, Surgery & bandages applied by a Medic can all be used to raise a location's Hits from Zero. Once a location is reduced to negative Hits Magic, Regeneration and Surgery become the only options.

Bleeding Out:

Bleeding Out, starts a 3 minute count. If the character isn't healed within that time, the character will die.

Wound Recovery:

To recover from wounds received from an encounter you can take a 5 min rest, as long as you didn't have a part of your body reduced to 0. You heal to full health naturally, unless you have been reduced to 0 then you will need surgery magic or a potion to heal you.

Subdue Hits:

Sometimes the situation may arise where you do not want to cause serious harm or kill your opponent. With an improvised weapon or pretending to hit someone with a weapon that is not LARP safe you may call "subdue". If struck with subdue number of time equal to your wounds you are knocked out for 10 minutes unless roused.

War Machines:

Man-made weapons use to break battle line and building alike. During a combat scene battle calls from war machines ignore Comrade in Arms and can destroy master crafted items, named and legendary items remain unaffected. War machines include cannons, catapults, ballistae and autonomous battle constructs

Between Scenes Action

Between Scenes is where the Ref & Crew set up the next scene and the players can't move until signalled by the Ref. I KNOW! Waiting sucks! So you might as well Role Play it. There are Actions you can do to help, sure you could just say that you did it, but where is the fun in that? Role Play It!

The rule is that between scenes is 5 minutes long, so there is a limit for how much you can do. There are 3 kinds of Action: Quick, Half and Full.

Between Scenes you can either take 1 Full Action or 2 Half Actions or 5 Quick Actions & 1 Half Action.

If you start an action that takes longer than 5 minutes, it counts as a Full Action and you start the next scene still performing the Action, minus 5 minutes to the action.

Quick: Drink Potion, Cast Spell, Fast Fingers (except locks)

Half: Alchemy Recipe, Fast Fingers (lock level?) Foraging, Scavenge, Set Trap

Full: Surgery, Blacksmith, Artisan, Cryptology, Fast Fingers (lock level?), Wound Recovery

Crafting Guide

In the Lost Star Chronicles crafting is considered the creation of weapons, armour and other items such as tools. This does not include technological items such as those used in the world of Adeptus, or artefacts and magical items used elsewhere. Improving your level of crafting skill increases the amount of items you can craft or reduces the time it takes to craft or improves the quality of the item. There are 3 Levels to crafting. Apprentice, Journeyman and Master.

Players are able to create items with the appropriate skill such as Blacksmithing or Artisan. To do this the player must declare to the referee what he would like to do. Such as I would like to use this iron and leather to craft a mace to be wielded in one hand. Typically crafting will take place in the downtime of the player.

Players are able to sell their items as per the rules for trading or trade with other players where they may get a better deal. To craft an item of higher quality the crafter must have the resources plus additional rare resources to craft the item the following is a simple guide to show the typical crafting requirements for a one handed weapon.

Quality	Common Resource	Common Resource	Uncommon Resource	Rare Resource	Legendary Resource	Skill Level
Normal	Wood	Iron	N/A	N/A	N/A	Apprentice
Master Crafted	Wood	Iron	Titanium	N/A	N/A	Journeyman
Named Item	Wood	Iron	Titanium	Diamond	N/A	Master
Legendary	Wood	Iron	Titanium	Diamond	Dragon Bone	Grand Master

- Once an item is crafted it can't latter be modified once it is complete it is complete and reworking the item may damage it
- There are 4 levels of quality in the lost star chronicles these are as follows:
1. Normal, your everyday items you can pick up just about anywhere.
 2. Master crafted these are items that the crafter has spent a significant amount of time on.
 - a. Master Crafted weapons and shields these are immune to "shatter".
 - b. Master Crafted armour these are immune to "crush".
 - c. Master Crafted tools these will reduce the time it takes to complete a task by 1 minute to a minimum of 30 seconds.
 3. Named Items are as Master Crafted Items however they can have a single enchantment permanently imbued on it. These can be used by anyone with the Aura skill or appropriate guild or order skill.

4. Legendary Items take a life time to craft and true artists will never claim the work is finished. These include items like William Tells crossbow, Robin of Loxley's Long Bow, Achilles's Spear, Excalibur, the Sling of David and the Staff of Moses.
 - a. Legendary Items can have multiple enchantments on them permanently however the wielder must have an equal or greater Aura Skill to the number of enchantments on the item to activate them. Or appropriate guild or order skill to activate them.
 - b. Only one active enchantment and one passive enchantment can be activated at any one time. If someone tries to activate 2 of the same enchantment active or passive then the item is immediately destroyed.