

Lost Star Chronicles Rules Compendium

The Referees are always the final arbitrators of the rules but always welcome feedback, which we will either take on board or give an explanation as to why not.

*The most important part of this is to **Have Fun**, if you're not, then please provide us with feedback and we will look to address your concerns.*

Lost Star Chronicles is a low hit, high fantasy/science fiction system meaning you have a basic two hits per location. This can be broken down to Head, Torso, Leg, Leg, Arm and Arm. Pull all hits, head is a valid target but do not actively seek it, every Character has a base 'bleed-out' time which is 3 minutes after which the character dies.

A typical day event is structured in a way that benefits everyone. The people attending will be split into two groups, the first half of the day one group monsters and the other play then after lunch it switches. This way everyone gets to play and everyone gets to monster. This means that we can run the game without having to have people monstering for the whole day, unless they want to which will earn them some crew credits to spend on other events.

Basic Combat Calls

***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 sec's)*

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

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

***Shattering** - Destroys weapon or shield.*

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

Disarm - If you are hit with this call you must drop one of your weapons in your hand.

Magic/Alchemical and other calls

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).

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

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

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

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

Poison - see appendix for poison effect and varieties. If in doubt ask the ref.

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

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

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.

Enchanted - effects creatures only effected by magical attacks.

Effects from the basic list can also invoked by alchemical or magical means.

OOO Calls (out of character)

Man Down - under no circumstances is this to be used IC please use shouts such as (medic healer etc.) this is only used if you as a player are actually hurt.

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

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

Character Creation

To Start:

There are 2 types of skill, Basic and Advanced. Basic costs 5 Character points to purchase and Advanced skills cost 10 Character points.

A player has 20 Character points to spend on skills.

They may also choose up to 2 background flaws, which adds 5 extra CP each to character creation and allows characters to be fleshed out a little more, also giving the character challenges they will need to overcome in game. Every time a background comes up the character will receive an additional character point for the day.

To buy multiple of the same skill (not all skills can be purchased more than once) the cost is 5 more than previous cost.

Equipment: A character starts with 21 silver pieces, which are used to Purchase what a character starts with. The player can choose to swap out 5 character points for 5 pieces of silver, this also goes the other way the player can swap 5 silver pieces for 5 character points. The item prices after character generation will change.

Background Flaws

Acolyte Vows You are seeking position in a religious order and must abide by complex and possibly severe disciplines.

Addict you have an addiction to a substance of your choice but if not appeased you will kill anyone for it

Amnesia You cannot remember who you are or how you got here.

Assassin political rival hired an assassin to kill you.

Bitter Betrothal Your marriage has been arranged by family. You may not even know or have met the person and it is not wanted. You are expected to follow through when the time comes.

Blood-sworn you have sworn a blood oath to do something. You will succeed or die trying.

Code of Honour pick Five rules of honour from your order or faith that you cannot break if you do your deity or leader will be displeased and may act however if you follow it they may gift you with something

Colonial / Slave You were raised in an island colony, and are regarded as unrefined and ignorant by mainlanders.

Contentious Theory You discovered something and brought it public. Either the public and or the academia were not ready for this and have scorned or worse. Your idea may or may not be correct.

Crisis of Faith You used to be religious but now doubt your beliefs. Do you abandon them or return?

Cursed You may or may not know the curse, and may or may not accept its inevitability. But something bad happens.

Dead to the World You faked your death and are forbidden to let your loved ones and friends know.

Debt you owe money to one of the trading houses or guilds. The more time taken to pay it back, the more money owed and the more intently they want to collect from you. Players start with 10 extra silver pieces at character generation.

Defeated You were defeated and live with that shame. You force yourself into situations like it hoping to live up to what you should have done.

Dispossessed Someone has taken away your home and lands and you want them back.

Exiled You are forbidden to return home. If you go, you could be executed.

Fascination You led a sheltered existence as a youth, and when you met strangers you became fascinated by something about them (such as perfume or an accent).

Fear You are terrified of something.

Heirloom Relic You have a holy relic and are charged with protecting it.

Hunted Someone wants you.

Infamous Teacher You learned your skill by studying under an infamous teacher. That teacher's reputation and enemies make your life difficult.

Invention/magic use without collage authorisation. You invented something. You think it would improve life for people so you want to publicize it, but it may get you imprisoned

Loan You have made a loan to someone who disappeared with the money. You want it back.

Lost Love Your love left you for a hated enemy, who now wants to ruin you.

Lost Relative A close relative disappeared or was kidnapped. You dedicated your life to finding them.

Nemesis Someone out there hates you and wants to ruin your life (not simply kill you).

Obligation You owe somebody something and must repay the favour.

On the Streets You have no home. (cannot start with a homestead)

Orphaned Separated from your family. You won't rest until you find out what happened.

Ousted You used to be a member of an organization, but your membership has now been revoked.

Past Possession You have been possessed by a Fey or spirit or god/daemon to do a service.

Pressed Into Service You are currently serving someone unwillingly and are waiting for a chance to escape.

Ridiculed a person has made a career out of ridiculing you.

Rivalry Someone else wants something you want. It may be a friend or an acquaintance, but you both want it really badly.

Traitor You had a moment of weakness and betrayed someone. You're trying to keep this hidden, but someone may blackmail you or find out.

Trance You sometimes fall into epileptic fits whereby you see strange visions of Fey or other magical/religious entities. These can be unpleasant.

True Identity You did something in the past you want to hide and took on a new identity. You must strive to keep that old identity hidden.

Vendetta There is someone you hate so much you want to make them suffer, even if it hurts you on the way.

Vow You have made a promise you won't break, even if it costs your life.

Wanted There is a price on your head.

Multiple Characters

In the event that a player wants to play another character there are a couple of rules:

1. The new character cannot be from the same world unless the player's original character dies or is retired.
2. Players can only have 6 characters maximum in play at once.
3. None of the characters will ever meet or trade or speak to one another as the player cannot be in two places at once.

Skill List

<u>Basic</u>	<u>Advanced</u>
Artisan	Alchemist
Artist	Ambush
Aura	Blacksmithing
Die Hard	Cryptology
Dodge	Duellist
Fast Fingers	Engineer
Keen Senses	Gear Head
Life Saver	Powder Head
Lore Keeper	Sapper
Literacy	Set Trap
Medic	Shield Brother
Regeneration	Spell Craft
Scavenger	Surgeon
Stealth	Tracking
Toughness	Weapon Training

After character creation advanced skills that are wanted will need the necessary CP, a teacher and time (usually 1 month unless otherwise stated)

Skill Descriptions

Alchemist - There are 3 levels of this skill, each one purchased gives the character more knowledge to create more potions. Requires Phys reps such as potion bottles, pestle and mortar etc. (potions can be for healing or harm it's down to the individual)

Ambush - The character can attack once from stealth once per encounter (each time this skill is purchased you can hit an additional target to a max of 3) (the hit does through call).

Artisan - These people who have no specialised skills but dabble in all the skills needed for the everyday life. They are able to create candles, paper or small trinkets. Artisans are jacks-of-all-trades capable of creating useful everyday items. To make anything they need appropriate materials.

Artist - using specialist Raw materials, such as canvas, paint, dyes the character can create wondrous works of art. Also if used in conjunction with other skills the artist can master craft items. (Most creations will be done in down time or at week Enders as there isn't enough time to do it in one day).

Aura - The character is capable of sensing magical power through items that have been enchanted. Once per day per level the character can awaken an item. (Items can only be woken once per day per level).

Additional: for a spell crafter awakener provides them with 8 mana points per level and they cannot have more spell craft than have Aura. Magical items are able to be identified by a purple sticky dot.

Blacksmithing - This character has the ability to craft and mend armour and weapons for sale or personal use. They require the right materials to use this skill. This can also be used on the day,

if the character has physical representation of their tools to fix armour or weapons.

Cryptology - The character has studied the art of coding, cyphers and sequences and is able to decipher them with some time (2 - 5 minutes depending on difficulty of reading the code after which can ask the ref what has been uncovered).

Die Hard - The character's bleed out time is extended by 3 minutes.

Dodge - allows characters to ignore a ranged non magical attack etc. A five minute rest (sit down, lie down, eat, etc.) will allow this to be used again.

Duellist - With pistols, characters get the 'Through' call (goes through armour on all hits) up to 3 times an encounter; with rapiers, or sabres, characters get the 'Disarm' call (other person drops weapon) (once per person per encounter, on successful weapon hit).

Engineer - Throughout time this has had a few names such as mason and architect. This is primarily a down time skill, however the engineer skill may be necessary for certain things in game such as the operation of siege weaponry.

Fast Fingers - The character can pick locks. Each lock will have a colour and the colour represents the time it takes to pick. It also give the character a better chance of picking pockets (treats picking pockets as if stealthed). Locked items are identified by coloured dots in a visible location.

Characters should have appropriate physical representations of their tools.

The colours are as follows, White indicates that the item is unlocked, yellow indicates an apprentice lock, green indicates a Journeyman lock, red indicates master lock and black or no dot indicates a legendary lock.

The table below explains how long it would take to pick a lock of each level.

<i>Lock Level</i>	<i>Apprentice (Yellow Dot)</i>	<i>Journeyman (Green Dot)</i>	<i>Master (Red Dot)</i>	<i>Legendary (no dot or black)</i>
<i>Skill Level</i>				
<i>Apprentice</i>	<i>3 minutes</i>	<i>5 minutes</i>	<i>Impossible</i>	<i>What is that?</i>
<i>Journeyman</i>	<i>2 minutes</i>	<i>3 minutes</i>	<i>5 minutes</i>	<i>I think I read about this once in an obscure book</i>
<i>Master</i>	<i>1 minute</i>	<i>2 minutes</i>	<i>3 minutes</i>	<i>Wow this lock is awesome and a work of art do I really want to pick it</i>
<i>Apprentice +MC Tools</i>	<i>2 minutes</i>	<i>4 minutes</i>	<i>6 minutes</i>	<i>Just No</i>
<i>Journeyman +MC tools</i>	<i>1 minutes</i>	<i>2 minutes</i>	<i>4 minutes</i>	<i>Lock says No</i>
<i>Master +MC tools</i>	<i>30 seconds</i>	<i>1 minute</i>	<i>2 minutes</i>	<i>10 minutes but you really don't want to do it. Follow the plot is a hint.</i>

It is possible for a character without the fast finger skill to bash the lock on an item however if this is attempted and the item is trapped then the trap will go off. This technique can be applied to any Journeyman lock or below. If successful then the contents of the item may also be damaged and may have a serious consequence on the character who bashed the lock or the contents may be reduced.

Gear Head - *This character has the knowledge and training of machines which are operated by clockwork or steam. The character has the potential to repair clockwork devices and steam-driven machines such as a repeating pistol. The character needs to have the time, Phys rep and resources. Also players can approach the ref. team with ideas for new equipment/tech.*

Keen Senses - *The character can see stealthed characters, also can detect hidden poisons.*

The ref may use a box with information that the character can detect using his improved senses I.E. you can taste blood in the

air, hear distant cries for help coming from the west. The information will be detailed as the ref sees fit for the event. This box shall be red and only characters with keen senses can open it. It will always be considered unlocked and not trapped.

Life Giver - The character can stop and reset the death count on a player as long as they don't move or stop doing what they are doing. They hold their hand on the player's wound until a surgeon can get to them.

Literacy - The character can read and write.

Lore Keeper - The character is naturally intuitive and soaks up information. They may know the answers to the difficult questions. (Can be picked 3 times each time picked you can ask ref 3 questions per day) (The ref can say you don't know but you would still use a question)

Medic - The character can bandage someone up. This will stop the need for a surgeon as long as the wound is on arms or legs. This skill also allows you to do surgery whilst in combat as you have a cool head in the face of danger.

Powder Head - This character has the knowledge and training of black powder weaponry and are able to operate cannons and use explosives.

This also means that they can rig explosives as long as they have the Phys rep and resources. (Shot, a smaller bomb, powder horn, etc.)

Regeneration - The character has the ability to heal themselves as many times as they take this skill per day this can be use even when the character is unconscious. They can regenerate a wound that would normally need surgery also if the character so chooses they can recover from diseases and poisons.

However, they must choose one of the following to be allergic to: Cold Iron, Fire, Silver Gold etc. If they are ever hit by their chosen weakness they cannot regenerate.

Sapper - The character almost has an unnatural sense in spotting something off in the area they travel, they notice disturbed ground, trip wires etc. (a character with this skill can

ask the ref if there are any traps after a good search of the area 3 minutes). The character can also disarm traps. Each trap will have a colour with a T and the colour represents the time it takes to disarm.

Characters should have appropriate physical representations of their tools.

The colours are as follows, White indicates that the item has no traps, yellow indicates an apprentice trap, green indicates a Journeyman trap, red indicates master trap and black or no dot indicates a legendary trap.

The table below explains how long it would take to Disarm traps of each level.

Trap Level	Apprentice (Yellow Dot)	Journeyman (Green Dot)	Master (Red Dot)	Legendary (no dot or black)
Skill Level				
Apprentice	3 minutes	5 minutes	Impossible	What is that?
Journeyman	2 minutes	3 minutes	5 minutes	I think I read about this once in an obscure book
Master	1 minute	2 minutes	3 minutes	Wow this trap is awesome and it will really hurt if it goes wrong
Apprentice +MC Tools	2 minutes	4 minutes	6 minutes	Crap I really need my hands!
Journeyman +MC tools	1 minutes	2 minutes	4 minutes	Trap says No
Master +MC tools	30 seconds	1 minute	2 minutes	10 minutes but you really don't want to do it. Follow the plot is a hint.

Scavenger - The character can rifle through bins and bags, grey-hawk the bodies, take the gold teeth and the boots etc. all for money and items that may be stashed there.

All characters after a combat encounter can request to scavenge however what they find is random and drawn randomly from a box this can be good or completely catastrophic or anywhere in between.

A player with scavenger may draw from an alternative box or draw three times from the normal box as above. The alternative box contents are always good and set by the ref, the items here are always good but not legendary.

Set Trap - *The character can set traps with the right tools (IC Phys rep required).*

Shield Brother - *The character cannot be Knocked Down and they are immune to Shatter and any drop weapon including disarm calls as long as they are in a battle line/shield wall. All other calls still apply.*

(Battle line are formed of 2 or more characters standing in close proximity to each other within 1 metre. Examples of this include back to back or shoulder to shoulder).

Spell Craft - *is explained in the magic compendium*

Stealth - *The character can move without being seen and without magical assistance (player will need to crouch and be in cover to show in stealth with arms crossed across their chest, for stealth level 2 they need to crouch but one arm is free to use weapons for an attack). You cannot use stealth if wearing any armour class above light.*

Surgeon - *The character can deal with deadly wounds to the head and torso, stitching and cutting and cleaning to get the character back on their feet. This skill can be used 3 times per day per person, also requires Phys rep tools each time takes 3 minutes.*

Toughness - *The character gains one additional hit per location. This can be bought twice (IE 3 hits per location). To buy this skill again it costs 5 more from the previous level.*

Tracking - *The character can spot trail signs, see the paths which people have travelled and which direction they are going.*

The ref will prepare a box with relevant tracking information which only the tracker can open. This will contain tracking information such as there are footprints going south and they are trying to hide their numbers by walking in single file. The box will be green and always considered unlocked and not trapped.

Weapon Training - The character is trained in a particular weapon from the gear list (this skill may be taken several times). This gives the character access to different calls for the chosen weapon. If purchased multiple times with the same weapon the character can choose to increase the number of shouts per encounter or upgrade the shout e.g. with a hammer from **knock down to crush**.

Currency

The currency for the main system after character generation can be broken down Thus:

Smallest 1 Copper Piece (CP)

Middle 1 Silver Piece (SP)

Largest 1 Gold Piece (GP)

100 CP = 1 SP

50 SP = 1 GP

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

<i>Ataxia</i>	2	4	6	8	10
<i>Dusk</i>	3	5	7	9	11
<i>Medias</i>	2	4	6	8	10
<i>Stormguard</i>	2	4	6	8	10
<i>Tesseria</i>	2	4	6	8	10

Firearms:

“Don’t fire till you can see the whites of the eyes”

It is universally accepted that one of the most inaccurate firearm’s of all time is the flintlock. If you are unable to see the person clearly, you’re not going to hit them.

Be advised sometimes people may not see the shot. Accept it and move on, or get your target's attention before firing!

War Machines:

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

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 such as the stock of a NERF blaster or the pommel of a sword you may call “subdue”. If struck with subdue hit you are knocked out for 10 minutes unless roused.

Magic

Aura: *someone who is able to tap into their magical energy as such, when they come into contact with an enchanted item or an artefact, they are able to awaken it. This also dictates how much mana a spell caster has to use (8 points per level) and also what level spell craft they can have (max of 4)*

Spell Crafting: *This is the ability to create and use Spells, of which a list is given when picked. Enclosed with the list is the*

rules and regulations on how to use the spells. We do encourage players to come up with their own spells, although it will always be on ref discretion and they will also set the level and cost for you.

Lost Star Chronicles Spell List

Spell Crafting

This list is a generic for players to begin using, players can describe and create new spells pending ref approval for them to use. The ref will decide the level and cost.

- 1 - It must be possible to Physically Represent the spell. It has to be something that will not detract from the game with long explanations of things that aren't there.
- 2 - You must know the true name of a person, have their hair or blood to cast a permanent spell directly on someone.
- 3 - You need to keep track of the amount of mana you have as spells cost mana to cast.
- 4 - You must have at least a five second incantation to prep the spell which can be verbal, visual or materialistic.
- 5 - Spells cannot be cast whilst wearing any armour.
- 6 - Each level of spell craft skill gives you 8 further point's to spend on spells. The breakdown is as follows;
 - Level 1 - 1 point per spell.
 - Level 2 - 2 points per spell.
 - Level 3 - 3 points per spell. And so on.

Players are also able to create their own Spells with permission from a referee. The Spells provided here are those that are available to all mages. If a mage chooses to create a recipe and releases it to the populous for use then he will receive 5* the level of the recipe in Silver and the Spell will be added to this guide. But they are not obliged publish if they don't want to.

Spell Craft Level 1

Spells within this section have a mana cost of 1 unless otherwise stated in the spell description.

Mana bolt

This spell enables the character to throw a ball of energy towards a single target. This ball of energy ignores shields and automatically hits the targeted location for a single point of damage. Each of point of Mana used gives three bolts.

Save the dying

This spell automatically stops the bleed out count for a dying character. It does not revive them or make them conscious and works automatically on touch.

Heal minor wound

This spell enables the character to heal a minor wound. A minor wound is a wound on the arms or legs. This will revive the character to 1 hit on that location per mana point spent.

Drop Item

This spell enables the character to make their opponent drop one of their items. The caster specifies which item and which hand. If the opponent has anything that prevents this from occurring then they must declare it.

Grip

This spell makes the character completely immune to drop item spells for one scene.

Pathfinder

This spell enables the character to know the correct direction to travel to their desired destination.

Mage Armour 1

This spell provides the character with light armour for the entire day. It cannot be repaired by an armorer but can be recast and does not stack. This armour follows all the rules for armour as normal.

Mend Item

This spell enables the caster to repair a shattered item.

Blessing

This spell enables caster to enchant a weapon to do the 'Enchanted' Shout which can effect certain magical creatures.

Sleep

This spell puts a being to sleep who then needs to be awoken.

Distract

This spell conjures an illusion of a presence within a single beings peripheral vision that causes them to turn around. They have to be distracted for 3 seconds.

Forget

This spell causes the target to forget an event that occurred in the past 24hr that was of no longer than 10 minutes in duration. The memories return overnight.

False Memory

This spell gives the target a false memory, provided the memory is of an event or memory of no more than 10 minutes duration and is plausible i.e. meshes with the persons other memories. The implanted memories fade overnight. The caster will need to come up with an alternate memory that they want implanted, then inform the ref who will give the memory to the NPC/other player.

Mind Wall

This spell protects the mind against any level 1 mind altering spell for one scene.

Spell Craft Level 2

The spells on this list cost 2 points of mana to cast unless otherwise stated.

Spell breaker

This spell enables caster to negate the effect of an enchantment on a person, weapon
Or item.

Shatter

This spell enables the caster to 'Shatter' any weapon or shield. The caster can choose a weapon or shield only and declare 'shatter'. The item then has to be dropped and needs to be repaired to be used again.

Mage armour level 2

As previous incarnation but gives caster medium armour on all locations.

Battlefield Blessing

This spell enables the caster to bless another player with any of the following skills; any **weapon Training, shield brother, Aura or toughness**. This spell will last the entire day once cast or until it is broken.

Heal major wound

This spell enables the character to heal major wounds, a major wound being on the torso or head. This will revive the character to 1 hit on that location per mana point spent. (This does as minor wound also)

Invisibility

This spell allows the caster to be completely invisible for a scene, however they cannot attack others.

Compel Truth

This spell enables the caster to draw a truth for one question from one victim per cast.

Burden

This spell allows the caster to burden another being, making all items being carried 10x their normal weight. The victim is usually put on the ground and cannot move for a scene.

Imbue

This spell imbues a weapon with an elemental power of the casters choice for a scene.

Reflect

This spell enables the caster to send back a magical assault to its caster. The effects last till the end of the scene.

Elemental Bolt

This spell enables the caster to produce a ball of elemental energy enabling an elemental call such as flaming, frost, necrotic and radiant.

Hysteria

This spell makes the victim uncontrollably hysterical for 20 seconds.

Spell Craft Level 3

Currently no mage has shared their higher power grimoire for obvious reasons.

Spell Craft Rituals (Level 4 Magic)

Item Enchantment

1. *Only named items or better can ever be enchanted. The powerful deities of any world will not waste their time*

- blessing an item that has been crafted for the common person.*
- 2. Enchanting an item is a powerful and dangerous ritual and must be performed IC with multiple contributors to the ritual.*
 - 3. To enchant a weapon the primary caster must spend 10 mana to summon the deity of his choice, and he must also source an additional 20 mana from other casters which can include himself but must include at least one other person. The deity may also require a sacrifice of food, gold, other resources, life or even xp (this represents the life force of the character).*
 - 4. The primary caster must then enter into a bargain with the deity to create the weapon there is no such thing as a free lunch.*
 - 5. The primary caster must have spell craft 4, aura 4 to and an appropriate item for the deity to enchant and appropriate ritual.*
 - 6. Spell breaker spell negates the effects of an enchanted item for one scene only after which they return normally.*
 - 7. To activate an enchanted item the wielder must have the appropriate skill such as Aura or other skill.*
 - 8. The exact effects of the enchanted item will be discussed with the referee and decided by the referee team and the player. After which the item must be represented on the character and it must have some identification means such as a purple sticker and laminated card.*
 - 9. The primary caster must also have learned a summoning ritual.*
 - 10. Some of these rituals have failed in the past especially if the primary caster fails appease the deity they have summoned which may have explosive results or something a little more subtle it has not been unknown for the caster to become cursed or the item to become cursed.*

The Alchemy Guide

In the Lost Star Chronicles Alchemy it is the crafting of wondrous potions or deadly poisons from plant extracts and

other materials that can be found within the worlds. The skill comes available as an advanced skill and has 3 levels Apprentice, Journeyman and Master. Each level grants the Alchemist access to the new recipes, more advanced practices and better quality of workshops.

Players are also able to create their own recipes with permission from a referee. The recipes provided here are those that are available to all alchemists. If an alchemist chooses to create a recipe and releases it to the populous for use then he will receive 5* the level of the recipe in Silver and the recipe will be added to this guide. The Alchemist is under no obligation to publish his recipes if he does not want, it is entirely up to the character.

To create a recipe the Alchemist must spend an entire downtime doing nothing else to create the recipe and he must have appropriate level of Alchemy, appropriate tools and workshop.

Players are able to sell their creations as per the trading rules or trade their creations with other players where they may get a better deal.

Alchemy Apprentice

Minor Healing

The Alchemist is able to create a simple potion that will heal a minor arm, leg wound, stop the bleed out count of a dyeing character or remove the "Necrotic" condition from an injured character. This potion requires 2 products to craft such as elderberries and garlic the crafting also requires 2 minutes of non-combat time where the character performs the actions to craft his potion. If this potion is used on a character to stop the bleeding out then he will be revived in 8 hours unless roused by any other means.

Purge Toxin

The Alchemist is able to create a simple potion that will act as an anti-toxin. This potion requires 2 products to craft such as ginger and sodium chloride and the crafting also requires 2 minutes of non-combat time where the character performs the actions to craft his potion. The character receiving this potion

will either vomit up the toxin or the toxin will flow back out of its entry point. Both of these processes are very uncomfortable and will disable the character for 20 seconds.

Simple Flash

The Alchemist is able to create a simple potion that will distract everyone including allies within 5 paces with a blinding light. This potion requires 2 products to craft such as gun powder and magnesium the crafting also requires 2 minutes of non-combat time where the character performs the actions to craft his potion. This potion affects everyone apart from the thrower for 10 seconds and must be represented by throwing a small object into the group. The thrower must then shout the appropriate call such as blind 3 seconds.

Smelling Salts

The Alchemist is able to create a simple potion that will rouse a single target providing he is not dead or bleeding out. This potion requires 2 products to craft such as ammonium and eucalyptus and the crafting also requires 2 minutes of non-combat time where the character performs the actions to craft his potion. This potion must be placed under the target's olfactory senses.

Simple Mana

The Alchemist is able to create a simple potion that will restore the aura and spiritual energy of the target. This potion requires 2 products to craft such as mandrake root and patchouli also requires 2 minutes of non-combat time where the character performs the actions to craft his potion. This potion is only usable by those with the aura skill. This restores 2 points of mana to the drinker only one of these potions may be consumed per day for any character.

Simple Poisons

Poisons are considered illegal in most worlds and there may be consequences for carrying them.

Poisons can be used to enhance a weapon for an encounter or used in one of the following ways.

Absorption through the skin, eyes and ears.

Injection into the blood stream

Ingested through eating or drinking

Inhaled through a toxic gas

Simple Sedative

The Alchemist is able to create a simple potion that will put a single target to sleep. This potion requires 2 products to craft such as chamomile and belladonna and the crafting also requires 2 minutes of non-combat time where the character performs the actions to craft his potion. This potion must either be ingested or slipped into the blood stream of its intended victim either through a blade or injection. Once in the victim the victim will fall asleep for 1 hour unless roused by magic or alchemical means such as purge toxin. If used on a bladed weapon the wielder may shout "sleep" 3 times in that encounter. Note that if armour of any form is hit then the victim may ignore the call.

Simple Performance Enhancers

Sometimes warriors are just not good enough, so let's make them better and controllable. Performance enhancers are addictive if taken more than once per event. Failure to take a Simple performance enhancer when addicted will make it harder to use cognitive skills, such as **Gearhead**, **Blacksmithing**, **Sapper** or **Spellcraft**. It will take longer perform the tasks required until the addiction has been fed. Addiction can be cured using potions, magic or being a cold turkey for 2 events.

Simple Steroids

The Alchemist is able to create a potion that will enhance someone strength or toughness. The potion requires 2 products to craft such as taurine. The crafting also requires 2 minutes of

non-combat time where the character performs the actions to craft his potion.

When crafting this potion the crafter decides which effect it will have.

1. The potion can be used to make the mind numb to pain effectively disabling the brains pain receptors for a short period of time. This enables the drinker to ignore the first hit of the encounter.
2. The other way to use this potion is again to change the brain chemistry making the drinker slightly stronger. If wielding a weapon two handed this enables the drinker to shout 'Knock down' up to 3 times.

Alchemy Journeyman

Mana Potion

The Alchemist is able to create a potion that will restore the aura and spiritual energy of the target. This potion requires 3 products to craft such as mandrake root and patchouli also requires 3 minutes of non-combat time where the character performs the actions to craft his potion. This potion is only usable by those with the aura skill. This restores 4 points of mana to the drinker only one of these potions may be consumed per day for any character.

Healing Potion

The Alchemist is able to create a potion that will heal any wound, stop the bleed out count of a dyeing character or remove a poisoned/necrotic condition from a character. This potion requires 3 products to craft such as elderberries and garlic the crafting also requires 3 minutes of non-combat time where the character performs the actions to craft his potion. If this potion is used on a character to stop the bleeding out then he will be revived in 2 minutes and be on 1 hit per location where he fell to 0.

Oil of Burning

The Alchemist is able to create a potion that has incendiary which will burn just about anything it touches. This potion requires 3 products to craft such as Oil, Pitch and alcohol

requires 3 minutes of non-combat time where the character performs the actions to craft his potion. If at any time the character holding this potion takes a "flaming" hit, bad things will happen to them.

The Oil of burning has two methods in which it can be used.

1. This method enables the alchemist to pour the oil over a weapon. The weapon is then able to do the "Flaming" call for the entire combat encounter.
2. The second method the Alchemist can use this potion is as a throwing weapon. The alchemist throws the potion into the group and everyone within 5 paces of where it lands will take a "Flaming knockdown" hit to their legs.

Oil of Cooling

The Alchemist is able to create a potion that will create cooling effects which are capable of freezing just about anything it touches. This potion requires 3 products to craft such as mint, eucalyptus, nitrogen and requires 3 minutes of non-combat time where the character performs the actions to craft his potion. If this potion is used on a normal weapon the structural integrity of weapon will be compromised and the next time it hits something the weapon will shatter and require either an armorer or mending spell to repair.

The Oil of Cooling has two methods in which it can be used.

1. This method enables the alchemist to pour the oil over a weapon. The weapon is then able to do the "Frost" call for the entire combat encounter.
2. The second method the Alchemist can use this potion is as a throwing weapon. The alchemist throws the potion into the group and everyone within 5 paces of where it lands will take a "Frost" hit to their legs.

Potion of Motion

The Alchemist is able to create a potion that will make him immune to any effects that affect his motion, such as Knockdown, Paralysis and Frost he still takes the hit though he only ignores the damage call. The potion requires 3 products to craft such as Cod Liver Oil and Calcium the crafting also requires 3 minutes of non-combat time where the character performs the actions to craft his potion. If this potion is used on the same character more than once per day he will become dependent on it and addicted to it.

Oil of Decay

The Alchemist is able to create a potion that will rot and decay anything it touches it will cause living flesh to rapidly decay and age or metal to rust and crumble. The potion requires 3 products to craft such as Iron Oxide and Calcium the crafting also requires 3 minutes of non-combat time where the character performs the actions to craft his potion. This potion is poured over a weapon and it enables the weapon to call "Necrotic" for the entire combat encounter. If this potion is used on a normal weapon the weapon is considered to have taken a shattering hit and requires either an armourer or mending spell.

Poisons

Paralysis Potion

The Alchemist is able to create a potion that will paralyse the victim making unable to move any part of their body except to breath. The potion requires 3 products to craft such as Poppy seeds. The crafting also requires 3 minutes of non-combat time where the character performs the actions to craft his potion. This potion is poured over a weapon and it enables the weapon to call "Paralysis" for the entire combat encounter.

The paralysis potion may be used to contaminate someone's food or drink this will have the same effect unless the toxin is purged or cured.

Truth Serum

The Alchemist is able to create a potion will keep his victim conscious and coherent but unable to create fictions when being questioned. The potion requires 3 products to craft such as Sodium Penthanol the crafting also requires 3 minutes of non-combat time where the character performs the actions to craft his potion. This potion is typically injected into the victim. The victim is unable to tell lies for the rest of the encounter and will be groggy and slow to respond.

Performance Enhancers

Sometimes warriors are just not good enough, so let's make them better and controllable. Performance enhancers are addictive if taken more than once per event. Failure to take a performance enhancer when addicted will prevent a character from using any advanced skills till his addiction has been fed. Addiction can be cured using potions, magic or being a cold turkey for 2 events.

Steroids

The Alchemist is able to create a potion that will enhance someone strength or toughness. The potion requires 3 products to craft such as taurine. The crafting also requires 3 minutes of non-combat time where the character performs the actions to craft his potion.

When crafting this potion the crafter decides which effect it will have.

- 3. The potion can be used to make the mind numb to pain effectively disabling the brains pain receptors for a short period of time. This enables the drinker to ignore the first 2 hits for 1 encounter.*
- 4. The other way to use this potion is again to change the brain chemistry making the drinker slightly stronger. If wielding a weapon two handed this enables the drinker to shout 'crush' up to 3 times.*

Alchemy Master

Currently no masters have published their recipes this does not mean they don't exist.

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	Very Rare Resource	Skill Level
Normal	Wood	Iron	N/A	N/A	N/A	Apprentice
Master Crafted	Wood	Iron	Titanium	N/A	N/A	Journeyman

<i>Named Item</i>	<i>Wood</i>	<i>Iron</i>	<i>Titanium</i>	<i>Diamond</i>	<i>N/A</i>	<i>Journeyman</i>
<i>Legendary</i>	<i>Wood</i>	<i>Iron</i>	<i>Titanium</i>	<i>Diamond</i>	<i>Dragon Bone</i>	<i>Master</i>

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.*

After the event

Experience rewards

Experience rewards are given in the form of character points CP and the amount given per event can be broken down thusly:

- 1. 2 - 3 are given for turning up and playing your character (the extra 1 is for your own costume and good roleplay)*
- 2. 1 is given for any backgrounds*
- 3. 1 is given for any guild jobs completed*

Downtime

Between events characters have the option to achieve, create or build things or just simply sleep for a couple of weeks. To declare a downtime action talk to one of the ref team after an event or send a message via email or post to the club page.

- 1. Characters can use their skills to craft items such as swords and armour.*
- 2. Characters can make inquiries into cases and learn new skills from a teacher.*
- 3. Characters can acquire new jobs from their respective guilds and receive payments for completed ones.*
- 4. Or just simply sleep for weeks default action in not declared.*

Characters can do one of each of the actions detailed above.

The Six Worlds

Adeptus: *This world is set within the 'Steam-punk' era and offers a plethora of genre from the dark science of Mary Shelley's novel 'Frankenstein' to the weird, wonderful and terrifying works of H.G Wells.*

The world itself has just suffered a long and devastating war between the largest powers over scientific approach, research and resources. With neither side winning, as the players enter it has been 5 years since the ceasefire and the world is in the grips of a cold-war arms race. The two main factions are made up of 8 countries that a character can be from.

No Cost

Walking Stick
Quarter-staff
Knife
Bandages
Writing equipment
Clothes
Adventuring packs, eating equipment etc.

5 Silver
Buckler
Hunting Bow
Light Armour

Homestead - Allows you to have 5 materials (stated when you get the Homestead) each month. If not used during an event or downtime they are carried forward to the next month, in most cases this is often, Meat, Iron, and Stone etc. However if a player feels their character would have access to other worldly materials such as mandrake root or Mithril then great but remember it is an in game resource therefore has to be worth something.

Surgeons kit/Engineers Tools/Armourers Equipment. - Needed to use a skill
Flintlock Pistol
Hand Weapon Blunt/ Sharp

10 Silver
Pistol/Full size Crossbow
War Spear/Pike
Musket
Blunderbuss

15 Silver
Two Handed Weapon (great sword, maul, battle axe, halberd)
Medium Armour
Flintlock Rifle
Repeating pistol
Clockwork Crossbow

This is the world with the highest level of technology, however it is up to the players how far this progresses. Using down time a

player can create new and exciting technology (subject to the refs approval which will also include how long it will take and how many resources you will need) such as utilizing the destructive forces of nature for power or inventing a repeating rifle or even creating (or at least trying to) the first advanced human using post human alchemy.

The Nations of Adeptus:

The Alliance of Ithia made up of 5 countries.
These are:

Anglia - British Empire
Etrion - France
Asara - Spain
Escini - Italy
Estias - Switzerland

The alliance has taken to looking at the skies for an edge and as such have thrown money at the possibility of flight and air ships.

The Mercernova Pact is made up of 3 countries.
These are:

Ursera - Eastern Block and Russia
Gothicca - Germany and Hungary
Neruda - China, Korea, Mongolia and Japan

The Pact has taken the industrial approach and have started construction on massive foundries and factories to produce arms and machines of war at an alarming rate. They have also constructed a massive wall of steel, stone and fire that is manned at all times on the borders with the alliance.

Skill Restrictions/Requirements

This world has no access to magic therefore *Spell Craft* and *Aura* cannot be taken.

Gear Head and *Powder Head* can be treated as basic skills so cost 5 character Points instead of 10 and have a choice of either *Duellist* or a *Weapon Training* as a free skill.

To Take *Gear Head* or *Engineer* characters need to be part of the college of inventors and design or take 1 of the following background flaws:

Contentious Theory

Invention/magic use without college authorisation

Ousted

The flaw that is chosen does not give extra character points. Characters can still pick up to 2 other background flaws as per the rules.

To take the *Duellist* Skill character's need to be a member of the Guild of Duellists or take one of the following background flaws:

Defeated

Infamous Teacher

Traitor

The flaw that is chosen does not give extra character points. Characters can still pick up to 2 other background flaws as per the rules.

To Take the *Ambush* skill characters need to be part of the Guild of Assassins and take the following background flaws:

True Identity

Wanted

Orphaned

These flaws do not give extra character points. Characters can still pick up to 2 other background flaws as per the rules.

Guilds and Colleges

Guild of Duellists: A gentlemen's society dedicated to teach the art of duelling and providing duellists for honour disputes if necessary

Guild of Assassins: A shadowy underworld organisation catering to the whims of anyone that can pay.

Guild of Inventors and Design: A society of educated individuals focused the creating the weaponry and mechanisms to win the next war.

Guild of Merchants: An organisation tasked with setting up and maintaining trade house and routes across the land.

Guild Of Mercenaries: A militaristic organisation that deal with all of the matters that the actual military won't deal with.

Guild of Explorers: A gentlemen's society of scholars and explorers wanting to map the unknown, discover ancient artefacts and civilisations. "Seeking knowledge of the past to steer the future".

The Military (Army, Navy): The different sectors within this bracket are:

Army:

Guild of Scouts

Standing Army (skirmishers, musket-men, swords-men)

Artillery

Cavalry

Navy:

Sailors

Marines

Cannoneers

Shipwrights

All of the guilds and colleges have rules and regulations that are mandatory for membership. If it is discovered that these are broken, there are penalties up to and including being ousted from the group.

Some of the guilds offer advancement, ranks and pay, whilst others offer focused training and secret knowledge.

Guild of Duellists:

This gentlemen's society was formed to provide a service to the upper classes, which due to many disagreements commonly

ended up in someone's death. The guild provides a means to which these disagreements can be settled without unnecessary bloodshed. Though a duel to the death is sometimes called for. However the two parties in question would have to fight the duel themselves as the guild will not provide duellists to be killed. In these cases a Master of the guild would be there to adjudicate to ensure the duel is conducted in the proper fashion and the rules are adhered to. There is advancement within the Guild for those skilled enough.

The ranks are as follows:

1. *Novice: New to the guild and unproven in the art of duelling. Can only take on duels based on number of 'touches' with a blunt foil, mostly minor disagreements that do not need much to settle them.*
2. *Journeyman: Has proven their ability and prowess within the circle and will now be called upon to take on honour duels to the pain (the duellist who submits loses). These duels are mostly about humiliation.*
3. *Master: Has mastered the art of duelling, therefore will be called upon to duel to the blood (normally first blood from the torso). There will also be times where they will be called upon to adjudicate duels to the death and pistol duels.*
4. *Grand Master: This is the final achievement. At this level the member will be called upon to duel with pistols though never to the death (however this is sometimes accidental). Also they will have the opportunity to oversee the guild once the current Grand Master steps down.*

Duellists are paid a monthly stipend of 20 silver with room, board and a travel allowance of 20 silver per month if having to travel for a duel. Also they are paid for each duel they win to which the payment is thus:

1. *Novice 5 silver per win*
2. *Journeyman 15 silver per win*
3. *Master 30 silver per win*
4. *Grand Master 1 Gold per win*

Guild of Assassins:

Being a member of this guild, the character has given up their former life meaning no-one can know they are a member, other

than other members. If anyone ever finds out or is made aware steps will be taken to ensure the guild's security.

Ranks are as follows:

1. *Foot Pad*: Small time contracts 10 silver per completion
2. *Shadow Scale*: Larger contracts e.g. minor politicians/nobles 30 SP per completion
3. *Bloody Hand*: The highest contracts e.g. political leaders/faction leader 2 GP per completion

All characters start at *Foot Pad* and need 10 completions to reach the next rank and a further 20 to reach the highest rank of *Bloody Hand*.

Once a character has reached the rank of *Bloody hand*, there is a choice of either becoming a guild master, so give up the contracts and run guild house of your own, or continue taking contracts but you cannot do both.

Guild of Merchants:

Has a hierarchy of a sort, the ranks are measured by how successful you are in your chosen trade. There is a membership tithe of 10% of your profits, however this grants you access to guild guards, permits of trade, banking and guild halls. Also, any accommodation and food is provided for your caravan. Ranks are as follows:

1. *Cart Walker* (<15 GP/PA)
2. *Street Trader* (<50 GP/PA)
3. *Caravan Vendor* (<100 GP/PA)
4. *Guild House Master* (>100 GP/PA)

All merchant characters are required to send downtime descriptions to the ref team of what has been made and how much they have sold, then they will be given a gold yield based on skills and quantity. If the amounts of produce are not sensible to the trade when audited by the ref team, they will be sent back to the character for amendments and not given payment for. For example, a weapon smith can make between 5 and 10 good swords a week, which would be worth from 35 - 70 SP, however if they declare they have made 50-100 good swords a week, it will be sent back to the character for re-checking.

Always remember characters have to buy the raw materials and resources needed or the trade goods to sell. If you are selling goods not made by yourself you will need to find a seller. If it is a player you can role-play barter for goods, however, if there isn't one talk to the refs. Options will be provided but the prices will be a little worse than average, therefore it is always better to deal with in game player characters.

The College of Inventors and design:

This is made up of visionaries and skilled craftsmen including some of the greatest minds the world has ever seen working to better understand the forces of nature and harness the power for great weapons of war. There is no advancement or masters, only great minds. As such, every member receives a research grant for ideas that are deemed workable and useful. These grants can be anywhere from 10 silver to 1000 Gold depending on what the collective guild committee decides as prospective areas of work. The committee is made up of noted inventors and engineers, all of which have ideas and inventions being implemented. Once a member has an idea or invention put into production they are invited to join the committee. Committee members get a stipend of 1 Gold a month and 20% whatever their idea of invention generates.

Guild of Mercenaries:

The character is a soldier for hire, however there is still a hierarchy and ranks within the guild. These are as follows:

- 1. Initiate: The character is green, new to the guild and as such they are a little more expendable than the higher ranks so the character will be given the 'easy' orders. They receive 10 silver a Month plus room and board at the guild house and rations for long jobs.*
- 2. Proven: The character has carried out their orders to the letter with no complaints and no serious problems on 10 missions. They receive 25 additional silver (35 SP incl Initiate pay) a Month and are awarded a weapon, shield, or piece of armour from the guild armoury.*
- 3. Asset: The character is an asset of the guild and are*

sent on the more difficult missions and get given speciality orders (side missions from the main given). They receive an additional 10 SP a Month plus extra rewards for completing the additional orders given. They also receive an item in recognition of their rank. This can be either a master crafted weapon or shield (un-shatterable). To attain this rank the character would have to prove themselves on more than 20 missions and taken some initiative on some of the missions when needed.

4. *Guild Master: The character has become so instrumental in the running of their guild that they have been offered their own guild to run as they see fit. They receive their own guild with which they can hire members and receive 20% of the guild contracts value. To attain this position the character would need to have taken on over 50 main missions also numerous side orders. Additionally, they would have needed to gain contracts for the guild off their own backs. As a master, the character can go on missions or delegate them to a subordinate.*

Guild of Explorers:

There are no ranks or advancement in this guild, however members who take on quests, find artefacts and map new destinations will gain fame and adorations from their peers and betters. This can be in any form from funding quests and exploration to dinner with royalty. With fame comes money but also responsibility and members may be called upon to venture to dark and dangerous places. Everything will be needing a report (which will be done during down time and sent to the ref team) which is how everything is financed.

The Military (Army, Navy):

The base rank of all characters in any faction of the military is enlisted. Other ranks are achieved by length of service and commendations, training and skills also factor in to the decision. The basic pay is 2 silver a month with room and board. Enlisted

characters have access to a requisition system whereby they can request weapons for a mission that have to be returned once the mission is over.

Ranks are as follows:

1. Enlisted as above
2. Private gains 1 extra silver per month
3. Corporal gains 12 silver extra a month and has charge of a squad (5 men incl themselves)
4. Sergeant gains 35 silver extra a month and has charge of Unit (2 squads)
5. Lieutenant gains 2 Gold extra a month and has charge of a line (3 units)
6. Captain gains 3 Gold extra a month and has charge of a battalion (5 Lines)

Ataxia: The land of nightmares made manifest. Life is torture, torture is life. They come from a dark land where the shadows are long and deep, filled with evil. The humans that live in this land know true fear, a slave race to their strange immortal masters who have a great, unquenchable thirst for power and control, living in the belief that they are superior to all others. A world underground where the strongest can be found in the deepest depths where the molten hot rock would sear flesh from bone in seconds, their Households protected by the Master's magic, and the poorer, lesser houses found the further up one travels through the dark creature infested caves, left to shiver in the cold wet tunnels.

A patriarchal society where alliances and partnerships are quickly made, and just as quickly broken, households constantly changing hands as Masters kill and are killed, all of their possessions and holdings claimed by their murderer. "You Keep what you Kill", their lands, their slaves, their women, even their very souls and magic. The Mistresses are content to be left out of the chaos, focusing instead on their magics and crafts, as long as their new husband keeps them to the fashion to which they feel they deserve, they will allow him to keep his head. Many a Master has suffered an 'unlucky' slip, or trip, or failed spell in battle after displeasing one or more of his women.

Living underground forces the slaves to work in caverns rife with fungi and mould, farming them for food, drugs, and poison. The predominant fabrics are obtained through spider silk, moth cocoons, and bat leather. The armour from the chitinous shells of monstrous insects that prowl the tunnels, or the scales of lizards and demons that prey on the unwary slaves at the fringes of their Master's land. Fish and meat are obtained via the oyster farms and pools. Pearls are often found, though given their relative low value, they are only collected by slaves and used as a crude currency between them.

No Cost

Walking Stick

Quarter-staff

Knife

Bandages

Writing equipment

Clothes

Adventuring packs, eating equipment etc.

5 Silver

Buckler

Long Bow

Light Armour

Homestead - Allows you to have 5 materials (stated when you get the Homestead) each month. If not used during an event or downtime they are carried forward to the next month, in most cases this is often, Meat, Iron, and Stone etc.

However if a player feels their character would have access to other worldly materials such as mandrake root or Mithril then great but remember it is an in game resource therefore has to be worth something.

Surgeons kit/Engineers Tools/Armourers Equipment. - Needed to use a skill

Hand Weapon

10 Silver

War Spear
Medium Shield
Medium Armour

15 Silver
Two Handed Weapon
Great Shield
Crossbow
Heavy Armour

Skill Requirements and Restrictions

Characters from this world cannot take Gear head and Powder Head as the world is based around the use of magic and alchemy so technology is not needed. However, characters can take Spell Craft and Alchemist as basic skill picks (5 point instead of 10). Characters also get 1 rank in either Regeneration or Aura for free and take the other ranks as if starting at rank 1.

There are no guilds or societies, only pain, misery and torture.

Dusk: This world was once a beautiful Eden of lush pastures, expansive forests and well built, bustling cities filled with magical wonders and technology (Roman Levels of tech). Each country was ruled by powerful sorcerers and their families. As the years went by the leaders became more corrupt and greedy and used magic for every little thing. This took its toll on the world; crops started to die, the forest started to wither, the rivers and oceans started to dry up. The leaders began to panic and used more magic to keep their cities alive. This escalated and lead to a massive cataclysm which destroyed the world, turning it into a barren desert except for the cities of the most powerful of the sorcerers. They used all of their power to maintain the status of their cities. The world is dead, killed by (according to legend) magic therefore every moment is a fight, every step is a challenge. What the people lack in resources they make up for in toughness and sheer willingness to survive. Every day is a fight for survival and the question of where the next meal comes from is one that always has to answer. The land itself is a barren Desert where nothing can grow. The land

is ruled by powerful sorcerers who keep thousands of slaves. Life is cheap in dusk.

The items carried by the people of dusk will be those made from bone, stone and other materials that are available freely. Those with metal items will be the village leader, nobles but the majority of people from Dusk are Slaves. Metal is rare and mainly used by the sorcerer kings and for small items such as belt buckles.

The sorcerer kings are an ancient and evolved race of bipedal lizard people who are immortal. The lizard people are known as the pterions and are the dominant race. The pterions have cross bred with the humans to further evolve the race creating a trust worthy military source that is somewhat. However in some cases the cross breeds have more human emotions than expected.

The humans and other races on this world are most likely slaves and they are happy being. Although are not happy being slaves and these ones are free. The slave people in this world are actually free to leave their masters in most circumstances. They just need to feed themselves, cloth themselves and find water which is rarer than diamonds in Dusk. The pterions control the water and most of the food.

The free people in dusk do what they can to survive, this will include raiding, scavenging, and stealing and will most likely resort to cannibalism. After all nothing should be wasted. Natural causes for death in dusk include old age of normally about 40 if you are really lucky, knife through the heart so you can be eaten is also considered natural. Dusk is not a nice place to live or visit. If you end up here leave as soon as you can.

Common professions in dusk include slave auctioneer, gladiator, enforcer, raiders and scavengers. The enforcers tend to be the crossbreed pterion people who the sorcerer kings trust to enforce their rule. Everyone else tends to be the other professions unless they have betrayed their kin.

All character's from dusk get **Keen Senses** and start with 3 hits per location. Also, they get toughness as normal and can also take **Ambush, Tracking** and **Set Trap** as if they were basic.

No Cost

Stick

Quarter-staff

Knife (bone or stone)

Bandages

Clothes

Haversacks, eating equipment etc.

Buckler

Boar Spear

Hunting Bow

Light leather. Hand Weapon (made of bone or stone etc.)

1 Homestead (water only)

Any weapon on the list above cannot have any damage calls through Weapon Training.

15 Silver

Homestead - Allows the character to have 5 materials (stated when you get the Homestead) each month. If not used during an event or downtime they are carried forward to the next month, in most cases this is often, Meat, Iron, and Stone etc.

However if a character feels they would have access to other worldly materials such as mandrake root or Mithril then great, but remember it is an in game resource therefore has to be worth something.

Bronze Hand Weapon (sword, mace, and hammer)

Medium Armour

Medium Shield

Skill Requirements and Restrictions

This world has reverted back to the Stone Age for the majority of the population, and as such the skills listed beneath are unable to be taken at any time:

Gear head

Powder head

Duellist

Also players from dusk cannot use technology e.g. guns and crossbows even if taught how to use it, it will break and possible backfire. Characters from dusk must discover this IC.

*The skills listed below are subject to restrictions as there is a massive difference between the rulers and the general populace: **Literacy** cannot be taken unless you are a member of the royal families as they are schooled in the old ways and is also classed as an advanced skill.*

***Spell Craft** is only available to those of the royal family unless you take one of the following background flaws:*

Exiled

Hunted

True Identity

The chosen does not give Character points. Characters can still pick up to 2 other background Flaws as per the rules. There are no guild and societies in dusk only the leaders and the slaves.

Medias: *The world is much like our own during the Victorian era with one very large difference; the myths and legends were real and out living amongst humans. The Fey are a major part of society and magic is taught at schools and colleges. With that difference, magic has taken the place of advancements in technology. Why create a better musket when you can shoot a fire ball from your hands? So the level of tech is that of about the late 1400's with the matchlock being the pinnacle of weapons tech.*

Some Fey are not as secretive as they would like to be. Over the course of time life expectancy has doubled for humans. Trouble looms though as the uneasy pact between Fey and humans is fraying at the seams.

No Cost

Walking Stick

Quarter-staff

Knife

Bandages

Writing equipment

Clothes

Adventuring packs, eating equipment etc.

5 Silver

Buckler

Light Armour

Long Bow

Homestead - Allows you to have 5 materials (stated when you get the Homestead) each month. If not used during an event or downtime they are carried forward to the next month, in most cases this is often, Meat, Iron, and Stone etc.

However if a player feels their character would have access to other worldly materials such as mandrake root or Mithril then great but remember it is an in game resource therefore has to be worth something.

Surgeons kit/Engineers Tools/Armourers Equipment. - Needed to use a skill

Hand Weapon

10 Silver

Crossbow

Medium Armour

Matchlock Pistol

15 Silver

Two Handed Weapon

Matchlock Musket

Blunderbuss

Skill Limitation/Requirements

Characters from this world can take **Spell Craft** and **Alchemist** as basic skills, 5 CP instead of 10 and have a choice of either **Literacy** or a rank of **Aura** as a free skill.

For a character to take **Spell Craft** they need to be a member of the college of magic or take one of the following background Flaws:

Hunted

Infamous Teacher

Invention/Magic Use without College consent

Ousted

The choice does not give the Character points at creation or after. They can still pick up to 2 other background flaws as per the rules.

*For a character to take **Ambush** they will need to be part of a guild of assassins and take the **Dead to the World** and **Wanted** background flaws. These do not give Character points at creation or after. Characters can still pick up to 2 other background Flaws as per the rules.*

*For a character to take **Engineer** or **Gearhead** they will need to be part of the guild of inventors, cannot have a magical skill and take the **Ridiculed** background flaw. This does not give Character points at creation or after. Characters can still pick up to 2 other background Flaws as per the rules.*

Guilds and Colleges

College of Magic: Teaches the proper use of magic and incantation.

Guild of Assassins: A shadowy underworld organisation catering to the whims of anyone that can pay.

Guild of Inventors: A society of educated individuals focused on the betterment of their fellow man without the use of magic.

Guild of Merchants: An organisation tasked with setting up and maintaining trade house and routes across the land.

Guild Of Mercenaries: A militaristic organisation that deal with all of the matters that the actual military won't deal with.

Guild of Explorers: A gentlemen's society of scholars and explorers wanting to map the unknown, discover ancient artefacts and civilisations. "Seeking knowledge of the past to steer the future".

The Military (Army, Navy): The different sectors within this bracket are:

Army:

Guild of Scouts

Standing Army (skirmishers, musket-men, swords-men)

Artillery

Cavalry

Navy:

Sailors

Marines

Cannoneers

Shipwrights

All of the guilds and colleges have rules and regulations that are mandatory for membership. If it is discovered that these are broken, there are penalties up to and including being ousted from the group.

Some of the guilds offer advancement, ranks and pay, whilst others offer focused training and secret knowledge.

College of Magic:

Very little in the way of quantified advancement, it is down to individual magical progression. However, some of the masters may call on members to do them a service which usually come with magical secrets and hidden knowledge. Eventually members can become masters themselves. This is subject to the current masters agreeing that the member has reached a necessary magical ability and knowledge.

Guild of Assassins:

Being a member of this guild, the character has given up their former life meaning no-one can know they are a member, other than other members. If anyone ever finds out or is made aware steps will be taken to ensure the guild's security.

Ranks are as follows:

- 1. Night Blade: Small time contracts 10 SP per completion*
- 2. Shadow Step: Larger contracts e.g. minor politicians/nobles 30 SP per completion*
- 3. Master Assassin: The highest contracts e.g. political*

leaders/faction leaders 2 GP per completion
All characters start at night blade and need 10 completions to reach the next rank and 20 to reach the highest rank of assassin.

Once a character has reached the rank of master assassin, there is a choice of either becoming a guild master, (so give up the contracts and run guild house of your own) or continue taking contracts but you cannot do both.

Guild of Inventors:

This guild doesn't have ranks or advancements. It is a society with the sole purpose of helping people get out of the dependency upon magic. They believe that it is not limitless and will one day run out or be taken from the people. They also believe there needs to be strategy and mechanisms in place to ease the panic.

Guild of Merchants:

Has a hierarchy of a sort, the ranks are measured by how successful you are in your chosen trade. There is a membership tithe of 10% of your profits, however this grants you access to guild guards, permits of trade, banking and guild halls. Also, any accommodation and food is provided for your caravan. Ranks are as follows:

1. Cart Walker (<15 GP/PA)
2. Street Trader (<50 GP/PA)
3. Caravan Vendor (<100 GP/PA)
4. Guild House Master (>100 GP/PA)

All merchant characters are required to send downtime descriptions to the ref team of what has been made and how much they have sold, then they will be given a gold yield based on skills and quantity. If the amounts of produce are not sensible to the trade when audited by the ref team, they will be sent back to the character for amendments and not given payment for. For example, a weapon smith can make between 5 and 10 good swords a week, which would be worth From 100 - 300 SP, however if they declare they have made 50-100 good swords a week, it will be sent back to the character for re-checking.

Always remember characters have to buy the raw materials and resources needed or the trade goods to sell. If you are selling goods not made by yourself you will need to find a seller. If it is

a player you can role-play barter for goods, however, if there isn't one talk to the refs. Options will be provided but the prices will be a little worse than average, therefore it is always better to deal with in game player characters.

Guild of Mercenaries:

The character is a soldier for hire, however there is still a hierarchy and ranks within the guild. These are as follows:

- 1. Initiate: The character is green, new to the guild and as such they are a little more expendable than the higher ranks so the character will be given the 'easy' orders. They receive 10 silver a Month plus room and board at the guild house and rations for long jobs.*
- 2. Proven: The character has carried out their orders to the letter with no complaints and no serious problems on 10 missions. They receive 25 additional silver (35 SP incl Initiate pay) a Month and are awarded a weapon, shield, or piece of armour from the guild armoury.*
- 3. Asset: The character is an asset of the guild and are sent on the more difficult missions and get given speciality orders (side missions from the main given). They receive an additional 10 SP a Month plus extra rewards for completing the additional orders given. They also receive an item in recognition of their rank. This can be either a master crafted weapon or shield (un-shatterable). To attain this rank the character would have to prove themselves on more than 20 missions and taken some initiative on some of the missions when needed.*
- 4. Guild Master: The character has become so instrumental in the running of their guild that they have been offered their own guild to run as they see fit. They receive their own guild with which they can hire members and receive 20% of the guild contracts value. To attain this position the character would need to have taken on over 50 main missions also numerous side orders. Additionally, they would have needed to gain contracts for the guild off their own backs. As a master, the character can go on missions or delegate them to a subordinate.*

Guild of Explorers:

There are no ranks or advancement in this guild, however members who take on quests, find artefacts and map new destinations will gain fame and adorations from their peers and betters. This can be in any form from funding quests and exploration to dinner with royalty. With fame comes money but also responsibility and members may be called upon to venture to dark and dangerous places. Everything will be needing a report (which will be done during down time and sent to the ref team) which is how everything is financed.

The Military (Army, Navy):

The base rank of all characters in any faction of the military is enlisted. Other ranks are achieved by length of service and commendations, training and skills also factor in to the decision. The basic pay is 2 silver a month with room and board. Enlisted characters have access to a requisition system whereby they can request weapons for a mission that have to be returned once the mission is over.

Ranks are as follows:

- 1. Enlisted as above*
- 2. Private gains 1 extra silver per month*
- 3. Corporal gains 12 silver extra a month and has charge of a squad (5 men incl themselves)*
- 4. Sergeant gains 35 silver extra a month and has charge of Unit (2 squads)*
- 5. Lieutenant gains 2 Gold extra a month and has charge of a line (3 units)*
- 6. Captain gains 3 Gold extra a month and has charge of a battalion (5 Lines)*

***Stormguard:** This world is entirely devoted to the Norse gods. Mostly a snowy, cold place with little in the way of season change however, the people have adapted and been able to herd and farm for food with some help from the gods that they worship. In this world the gods are very real, revered and feared in equal measure. The lands are broken up into city states which war with each other resulting in the victor claiming the lands*

and the people in them. There are also great heroes that are directly chosen by the gods to lead the warriors of the land against their enemies. These heroes have great powers bestowed upon them in the form of weapons, armour and even the ability to channel the powers of the gods themselves.

No Cost

Walking Stick

Quarter-staff

Knife

Bandages

Writing equipment

Clothes

Adventuring packs, eating equipment etc.

5 Silver

Buckler

Light Armour

Long Bow

Homestead - Allows you to have 5 materials (stated when you get the Homestead) each month. If not used during an event or downtime they are carried forward to the next month, in most cases this is often, Meat, Iron, and Stone etc.

However if a player feels their character would have access to other worldly materials such as mandrake root or Mithril then great but remember it is an in game resource therefore has to be worth something.

Surgeons kit/Engineers Tools/Armourers Equipment. - Needed to use a skill

Hand Weapon

10 Silver

War Spear

Medium Shield

Medium Armour

15 Silver

Two Handed Weapon

Great Shield

Heavy Armour

Master crafted hand weapon (cannot be shattered)

Skill Requirements and Restrictions

*This world is still in the age of iron and steel so **Powder Head** and **Gear Head** are not available as selectable skills, however, characters can treat the **Weapon Training** and **Shield Brother** skills as basic picks (5 points each as opposed to 10). Characters from this world also receive 1 rank of either **Toughness** or **Aura** for free. This is to signify their connection to the gods.*

Guilds and Societies

*In this world there aren't any guilds to speak of, however the magic users of Stormguard are all part of the **Rune Speakers Circle**. They are called upon to tell the stories of the gods and keep the legends alive and detailed. There is no monetary reward for being a member as it is both an honour and expected from the individuals that are blessed with the powers of the gods.*

***Tesseria:** The world of the Celtic Arthurian myth made manifest. King Arthur is the real king of the Britons but his reach extends far and wide across the world. With the lady behind him, Excalibur and the graal in his possession, the gift of the fey has kept him young and strong. He and his knights have lived many years and have knightly orders of their own who are tasked with gathering other relics of power.*

However, a new religion following a singular god has arisen. This religion denounces the heathens blessed by magic and the creatures that call themselves the fey, of which the religion claims are minions of the evil one known as Lucifer. The followers of the new religion seek to destroy Arthur's power and influence over the peoples of the world, attempting to spread the 'true' faith and enlightenment to save the souls of the masses from Lucifer's clutches.

No Cost

Walking Stick

Quarter-staff

Knife

Bandages

Writing equipment

Clothes

Adventuring packs, eating equipment etc.

5 Silver

Buckler

Light Armour

Long Bow

Homestead - Allows you to have 5 materials (stated when you get the Homestead) each month. If not used during an event or downtime they are carried forward to the next month, in most cases this is often, Meat, Iron, and Stone etc.

However if a player feels their character would have access to other worldly materials such as mandrake root or Mithril then great but remember it is an in game resource therefore has to be worth something.

Surgeons kit/Engineers Tools/Armourers Equipment. - Needed to use a skill

Hand Weapon

10 Silver

Crossbow

War Spear

Medium Shield

Medium armour

15 Silver

Two Handed Weapon

Great Shield

Heavy Armour

Skill Requirements and Restrictions

This world is primarily in the dark ages so **Gearhead** and **Powder Monkey** are not viable skill choices however characters can get **Weapon skill** and **Shield brother** as basic picks (5 points instead of 10). Also characters get 1 rank in **Toughness** or the **Die Hard** skill for free.

Guilds and Societies

There are very few guilds and Societies, however there are the orders that follow individual Knights of the Round Table. There is also the Order of Merlin and the Guild of Merchants

Being a member of one of the Knightly Orders, characters get a stipend of 2 gold a month, food and board and the title of Squire. Advancement is a lengthy process and at the discretion of the Orders head. If a characters deeds and quests are deemed worthy, they will be given the title of Knight, granted a weapon and shield from the armoury of the leader and bearing his livery and coat of arms. Knights receive an increase of 6 gold a month and will be tasked with grand quests given to them personally by their chosen Knight.

There is also the **Order of Merlin** which magic users can join if they so choose. Becoming a member, the character will be personally taught by the legendary wizard himself and if deemed worthy, be given secrete knowledge and access to powers beyond compare.

Guild of Merchants:

Has a hierarchy of a sort, the ranks are measured by how successful you are in your chosen trade. There is a membership tithe of 10% of your profits, however this grants you access to guild guards, permits of trade, banking and guild halls. Also,

any accommodation and food is provided for your caravan.
Ranks are as follows:

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Character Sheet:

Name:

Age:

World:

Occupation:

Background Flaws:

Skills:

Basic	Advanced

Equipment

Homesteads:

Resources and Materials:

Background
