

New World Adventure

Heroic High Fantasy adventures exploring a new world...

Mission statement

To provide fun larping experience for all involved.

The new world...

The old world is gone, destroyed by a war to feed the gods of chaos insatiable appetites. All mortal creatures fought, all died. Or nearly every mortal creature. For some gods could see what was to come and hid away there favoured people where they could start again.

Millennia pass.

The old world is nothing but stories. The first people of the new land Heroes of legend. There is peace and the world prospers.

Destiny is all.

The population of this new world have been gifted with foresight. Many among the peoples, both the human Ragnumdees (*Reg - num - ds*) and long lived Celvestial (*cell-vest-e-al*), have found they have visions and prophecies of the future. So reliable these visions are that the world has come to rely on them.

At first look the world would seem very similar to feudal Europe; the human peasants work the fields or work a craft, they live mostly in small township, the few educated humans who can write manage estates or trade. But in every village there will be a wise, who is set apart, who advises when to plant crops, can predicts frosts and see dangers coming. Fore, while there is peace there is still dangers; rampaging trolls, outlaws and dead spirits to name a few. But then there is always a prophecy of a hero to defeat the danger; a brave knight, a unknown stable boy or even a mystical stranger who just passes through.

Everything is seen, every event prophesied, every destiny known.

This world is always lead by one human, who takes the name Arthur, meaning first. They gain the title after they complete the foretold quest; be it drawing a sword from a stone or finding a missing cup, and still there are many more prophecies about many more Arthurs yet to come. They are always advised by the Merlin, a Celvestial master oracle, and always followed by 10 High Knights, each a hero beyond all others. So it is and so it is destined to be.

Within this world lies Tirasir (*Tie-rass-er*) which is unremarkable in every way, except one. For here there has only ever been one vision, one prophecy seen in a thousand different ways but with the same message;

“Here the winds blow and all become one.”



Game System

This is the core of the system. While an understanding of this is needed by all players this is just the start. It is up to you as a player to explore, develop and suggest what you want your character and their story to be, so feel free to ask questions and share ideas!

General concepts

Adventures are split into encounters and acts. An encounter is simply runs from meeting a NPC group until they leave. An act is a series of encounters that will end and start from a lull/rest in the action. End of acts will be called by the player ref this indicates end of act actions can be taken and resetting of some skills. There will usually be three acts in a day's adventure, and these will usually be evenly timed. But don't count on it!

Fighting Safety and Style

- Pulling the blow – it is expected that all attendees will use the principle of 'pulling the blow'. This technique minimises the force of the blow being delivered
- Head Hits – The head is not a legitimate target for striking with weapons or blows.
- Heroic Fighting – This includes:
 - all attendees are expected to leave at least a pause of a second after each blow.
 - all attendees are expected to roleplay a response to the blow regardless of protection they have or damage taken.

Global hit points.

All players start with just a single Natural hit point.

When a character is hit on any location their hit point total is reduced by one.

Players can be in one of 3 states:

- **Positive Natural hit points; Healthy; player can act normally.**
- **0 Natural hit points; Wounded; player can only use basic skills. So can not use mastery talents or spells above level 1.**
- **Negative Natural hit points; Sever Injury; player is down and can do nothing apart from scream/cry/roll about.**

Types of hits

There are two types of hit points you can have

Natural eg. toughness.

Defence eg. armour, dodging.

When you are hit you will generally take damage to your defence before your natural hits.

Death

If you are on negative hit points start a 2 minute countdown, if you finish without receiving any healing you are dead. This is called the death count.

There is several ways a character can be healed; including skills, magic and potions.

Weapon damage:

Weapon Type	Standard Damage
Dagger	None (<i>Mastery skills allows damage</i>)
1 handed	One
Double Handed	Two
Staff/Spear	One
Propelled	One Through
Thrown	One

However; all weapons or spells could hit with different damage or effect. This will be called by the hitting player/monster by simply saying the hit value and/or the effect. *Number values are only ever called to indicate damage within the system.*

Common Effects:

Common effects that can be applied to a weapon blows, spells, traps etc. in addition to damage.

Effect Name	Effect of call
Through	Ignores all Defence Hits just reducing Natural hits.
Knockback	Causes target to stagger back at least 3 paces or fall to knees.
Strikedown	Causes target to fall over, bum on ground.
Disarm	Drop target struck weapon.
Shield break	Shatters struck shield making unusable till fixed.

You may encounter other blow effects, but these will be briefed by ref.

Armour:

Will give protection as assigned by ref at start of day.

Armour Description	Defence Value
Soft leathers, furs or quilted padding	0-2
Studded soft leathers or layered soft leathers and furs	1-3
Hard leathers	2-4
Metal	4-6
Metal stacked with hard or studded leather	5-7
Metal stacked with metal	6-8

Please note all armour only gives you defence hits. Armour can be repaired during day with some talents.

Character Generation

Follow the steps:

Pick a race.

Assign starting talent ranks

Assign Talent Points

You now have 15 points to spend on purchasing Talents.

Starting Equipment

Starting equipment is all basic level and fitting to race, culture and background. Please discuss wanted equipment with ref before first event to save disappointment.

Character Progression

Earning Exp

For each adventure that a player successfully survives and completes, they will be assigned 3 exp. Additional exp can be assigned by refs during or after day for exceptional role play or any actions that benefit the club. All exp gained are recorded by the referees.

Spending Exp

At the start of each adventure the players are free to spend their saved exp, just like the points spent at character creation. However, having the exp for a talent does not automatically give you access, high level or specialities may need items, training or research to gain.

Downtime Actions

Downtime Actions can be utilised to do specific actions between events. The actions allow the characters to make use of talents such as crafting, learning and tuition. Downtime can not be used to mount missions or scouting. When a player marks up at the start of an event they can specify what they have been doing in the downtime since they last played as that character. This could be crafting, alchemy, tuition, research or anything. A Downtime Action will be considerably more successful if a player uses a Crew Credit to boost action.

Talents

Talents demonstrate the knowledge and skills of the individual characters. These can be developed and advanced.

Stackable

talents develop the ability with the each pick, but each pick cost an additional exp.

Repeatable

talents can be taken more than once, but will need a change in focus.

Every Character has the following two Talents:

Short Single handed weapon

Character may use a single short one handed weapon approved by the ref. This includes a dagger.

Treat Wounds

Can be used in two ways:

- ❖ *Zero natural hit points:* 60 seconds of uninterrupted treatment will allow patient to recover back to 1 natural hit point.
- ❖ *Negative natural hit points:* will stop the clock on the death count as long as been treated.

Standard Talents

Constitution

Stackable.

Represents a character's resistance to venoms, diseases and physical corruption.

Double Handed Weapon

Character may use a double-handed weapon approved by ref.

Toughness

Stackable.

Gives the character an extra Natural hit point.

Mastery of Strength – Affects: DH, 1H axe, 1H blunt, Staff, Shield.

Stackable. Repeatable.

Each level of 'Mastery' grants or advances a special skill per act.

Ambidexterity

Allows the use of two weapons at the same time, one in each hand, combination must be approved by ref. Must have 'Single Handed Long Weapon' skill first.

Dodge

Stackable.

Gives the character an extra of Defence hit point. Only applies when the character is wearing non-metal armour and is on feet.

Use Bow

Character is able to use a bow approved by ref.

Shield Use

Allows the use of a shield approved by ref. Must have 'Single Handed Long Weapon' skill first.

Single Handed Long Weapon

Use of any single-handed weapon approved by ref.

Spear

Use of a spear approved by ref.

Staff

Use of a staff approved by ref.

Thrown

Use of throwing weapons approved by ref.

Mastery of Skill– Affects: Spear, 1 hand sword, propelled, dagger, Thrown, Ambi.

Stackable. Repeatable.

Each level of 'Mastery' grants or advances a special skill per act.

View Winds

Repeatable.

Allows character to 'view'/sense the flow off the winds of magic in the area.

This can be used to invoke items.

Magic use.

Stackable.

Use Magic has the following abilities and restrictions:

- ❖ For each stacked level, the character is granted two magic points per act to use. Each spell requires magic points equal to it's level to cast.
- ❖ Every level of the talent that is stacked allows the character access to higher level effects.
- ❖ To cast a Magic effect during an adventure the character must always clearly say or shout some appropriate vocals that end in the *name of the effect being cast*. It is the casters responsibility to make sure the target takes spell. If the target does not the casting points are used up all the same as spell miscasts.
- ❖ The character must have a free hand to cast.
- ❖ Spell effects may not be stacked with each other
- ❖ All spells take the count of 5 per level to cast, this must be a loud vocal.
- ❖ A magic user can try Ritual versions of known spells at places of power, these are risky but can return much greater results.
- ❖ A magic user can try and invoke magic items.
- ❖ Any armour, other than Soft leathers etc, stops the wearing from casting spells.
- ❖ If purchasing the Use Magic at the time of initial character creation then the character is free to choose three spells to start with. If learning/developing Use Magic with later experience and learning, the character will be allowed to learn one spell from an available source.

For more info and common magic spells refer to the 'Magic Spells' section.

Learn spell

Repeatable.

Can learn additional spell.

Make Item

Repeatable. Stackable.

This talent allows the character to empower items with a magic spell. This item, once made, can be invoked and thus the stored effect cast. To use this talent, the character must be able to cast magic. On buying the talent, the character is able to store level 1 spells into objects of their choice. By stacking the talent the character is able to choose to enchant items with more powerful spells. Between each adventure the character can make a single item. In addition, they will need to have the item they wish to store the magic in plus will need to pay the cost off the additional supplies (commonly available) needed to perform the process.

When made the item will be 'shotted', the number of shots depends on the quality and suitability of the item been enchanted, the skill of the maker and the magic available. (Basic quality item and maker will produce about three shots.) Once these shots are used the item is no longer enchanted. However, if a suitable item can be found a permanently enchanted item could be made...

Resist Magic

Stackable.

Each level allows a character to resist a type of magical effect a once per act

Some types of magical effects are; Bolt (ie Damage), Physical(ie Knockdown/Parallelise) , Curses (ie negative antis skill effects), Mind (ie Fear).

Mastery of Magic - Affects: Wind, Spell, Invocation, Resist Magic.

Stackable. Repeatable.

Each level of 'Mastery' grants or advances a special skill per act.

Craftsman

Stackable. Repeatable.

This talent covers a broad range of specialisms and options for the character. On purchasing the talent the player must specify what area of expertise it is in, options include; carpenter, tanner, blacksmith, mason, weaver, glassblower, fletcher. Individual ideas and input from the players are welcome if they wish to specialise in certain crafting fields.

During adventures if a craftsman has suitable talents then they may repair and improve armour, weapons or other items during end of acts. How good and how many repairs they can do will depend on level, equipment and roleplay.

Some materials are of a greater quality, higher grade, considered to highly valued and thus increased effectiveness when crafted into an item by a skilled hand. If a character can gain a supply of high grade material they can craft during downtime, they can produce an item dependent on their level. A referee can offer guidance on this before or during marking up.

Evaluate

Stackable.

Enables the character to identify the value and quality of an item.

Find Tracks

Stackable.

The ability to recognise and follow recently made tracks.

Healing

Stackable.

Can heal wounds and treat other health issues. A healer may use a set of healing supplies to treat negative wounds and return them to 0 hits, this takes 60 seconds.

Stacking improves healing ability and/or versatility.

Poison Lore and Potion Lore - Alchemy.

Stackable.

Purchasing and stacking Poison or Potion Lore allows the character to do several things:

- ❖ An alchemist gains 4 resource points per level each adventure day.
- ❖ When marking up these can be spent to make any of their known potions/poisons.
- ❖ Each potion/poison will last the event.
- ❖ A character with Alchemy can also make brews during an event if he can find correct resources. This will require a ref and results may vary depending on time, role play, resources and equipment available. This should be seen as the alchemical version of rituals and is recommended to happen during end of acts.
- ❖ When using Potions/Poisons it is the alchemist responsibility to make sure the target is aware and knows affect. If the target does not respond the potion/poisons used up, must have been a dud!

For more info and common potions and poisons refer to the 'Potions and Poisons' section.

Read/Write

Enables the character to read and write a common language.

Trap Lore

Stackable.

Allows a character to set traps. The player will have to provide their own snap traps to use.

Talent Costs

Talent	Ragnumdees	Celvestial
Ambidexterity.	6	5
Constitution.	5	6
Dodge	7	7
D. H. Weapon.	6	10
Use Bow	6	6
Shield Use	3	6
Single Handed Long.	3	4
Spear	7	5
Staff.	4	5
Thrown.	7	6
Toughness.	6	8
Mastery of Skill	8	7
Mastery of Strength	7	9
Magic Use	7	5
Learn Spell	4	3
Make Item	7	6
View Winds	4	2
Resist spell	6	5
Mastery of Magic	7	6
Craftsman	5	7/5
Evaluate.	4	3
Find Tracks.	5	7
Healing	6	5
Poison Lore.	7	6
Potion Lore.	6	7
Read/Write.	3	2
Trap Lore.	5	7

Magic Spells.

Below are the known spells, all others must be discovered or researched. A basic out of character principle must be used when considering spells:

- Any spell effect must be capable of being phys repped. For example attempts to do effects such as conjure dragons, encasing victims in ice, or flight will not work.

Magic Spells 1

Effect Name	Duration	Range	Effect Description	Effect word
Dispel	Instant	Touch	Dispels magic effects.	Dispel
Lesser Heal	10 seconds	Touch	Target on 0 hits will recover back to 1 natural hit point or recover from negative to 0.	Heal
Bless Weapon	until next blow or end of act	Touch	Next blow from weapon does 2 extra points of damage. It is up to the user of the weapon to include these in his blow call. Melee Weapons only.	Bless
Magic bolt	Instant	20m	Sends a small magic projectile at target.	Bolt 1
Armour	Act	Touch	Add 1 defence which can not be replenished.	Strengthen defence.
Temporary Mend	Act	touch	Will repair object to original form.	
Omen	Act	Self	Requires ref. On cast will get hint about what is likely to happen later.	
First Portent	Act	Self	You see a glimpse of danger in the future. Add 1 Natural Hit which can not be replenished.	

Magic Spells 2

Effect Name	Duration	Range	Effect Description	Effect word
Heal	20 seconds	Touch	Target on negative hits will recover back to 1 natural hit point.	Fully Heal
Mend	day	touch	Will repair object to original form.	
Lightning	Instant	20m	Send a lightning bolt to hit your foe.	Bolt 3
Second Portent	Act	Self	You see a glimpse of danger in the future. Ignore the next hit on you.	
Wind blows	Instant	5m	Large gust of wind blows enemies away.	Mass Knockback
Curse	Act	20m	Target loses use of a mastery skill.	Curse

Magic Spells 3

Effect Name	Duration	Range	Effect Description	Effect word
Greater Heal	30 seconds	Touch	Target on negative hits will recover back to full hit point from toughness or dodge.	Fully heal and refresh.
Lightning Storm	Instant	5m	Calls lightning from the sky to hit enemies.	Mass Bolt 3
Third Portent	Day	Self	You see a glimpse of danger in the future. Ignore the next hit on you.	
Wind Blast	Instant	5m	Large gust of wind blows enemies down.	Mass Knockdown
Dooming	Act	20m	Target can not be healed. (They can however have death count stopped by continuous treatment)	Doomed
Starlight	Encounter	As phys rep	Creates a glowing light that reveals all "hidden" people/items etc. (suitable phys rep must be provided by player)	Reveal

Potions and Poisons

There are several types of brews, these include; Ingestive, Contact, Thrown and Woads. Alchemy effects may not be stacked.

The following resource points are just a guide, as the situation changes certain potions/poisons may become harder to resource and make.

1st Circle Potions

Name	Effect	Type	Resource points
healing supplies	Can be used by someone with healing talent as described in talent.	Contact	1
healing potion	Target on negative hits will recover back to 0 Natural Hit point.	ingestive	2
Lesser speed	Add 1 to defence for act.	woad	1

2nd Circle Potions

Name	Effect	Type	Resource points
Cure Disease	Removes/slowers disease from the consumer.	Ingestive	2
Neutralise Poison	Neutralises/slowers poison.	Ingestive	2
Speed	Add 2 to Defence for act.	Woad	2
Refresh	Restores all lost hit points from toughness and dodge talents.	contact	3
Regenerate	Caster will regenerate from negative to zero hits the next time this act he goes to negative hits.	Woad	3
Stone skin	Add 1 to Natural Hits for act.	Woad	2

3rd Circle Potions

Name	Effect	Type	Resource points
Critical Cure	Target on negative hits will recover back to 1 Natural Hit point.	ingestive	3
Greater Refresh	Restores all lost hit points from toughness and dodge talents and refresh all per act actions.	Ingestive	4
Greater speed.	Add 3 Defence for act.	Woad	3

1st Circle Poisons

Name	Effect	Type	Resource points
Weak Venom	Target will succumb to poison over the day.	Ingestive.	1
Mute	Victim is unable to speak for a 100 count	Ingestive, contact	1

2nd Circle Poisons

Name	Effect	Type	Resource points
Weak Acid	Acid cause damage to the victim; a call off 'Acid two' should accompany the throw.	Thrown	2
Venom	Target will succumb to poison over the act.	Ingestive	2
Contact Venom	Target will succumb to poison over the day.	Contact, Thrown	3
Sleep	Victim falls to sleep after a 10 count	Ingestive, contact	2

3rd Circle Poisons

Name	Effect	Type	Resource points
Truth	The victim is unable to lie for a period of 100 count	Ingestive. Contact.	3
Gas Cloud	On impact a gas cloud is produced; all within 5 metres come under the effects of a weak venom (level 2 effect).	Thrown.	4
Strong Venom	Target will succumb to poison over the encounter.	Ingestive,	
Weakness	Victim feels significantly weaker and thus strikes for a point less damage for encounter	Ingestive, contact	

Humans - Ragnumdees (*Reg - num - ds*)

Forming the majority of the population of the known world the Ragnumdee are mostly unremarkable, they spend their days working, worrying where the next meal comes from and enjoying the stories of those with greater destiny than themselves. Nearly all are farmers, workers or craftsmen. But all hope that one day their star will shine, that they will discover some greater destiny for themselves. Some take this further and actively look for it, trying to complete prophecies. This, more often than not, leads to their deaths or at least a good beating.

These humans look much as we do, with facial hair kept neat and female hair long. They wear plain colours, mixing fabrics, leather and furs. Their wear is practical for their job, be that farm hand or merchant. The leathers are for protection while crafting or from weather. Furs are for warmth and so are taken from rabbit and sheep, they are not hunting trophies. Battle Armour of any type is rare, but not unheard of. After all, there is always a want to be Arthur willing to buy it.

Ragnumdees: Noble Guard and Want to be Arthur



Celvestials: Wandering Scholar and Tower Mage

Beliefs

There is one major God shared by both people of the world;

Lileath: *The Lady of the night sky, bringer of prophecy and saviour of the people. She is believed to have saved the people from the old world bringing them to the new and to provide visions to guide them. Often seen as lady in white appearing from a lake.*

There is a few other gods whom a few follow closely. Most people in the world follow Lileath and a couple of the lesser gods together, which lesser vary greatly.

Some other gods;

Asuryan: *Lileath's father, the creator.* Followed by academics.

Isha: *Lileath's sister, queen of land and animals.* Followed by farmers.

Kurnous: *Isha's husband, king of the hunt and slayer of beast.* Followed by warriors.

Vaul: *Asuryan's brother, blacksmith of the gods.* Followed by tradesmen.

Celvestial (*cell-vest-e-al*)

Minimum phys rep restriction.

Most of the Celvestial live in a series of towns referred to as the towers. They are nocturnal, not due to need but because they feel most at peace under a clear starry sky. However, there are many who choose to live among the humans. They take up the role of the village wise, emberserys from towers or create crafting community's. They do not deal with physical labour if possible but are often more educated than their human counterparts. They are proud people, who view humans as passing interests with short lives in comparison to the thousand of years they can live. They are, however, happy to trade and interact with them, though more like man would with dogs. Humans often find their superior attitudes rude and demeaning.

Celvestial have very pale almost white skin, except around the eye sockets where the skin turns a deep dark blue. The most magically attuned have bright blue eyes as well. They are most comfortable wearing very light colours, simply cut but always include a rich blues item or edging feature to these near white garments. Everything they wear is well crafted. They do not wear furs and what armour they do wear is highly crafted leather, with only occasional metal bracers or circlet. They enjoy wearing jewelry, and include many of the finest craftsmen of such in their number, the favourite pieces are highly detailed and include blue stones. Every piece is inspired by the celestial sky, and feature comets, stars and moons. These are indication of status and age.

Special rules

The follow rules apply to all Celvestial characters.

Magic

Celvestial spell casters can only learn the following spells to start with. Further, research can lead to other spells, however Celvestials will find some areas of spellcraft all but impossible.

Magic Spells 1

Omen, First Portent

Magic Spells 2

Lightning Bolt, Second Portent, Wind blows, Curse

Magic Spells 3

Lightning Storm, Third Portent, Wind Blast, Dooming, Starlight.

Craftsman Exp. Cost a/b

The first number is the general cost for crafting. This will apply to most crafting skills. The second number is the cost for Craftsman skills off: Jeweller, Candle makers and optical engineers.

Minimum Phys rep.

All Celvestials must have at least:

- Blue around eyes, within sockets. This should diffuse into rest of skin tone.
- Well kept appearance.
- Lightened skin tone. (Best achieved with white spray makeup over skin.)
- Well made clothes in light colours.
- A item of blue clothing. Scarves, sashes or jackets work best.
- Wear no fur.

Game System Calls

MAN DOWN

This is an out of character call used for a real life injury. Please refrain from saying it In character. When called stop whatever you are doing and await further instructions.

TIME FREEZE

When this call is shouted, all players must immediately stand still and close their eyes. On occasion the referee may request that the players loudly hum to cover the sound of crew movement.

TIME OUT

When the referee shouts this, then game time is suspended and no actions (such as retrieving weapons, looking for treasure or curing) are permitted.

TIME IN

This call means that the game is in action and all players should assume the roles of their characters.

TIME FAFF

This calls means that the monster crew require slightly longer to get ready thus the players are asked to remain in-character but not to venture any further along the path.

END OF ACT

This is a OC call to allow resetting of skills and some abilities to be used. These will often be the opportunity for role playing of skills, such as repair armour. These should be treated just like time faffs by players.

HAND IN AIR

Any person with their hand in the air is assumed to be either invisible or out of the game action. All players must ignore the presence of any such person.

Crew

Crew play a fundamental role during the day. **We aim to make the crewing experience as fun as playing.** Crew will be given briefs and maps to show how to interact with the players in the guise of different races and creatures. However, they will also have a monster ref with them to help them prepare for encounters.

Crewing for a day adventure is free.

In addition, for each day that an individual crews for the club they will receive a 'crew credit'. These credits can be exchanged for the following:

- One credit can be exchanged for £5 off a day event as a player.
- One credit can be exchanged for 3 exp. These exp can be used to enhance existing or new characters that belong to the individual.
- If using credits as extra exp - a starting character may never start with more than 18 exp.
- One credit can be exchanged for 1 item point.
- One credit can be exchanged to enhance a downtime action.
- One credit per play can be exchanged for extra resources.