

HEATHEN RULES SUMMARY - BASICS

The system runs on trust. Don't be a dick, take your hits. Be familiar with our E&D policy. If you're too drunk to drive, you're too drunk to fight.

HITS

Everyone has 1 hit basic, all hits are global.

If you're a Frydd you can wear padded or leather armour and that gives you 2 further hits for a total of 3.

If you're a Housecarl you can wear metal armour (or metal looking armour) which gives you a further 4 hits for a total of 5

If a Frydd or a Housecarl wears a helm you get a further 1 hit. Helms should be metal or, if leather, then as time-period appropriate as possible. Please no high-fantasy LRP leather helms. If in doubt ask!

Hits to the head count but DO NOT TARGET THE HEAD. All blows must be pulled. All weapons must be safety checked before use. Stab safe spears and similar are fine, but no stab safe swords. Weapons less than 8 inches do no damage.

HEALING

You run out of hits you fall over and start bleeding

If a cunning folk or a Monk gets to you inside 5 minutes, it will take them 3 minutes to get you back on your feet. If a Frydd gets to you they can hold your wounds and your clock stops provided they keep both hands on you

If you're bleeding for long than 5 minutes, then a Cunning Folk and a Monk will need to heal you and then do a bead draw.

- If it's white you're fine, get back on your feet.
- If it's red then you're going to need a Remedy Poultice to get your hits back, if one isn't available then you can get back to your feet but you only have 1 hit irrespective of armour until you do get one. If no Remedy Poultice is sourced within 24hrs you die.
- If it's black you die

Once healed, which can only happen when all your hits are expended and you're bleeding, then your armour is fully functional again and you return to full hits

ARMOUR REPAIR

You can get armour fixed in the field, away from the main camp, by a Frydd. This is a short-term repair, takes 1 minute, but does not fully fix the armour meaning that each time this happens you lose 1 point off the armour's value – so a Housecarl would go from 5 hits to 4, then 3 and so on.

Armour can be fully repaired by a Frydd spending 3 minutes, in base camp, sorting it out. Frydd can do up to 5 suits at a time taking a total of 10 minutes (they do not need to roleplay the 10 minutes unless they want to)