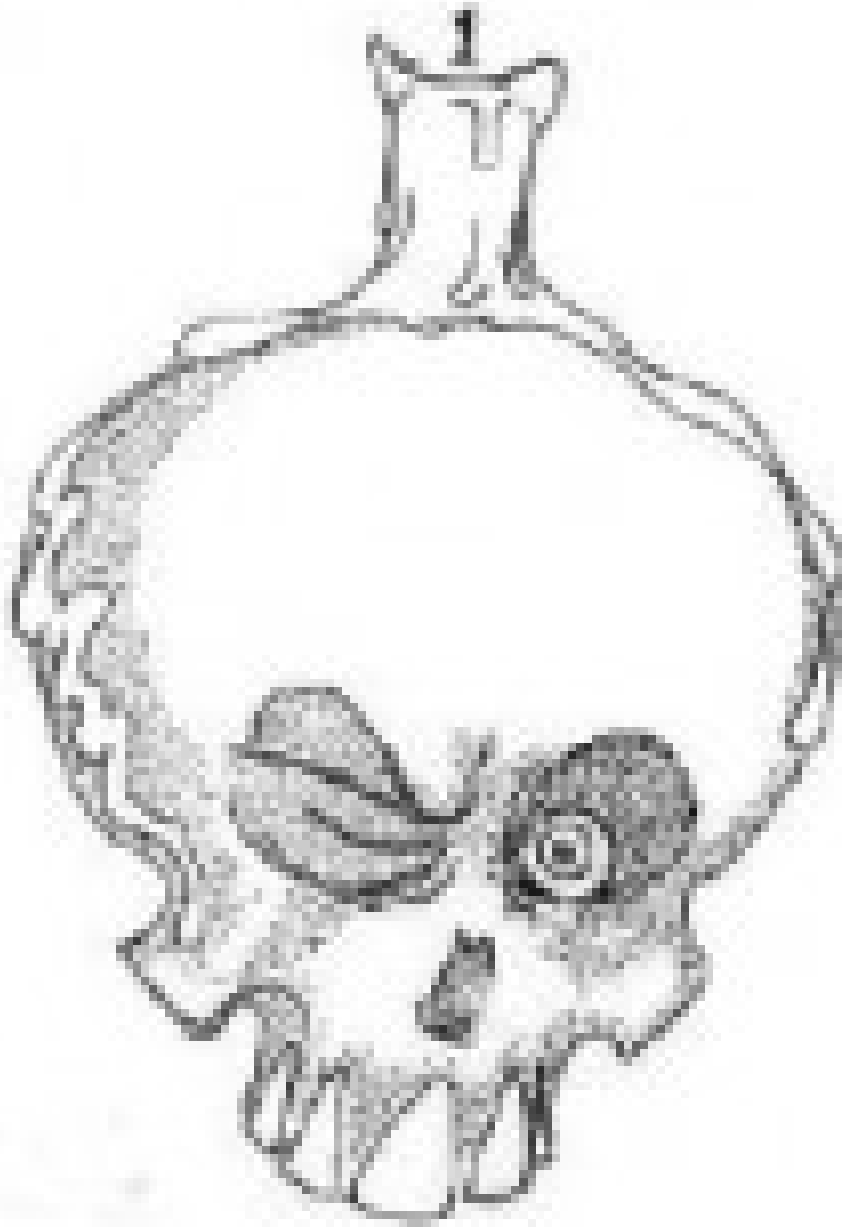


# SKULLDUGGERY LARP



RULEBOOK 2023

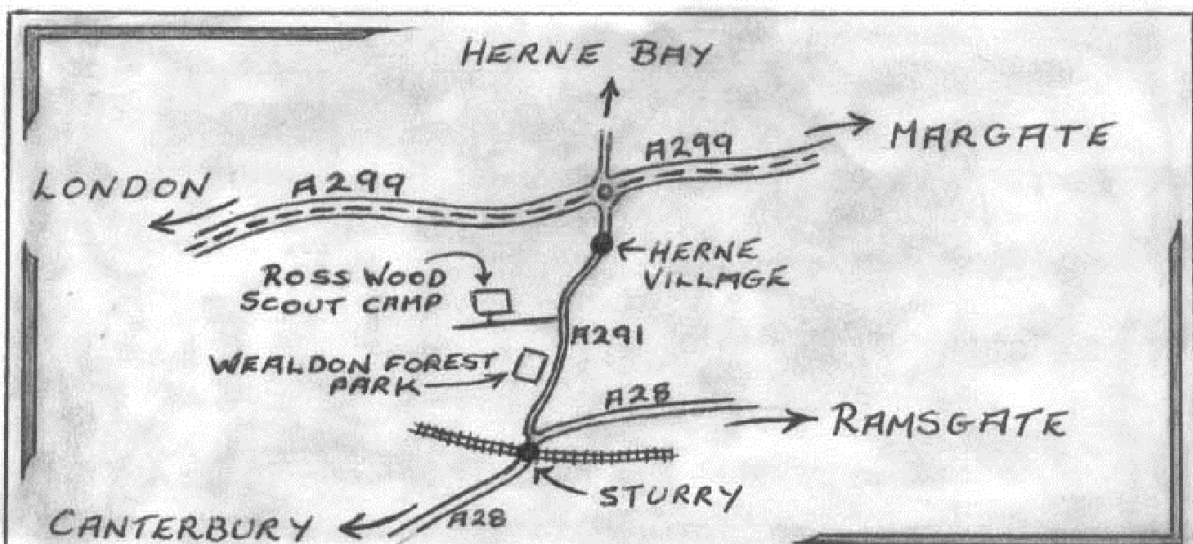
## The World of Skullduggery LARP and the Heard of Lands

Skullduggery Live Action Role Play (LARP) games have been running for over 15 years in the heart of Kent. Starting off in a field near Margate, the game has progressed a long way since the rulebook could be printed on a single sheet of A4 paper. Having used a couple of other sites in the past, Skullduggery has now settled at Ross Wood Scout Camp in Herne, Kent, right next door to Wildwood Wildlife Park, although sanctioned games are sometimes run at other sites. Running multi day adventures, Skullduggery LARP now averages six official games per year spread from February to November, with four core games and an additional two adventures that often do something just a little different. Up to date information on upcoming official and sanctioned events, including dates and event booking details, can be found via the website ([www.skullduggeryLARP.co.uk](http://www.skullduggeryLARP.co.uk)) and the forum (linked from the main site). There is also a Facebook group, Skullduggery LARP, where you are very welcome to ask the community any questions you may have. There is an onsite caterer who will supply you with all the food you need for a weekend of adventure, or you are welcome to bring your own camp food to sustain you. There are trained first aiders on site at all times, and the safety of our players is the single highest concern we have.

Whether you are a veteran roleplayer, or new to this unique hobby, the world of Skullduggery LARP is a place you'll want to return to again and again. We take pride in our friendly reputation and strong community spirit. Our stories take place in 'The Heard-of-Lands', an original fantasy land and setting. This idyllic landscape provides the perfect roleplaying environment for you to truly challenge your imagination...

### **Who can play?**

Skullduggery LARP can be enjoyed by just about anyone. However, children 14 years and under must be accompanied by a paying, playing parent or other adult player (21 years and over) at all times and anyone under the age of 16 will need written parental consent to join in the games. There are a maximum of two under-age children per adult player, although exceptions will be considered on consultation.



[www.skullduggeryLARP.co.uk](http://www.skullduggeryLARP.co.uk)

## Character Creation

A character can be broken down into two main parts, their story and the way they interact with the Heard of Lands. A backstory can be anything as long as it fits into the rules and history of the world; you cannot declare yourself to be the king of all the humans as you'll likely just get ignored, but a knight of Afacia, a peasant trader, a simple woodsman out for vengeance against the tyranny of the local nobility, your creativity is your limit.

A brief summary of the races and gods can be found on pages 3 and 5 respectively. Further information can also be found on the Skullduggery Forum, and on our Facebook page. If in doubt? Please ask!

Interaction with the world is based around the skill set which is divided into four paths (page 8) and seven levels. Unless altered by your character's background, your character will start with 3 skills at level 1 and 3 hit points (HP) per location (area of the body). At character creation your character will require a name, race, path and background, as well as your first three skill picks. You are free to choose whether you are literate or not. The only weapon your character may use without skills is a single short weapon up to 18" in length, if you wish to fight with other weapons choose your first skills carefully. The skills gained from your background do not contribute to your character level skills nor your vet pick, unless you select experienced.

### Character Backgrounds

When creating your character, you will make a choice regarding the background for your character. Have they come from a magical background or are they a warrior? The character background allows you to individualise your character irrespective of the race you choose. You may only choose one character background and it cannot be changed after it is chosen.

Please note that claw users are required to take the "Feral" character background on character creation and only claw users are able to take the "Feral" background.

<b>Background</b>	<b>Bonuses</b>	<b>Restrictions</b>
Warrior	+1 HP	None
Ranger	Hide in Shadows and Lesser Tracking, +1 hp healed from uses of Herb Lore and Greater Herb Lore	None
Merchant	Evaluate and Lesser Detect Magic (that does not require rips)	None
Magical Focus	Additional spell rips (See the section on Magic for more details)	Can only ever cast spells through Light Armour
Experienced	+2 Skills at character creation	None
Feral	Uses claws. Immune to Fumble and disarm. Can attack with both hands	Cannot use any other weapon

## Races(Photos courtesy of Emma Hoyle)

The Heard of Lands boast a wide variety of races and creatures. Some have been around since the dawn of time (such as the Elves), and others have appeared more recently. Below are the six playable races to choose from.

There are no mechanical differences between the races, so feel free to play whichever you like, following the minimum costume requirements. There is also a small amount of history that should help you fit into the game easier, but of course, please do ask if you have more specific questions.

### Humans



Even with the destruction of the old world, humans are still one of the most numerous and successful race in the Heard of Lands, their societies can be found across the entire world, often around places of great power. Often seen as impetuous and selfish by other races, Humans have proven themselves to be adaptable, strong willed and resourceful.

Most humans fall under the banner of the nation of Afacia, an immense city state founded by the hands of the god Arkarne, which is often seen as the 'centre' of the Heard of Lands. Other nations include the highly monastic and fanatical Nosque, the dragon worshipping and tribal Silurians, and the Fringers, who live on the borders of Darkwood and associate closely with the Elves.

**Costume requirement** – None

### Elves



Long lived and insular, the Elves dwell within the ancient forest of Darkwood. The Elven peoples consider their heritage and faith to be of the utmost importance, often closing their borders to protect their ways. Seen by many as condescending and arrogant, they show great camaraderie to their own kind, and are known for their great skill and determination.

The majority of Elves travelling with the Heroes of the Heard-of-Lands are members of the Malkon, elves who have chosen to depart Darkwood, and come from a mix of the nations. Other elven nations include the haughty and proud Deep Elves (Imperial Elves), the warlike and militaristic Tol'Hosse, and the xenophobic and aggressive Wild Elves

**Costume requirement** – Must wear prosthetic ear tips

### Fae



Arguably the oldest known race, the Fae come from beyond the mists, gathering in the Heard-of-Lands in the most magical environments. Often carefree and playful, they have a strange fascination with the world and its people. Honesty and courtesy are a matter of life and death to those from Faerie, however their strange customs and contrary natures often cause them to be looked upon as capricious and irrational by mortal standards.

After the fall of Faerie the concept of Houses and Courts are somewhat fluid, however outside of the Heard-of-Lands there are groups and Courts that still hold true to old oaths.

**Costume requirement** - Must be obviously not human, details such as animal features, face markings and lines, or wings/tails are the more common trappings of the Fae

## Orcs



A nomadic and tribal race found throughout the Heard-of-Lands, Orcish society is based upon a veneration of traditions and ancestor spirits. Stories, songs and shamanic ritual form the basis of life, remnants of heritage lost during the cataclysm that broke the old world.

They are seen by many as slow and stupid due to their tribal ways and brutish natures, however they are a strong, proud and resilient people, continuing to survive without a homeland, racial unity or divine protection. Due to their hard lives Orcs are one of the toughest races, though they are the most likely of all the races to be illiterate, instead passing on their history with pictures and carvings.

**Costume requirement** - Orcs must have green or brown skin and pronounced facial features, prosthetics are encouraged

## Goblins

One of the more unpopular of races, Goblins can and are found in every corner of the world.. Known for being cut-throat, vindictive, calculating and cruel, it is these very qualities which make them so versatile and successful. Goblins often compete in their own families for power, where it is not always the strongest, but always the most powerful who rises to the top.

There are no known tribes of goblins since the cataclysm, though it is certain that some exist.

**Costume requirement** - Goblins must wear green face paint on any exposed area of skin, prosthetics are encouraged (pointy noses and big ears).

## Beastkin



The most impulsive and bestial of the races, the Beastkin originate from Fid-Nemith in the north -west of Darkwood. Broken into packs they tend to follow their natures, hunting, breeding and holding territories which are also forms of worship to their creator, the Greenman. Many of the other races view them as little more than savage animals and monsters; they are however exceptionally determined and single-minded, never letting anything stand in the way of their goals.

A fusion of Animal form and mortal spirit, Beastkin share the appearance and qualities of any animal imaginable – from slight hare to ferocious bear, and they often display the traits of their animal side.

**Costume requirement** – Beastkin must have a costume which matches their animal.

## Paths

There are 4 paths that a character may choose to follow throughout their life. Whilst it is possible to change your path later on in life, this will often dictate the course of your journey for your character's life. This will affect what skills are available to you as you progress your character. See the skill tables on page 15 for more information.

### **Fortitude – The Path of the Warrior**

Fortitude is the physical path, the way of the warrior, designed for those who crave battle. The skills within will ready you to use almost any weapon and armour to its full potential, whilst teaching you to hold against the force of your enemies and resist some tricks of the other paths.

### **Clarity – The Path of the Mage**

Clarity is the path of magic, scholarship and patience, designed for those who seek knowledge or power. The path will grant you access to cantrips of defence, enchantment and much more. For those who choose to, you may also discover the strange, potent world of the circles and ritual power.

### **Solitary – The Path of the Rogue**

Solitary is the path of the wily, designed for those of quick fingers, sharp eyes and silent steps. The path will lend you the skills to hide within your surroundings, help yourself to the contents of another's pocket or strike with great precision, be it with a knife or bow.

### **Piety – The Path of the Cleric**

Piety is the path of the spirit and the body, calling to priests and healers. It is on this path that you will find skills for the arts of healing alongside the ability to inspire others. Followers of this path may call upon the gods through chants and bless others through the use of sermons, whilst smiting those who oppose the will of their God or Gods.

## Deities

In a land where belief constantly reshapes reality, there are many deities. Whilst your character is free to worship any deity, each race has their 'creator', and there are additional gods that are commonly worshipped by a subset of that race or of a different creed. All gods will accept worship from any of the races currently abroad in the Heard of Lands, though they will occasionally show some bias towards those they consider to belong to them.

Within the New World, there are a number of Gods who influence the people residing there. Gods are powered by belief and should the belief of the people change; this can also change the Gods. The Gods were originally destroyed by the Great Copper Dragon in the old worlds heard of lands. When the Free People arrived in the New World, there were no Gods and the inhabitants often worshipped spirits or ritual circles in their place.

The Free People went to work, carrying the sparks of their Gods, to have them reinstated to the heavens. Some of the Gods are not the same as they were from this recreation. Many priests gave their lives for their Gods new vessels and this has aided in shaping the world as it is today.

It is considered the core three gods of influence in the New World are: Arkane, Sil and Elm. Those that followed after are still gods and are not to be trifled with, but their influence is less impactful.

Not all Gods support the Free People however. In the Pantheon there are a number of Gods that will work against the core three gods and their followers. They have been defined as gods that reside in the 'Over Pantheon' (Heavens) or the 'Under Pantheon' (Hells). This has also been referred to as Ascension and Descension. The worship of the under pantheon will often put you at odds with the rest of the Free People.

## **Akarne**

In nearly all faiths Akarne is seen as the creator of the human race, even amongst humans who follow a different religion. Most see him as one of the three Gods who first created the Heard-of-Lands, and thus a being transcendent and beyond even the world. To his creations, Akarne is often seen as a stern, unforgiving God, who is intolerant of failure in his children and prone to anger at their childish nature. However, the more moderate see him as a true father figure, strict but only because the world is a harsh place and his children need to be strong to survive it. The overall attitude is that Akarne helps those who are willing to help themselves, and the overriding belief is that Akarne gave us all the tools humans needed to be strong without him, so there is an onus on not asking him for help. Instead, the faith is orientated around earning his favour through deeds worthy of him, and prayers are usually requests that he watches over his children so that they can demonstrate their worthiness to stand at his side in Heaven after death.

Within the New World, Arkane was the first of the Gods to be raised and as such is said to be the most powerful of all the Gods. When his position was restored in the Heavens, he bestowed a miracle to his people, raising the great Afacia City from the ground itself, in complete likeness of the Old Worlds City. He is said to have gifted a chalice of his blood to his children and it is this, alongside banners, written in holy blood that keep the city safe from the Mists.

## **Elm**

Creator of the Elven people, Elm is a god of the cycle, embodying summer and winter, life and death. Very much seen as a 'father' to his people, he is close in every aspect of their lives, guiding them from birth. While Elm is a god of duality, there have been those who only worship one of his aspects which only further serves his teaching of natural balance.

Within the New World, Elm was ascended by his children at the Lake of Tears within the Dark Woods. He was given three faces, representative of his children that sacrificed themselves to restore him, these are known as his War Aspect, The Wanderer Aspect and the Nurturer. He has been an absent God during the mist wars, not clearly stating a position in this fight.

## **Sil**

God of the Silurian people, Sil is a shape changer, often seen as a dragon or in his darker aspect of a wolf-headed man. After the Cataclysm Sil was little more than a maddened beast, with most of his people lost to its fires, but with the help of a small group of his faithful he was brought back to power as the Dragon God of the Silurians.

The New World Sil has been ascended as a Great Red Dragon, by the God Queen Fallon and her retinue. However, worship of this God is now divided within the Silurians. They acknowledge Sil as both a Sea Serpent of a deep blue hue as well as the mighty dragon. Others even call to his Lycan form. Each form of the God is said to embrace different aspects of his worship

## **The Green Man**

The creator of the Beastkin, they are the god of the cycle, the passage through life to death and rebirth. Though considerably younger than the other gods, the Green Man has a fascination with ancient places, and often bids their children to protect them. Often seen as impetuous and demanding, this God's ways are more primal, seeing the spilling of blood and violent displays of physical prowess as much an act of worship as prayer.

Within the New World, the Green Man has manifested in the form of the beastkin that gave her life to ascend them, Kargeth. With the recent destruction of the Dark Wood and the Beastkin home of Dentro being destroyed, the Greenman has declared the Heavens as unsafe for them and their kin. With a curse, the God is rumoured to have descended and has not been heard from since the cataclysm..

## **The Twins**

Rhiestevai and Viestevai are the gods of the Nosquen people, Viestevai is the goddess of spirit and purity, while Rhiestevai is the god of soul and balance. Recently restored by the actions of their children, they are wilful and difficult gods, both demanding absolute obedience but also craving warmth and love. It is said that they have not yet taken their place in the Heavens and reside with their people in the New World.

It is their children who have embarked on the first crusade into the mists to recover lost parts of the New World. They are fuelled with the brimstone faith of their Gods and the hope that comes with new life.

### **Degan and The Lost Pantheon**

Within the old world Degan was once a direct rival to Akarne, making him one of the most powerful of the Gods. The mercenary nature of his children, the Degan B'earth, was his undoing, and his few remaining followers have not been able to restore him, his last remaining shard of power being given over to the Mists. But what is the end for a God? As long as a single Degan B'earth lives, a piece of him lives on in them, and nothing is fixed in a world that is shaped by belief.

Degan has suffered a great blow when Arkan the Third was killed by the free people. The elements of his god shard -should- have returned to the Mist Queen, but through trickery it was kept from the mists. What this means for the Degan B'earth, is still unclear. What is known is that the Flame Knights are still under the Queen's full control and Degan's children have not been seen outside of the mists.

### **The Iron Warlord**

Once known as Thor, creator of the Dwarves, The Iron Warlord is the god of war and industry. Twisted to darker ends by exposure to the mists beyond the edge of the world, The Iron Warlord is very much a solitary god, seeking worship only from the children he has forged with his own hands. The Iron Warlord is seen as a deity who praises materialism and strength over all else regardless of any associated cost.

Thanks to the actions of the Free People, the Iron Warlord was split into two parts, and so created two races of dwarves. The original Iron Dwarves still hail to the Iron Warlord Havedra, who is allied with the Mists.

The freed part is now called Jormungander, who is a god of trading and industry, their dwarves are the Stone dwarves, losing the blessings of metal skin, the colour is the only thing that shows that they were once under the fallen gods grasp



# Character Progression

## Learning New Skills

After you have created your character, you will be able to learn one new skill per full day at each event. Without taking the **Crosspath** skill you will only be able to learn new skills from the path that you have chosen. In order to progress to the next level you must have 4 skills (excluding crosspath and trade skills) at your current level.

Players are encouraged to role-play learning and teaching new skills as this makes the game more interesting for all concerned. Obviously the nature of the lesson or workshop will change depending on which skill you are learning and what race you are. You will need to notify Games Control (GC) which skill you have chosen each day so that it can be updated on the database.

This is the only way to register a new skill and the new skill will appear on your character card at the start of the next event. You will be able to register skills during designated times at each event. Skills must be registered on the day they are learnt, they cannot be registered the day after. *You are able to use a new skill from the day after it is registered.*

*Veteran skills-* Once a character has learnt 39 skills (Crosspath and trade count as a skill pick for this purpose), the 40th skill may be a special skill not on the tables known as a veteran skill, or vet-pick. These skills are individually tailored to the character, and have to be discussed with the ref team before being taken. Every 10th skill thereafter may also be a vet-pick. *The Ref team reserves the right to refuse any Vet pick request that they believe may be harmful to the game. Please note a Vet Pick may **NEVER** be a direct immunity to an existing skill or ability in game and requests for such will be automatically denied.*

## Guilds

There are 3 officially recognised and regulated guilds in the heard of lands, although there are many more minor and local guilds in action. You must find a guild in game to join it and benefit from its guild skills. Joining a guild will give you access to the tools and expertise required to craft items of your own (see crafting rules separate to this document). More information can be found out in game.

### **Armourers**

Join the Armourers' Guild and learn about the properties of armour and weapons from the softest leather to the most impenetrable steel. Witness the arts of tanning, curing and smelting in the hands of a Master Smith. You will have the chance to make friends or money through the repair and provision of armour and gain the chance to be among the most respected of those who deal in trade and commerce. You will also learn the most effective use of armour, giving you more protection than the common man from the swords of your enemies!

*Guild Skills:*     **Repair Armour** - You may fully repair armour at the rate of 60 seconds per location  
                          **Armoured Might** - Any armour worn grants an extra 1AP of protection.

### **Apothecary**

The Apothecary Guild is for those that study everything that affects the body. Those devoting themselves to healing will have access to a combination of plant lore and surgical remedies and techniques to deal with almost any form of harm. Of course those that know how to heal the most grievous wounds can quickly understand how to cause them. The Apothecaries have not as yet achieved the ability to return the dead to life, but through years of anatomical study and dissection, those most skilled can bring you from the brink of the abyss. The arts encompassed by the Apothecaries are not for the faint hearted, or the clumsy as it requires strength of stomach and keenness of mind to craft the perfect antidote, sew a wound back together or contain most deadly poisons.

### *Guild Skills:*

**Master of Poisons** – You may apply blade venoms to your weapon as if you had Greater Herblore, and you gain an additional use of that venom.

**Unlocked healing Skills** - Members of the Apothecary Guild may buy the mundane healing skills (Heal1, Heal 2, Heal 4 and Master Surgeon) from Piety without the need for cross path. These count towards the 4 skills required to move up a level.

### **Mages**

The Mages' Guild is a must for all mages wishing to be able to control and understand the higher reaches of their power. The mages guild has two main directions; crafting monitored by the High Mage, and ritual magic monitored by the Archmage. The guild claims ties back as far as the Leno, who were in their time the guardians of the world, and the guild often takes responsibility for the wellbeing of the world and its ritual circles.

### *Guild Skills:*

**Meditation** - Guild members learn to draw power from the world, replenishing their magic in the form of extra spell rips after 2 minutes of meditation. This can only be done once a day.

**Ancient Compact** - With their deals with the spirits of the world members of the mages guild are well protected. Once per hour, a guild member may cast the '**Shield**' spell to block a spell equal to or lower than their guild level as if they knew it, following all the normal restrictions but not using a spell rip.

## Guild Leadership

The Guilds will be in contact via a Guild Representative, who will be at every multi-day event, to collect guild dues and to oversee the increase in players crafting levels. There may be a senior crafter in the field from the player base, but they do not run or lead the guilds alone any more. This is to ensure that all players get fair crafting opportunities, and to ensure that guild members are able to level up, even when a specific player is no longer available. We encourage player led organisation to occur within the guilds to organise and facilitate trading, crafting and new recipe ideas to be presented to the guild rep. With these changes we also expect for guild members to charge others for their crafting time.

## Guild Rank

A character's guild rank represents more than just their ability, it also represents their influence, access to basic resources, and the amount of help from both Guildmasters and apprentices they can expect to receive. As such, the higher you rise in the ranks, the more you are able to craft. In game terms, you may craft a number of levels of crafted items, equal to your guild rank, in any combination, per event. For example: A rank 5 member may craft a single level 5 item, or five level 1 items, or one level 3 and two level 1 items, the total value equalling your rank. There is a trade-off between being able to craft a single very powerful item against crafting multiple items per event, which is entirely your choice.

## Advancing in the Guild

To advance in the Guild is straightforward. You must craft an item of your current level to demonstrate competency, and record that fact when crafting (inform GC). You may only advance one rank per weekend event, single day games do not afford the time to craft at all. This applies all the way up to the master rank, which is rank seven.

## Guild Fees

To represent the more specialist requirements of veteran crafters, guild fees are based upon your rank at the START of the event. These will be collected in game by a representative of the three Guilds. You are only expected to pay for events you attend, but as crafting requires the resources of the guild, it is trivially easy for the Guilds to ascertain who is present and what they owe.

If a payment is missed then a black mark is put against you, and you will be expected to pay for two events at the next meet. If you gain a second black mark, you will start to lose ranks in the Guild, as resources and time are withheld from you. If you reach rank 0, you are no longer a member of the Guild, and will not be allowed to rejoin without some serious persuasion. The Guilds are not unreasonable, they understand there are sometimes circumstances that prevent honest people from paying up in time. Talking to the Guild representative as soon as possible is a good way to smooth over any errors, and maintain good relations with the Guilds.

If you do find the fees too expensive, you are always able to reduce your rank by opting to pay less, but you can still only raise up again at the rate of one per event.

RANK	TITLE	COST
1	Apprentice	0 (anyone may join and remain an apprentice indefinitely)
2	Improver	2 Copper
3	Journeyman	1 Silver
4	Artisan	2 Silver
5	Craftsman	3 Silver
6	Expert	5 Silver
7	Master Craftsman	7 Silver

## Improvised Crafting

Sometimes, there may be an opportunity or reason to attempt to craft something esoteric that has no direct mechanical benefit (such as a magical sword), but does something weird and wonderful. This always involves a ref, the crafting must be role-played during game time, and the item (unless otherwise noted) will lose its properties at the end of the event. However, the item may be received immediately after the role-play is finished.

## Magical Materials:

Crafted items take their power from the magical materials used in their construction. Although a crafted sword is still mostly steel, the addition of Deepwell Copper allows it in some way to surpass what is possible for steel alone to achieve. Although there are many materials that have magic in them, they broadly all fall into one of three categories (Metals, Gemstones and Arcana), and each category has four materials that are tried and tested in the creation of crafted items. In addition, there are a myriad of special and unusual materials that are rare even compared to the more typically found materials. These have additional properties that make them useful in the crafting of more powerful items, and may have an additional effect if suitably rare. For simplicity, these are also divided into three broad categories, and given a similar name, though in practice these may vary wildly.

### **Metals:**

Deepwell Copper – Copper taken from the mines of Faerie, or from places steeped in ancient magic. Found in items that channel, harness or amplify magic.

Black Iron – Iron that has been carefully mined in complete darkness until ready for use. Found in items that resist or oppose magic.

Heartstone – A rare metal found at the very centre of mountains, grounded in reality. Found in items that resist change or altering once forged, leading to high damage resistance.

Aether – Not a metal as such, but a powder gathered from the smelting of fossilised dragon bones. Found in items that exceed the limitations of reality, enhancing items beyond what is possible.

#### **Gemstones:**

Pyrope – A red gem that is warm to the touch, and glows with an inner light. Found in items that resonate with the element of Fire.

Aquamarine – A deep blue gem that slowly changes shape over the course of years. Found in items that resonate with the element of Water.

Topaz – A translucent gem of palest blue, it breaks under the slightest pressure. Found in items that resonate with the element of Air.

Jade – A dark green, almost granite-like gem, that is incredibly hard to work. Found in items that resonate with the element of Earth

#### **Arcana:**

Moonwater – Water gathered from pools near ritual circles that have been undisturbed for years. Adds magical essence to items, making them slightly magical in nature.

Bristlecone – Shed from trees that have been burned to the core and yet survived. Adds natural energy to items, giving them a connection to nature and creatures.

Ghost Ash – When a ghost rises from a grave the soil is imparted with some of its essence. Adds the power of the afterlife to items, linking them to death and decay.

Sanguine Thorns – A rare plant that grows at the moment of death from certain rare creatures. Adds the power of blood to items, the power of wounds, both healing and causing.

#### **Wondrous materials (Wonders):**

There are certain materials in the land that are powerful beyond even those listed previously. These are used in the rarest of guild recipes, to make items of great and unique power. In addition to the item, many of these materials will grant an additional effect, related to the wondrous material.

### Currency and Trade Skills

The Heard of Lands has a single currency, enforced and maintained by the banks of Tarratella. Though not everyone trades in coin, and barter is common, these coins are readily accepted by any trader worth their salt. There are 5 copper coins (Orris') to 1 silver coin (Heldr's), and 10 silver coins to one gold coin (Skorb's)

As an alternative to learning a skill, your character may decide to take or advance a trade. As a tradesperson you will receive in character (IC) money at the start of every event. You may only increase your trade level once per event. Trade levels are separate from Skill levels and have no correlation with regards to skill advancement. Trades are only meant as a means to gain IC money and as a roleplay background for your character.

Your Level of trade may exceed your character level.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Apprentice	Improver	Journeyman	Artisan	Craftsman	Master Craftsman	Trademaster
3 Copper	6 Copper	2 Silver	4 Silver	6 Silver	8 Silver	1 Gold

### Crosspath

Crosspath is available as a skill from Level 2 and above. You may only take it when you have learnt 3 other skills from that level. Learning crosspath costs 1 skill pick; from that point on, your character can learn a skill from any path on the crosspathed level. A player may only learn a total of two skills per level from the other paths. This can be either 1 skill from each of two different paths or 2 skills from one other path. Some skills are locked to a specific path and cannot be learned by crosspath.

When you have the crosspath skill it is not possible to learn skills from other paths on any levels other than the one on which you have the crosspath skill.

### Change Destiny

When a player has exhausted their options of skills they can or want to acquire, or when they feel they want to follow a new path (without starting a new character) they can Change Destiny. You must be at least level 4 to change destiny. When a player takes Change Destiny they must choose a new path that they wish to follow, this is instead of a skill pick for the day. When they move to the new path they will lose any skills that are locked to their former path. The player must start their new life at the lowest level which no longer has at least 4 skills. They must complete any prerequisites to any skill they wish to take on their new path.

*Once a player has moved away from a path they may not return to it or learn any more skills from it, **even with crosspath.***

### Veteran Picks and Secondary Characters

Once a character has learnt 39 skills (Crosspath and trade count as a skill pick for this purpose), the 40th skill may be a special skill and you then have a few options available to you. You are able to choose from the following:

Request a Secondary character, **OR**, Apply for a 'Vet pick'

### Secondary Character

A secondary character is the only way to have two characters on the system at Skullduggery. Meaning that should you wish to change character, the previous one is removed from the system and you would lose all skill progression made with the character. Should you wish to return to the character, (Provided the character has not died and was only retired) then you are able to, but would start again at level 1.

Choosing a secondary character in place of your Vet Pick, means that you are able to store a second character on the system and may choose at the start of each event, which character you are playing. You cannot swap characters during the event, and may only play the other if the chosen character dies at the event. You may only ever have one secondary character.

## Veteran Pick

The other option is to request a unique skill for your character that does not exist within the skill table. You will work with the rules team to create an individual skill tailored for your character, that is balanced for the system and there may be negotiation on what you have asked for vs what you receive. The Ref team reserves the right to refuse any Vet pick request that they believe may be harmful to the game. Please note the following requests are automatically declined:

- Hit Point Regeneration
- Fatal and or Reduction/Immune fatal
- Shatter and/or Reduction/Immune Shatter
- Quad Damage
- Piety skills without vocals
- Unrestricted Access to a second Skill Path
- Unlimited Mana
- Anything that Involves dropping Out of Character (Such and putting your finger in the air to Teleport)

When you have met the Vet pick criteria, in order to request a Vet pick you must email the below form to [plot@skullduggerylarp.co.uk](mailto:plot@skullduggerylarp.co.uk). These skills must be requested at least 2 weeks before the game that you wish to use your veteran skill pick.

**Player Name:**

**Character Name:**

**Vet Pick request:** *(The mechanical ability you are requesting)*

**IC development/ reasoning:** *(Please provide a short explanation on why your Vet Pick suits your character and the paths that they have taken to develop the skill. The more context provided for the skills connected to your character, the better understanding we will have.)*

Every tenth skill after your 40th (*ie 50th, 60th ect*) you may either choose to make a singular secondary character, or edit your veteran skill. No character can hold more than one veteran skill, but in order to acknowledge characters might change goals and directions we will allow amendments or changes to skills.

## Core Rules

### Death, Damage, Status effects & Healing

All characters are start with three hit points (base HP) *per location on the body* which remains constant throughout the character's lifetime (unless modified by skills, backgrounds, special items or ritual effects). Additional hits can be gained quite easily by wearing armour (detailed later on), and some skills and effects also grant you hit points. There is however a maximum cap of 15 hits per location, based on armour, skills, magical effects and so on, no known effect can make you exceed this. Any additional hit points are merely lost.

The 5 locations are each leg, each arm and torso. All hits from a weapon do a single point of damage, they may also have additional effects if the attacker adds a call. For example, Double and Triple will do two or three points of damage respectively, and Through will ignore worn armour, dealing damage straight to you. **There are no head shots allowed in this system.**

Once a limb reaches zero that location no longer works and this **must** be roleplayed. If an arm stops working anything held in that hand **must** be dropped immediately. If you are struck on a limb that is already on zero (an arm held loosely at the side for example) you take the effect as if it had struck you on the torso. Once the torso reaches zero the character falls unconscious and begins dying. After two minutes, if the player has not been treated, they have succumbed to their injuries, and barring some significant intervention, are now dead.

During this two minute period healing may be applied. All players who are unconscious must remain lying down or at the very least, if unable to lie down, crouched until the end of their grace period, and ideally for at least 5 minutes after they have died. This allows healers to roleplay healing and those who wish to search or speak to the dead may do so. A character who is not dying will automatically gain one lost hit to all locations overnight.

#### **Subdue**

Any player may choose to call **Subdue** in lieu of any other call. This is used to disable a target nonlethally, rather than risking their death. A player must strike the target on the back with a call of **Subdue** a number of times equal to their base HP (Ignoring any bonus from Armour) within a within a 30 second period, otherwise the damage is ignored. If they succeed, the target will then remain in an unconscious state for 2 minutes, during this period they cannot be awoken. A clear call of Subdue must be heard or the blow is treated as normal blunt damage.

*The Double and Triple skills do not allow you to do double and triple subdue. The target must always be struck by a number of physical blows equal to the target's base HP.*

#### **Mortal Blow**

Any player may choose to kill a character and negate their grace period by using the call **Mortal Blow**. This call will therefore kill a character with no opportunity for healing before character death and prevent the use of either miracle or master surgeon from working. To deliver a mortal blow; once an opponent's torso has reached OHP the player may make 10 'mortal blows' to the torso. The 10 blows must be obvious, uninterrupted and made by a single player. Each blow should be called out loud, and counted up ('Mortal blow 1! Mortal blow 2!...' and so on). Once ten is reached, the target is dead.

#### **Torture**

Torture is a morally repugnant activity, but some characters may feel such action is necessary IC. In this situation torture should only occur with the absolute, confirmed consent of all parties involved, and the presence of a ref. **Please remember that Skulduggery is a family system and extreme language and roleplay may not be appropriate.**

## **Moving and grappling others**

You may at some point wish to move a target who is either unconscious or otherwise unresisting. To do so requires **TWO** people to cooperate and move the person together. There are a couple of exceptions to this, detailed in the skills section of the rules.

If the target is conscious and resisting, then the **ONLY** safe and permitted way to restrain or move them is by gathering a total of **THREE** individuals, all placing a hand on the target and calling **GRAPPLE**. At this point the target **MUST** go with the three, moving at at least a walking pace, and should not resist further. The grapple is broken immediately if there are only two people restraining the target, or if the target calls **BREAK GRAPPLE**.

## Armour and repair

There are four grades of armour; **Light**, **Medium**, **Heavy** and **Extra-Heavy** (Ex Heavy). To gain the benefit of Armour on a location at least 50% of that location must be covered. If you are unsure what category your armour falls into, you should ask a ref during weapons check at briefing, this especially applies to Ex-heavy, which should always be checked.

**Light** armour includes soft leather, fur and simple Light individual items of armour like vambraces and greaves. Light armour gives 2 HP of protection on the location that it is worn.

**Medium** armour includes sturdy leather items as well Medium as light metal pieces, thick fur and scale. Medium armour gives 4 HP of protection on the location that it is worn. While wearing medium armour, you can only cast spells level 4 or lower, unless you have Warmage (Clarity Level 4 skill)

**Heavy** armour includes chainmail, plate metal and heavy scale/brigandine armour. Heavy armour gives 6HP of protection on the location that it is worn. If a location wearing **Heavy** armour is struck by an arrow the wearer may choose to suffer a '**Knockdown**' effect in order to ignore the 'Through' component of arrow damage (taking it as damage on the armour instead.)

**You cannot cast spells whilst wearing Heavy armour at all.**

**Ex-Heavy** armour includes full suits of plate, Plate layered over chain, and other such impressive forms of protection. **Ex-Heavy** functions exactly as **Heavy** armour listed above. In addition, any location protected by **Ex-Heavy** armour takes one less damage from calls that include the '**Through**' keyword, to a minimum of one.

**You cannot cast spells whilst wearing Ex-Heavy armour at all.**

**Helmets.** As there no head shots allowed at Skullduggery, there is a separate benefit to wearing a helmet. As the head is protected, a helmet will double the wearer's effective base hit points for the purposes of subdual damage only. If the character has constitution as well, the character will effectively have their base hit points trebled.

Broken armour can be repaired IC by a character with the relevant skills or by a member of the Armourers Guild (see Guilds on page 13.) Each location that armour is worn is counted separately both in terms of taking damage and of repair. If the player has heavy armour to all locations and that armour is damaged on the arm, they will still have full protection to all other locations, and only the arm of that armour needs repair.

*Armour can be repaired with the relevant skill at the rate of one location fully restored per 60 seconds of roleplay.*

From an in character perspective armour can be made of any material (bone, wood, crystal) however without approval from a ref anything other than standard materials can only give a maximum protection of light armour. If you believe your armour offers more than this, please ask.



## Calls and Effects

Whilst some combat is settled by nothing more than a few blows from a sword, most heroes have a number of skills that allow them to affect their enemies and those around them. In order to represent this in game there are a number of calls that are designed to convey this information to a target quickly and clearly. Before you read the list and panic at the amount to remember, please bear the following in mind:

1. Many of the calls are self explanatory. Paralyse means you cannot move, Double means you take two points of damage instead of the normal one, disarm means you are disarmed and drop your weapon, and so on.
2. If you are the target of an effect that is ongoing (such as paralyse, daze, mute, anything that isn't instantly resolved), the duration will be 30 seconds unless specifically explained to you by the person applying the effect. Other calls, such as damage or instant effects resolve straight away.
3. Often two calls can combine to have a combined effect. One obvious example is MASS KNOCKBACK, which applies KNOCKBACK to everyone in the indicated area. Another is DOUBLE THROUGH, which does DOUBLE (two points of damage) with the THROUGH effect (ignores your armour). Again, these are hopefully fairly clear.
4. If you are not sure, just take a reasonable effect, and quietly check with a ref when you get a moment, we are aware there is a lot of information to take in, and genuine mistakes happen frequently.
5. With very few exceptions, you may only use one skill that grants you a call at any one time. For example, you may not use the fortitude skills 1hd through (level 5) at the same time as Triple (level 7, which has a secondary effect of giving you one handed double) to call DOUBLE THROUGH. However, items can get around this limit, so if you have a magic onehanded sword that lets you call DOUBLE, you may be able to call DOUBLE THROUGH using the 1hd through skill. If in doubt, please ask a ref who will be happy to clarify any individual combination.

There is a full glossary of Calls at the end of this book.

## Magic and Items

Magic is everywhere in the Heard of Lands as common as air, as pervasive as gravity - for those who know how to shape it. A mage's power is based upon a number of spell rips, which are small pieces of paper indicating how many spells you may cast that day. The number of spell rips available to a player are dependent on their path and background but within these classifications the numbers remain the same for all events. The number of spell rips issued per day is described in the table below.

	<b>Fortitude, Solitary or Piety</b>	<b>Clarity</b>
<b>All other backgrounds</b>	4	8
<b>Magical focus background</b>	8	12

In order to cast a spell, the mage must **INCANT**. This incantation is in the form of '**By the power of [Chosen Focus], [Spell call], [Target if applicable]**'. For example, 'By the Power of Akarne, Firebolt level two, left arm!' Once this vocal is complete, the mage tears the spell rip to indicate they have used part of their power.

A mage must have at least one hand empty to cast any spell.

If a cast spell has no visible effect on the target (the spell has not been heard or reacted to in any way), or if the call of 'No Effect' is heard in response to a spell being cast, the mage casting the spell does not have to tear a spell rip.

Every skill that needs to follow these rules on the skill trees is clearly marked as a SPELL in the description, and as such will follow these rules, except where specifically stated in the skill description (such as the spell 'Shield')

### Magical Elements

Common Magic in the Heard of Lands is based around 6 elemental aspects. Each mage should choose one of these elements to base their casting upon. Casting calls may be different but must be based around these base elements. These are:

**Fire**  
**Water/Ice**  
**Air/Lightning**  
**Earth**  
**Light and Darkness/Shadow**  
**Nature/Life**

Other sensible elements may be chosen with the approval of a Ref, or similar derivatives of the above can also be used (thornbolt would be an acceptable call for life magic, stormbolt for air/lightning, and so on).

### Ritual Magic

Ritual circles and portals are points on the surface of the world where it's ley lines cross, forming pockets of concentrated magical energy that can be used by mages for almost any purpose; the creation of mighty artefacts, the delivering of potent curses, circles can even be used to transport a person from a circle on one side of the world, to another on the other side of the world in the blink of an eye, though not without great risk. These magical places should be treated with the utmost caution and used only by those with a true understanding of their power and capabilities.

Ritual circles are nearly always watched over by a Circle Spirit. These spirits - though not always physically present, are powerful creatures of magic, and will defend their circle with their lives. They are often shaped by the beliefs and customs of mortals that live nearby - and can be powerful allies if wooed correctly.

Rituals are central to the lives of many in the Heard-of Lands. The Ritual Power skill tree represents the mastery of the circles which allows the manipulation of ritual magic. The Consecrate skill represents the ability to call on the gods to aid in the ritual being conducted. This bolsters the power of a ritual being performed by someone with Ritual Magic. The different levels of contribute and ritual skills stack with each other, however a player may not use both during the same ritual. The use of ritual circles and the conducting of rituals is tightly bound to the mages' guild due to their bargain with the Heart of Magic. More information about rituals can be found out in game.

There are both player rituals and plot rituals that can be performed at the game. Player rituals are rituals that might have a personal story impact, ie making yourself or a friend a special item or doing something towards your character homelands. Whereas plot rituals are rituals that are performed at the game without any prior preparation, and so are scored in a slightly different way. If you wish to perform a player ritual, you must complete the below form and email this to [plot@skullduggerylarp.co.uk](mailto:plot@skullduggerylarp.co.uk)

Ritual Application Name:  
Player ID:  
Planned event of ritual/ preferred time of day:  
Exactly what you wish to receive from your ritual:  
Total Ritual Power:  
Total Contribute Points:  
What you intend to sacrifice:  
Who is to receive the ritual result:  
Expected duration of the ritual:  
Please supply below a brief overview of your ritual:

Once received, we will confirm receipt and provide you a time slot for your ritual. This will ensure that our refs are available to judge your ritual. If you decide that you do not wish to perform a ritual, which you have made a request for prior to the game, please let the ref team know as soon as possible. The more information you include in this form, the better we are able to support you. If you have any questions please also contact the above email address and we should be able to help!

## Ritual Grading

As a performance skill, rituals are graded in four areas; each category will need to reach pass criteria in order to count as a success:

**Power**- Number of points involved, in relation to what the ritualist is asking for.

**Relevance**- Does the ritual make sense for the circle it is in? ie is the player doing an industry ritual in a wild nature circle, does their performance suit what they are asking for?

This is also where we will consider the individual circles perspective, have the players done something for it ect.

**Performance**- This is scored by the physical performance by the players, and will include things such as, can all ritualists be heard? Are the props effective? ie does the drum drown out who is speaking or build ambience to the ritual.

**Geas, Restriction or Sacrifice** - This section can be described a number of ways, as this is the limiter on what a player is asking for or what they might be willing to give up in order to complete their ritual. A Geas is similar to a vow, that is made on alongside the item or power where if the promise is broken, there will be a consequence. ie, *A character forges a dagger that can kill a great adversary but the dagger's spirit is so prideful it doesn't allow it's carrier to have any other weapons, otherwise it will not provide a fatal blow, no matter who wields it.* The greater the limit, the further this might offset the power required.

Characters can also make sacrifices, but in order to be considered a few questions will be asked. *Does the Sacrifice make sense? Does it affect your characters' day to day life? Can they get back what they have given up?* Depending on the answer to these questions, will depend on how valued the sacrifice will be, towards your end goal or given as a 'gift' to the ritual circle.

For scoring, each area can provide up to 25 marks, with a Maximum of 100 in total. You will be provided your score and feedback after the ritual, with improvement suggestions should you request this. Players will need to achieve minimum marks in each area for a ritual to be a success:

Critical Fail	8 or less in any area or under 40 marks total score.
Fail	12 Or less in any area or under 60 Marks total.
Success	16 Marks per area or 60 marks total
Critical Success	20 Marks per area or 80 marks total

**Critical Fail-** The ritual was so poorly handled, that ritual power is now going haywire, beings may come forth from the circle. If the Ritualists have asked for too much and not given enough, power might be taken from them. Work will need to be done to stabilise the circle and settle the consequences.

**Fail-** There wasn't quite enough power,the circle did not understand what it was being asked for, or you did not manage to draw your deity's attention. There will be no significant repercussions on a failure.

**Success-** Well done! You have created something or achieved an outcome within the circle.

**Critical Success-** Everything was flawless! You may receive more than you have asked for, and will be told by the judging ref what it is you have gained/ achieved.

#### Key Points for Rituals

A ritual is intended to be used to reach a single outcome, this ensures that rituals are kept relevant to what is being asked for. If you are wishing to complete many different objectives, or to create chapters to an end goal, you may wish to complete a series of rituals to do this. Being clear and concise will ensure that the circle understands what you are asking for.

You may ask if what you are attempting to do is possible in the realms of the world on an out of character basis, but please be aware, should you receive a 'yes it is possible' this does not mean the task will be easy to complete.

If you are uncertain, it is known throughout the world that the Mages Council oversees rituals within the world, and the Heart of Magic is the highest authority on magic. You may seek out these beings or fellow travelling people out for advice on what you could achieve.

#### Special Items

Special Items are objects that have IC powers or abilities previously defined and recorded at GC. Such items may include magic swords, empowered banners and holy artefacts. These items are registered with one player as the IC owner, and GC must then be informed if the Special Item is stolen, lost or destroyed. *Each Special Item **must have** a yellow Special Item laminate clearly and firmly attached to it.*

If the phys rep (physical representation) of the Item is a player's personal possession, the laminate may, on ownership change, be removed from said phys rep and placed on the new player's object, which should be as similar in type as possible to the original (for example, a sword should remain a sword, a shield a shield, and an amulet an amulet).

All special Items rely, in part, on the magic contained in an individual's soul. As such, there are only so many items a soul can be bound to, which is represented by the power of an item. A character can only be bound up to 3 points of power. (The power of a special item will be confirmed at GC when it is taken to be registered) . At 4 and above, all item effects cease and they may not receive a benefit from any of the Magical items. With 6 points of power and above the character might encounter level drain or loss of items, depending on the items held. All Magical Items must be registered, if an item is not registered, the magic will escape and the item may become mundane, losing all of its benefits.

Any player who finds, steals or otherwise acquires a Special Item must register the Item with GC; once an item appears on a player's character card they are considered to be bonded to that item and will be told the item's powers and function. A special item NOT bonded to a player character will be non-functional and have no effect on the game.

Special items are the main class of item that can and most likely will be stolen in character, so by agreeing to attach a laminate to one of your personal items you are agreeing to let other players attempt to steal it. If stolen, these items will be returned personally or via GC and the refs. All magical items have been assigned a 'Slot' the same as crafted items and you may not have both a crafted item and special item allocated to the same slot.

## Crafted Items

Crafted Items include, but are not limited to, objects such as swords, armour and amulets that have been created in game to give additional IC benefits. They are created from IC ingredients by following recipes available in game which require a minimum amount of roleplay time.

A crafted item is denoted by a red lammie, which should be attached to the item where possible to mark it as crafted. A person may carry any number of crafted items, however they may only benefit from a certain number at any given moment. Players must have the lammie attached and on display for all crafted items. All crafted items fall into one of the following categories:

**Wargear:** Mostly weapons and shields. These must be wielded (held in a hand and used) to be effective, and as such are limited to one in each hand, or one in both hands if a two handed weapon.

**Clothing:** Anything that is worn, including armour. You may only gain the benefit of one item of clothing at any time, however it is assumed to cover all locations reasonably represented when relevant. For example, crafted heavy armour will benefit any location covered by heavy armour.

**Talismans:** Jewellery, cloaks, collars, and other accoutrements. You may only benefit from one such item at a time, the others must not be worn so as not to cause confusion, but may be carried in a bag or pouch.

**Tools:** Miscellaneous objects that do not grant a direct benefit except when used. You may carry any number of tools, any additional limits will be made clear on the item itself.

**Consumables:** These are things such as potions and bandages, items that are destroyed upon use. You must have a phys rep in order to use these items and you may carry any number of these on you at a time. These items also expire.

Unless otherwise noted, each item may only have one lammie (magical or crafted) attached, a sword may only be a single item, however some more powerful items may include in their recipe a lesser form of that item as an 'ingredient', this lammie is replaced upon crafting. A crafted item degrades over time, as the magic wears out and repeated use weakens it. After a year, the item is exhausted, and reverts to being a mundane version of whatever it represents. In effect, the item has run out, and must be made anew.

## **Players must have the lammie attached and on display for all magical items.**

### **Crafting**

Crafted items can be created by any character who is a member of one of the three guilds. To craft an item one needs a number of things. You must have access to the recipe (i.e. be a member of the Guild, you do not require a physical copy to craft but you must know the ingredients), the magical materials listed in the recipe, and a sum of money to pay for basic materials, including access to Guild tools and knowledge. In addition, you must be of a suitable rank within the Guild, which denotes both your expertise and your access to the more esoteric and powerful tomes of knowledge that each Guild contains.

Once you have the relevant resources and high enough Guild rank, you may take these resources to Games Control, who will create the lammie for you. To represent the time taken, this lammie must be collected the next day. Once created, the item may be affixed to the appropriate phys rep, and used straight away.

## Skill Tables and Descriptions

Skills Marked in *ITALICS* are *Mind Effects*.

Skills Marked in **BOLD and SHADED** are **Locked** and cannot be taken by someone not on that path.

Skills Marked With UNDERLINE are Spells.

### Level 1

Shield Use (SHU)	Bow Use (BOW)	One Hand Weapon (1HW)	Two Hand Weapon (2HW)	Consecrate 1 (CO1)	Thrown (THR)
<u>Elemental Bolt 1 (EL1)</u>	Ritual Power 1 (RT1)	Ambidexterity (AMB)	Lesser Talk to Dead (TD1)	<i>Fear (FR1)</i>	Spears Use (SPU)
Lesser Tracking (TK1)	Patch Wound (PWO)				

### Fortitude

Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Lesser Forge (FFO)	Disarm (DSM)	<b>Unyielding (UNY)</b>	<b>True Grit (TGR)</b>	<b>Knockback (KNB)</b>	<b>Break Grapple (BGP)</b>
Lesser Mining (LMN)	Resist Disarm (RDA)	Immune to Slow (ISL)	<b>Resist Terror (RTE)</b>	+1HP Per Loc (1HP)	+2 HP Per Loc (2HP)
Resist Fumble (RFU)	<b>Battle Focus (BFO)</b>	Glancing Blow (GLB)	Greater Mining (MIN)	True Ambi (TAM)	<b>Indomitable (IND)</b>
Evaluate (FEV)	Break Shield (BRS)	Crush Armour (CRU)	Double (DOU)	Immune to Awe (IMA)	<b>Triple (TRI)</b>
Repair Shield (RPS)	Showboat (SBT)	Armour Mastery (ARM)	1HD Through (1TG)	Rallying Call (RAL)	Awe (AWE)
Resist Fear (RAF)	<b>Immune to Knockdown (IMK)</b>	<b>Constitution (CON)</b>	Feat of Strength (FOS)	Resist Crush (RCR)	Immune to Paralyse (IMP)

### Clarity

Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<u>Enchant (EL2)</u>	<u>Elemental Bolt 2 (EL3)</u>	<u>Elemental Wall (EL4)</u>	<u>Elemental Ball 2 (EL5)</u>	<b>Explosion (EL6)</b>	<u>Elemental Ball 4 (EL7)</u>
<i>Fumble (FUM)</i>	<u>Mute (MUT)</u>	<u>Slow (SLO)</u>	Resist Pain (RPA)	<b>Paralyze (PAR)</b>	<b>Shockwave (SHO)</b>
Mine Crystals (CRY)	<b>Command (COM)</b>	Channelling (CHA)	Greater Crystal Mining (GCM)	<b>Dispel (DIS)</b>	<b>Sanctuary (SAN)</b>
<b>Mage Armour (MRM)</b>	<b>Knockdown (KNO)</b>	War Mage (WMA)	<b>Greater Detect Magic (GDM)</b>	<b>Greater Mage Armour (GMA)</b>	+2 Mana (2MA)
+1 Mana (1MA)	Novice (NOV)	<b>Mass Knockback (MKB)</b>	<b>Adept (ADE)</b>	<b>Master (MAS)</b>	<b>Quest (QUE)</b>
Shield (SHI)	<u>Detect Magic (DTM)</u>	Arcane Bastion (ABA)	<i>Terror (TR1)</i>	<b>Daze (DZE)</b>	<b>Reflect (REF)</b>
Ritual 2 (RT2)	Ritual 3 (RT3)	Ritual 4 (RT4)	Ritual 5 (RT5)	Ritual 6 (RT6)	Ritual 7 (RT7)

### Solitary

Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Lesser Forge (FOR)	Archery Knockdown (AKN)	Distract (DST)	Greater Forge (GFO)	<b>Greater Tracking (TK2)</b>	<b>Sneak (SNK)</b>
Camo (HIS)	Detect Pickpocket (DPP)	Pickpocket (PPK)	<b>Initiation (INI)</b>	<b>Vanish (VAN)</b>	<b>Conceal 3 Items (CN3)</b>
Evaluate (EVA)	Lesser Herb Lore (LHL)	<b>Con Artist (CNA)</b>	Thrown Through (THT)	<b>Detect Camo (DCA)</b>	Arch. Triple (ATR)
Shiv (SHV)	Resist Command (RCO)	Greater Herb Lore (GHL)	<b>Trapper (TRA)</b>	Dodge (DDG)	<b>Greater Dodge (GDG)</b>
Detect Poison (DTP)	Conceal 1 Item (CN1)	Through (TGH)	Arch. Double (ADO)	<b>Double Through (DTG)</b>	Resist Quest (RQU)
Petty Thief (PTY)	Hide Body and Tracks (HBT)	<b>Silence (SIL)</b>	<b>Black Market (BMA)</b>	<b>Magpie's Eye (MPI)</b>	<b>Slug (SLG)</b>

### Piety

Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Heal 1 (HE1)	Lay on Hands (LOH)	Heal 2 (HE2)	<b>Greater Lay on Hands (GLH)</b>	Heal 4 (HE4)	Master Surgeon (MSU)
Sermon Av. (SR2)	Sermon Prot. (SR3)	Sermon Fall (SR4)	Sermon Iron (SR5)	<b>Sermon Res. (SR6)</b>	<b>Sermon Martyr (SR7)</b>
Denounce (DEN)	<b>Purity of Body (POB)</b>	Lesser Meditate (LMT)	<b>Sacrifice Heal (SHL)</b>	<b>Mastery of Body (MOB)</b>	<b>Miracle (MIR)</b>
Divine Knockback (DKN)	<b>Anointing (ANO)</b>	Judgement (JUD)	Hold Monster (HMO)	<b>Greater Meditate (GMT)</b>	<b>Hold Person (HPL)</b>
Greater Talk to Dead (TD2)	Banish Spirit (BSP)	<b>Prepare Incantation (PIC)</b>	<b>Pain (PAI)</b>	<b>Holy Weapon (HWE)</b>	<b>Smite (SMI)</b>
Bless 1 (BL1)	Mass Consecrate (MCO)	Sanctified Soul (SSO)	Bless 2 (BL2)	<b>Divine Intervention (DIN)</b>	<b>Bless 4 (BL4)</b>
Consecrate 2 (CO2)	Consecrate 3 (CO3)	Consecrate 4 (CO4)	Consecrate 5 (CO5)	Consecrate 6 (CO6)	Consecrate 7 (CO7)

## Level 1

### One Handed Weapon - 1HW

Allows a player to use a weapon no longer than 42ins pommel to tip in one hand. A successful strike causes 1 point of damage.

### Two Handed Weapon - 2HW

Allows a player to use a weapon longer than 42ins pommel to tip, which must be held with both hands whilst fighting at all times. A successful strike causes 1 point of damage.

### Shield Use - SHU

Allows the player to use a shield. A shield must be held in order to provide any protection, 'worn' or 'Back Slung' shields provide no protection whatsoever. Only 1 shield may be used at a time.

### Thrown - THR

Player can throw LARP safe throwing weapons. A successfully hit target takes 1 point of damage.

### Ambidexterity - AMB

Allows the player to wield two weapons of up to 60 inches combined length at the same time. For example, a 42ins sword can be paired with a dagger, or two short swords of 30ins can be used. Must have the relevant weapon skills.

### Bow Use - BOW

Allows a player to use a LARP safe bow (28lb or less), providing they pass a bow-comp test. Arrows deliver 1 point of through damage, through does not need to be called as all arrows do this as a minimum.

### Spear Use - SPU

Allows player to use a stab safe weapon of up to 84 inches in length in a single hand, after they have passed a spear competency test. When held in one hand it does not count as a two-handed weapon for the benefit of skills that require this.

### SPELL Elemental Bolt 1 - EL1

After **incanting**, and pointing at a target the player calls **[ELEMENT] BOLT LEVEL ONE [LOCATION]** (e.g. LEFT ARM) and points at the target. The target takes 1 point of damage to the stated location.

**Range: 10 Metres**

### SPELL Fear - FR1

After **incanting** the player calls FEAR and points to a target. The target is overcome with fear and must flee at least 15 metres away from where they currently are, as directly away from the caster as is possible.

**Range: 10 Metres**

### Ritual 1 - RT1

Grants the player one point of ritual power. This can be used to contribute to a magical ritual, this represents the power element of the grading criteria for rituals, this also symbolises the amount of magic a mage can manipulate in a magically potent place. You may use your ritual power to directly aid someone's ritual, or hinder their ritual by using your power counterproductively to theirs. This is typically a performance based skill and will require appropriate roleplay to use. See rituals (p17) for more information.

### Consecrate 1 – CO1

A player with this skill gains one point of divine power they may contribute to rituals. *Additionally* the priest may choose to expend this power and use appropriate acts of worship to consecrate a defined area, such as a tent or small encampment. This takes 5 minutes of appropriate roleplay and the effect lasts until Midnight on the day it is created. Once completed, the player using the skill should collect a sign from GC, informing them of how many points of Divine power have been used to create the effect; the more divine power expended in consecrating an area, the more powerful the final effect will be. Creatures marked as **Anathema** either by Divine Decree or use of



the **Denounce** skill suffer a **Pain** effect while standing in a consecrated area, though some more powerful beings may partially resist all but the most powerful Consecration effects.

#### **Lesser Talk to Dead - TD1**

Player must point to the target and role play raising dead for 1 minute. The dead person rises, and can answer **three** questions. The target must be newly dead (5 minutes or less past the end of death count). The raised dead can only provide single word answers and can lie if their character would do so.

**Range: 1 metre**

#### **Patch Wound - PWO**

Allows a patient who is on zero hits to be moved slowly with the aid of the player, pausing their death count. No other skills can be used by either player whilst in this state.

**Range: Touch**

#### **Lesser Tracking - TK1**

After calling **TRACK** the player roleplays surveying the area for 20 seconds and will then be provided with information on what they can see. Information is disclosed at the ref's discretion and may vary depending on the current location. **Tracks hidden with the *Hide Body and Tracks* skill are not visible to those with Lesser Tracking.**

**Range: 2 metres**

## Fortitude

### Level 2

#### Lesser Forage - FFO

Player is able to collect herbs. These will be given to the player with their character card before time-in. Variety and quantity of herbs will vary depending on the current location in which the event takes place.

#### Evaluate - FEV

Player role plays examining an item for **30 seconds** and is able to gain an understanding of value, properties and basic history of item evaluated. The information will be provided by a ref or games control.

#### Lesser Mining - LMN

Player is able to collect metals and minerals. These will be given to the player with their character card before time-in. Variety and quantity of metals will vary depending on the current IC location in which the event takes place.

#### Repair Shield - RPS

Player must role play mending shield for 30 seconds. They cannot physically do anything else while they are repairing the shield. They may engage in conversation.

**Requires Shield Use (SHU)**

#### Resist Fear - RAF

Player is immune to the effects of the Fear call and must call **NO EFFECT**. Not immune to Terror

#### Resist Fumble - RFU

Player is able to resist the effects of the Fumble call. Player must call **NO EFFECT** to a *Fumble* call aimed at them.

### Level 3

#### Resist Disarm - RDA

Player is immune to the effects of *Disarm*. When they are targeted they must call **NO EFFECT**.

#### Disarm - DSM

By striking an opponent's **FOREARM** with a one handed weapon and simultaneously calling **DISARM** the player will cause the opponent to immediately drop any item held by the struck arm.

**Requires One Handed Weapon (1HW)**

#### Battle Focus - BFO

Player may act up to 10 seconds into their death count, or take up to their base hit points again in damage, whichever comes first, before falling unconscious. After they have used this ability their current death count drops to 90 seconds. This may only be used once an hour.

#### Immune to Knockdown - IMK

Player is not affected by Knockdown, and if struck by Knockback does not have to fall to the floor. **They must still take 5 steps back however.**

**Requires Resist Fumble (RFU)**

#### Break Shield - BRS

Player must successfully strike target's shield with a large roleplayed swing and call **BREAK SHIELD**. The target's shield is broken and cannot be used until it is repaired. The target must drop the shield immediately. **This must be done with a two handed weapon.**

**Requires Two Handed Weapon (2HW)**

### Showboat - SBT

Player role-plays building themselves up for a great strike for **10** seconds uninterrupted. The next strike from a weapon over 18" does one extra damage (max triple). If delivered from a two handed weapon the player may instead call knockdown.

## Level 4

### Unyielding - UNY

As long as the player does not move from the spot they are currently standing on, they reduce all damage by 1 point to a minimum of 1. As soon as they move, the effect ends. This may only be used once an hour.

**Requires Battle Focus (BFO)**

### Immune to Slow - ISL

Player is immune to the effects of **Slow**. When they are targeted they must call **NO EFFECT**. This immunity covers everything except irresistible forms, regardless of whether it was caused by a spell, potion, poison or other method.

### Glancing Blow - GLB

Player is able to negate the Break Shield skill. When targeted the player must call NO EFFECT and take 2 clear steps so their shield remains unbroken. If the 2 steps cannot be completed the shield breaks.

**Requires Shield Use (SHU)**

### Crush Armour - CRU

Player must successfully strike target with a two-handed weapon and call CRUSH simultaneously. The struck location loses all armour points (magical or otherwise) until repaired.

**Requires Two Handed Weapon - 2HW**

### Armour Mastery - ARM

Player gains 1 extra HP per location covered by Armour. This hit point is counted as part of the armour for repair purposes. Player may also repair their own armour (see page 11).

### Constitution - CON

Player has a stronger constitution than normal and is required to be struck double the value of their base HP with the **Subdue** call in order to be rendered unconscious.

## Level 5

### True Grit - TGR

Calling upon hidden reserves, the fighter climbs to their feet in a display of raw power. Upon reaching 10 seconds into their death count, the player may choose to restore all body hits (not armour), and climb to their feet. They must give a loud battle cry or shout as they rise to their feet in an ostentatious display of might. Can be used once a day, and cannot be used if the player used Battle Focus when they reached zero hits.

**Requires Battle Focus (BFO)**

### Greater Mining - MIN

Player goes to GC once per full day and can choose a mining resource that they wish to look for and will receive a set number of rips in return. Some resources may not be native to the current region, if so the search fails.

**Request must be made each day (i.e. you cannot collect yesterday's forgotten rips)**

**Requires Lesser Mining (LMN)**

### Double - DOU

Player must strike the target with a **two handed** weapon, and call **DOUBLE** simultaneously. A successful strike results in the target taking 2 points of damage to the struck location.

**Requires Two Handed Weapon (2HW)**

#### Resist Terror - RTE

Player is immune to all **FEAR** and **TERROR** calls. Must call **NO EFFECT** when targeted.

**Requires Resist Fear (RAF)**

#### 1HD Through - 1TG

Player must strike the target with a one-handed weapon, and call **THROUGH** simultaneously. A successful strike results in the target taking one point of damage to the struck location which bypasses any additional protection provided by armour.

**Requires One Handed Weapon (1HW)**

#### Feat of Strength - FOS

Player gains the call **FEAT OF STRENGTH**. This allows the player to perform an impressive display of physical strength including breaking restraints, breaking down doors and winning arm wrestles. You may explicitly move a single unresisting or unconscious person on your own. You may explicitly NOT break being restrained by three or more opponents. This call may require the presence of a ref, and may not always be effective.

### Level 6

#### Knockback - KNB

Player must strike the target with a two-handed weapon, and call **KNOCKBACK** simultaneously. **The victim must take 5 steps back and fall to the floor for 5 seconds.** Knockback has no effect if it strikes a weapon or a shield.

**Requires Double (DOU)**

#### +1HP Per Loc - 1HP

Player gains one extra hit point to their base HP, as a mark of their experience.

#### Rallying Call - RAL

Player must be within range of a target of fear or terror and call **RALLY**. Player becomes a beacon of hope for any player affected by **Terror** or **Fear** Spell. Any player affected by **Terror** or **Fear** Spell may immediately shake the effect and return to the fight.

**Range: 5 metres**

**Requires Resist Terror (RTE)**

#### True Ambidexterity - TAM

Allows the player to wield two one handed weapons of up to **84 inches combined length** at the same time. For example, a 72ins spear can be paired with a 12ins dagger, or two swords of 42ins can be used. Must have the relevant weapon skills.

**Requires Ambidexterity (AMB)**

#### Immune to Awe - IMA

Player is immune to the effects of **Awe**. When they are targeted they must call **NO EFFECT**. This immunity covers everything except irresistible forms, regardless of whether it was caused by a spell, potion, poison or other method.

#### Resist Crush - RCR

Player is able to negate the **Crush** skill. When targeted the player must call **NO EFFECT** and their armour remains intact.

**Requires Armour Mastery (ARM)**

### Level 7

#### Break Grapple - BGP

When the player is being grappled they may call **BREAK GRAPPLE** and the hold is broken for 5 seconds.

**Requires Knockback (KNB)**

#### **+2HP Per Loc - 2HP**

Player gains 2 extra hit points to their base HP, as a mark of their experience. These extra HP stack with the **+1HP Per Loc** skill, to give a total of 3 extra HP.

**Requires +1HP per loc (1HP)**

#### **Indomitable - IND**

The character draws on their deep reserves of inner strength and courage, allowing them to step beyond mortality for a brief moment, perhaps by throwing themselves into a berserker rage, or by seeking a deep inner calm. The player gains the call **IRRESISTIBLE KNOCKDOWN** and can shrug off all damage and mind effects for **30 seconds**, after which the moment ends, and they succumb to the damage that they have taken. Usable once an hour.

Indomitable will protect you from **KNOCKDOWN** and **KNOCKBACK**, and **HOLD/SLOW** effects, but not **SHOCKWAVE** effects. You cannot use (Greater) Lay on Hands whilst under Indomitable.

**Requires Unyielding (UNY)**

#### **Triple - TRI**

The player must strike the target with a two handed weapon, and call **TRIPLE** simultaneously. A successful strike will cause **3HP** of damage to the struck location. Alternatively, the player may now call **DOUBLE** with a one handed weapon larger than 18", dealing 2 points of damage.

**This cannot stack with one handed through.**

**Requires Double (DOU)**

#### **Awe - AWE**

On calling **AWE** the player radiates power and fortitude due to his stature and experience.

Any target nearer than 5ft must try to take 5 paces away from the player. Any target involved in battle will respond as if **Fear** was cast (immune to fear does not protect you). Any player in conversation within earshot when the call is made must stop talking for **10 seconds** and stare at the player in awe.

#### **Immune to Paralyse - IMP**

Player is immune to the effects of Paralyse; on being targeted they must call **NO EFFECT**. This immunity covers everything except irresistible forms, regardless of whether it was caused by a spell, potion, poison or other method.

## Clarity

### Level 2

#### SPELL Enchant - EL2

After **incanting** the player calls **I ENCHANT THIS {ITEM} WITH THE POWER OF {ELEMENT}**, and holds their hand over a weapon. The weapon gains the call **{ELEMENT}DOUBLE** for the next 30 seconds.

**Range: Touch**

#### SPELL Shield - SHI

No incantation required. The player calls **SHIELD and tears a spell rip** in reaction to a spell being cast at themselves that is equal to, or lower than the highest level SPELL that they are currently able to cast (including any restrictions due to armour). Alternatively, the player may choose to shield another character within a **1 metre** range. The spell is negated, and the caster of it must still tear a spell rip. If the spell is a MASS or area spell, only the mage casting shield or their other chosen target is protected.

**Only one spell may be shielded at a given moment.**

**Range: 1 metre**

**Requires Shield L1 (SH1)**

#### SPELL Fumble - FUM

After **incanting** and pointing at the target the player calls **FUMBLE THAT {ITEM} (e.g. SHIELD)**. The target must immediately drop the stated item.

**Range: 10 metres**

#### Mine Crystals - CRY

This skill allows the player the opportunity to collect precious gemstones. These will be given to the player with their character card before time-in. Variety and quantity of gems will vary depending on the current IC location.

#### SPELL Mage Armour - MRM

After **incanting** the player calls **MAGE ARMOUR**. The caster is protected by an additional 2 points of magicarmour on each location that cannot be repaired, and is lost first when struck. Unless depleted by damage the armour lasts 10 minutes.

**Range: Self**

#### **+1 Mana** - 1MA

The player is granted 1 extra spell rip per day.

#### **Ritual 2** - RT2

Grants the player two points of ritual power. See rituals for more information.

### Level 3

#### SPELL Elemental Bolt 2 - EL3

After **incanting** the player calls **[ELEMENT] BOLT LEVEL TWO [LOCATION] (e.g. LEFT ARM)** and points at the target. The target takes **2** points of damage to the stated location.

**Range: 10 metres**

**Requires Elemental Bolt L1 (EL1)**

#### SPELL Mute - MUT

After **incanting** and pointing at the target the player calls **MUTE**, causing the target to be muted and unable to cast spells or talk for a clear count of **30 seconds**.

**Range: 10 metres**

#### **SPELL Lesser Detect Magic - DTM**

After **incanting**, the player calls **LESSER DETECT MAGIC**. The player immediately detects magical items within a 10 metre radius. Any player with an item must inform the caster what items of theirs are magical, though not their effects.

**Range: 10 metres**

#### **SPELL Command - COM**

After **incanting**, the player calls **I COMMAND YOU TO [INSTRUCTION]**. The instruction must be a single word command, that the target must obey to the best of their abilities for a maximum of 10 seconds or until they complete the command.

**The command cannot be directly suicidal, or impossible to fulfil**

**Range: 10 Metres**

#### **SPELL Knockdown - KNO**

After **incanting** and pointing at a target the player calls **KNOCKDOWN**. The target is knocked to the ground and must remain on the ground for **5 seconds**.

**Range: 10 metres**

#### **Novice -**

A character with this skill has begun the journey towards mastery of magic. Once every 5 minutes, the character may **incant** any SPELL of level 2 or lower without tearing a spell rip. All other casting requirements must be fulfilled.

**This Skill shares a cooldown with the 'Adept' and 'Master' skills. Using any one of them prevents the use of the others for 5 minutes.**

#### **Ritual 3 - RT3**

Grants the player three points of ritual power. See rituals for more information.

## **Level 4**

#### **SPELL Elemental Wall - EL4**

After **incanting** and stretching out their arms the player calls **[ELEMENT] WALL**. The player is surrounded by an impenetrable magic wall for **30 seconds**, radius **1 metre**. No player may enter the walled area and no magic or objects can penetrate the wall, but the player may choose to include up to two other people within the wall. Anyone not chosen to remain inside the wall is automatically pushed back by its creation to a radius of **1 metre**. Elemental walls can be chained together if they are cast so that their radii meet. The wall is represented by the caster extending both arms out sideways.

**Range: 1 metre**

**Requires Enchant (EL2)**

#### **SPELL Slow - SLO**

After **incanting**, and pointing at a target the player calls **SLOW**. While under the effect of the spell, the target may only move and fight at half speed as the air seems to thicken around them, restricting their movements.

Duration 30 seconds.

**Range: 10 Metres**

**Requires Mute (MUT)**

#### **Channelling - CHA**

The mage is able to restore their magical power. Once a day, after two minutes of meditation the mage regains a number of spell rips, depending on the location/situation. Members of the mages guild may still use their guild skill, effectively becoming able to meditate twice.

**Requires +1 Mana**

### War Mage - WMA

*Rigorous training and indomitable self-belief enable a character with this skill to exceed the limitations placed on mages - at a price.* A character with this skill may cast spells that would normally be blocked by armour they are wearing by tearing 2 spell rips as part of their casting, instead of one. They may still not cast through heavy or ex heavy armour.

### SPELL Mass Knockback - MKB

After **incanting**, the player calls **MASS KNOCKBACK**. Causes all targets in a radius of 2m to take 5 steps back and fall to the floor for 5 seconds. Alternatively, this spell can be cast to affect a cone-shaped area. The angle of the cone is indicated by the caster (Max 90 Degrees) and extends 5m from the casters feet.

**Requires Knockdown (KNO)**

### Arcane Bastion –ABA

A Mage with this skill may shield any number of spells cast at them simultaneously with a single call of 'SHIELD'. They must tear one spell rip for each spell blocked.

**Requires Shield (SHI)**

### Ritual 4 – RIT4

Grants the player four points of ritual power. See rituals for more information.

## Level 5

### SPELL Elemental Ball 2 – EL5

After **incanting**, the player points at the target and calls **[ELEMENT] BALL TWO**. The target takes two points of through damage to all locations.

**Range: 10 metres**

**Requires Elemental Bolt 2 (EL3)**

### Resist Pain – RPA

Allows the player to partially resist the call PAIN. They may ignore the reduction of level and inability to use skills, and may still cast spells while under the effects of the PAIN skill. They must however still roleplay feeling the pain effect.

### Greater Crystal Mining – GCM

Player goes to GC once per full day and can choose a specific crystal that they wish to look for. They will receive a set number of crystals rips in return. Some crystals may not be available in the current region, if so the search fails. Request must be made each day (i.e. you cannot collect yesterday's forgotten rips).

**Requires Mine Crystals (CRY)**

### SPELL Greater Detect Magic – GDM

After **incanting**, the player calls **GREATER DETECT MAGIC** on a single item or object. The player is able to detect whether an item is magical, its exact magical properties, purpose and if required, a potential way to destroy it.

**Range: Touch**

**Requires Lesser Detect Magic (DTM)**

### Adept –ADE

*A character with this skill has proven themselves a strong practitioner of lesser magic.* Once every 5 minutes, the character may cast a single level 3 Spell **OR** 2 Spells of Level 2 or lower in quick succession without tearing a spell rip. All other casting requirements must be fulfilled.

**This Skill shares a cooldown with the 'Novice' and 'Master' skills. Using any one of them prevents the use of the others for 5 minutes.**

**Requires Novice (NOV)**



### **SPELL Terror - TR1**

After **incanting**, the player calls **TERROR**. All targets in a 2 metre radius are overcome with fear and must flee at least 15 metres away from where they currently are, as directly away from the caster as is possible.

**Range: 2 metres**

**Requires Fear (FR1)**

### **Ritual 5 - RT5**

Grants the player five points of ritual power. See rituals for more information.

## **Level 6**

### **Explosion - EL6**

No incantation required. The player calls **I EXPLODE WITH [ELEMENT]!**, and tears a spell rip. All players within a radius of two metres take 1 point of through damage to all locations and suffer knockback. This may be cast whilst grappled or restrained.

**Range: 2 metres**

**Requires Mass Knockback (MKB)**

### **SPELL Paralyse - PAR**

After **incanting**, the player points at a target and calls **PARALYSE**. The target **MUST** remain completely motionless for a clear count of 30 seconds. Players can still make sounds while Paralysed, though speaking with motionless lips may prove difficult.

**Range: 10 metres**

**Requires Slow (SLO)**

### **SPELL Dispel - DIS**

After **incanting**, the player calls **DISPEL**. This removes all temporary magical effects in place on a target person and their equipment or in the immediate area (for example, ending a shockwave spell).

**Range: 10m**

**Requires Greater Detect Magic (GDM)**

### **SPELL Greater Mage Armour - GMA**

After **incanting**, the player calls **GREATER MAGE ARMOUR**. The caster is protected by an additional 4 points of magic armour that cannot be repaired, and is lost first when struck. Unless depleted by damage the armour lasts 10 minutes.

**Requires Mage Armour (MRM)**

### **Master - MAS**

A character with this skill has grasped some of the core mysteries of Magic in the heard of lands. Once per 5 minutes, when casting a single target spell, the caster may instead choose to affect up to 3 separate targets simultaneously for the cost of a single spell rip. Each target can only be affected once.

**This Skill shares a cooldown with the 'Adept' and 'Master' skills. Using any one of them prevents the use of the others for 5 minutes.**

**Requires Adept (ADE)**

### **SPELL Daze - DZE**

After **incanting**, the player points at a target and calls **DAZE**. The spell fills the targets eyes with a sudden flash of light, disorientating them. The target can only defend themselves, and will act as if stunned by a blow to the head. No skills requiring a call (except **NO EFFECT**) may be used, and you may only defend with weapons and shields.

Duration 30 seconds.

**Range: 10 metres**

**Requires Slow (SLO)**

Grants the player six points of ritual power. See rituals for more information.

## Level 7

### **SPELL Elemental Ball 4 - EL7**

After **incanting**, the player points at a target and calls **[ELEMENT]BALL FOUR**. The target takes four points of through damage to all locations.

**Range: 10 metres**

**Requires Elemental Ball L2 (EL5)**

### **SPELL Shockwave- SHO**

After **incanting**, the player calls **SHOCKWAVE**. All players within the immediate area (approximately one clearing) must fall to the ground and remain there for 30 seconds or until the caster ends the spell. A mage with shield 7 can shield the spell once for themselves or another person as usual, and that person may move about for the duration.

Shockwave Defeats the protection offered by Indomitable.

**Range: Area**

**Requires Explosion (EL6)**

### **SPELL Sanctuary - SAN**

After **incanting**, the player calls **SANCTUARY**. The player is under the effect of the Sanctuary spell, causing ANY attack from a weapon to have **NO EFFECT** (damage or call). They are also immune to Pain, and take no damage from any other source. The mage cannot use any skills or spells that affect anyone other than themselves, except for the **SHIELD** or **ENCHANT** spell, if they do the effect ends immediately.

**Duration: 10 minutes.**

**Range: Self**

**Requires Greater Mage Armour (GMA)**

### **+2 Mana - 2MA**

Entitles the player to 2 extra spell rips per day. This does not stack with other +Mana skills and effects.

**Requires Channelling (CHA)**

### **SPELL Quest - QUE**

After incanting, the player touches the target on the shoulder and calls **QUEST, FOR THE NEXT TEN MINUTES, [SENTENCE], BEGIN**. The caster gives a one sentence quest to a person, who carries this out to the best of their abilities. The quest cannot be directly suicidal, and the spell ends automatically when the target either succeeds in the quest or 10 minutes have passed. The target remembers what they did, though through a haze, and has no memory of the spell being cast upon him or by whom. While the **QUEST** spell is in effect, the caster must remain in line of site of their victim at all times, or the effect ends. Being rendered unconscious (by subdual or normal damage for example) ends the quest.

**Duration: 10 minutes**

**Range: Touch**

**Requires Command (COM)**

### **REFLECT - REF**

This skill upgrades the 'Shield' skill. When a character with this skill is the target of a Spell that they could shield normally, they may instead choose to call 'Reflect' instead. Reflect returns the spell back to its caster. *Only spells that specifically target the caster may be reflected, 'Area' and 'Cone' spells can never be reflected.* You may not reflect a reflected spell, it may be shielded as normal

**Requires Shield (SHI)**

### **Ritual 7 - RT7**

Grants the player seven points of ritual power. See rituals for more information.

## Solitary

### Level 2

#### Lesser Forage - FOR

Player is to collect herbs. These will be given to the player with their character card before time-in. Variety and quantity of herbs will vary depending on the IC location in which the game takes place

#### CAMO - HIS

Player finds a suitable hiding place *out of sight* of their opponent and places their hands on their head. The player becomes invisible to anyone without **Detect Camo**. Player must remain motionless to avoid detection.

#### Evaluate - EVA

Player role plays examining an item for *30 seconds* and is able to gain an understanding of value, properties and basic history of item evaluated. The information will be provided by a ref or games control.

#### Shiv - SHV

Player enters into conversation with a target for 30 seconds, after this period the first strike made by the player against the target with a weapon shorter than 19" in length does **THROUGH** if the player using this skill already has the **Through** or **Double Through** skills, **Shiv** increases the damage of the strike by one additional point.

#### Detect Poison - DTP

Player role plays examining the suspect item for 10 seconds and then calls **DETECT POISON**. Player can determine if the item is poisoned but cannot necessarily determine the effects of the found poison.

#### Petty Thief - PTY

Each day the player may go to Games Control and attempt to use this skill to steal money or items of value from the local populace. The player will draw coloured tokens from a bag, the colour of each denoting success, failure, or something else. Consequences may involve losing money, if you have no money the situation may be even more dire...

### Level 3

#### Archery Knockdown - AKN

Player may shoot a blunted arrow instead of a sharp arrow. A successful strike will cause **KNOCKDOWN**, but the damage is no longer through. Player must roleplay blunting the arrow before nocking the arrow.

**Requires Bow Use (BOW)**

#### Detect Pickpocket - DPP

Player is able to detect when someone is using the Pickpocket skill on them. In reaction to being pickpocketed the player calls **DETECT** and the pickpocket is caught in the act. You can only use this skill if you are the target of the Pickpocket attempt.

#### Lesser Herb Lore - LHL

Player must tear a Herb Lore rip and roleplay using alchemical herbs and ointments for 15 seconds - the target is restored by 1 hit point to all locations. Additionally this skill allows the player to apply an appropriate poison to any weapon 18" or less in length.

#### Resist Command - RCO

Player is able to resist the COMMAND call, and must call NO EFFECT when targeted.

#### Conceal 1 Item - CN1

Player is able to conceal one item (pocket sized) that cannot be found either by searching or the pickpocket skill.

### Hide Body and Tracks - HBT

Player can role-play (15 seconds) hiding an unresisting living, unconscious or dead body in camo. The body remains hidden unless detected by Detect Camo or the body moves. Player role plays hiding tracks for 20 seconds and is able to conceal them from those with Lesser Tracking.

**Requires Lesser Tracking (TK1)**

## Level 4

### Distract - DST

Player gains eye contact with target and calls DISTRACT, and then role plays a distracting scenario. This causes target to be distracted from their current tasks (e.g. guard duty). Target remains distracted for a maximum duration of 30 seconds. Target will remember who the Player is, and that they've been tricked. **This skill cannot be used in combat.**

### Pickpocket - PPK

After 30 seconds of normal conversation with a target, the player may call **PICKPOCKET [Item type]**. The target must IMMEDIATELY give the player the requested items (coins, alchemy rips etc), other than any they are holding. The target has no idea they have been robbed, and must take no action. Pickpocket will not find Concealed items.

**Range: Touch**

**Requires Detect Pickpocket (DPP)**

### Con Artist - CNA

This is an extension of the Petty Thief skill. The player may opt to make three draws from the bag, and must accept the result of the entire draw.

**Requires Petty Thief (PTY)**

### Greater Herb Lore - GHL

Player must tear a Herb Lore rip and role play using Alchemic herbs and ointments for 15 seconds. The target is restored by 3 hit points to all locations. Additionally this skill allows the player to apply an appropriate poison to any weapon 42" or less in length.

**Requires Lesser Herb Lore (LHL)**

### Through - TGH

Player must strike the target with a weapon with a length of 18" or less, and call **THROUGH** simultaneously. A successful strike results in the target taking one point of through damage to the struck location.

### Silence - SIL

Player can call **SILENCE** when they strike an opponent on the torso. The target is muted for 30 seconds as if they had been struck in the throat.

## Level 5

### Greater Forage - GFO

Player goes to GC once per full day and can choose a specific herb that they wish to look for. They will receive a set number of herb rips in return. Some herbs may not be native to the current region, if so the search fails. Request must be made each day (i.e. you cannot collect yesterday's forgotten rips)

**Requires Lesser Forage (FOR)**

### Initiation- INI

When a solitude player gains the skill Initiation, they have been granted an invitation to join one of a number of groups. Once that selection is made these groups provide you with the following benefits:

- Access to intelligence related to their sphere of interest (You may submit one query to your Sect no later than 2 weeks before an event to [plot@skullduggerylarp.co.uk](mailto:plot@skullduggerylarp.co.uk) and you'll receive a response with your player card.)

- provide you with resources that are due to a member of your standing with the sect (provided with your player card at the start of the game).

There are a number of sects that are readily available, known as Public Sects, there are also some groups that are even more exclusive and can only be earned in play.

Leaving a Public Sect is easy and can be achieved for 5 silver fee along with a written notice provided to the Courier who is found at (the desk in GC). However leaving the exclusive communities amicably is difficult, but possible. Each group has a different 'price' for leaving, and would need to be found out in play. Please find the below the Public Sects:

#### Woodstriders Alliance – Public

Affiliation: This is a guild focused on striking a respectable balance between nature and civilisation. They have members from across the lands and have no bias for one nation or another, and are generally approachable and kind hearted even if they might be a little wild. Often sought out for their tracking and hunting skills.

<b>Knowledge:</b>	Nature, wilderness, survival, countryside, remote trails
<b>Resources:</b>	Herbs and Medicines to look after yourself in the wild.

#### League of Merchants – Public

Affiliation: The League is a multi-national league, based in Afacia. It's influence comes from it's close relationships with the banks and it's work with the three Master Guilds, procuring materials and resources. If there is gold to be found, the League of Merchants will have an interest. Merchants Guild are very conscious of the fact that getting caught breaking the law is unprofitable.

<b>Knowledge:</b>	Access to knowledge on construction, taverns, infrastructure, Caravan supply, legal aid etc.
<b>Resources:</b>	You'll always make extra money with the league

#### Grim fellows – Public

Affiliation: They provide an expensive no, questions asked services. Nobody expects them. They're ostensibly a secret organisation, but it's the worst kept secret. Everyone knows them by one name or another. Grim fellows yes, but Assassins, Thieves and worse also yes.

<b>Knowledge:</b>	You have a criminal network that can access all sorts of illicit information for a price.
<b>Resources:</b>	Ready access to blade venoms and vapours to perform your work.

#### The Lodge – Public

Affiliation: The lodge is a body that's focussed on retrieving lost knowledge and artefacts and bringing them back to the lodge for study and safekeeping. Most frequently found working with the Grand library and the Mages guild, who are both constantly looking for new information.

<b>Knowledge:</b>	The Lodge is full of adventurers and scholars, who know their way around a library or a dusty old dungeon.
<b>Resources:</b>	Magical nick-nacks that might prove helpful in a pinch.

#### The Quills – Public

Affiliation: If you ask them, they are merely exposing the truth from all kingdoms. These are the professional spies and socialites of sects.' Knowledge is power and they are known for sharing the truth at opportune moments.

<b>Knowledge:</b>	Quills are a curious bunch, there is one quill somewhere who knows or is pursuing the answer to any question...
<b>Resources:</b>	A Scroll or two does turn up in their travel, though Quills are more often rich only in company.

#### Requires Con Artist (CNA)

#### Thrown Through - THT

Player may cause **THROUGH** damage with LARP safe sharp throwing weapons. Must call **THROUGH** after a successful hit with a LARP safe throwing weapon. Struck location takes 1 point of damage, ignoring armour.

#### Requires Thrown (THR)

#### Trapper - TRA

Allows the player to set a hunter's trap. The player spends 30 seconds preparing a circle with 1m diameter, which they must then stay within sight of. When another person enters the area, friend or foe, the player **MUST** then trigger the trap, and call **TRAP, DOUBLE KNOCKDOWN [LOCATION] against that person, friend or foe.**

Alternatively, they may use a blade venom, in which case the trap deals the poison's effect through armour (call **THROUGH [VENOM EFFECT]**). If the player stops attending the trap it goes off harmlessly, having no effect, and the poison is wasted. **Limited to one trap/10 minutes.**

#### Archery Double - ADO

Player must strike target with an arrow and call **DOUBLE THROUGH**. A successful strike results in the target taking 2 points of through damage to the struck location.

#### Requires Bow Use (BOW)

#### Black Market - BMA

The player has access to a secret auction list that will be made available to them. It will have a list of items that can be purchased on it, and a guide price that the item will not sell for less than. Players may secretly bid on any item on the list any time until 6pm on the Saturday, and if it meets or exceeds a hidden price, and bids from other players, they will receive the item for the agreed price. Failure to pay will result in being barred from future auctions until reparations are made (represented by loss of the skill, that may be retaken in the usual manner.)

## Level 6

#### Greater Tracking - TK2

After calling **TRACK** the player roleplays surveying the area for 10 seconds and will then be provided with information on what they can see. Information is disclosed at the ref's discretion and may vary depending on the current location. This skill can overcome the Hide Tracks skill, and can also detect traps set by the TRAPPER skill that are within 5m of the tracker. The tracker may step into this area without triggering the trap (call **NO EFFECT** to the trap call), and spend a moment of RP to disable it.

#### Requires Hide Body and Tracks (HBT)

#### Vanish - VAN

Through agility, misdirection, or devices the player is able to seemingly become invisible. Once per hour a character with this skill may call **VANISH** and immediately enter **CAMO** even whilst they are being observed. A character using this skill must immediately take up to 10 paces towards the nearest cover and remain there for at least 10 seconds. If they do not reach cover they immediately reappear. If you are struck whilst entering vanish you take the damage but do not break camo.

#### Detect Camo - DCA

The player is able to see those using camo (or hidden bodies) after role-play looking around the area. The call does not have to be made unless the individual wishes to interact with the hiding person, including attacking them, or pointing out their location. Anyone who does not have the skill will still not be able to see them, but can be shown a general area to avoid/approach.

**Requires Camo (Hide in Shadows) (HIS)**

#### **Dodge - DDG**

An unarmoured player can call **DODGE** shortly after being struck by a damaging melee attack, reducing the damage by one, to a minimum of one. When struck by more than one blow simultaneously the player may only dodge one.

#### **Double Through - DTG**

Whilst striking a target with a sharp one handed small (OSM) weapon the player may call **DOUBLE THROUGH**. A successful strike causes the target takes two points of damage through armour to the struck location. Also grants the character the ability to call **THROUGH** using a 1 handed weapon, provided that the player has the one handed weapon skill.

**Requires Through (TGH)**

#### **Magpie's Eye - MPI**

Allows the player to find items hidden by the Coceal skill, by calling **DETECT CONCEALED** when searching or pickpocketing. In addition, after thirty seconds of conversing with a player, they may call **MAGPIE'S EYE**, and the target **MUST** inform the player if they are carrying any coin, materials for crafting, or crafted/magical items (represented by a lammie). They do not have to reveal what the item does, merely that it is of potential value.

**Requires Pickpocket (PPK)**

## **Level 7**

#### **Sneak - SNK**

The player using Camo (HIS) may activate sneak (no call required) and move for a maximum of 10 seconds. The player may then remain in Camo if they are out of sight at the end of the 10 seconds. The player may then not Sneak for the next 30 seconds. Player must move through some form of cover for the entire move, i.e. cannot cross open areas.

**Requires Camo (Hide in Shadows) (HIS)**

#### **Conceal 3 Items - CN3**

Player is able to conceal three items (each pocket sized) that cannot be found either by searching or the pickpocket skill. One of these three cannot be found even with the 'detect concealed' skill.

**Requires Conceal 1 item (CN1)**

#### **Archery Triple - ATR**

Player must strike target with an arrow and call **TRIPLE THROUGH**. A successful strike results in the target taking 3 points of damage through armour to the struck location.

**Requires Archery Double (ADO)**

#### **Greater Dodge - GDG**

The player in light or no armour can call **DODGE** shortly after being struck by a damaging attack, melee or otherwise, reducing the damage by 1 point to a minimum of 1. When struck by more than one blow simultaneously the player may only dodge one. In addition, the player can move up to 2m to move clear of any area of effect spell, such as shockwave, explosion, mass knockback and the like.

**Requires Dodge (DDG)**

### **Resist Quest - RQU**

The player is able to resist the effects of the Quest call. They know exactly what is happening and they do not need to call NO EFFECT (they may if they wish), if they do not the opponent will not know that the quest has not worked.

**Requires Resist Command (RCO)**

### **Slug - SLG**

This skill allows the player to deliver base HP amount of subdue damage in one hit, following the same rules as Subdue. This will not immediately knock out those with Constitution or a helmet, and if an opponent has both a helmet and the Constitution skill, it will require three strikes.

**Requires Vanish (VAN)**



## Piety

### **Note – Sermons, and ‘Combat Encounter’.**

Followers of the Piety path in Skullduggery have access to abilities known as **Sermons**. A Sermon takes 2 minutes to deliver and must be dedicated to the deity or higher power worshipped by the character giving the Sermon. Any character who listens to the entire **Sermon** and considers themselves to be a worshipper of the deity or higher power the **Sermon** is dedicated to may choose to be affected by the associated benefits.

A character can only ever benefit from one Sermon at a time, and can always choose not to be affected. Accepting the benefit of another Sermon instantly removes any previously-held benefits.

Sermons typically last until the end of the next ‘Combat Encounter’. We appreciate that this is a somewhat vague marker, especially in a game where combat can happen at any moment, but as a general guide, assume a ‘Combat Encounter’ to be any time you and a group of allies encounter a moderate amount of monster crew. If you have any doubt over whether it counted, either seek a ref for clarification, or just speak to your friendly priest who should be more than happy to bless you and your allies again.

### **Note – ‘Anathema’**

The call HOLY, and the effect of consecrated ground specifies that it affects people who are **DENOUNCED**, and also **ANATHEMA**. Anathema are beings and creatures so against the natural order of the world that the Gods have universally declared them to be enemies of the lands. This typically applies to undead, demons, and certain other beings not of the Heard of Lands, though there are always exceptions. Whether a specific target or group of targets is affected should be obvious in game by trial and error, if it is not for any reason please ask a ref.

## **Level 2**

### **Heal 1 - HE1**

A character with this skill can heal 1HP to all locations on another character after 60 seconds of appropriate role play.

### **Sermon of the Holy Avenger - SR2**

Listening to this Sermon gives those who accept its blessing access to a tiny portion of the power of the divine. Until the end of the next combat encounter a character blessed with this sermon may sacrifice a hit point from all locations to gain the ability to use the call ‘**HOLY**’ on weapons of 19” or greater in length for the next 30 seconds. Holy calls do an additional point of damage to creatures declared **ANATHEMA** by the Divine, and those suffering the **DENOUNCE** condition. Once the effect ends, this **Sermon** expires and cannot be used again unless it is re-applied.

**Anointing Benefit:** If a character affected by this Sermon has also been given a holy symbol as part of the **Anointing** skill by the priest delivering the sermon, the effect does not expire with its initial use and may be used multiple times until the end of the combat encounter.

### **Denounce - DEN**

Following 15 seconds of chanting or prayer, the player calls **I DENOUNCE YOU**. The target is then marked as *Anathema* for 30 seconds and as such will take 1 extra point of damage from calls of ‘**HOLY**’ and suffer from a **PAIN** effect whilst in a consecrated area.

**Duration: 30 seconds**

**Range: 10 meters**

### **Divine Knockback - DKN**

Following 15 seconds of chanting or prayer, the player calls **DIVINE KNOCKBACK**, causing a **KNOCKBACK** effect on their target.

**Range: 10 metres**

### Greater Talk to Dead - TD2

Player must point to the target and role play raising dead for 1 minute. The dead target rises, and is risen for 60 seconds. **The target must be newly dead (5 minutes or less)**. The target can be asked questions, they may only provide single sentence answers and cannot lie even if their character would do so.

**Range: 1 metre**

**Requires Lesser Talk to Dead (TD1)**

### Bless 1 - BL1

Whilst wielding no weapons the player must repeatedly chant **BY THE POWER OF [DEITY], BLESS ONE** in order to protect themselves and an optional other from any damage by all calls and effects that cause up to **ONE** point of damage. No other skill may be used by the player or the optional other. In order to protect the optional other physical contact must be maintained. The chant must be repeated 3 times before the bless is effective and there is a 5 second cool down period after chanting has ceased where no other skill may be used.

### Consecrate 2 – CO2

Grants the player two points of divine power that can be spent in rituals, or used to consecrate an area. As described under **CONSECRATE 1**

## Level 3

### Lay On Hands - LOH

A priest with this skill may take the wounds of an injured ally onto themselves. When touching another character who has been Reduced to 0 HP on their Torso, the priest may choose to instantly restore HP to the character by sacrificing their own in a 2 for 1 ratio, calling **BY THE GRACE OF [DEITY], LAY ON HANDS X** (being the number of HP healed). They must sacrifice from all locations equally, and this restores to all locations on the target, any extra HP are lost. *For example; by spending 2 HP from each of their locations, the character using this skill may restore an unconscious character to 1 HP on all locations.*

### Sermon of Divine Protection – SR3

This Sermon grants those who accept its benefit a momentary respite from the pain and suffering of the world. Until the end of the next combat encounter, a Character who accepts the benefit of this Sermon has their death count extended by **30 seconds** the first time they are reduced to 0 HP. Once the effect ends, this **Sermon** expires and cannot be used again unless it is re-applied.

**Anointing Benefit:** If a character affected by this Sermon has also been given a holy symbol as part of the **Anointing** skill by the priest delivering the sermon, the effect does not expire with its initial use and may be used multiple times until the end of the combat encounter.

**Requires Sermon of the Holy Avenger (SR2)**

### Purity of Body - POB

The piety character is immune to the effects of all poisons and potions.

### Anointing - ANO

With 10 minutes of roleplay, a priest creates 3 symbols sacred to their chosen god, and may award them to those they believe worthy (they may also choose to keep one for their own benefit). While wearing one of these symbols, the sermons will have an improved effect on that person. A priest may only create a maximum of three symbols an event, and the power only lasts for the duration of the event. A character may only have one symbol at a time. The holy symbol must be clearly phys-repped, but does not require a lammie.

### Banish Spirit - BSP

Following 15 seconds of chanting or prayer, the player can banish a spirit or ghost (including those summoned by talk to dead). Some more powerful may either take longer to banish, or even be immune to this skill.

### Mass Consecrate - MCO

This skill enhances the 'Consecrate' skill. A character with this skill may join with other priests in consecrating an area, combining the divine power that may be spent in its creation in order to achieve a more powerful effect.

There must be the same number or more priests with Mass Consecrate in the group than those without to all combine their power.

### Consecrate 3 - CO3

Grants the player three points of divine power that can be spent in rituals, or used to consecrate an area. As described under **CONSECRATE 1**.

## Level 4

### Heal 2 - HE2

A character with this skill can heal 2HP to all locations on another character after 60 seconds of appropriate role play.

**Requires Heal 1 (HE1)**

### Sermon of the Fallen - SR4

This Sermon inspires a need in those who accept its power - that no more will die today. Until the end of the next combat encounter, a Character who accepts the benefit of this Sermon may choose to use the **LAY ON**

**HANDS** once, at which point the effect ends, this **Sermon** expires and cannot be used again unless it is re-applied.

**Anointing Benefit:** If a character affected by this Sermon has also been given a holy symbol as part of the **Anointing** skill by the priest delivering the sermon, the effect does not expire with its initial use and may be used multiple times until the end of the combat encounter.

**Requires Sermon of Divine Protection (SR3)**

### Lesser Meditate - LMT

After 10 minutes meditation consulting with their god a player may ask a ref a simple question that will be answered yes, no or maybe. May be used once per full day.

### Judgement - JUD

Following 15 seconds of chanting or prayer, the player calls **JUDGEMENT, THROUGH TO ALL LOCS**. The target takes one point of through damage to all locations. The player may continue to chant, if they do so after **10 seconds** they may call **THROUGH TO ALL LOCS** again. This may be continued indefinitely until the target is dead or the player is interrupted or stops the chant.

### Prepare Incantation- PIC

Player must meditate or pray for 5 minutes to store the effects of one incantation. (Banish Spirit, Denounce, Divine Knockback, Judgement, Smite, Sacrifice Heal, Holy Weapon or Miracle). *Only one effect can be stored at any time.*

Once stored, this ability can then be used instantly, with the call **PREPARED INCANTATION, [stored call]**.

### Sanctified Soul - SS0

A player with this skill has proven themselves a favoured child of their Deity. - They are now immune to the effects of the **Denounce** skill and may call '**No Effect**' against it. They may also create a fourth Holy Symbol per event (assuming they possess the ANOINTING skill).

### Consecrate 4 - CO4

Grants the player four points of divine power that can be spent in rituals, or used to consecrate an area. As described under **CONSECRATE 1**

## Level 5

### Greater Lay on Hands - GLH

A priest with this skill may take the wounds of an injured ally onto themselves, and in addition heal their ailments. The vocal changes to **BY THE GRACE OF [DEITY], GREATER LAY ON HANDS X**, and functions the same as Lay on Hands, except it may now be used on a conscious target, and additionally removes any negative status effect the target is suffering. You must still lose at least 2HP to use this skill; any unneeded healing is lost as per Lay on Hands.

**Requires Lay on Hands (LOH)**

### Sermon of Iron Will – SR5

This Sermon fills the user with the strength of will normally restricted to the most powerful servants of the Divine. When a limb location is reduced to 0 HP a player who is receiving the benefit of this ritual may choose to continue to use that limb at full effect. Further damage to a limb being used in this manner will transfer directly to the torso location, ignoring armour. Once the limb being used in this manner is healed in any way (bearing in mind most healing heals all locations at the same time), the Sermon expires and gives no further benefit unless it is re-applied. Only one limb may be used in this manner, if a second limb is reduced to 0 HP it is non-functional as normal.

**Anointing Benefit:** If a character affected by this Sermon has also been given a holy symbol as part of the **Anointing** skill by the priest delivering the sermon, the effect does not expire with its initial use and may be used multiple times until the end of the combat encounter.

**Requires Sermon of the Fallen (SR4)**

### Sacrifice Heal - SHL

Following 15 seconds of chanting or prayer, the player calls **SACRIFICE HEAL**. The player drops to a maximum of 1 HP to all locations for the remainder of the day and they may revive one character from their death count to full health or simply restore them if they are not on their death count. The target is then 'Inspired' and immune to all damage for 90 seconds. The inspired person may not use (Greater )Lay on Hands. This may be used only once per day and only when the piety character is at full health.

**Range: 2 metres**

### Hold Monster - HMO

Player chants in order to stop a single monster in their tracks. **The monster is held as long as the player maintains the chant. The hold prevents the monster from moving their feet, and their torso can only move at half speed.** They can fight, but with difficulty, and may only cast 'shield' spells. A monster is defined as most demons, beasts, animals, and mortals of lessened will power, such as the mad.

**Range: 10 metres**

### Pain - PAI

The player chants appropriately and identifies a target using the call **PAIN** as part of their chanting. Throughout the chant the target is inflicted with severe debilitating pain. The target can still move at a walk but cannot move closer to the priest without the pain increasing. While under the effects of **PAIN** the victim is unable to use any **offensive** skills above level 1. Bless 2 will resist the effect of **Pain**.

**Range: 10 metres**

**Requires Banish Spirit (BSP)**

### Bless 2 - BL2

Whilst wielding no weapons the player must repeatedly chant **BY THE POWER OF [DEITY], BLESS TWO** in order to protect themselves and an optional other from any damage by all calls and effects that cause up to **TWO** points of damage. No other skill may be used by the player or the optional other. In order to protect the optional other physical contact must be maintained. The chant must be repeated 3 times before the bless is effective and there is a 5 second cool down period after chanting has ceased where no other skill may be used. Bless represents the character being protected by their god and thus they must show aspects of a religious lifestyle or bless may not be effective.

**Requires Bless 1 (BL1)**

## Consecrate 5 - CO5

Grants the player five points of divine power that can be spent in rituals, or used to consecrate an area. As described under **CONSECRATE 1**

## Level 6

### Heal 4 - HE4

A character with this skill can heal 4HP to all locations on another character after 60 seconds of appropriate role play.

**Requires Heal 2 (HE2)**

### Sermon of the Resolute - SR6

This **sermon** shields the bodies and minds of those who accept it, reducing the power of the traps and curses that threaten all heroes. While under the protection of this Sermon, the first time they are affected by a status effect a player may halve the time they are affected by it. Once the effect ends, this **Sermon** expires and cannot be used again unless it is re-applied.

**Anointing Benefit:** If a character affected by this Sermon has also been given a holy symbol as part of the **Anointing** skill by the priest delivering the sermon, the effect does not expire with its initial use and may be used multiple times until the end of the combat encounter.

**Requires Sermon of Iron Will (SR5)**

### Mastery of Body – MOB

This skill enhances **Purity of Body**. The character with this skill may now choose which poisons and potions affect them.

**Requires Purity of body (POB)**

### Greater Meditate - GMT

After 10 minutes meditation consulting with their god a player may ask a ref a question, that may be answered in more depth, if the Deity asked is willing to answer.

**May be used once per full day.**

**Requires Lesser meditate (LMT)**

### Holy Weapon - HWE

Following 15 seconds of chanting or prayer, the player calls **HOLY WEAPON**. The player gains the call **HOLY DOUBLE** for the next 30 seconds for any weapon 19" or longer. Holy calls do an additional point of damage to creatures declared **ANATHEMA** by the Divine, and those suffering the **DENOUNCE** condition.

**Requires Judgement (JUD)**

### Divine Intervention - DIN

Once a day a character with this skill may, on reaching two minutes on their death count, add an additional 10 minutes. If this new time expires they are dead, beyond the help of even master surgeon.

**Requires Bless 2 (BL2)**

## Consecrate 6 - CO6

Grants the player six points of divine power that can be spent in rituals, or used to consecrate an area. As described under **CONSECRATE 1**

## Level 7

### Master Surgeon – MSU

The player has reached the pinnacle of surgical knowledge, and is able to attempt the most pioneering surgery. The player can attempt to resuscitate anyone who has passed their death count within the last 10 minutes and not been dealt a Mortal Blow. They must roleplay complex surgery, aided by somebody with at least the **HEAL 1** skill, for 10 minutes. At the end of the ten minutes the player draws a chip from the Master Surgeon bag. White indicates success, black indicates failure, and blue allows the patient to regain consciousness until the end of the day, or a time of their choosing before then, at which point they finally pass away. Each time the surgery is attempted each day a white chip will be removed from the bag, meaning that the chances of success for all master surgeons are decreased for the rest of the day.

**Requires Heal 4 (HE4)**

### Sermon of the Martyr - SR7

This **sermon** reminds those who listen to it of the Inevitable end. Death awaits all heroes she walks with them always, but the bravest will always find a way to spurn her advances a little longer. Until the end of the next combat encounter a character blessed with this **sermon** has their death count reduced to 1 minute. **However, they increase their HP total by 2** (This cannot exceed the Hit Point Cap) **and reduce all incoming damage by 1 (to a minimum of 1)**.

This Sermon can only affect those who have been given a Holy Symbol created by the priest performing the Sermon - it has no effect on those without a Symbol.

**Requires Sermon of the Resolute (SR6)**

### Miracle - MIR

This skill is usable once per day and requires 15 seconds of role-play. The player using the skill must choose one of the following effects:

- 1) The piety character sacrifices their own life, beyond any chance of healing, and restores all characters needing healing or on their death count to full health, more than this even the recently dead (*a maximum of 5 minutes beyond the end of a player's death count*) will be returned to life.
- 2) The piety character may use their SACRIFICE HEAL skill a second time in the same day, ignoring the requirement to be on full hits.

**Range: 10 metres**

**Requires Sacrifice Heal (SHL)**

### Hold Person - HPL

Player chants in order to stop a single person in their tracks. Target is held as long as the chant is continued. See **Hold Monster** for effect.

**Range: 10 metres**

**Requires Hold Monster (HMO)**

### Smite - SMI

Following 15 seconds of chanting or prayer, the player calls SMITE. The target takes 2 points of **HOLY THROUGH** damage to all locations of the target, and also causes 5 seconds of PAIN.

**Range: 10 metres**

**Requires Holy Weapon (HWE)**

### Bless 4 - BL4

Whilst wielding no weapons the player must repeatedly chant **BY THE POWER OF {DEITY}, BLESS FOUR** in order to protect themselves and an optional other from any damage by all calls and effects that cause up to **Four** points of damage. No other skill may be used by the player or the optional other. In order to protect the optional other physical contact must be maintained. The chant must be repeated 3 times before the bless is effective and there is a 5 second cool down period after chanting has ceased where no other skill may be used. Bless represents the character being protected by their god and thus they must show aspects of a religious lifestyle or bless may not be effective.

**Requires Bless 2 (BL2)**

**Consecrate 7 - CO7**

Grants the player seven points of divine power that can be spent in rituals, or used to consecrate an area. As described under **CONSECRATE 1**

## OUT OF CHARACTER RULES & NOTES

**The Out of Character (OOC) / In Character (IC) Divide:** All areas are considered In Character except the Toilets, Games Control, the car park, and inside your OOC tent. Any other OOC areas will be clearly defined. Any player outside their tent is considered IC and prepared to play the game. Deliberately and wilfully transferring from IC to OOC to avoid parts of the game is against the rules. Players are reminded that areas barred by barrier tape are **OUT OF BOUNDS** both IC and OOC.

**Formal warnings, Yellow and Red cards** are issued in response to cheating, dangerous play and OC rule breaking. A formal warning is issued initially for minor offences, leading to a yellow card for a repeated offence. 3 Yellow cards will lead to a Red card being issued. A Red card will result in the person being asked to leave the game and may be asked to leave the site. Yellow and Red cards can be issued without a previous disciplinary for serious offences. They are recorded and will remain active for one year from their date of issue. Friendly warnings can be issued at a ref's discretion.

**Camping:** In the interests of safety and aesthetics, please make sure all OOC items (camping stoves, etc) are secured inside your tent as much as possible during Time In. Please ensure your campsites are fully cleared on leaving the event.

**Character Card:** Updated Character cards will be issued at Games Control on arrival. Your character card **MUST BE VISIBLE** at all times during an event - it has your player ID on it and can be used by *Skullduggery* LARP Staff in the event of an emergency.

**Manners:** Please respect the feelings of others at events. Keep your swearing in character as much as possible ('Curse you Demonspawn!' 'By Akarne's sword!' etc.). Anyone acting in an OOC threatening or abusive manner will be asked to leave the event.

**Alcohol etc:** Anyone under 18 years of age found under the influence of or in possession of alcohol will be ejected from the event. Anyone found in possession of any illegal substance will be immediately ejected from the site and banned from any future *Skullduggery* LARP event.

**Staff/Referees:** These will be identified to you during event briefings. Staff and Referees are there to help make the game run smoothly and safely. Decisions made by any staff or referee are to be adhered to, failure to do so may result in a formal warning

**Games Control:** The place on site where players can speak to staff Out of Character; in order to create a character, register new skills or new items

**Valuables:** The organisers will not be held responsible for any loss or damage to your property. Property left behind at an event will be disposed of.

**Emergencies:** There will be a first aid post at all *Skullduggery* LARP events. Remember to bring any medication with you. You must inform the organisers when you arrive of any medication you are taking, and it would be wise not to leave it in a locked car in case it is needed in a hurry.

**Search:** To search or Pickpocket an unconscious player, place your hand on their arm or shoulder and inform them that they are being searched, or call the skill. A clear count of 30 seconds must be made to complete a search. Once a successful search has been made, the player being searched must hand over any IC items about their person (i.e. money, special items, potions, etc.)

**Theft:** Only IC **laminated personal (special/crafted) items** can be stolen. All IC thefts must be reported immediately to a Ref or GC. All laminated items must be IC at all times from Time IN until Time OUT during an event. No IC item may be taken to an OOC area during Time IN. Any thefts not reported to Games Control will be



treated as an OOC theft and be dealt with as such. All items belonging to Skullduggery (coins, crafting rips etc) can also be stolen.

**Grappling:** To perform a contested grapple you must outnumber the captive at least three to one and call 'GRAPPLE'. Uncontested grapples may be performed by just two people. Whilst the actions of this should be roleplayed, please ensure that the person that you are playing with at the time agrees with your interpretation of what is "acceptable struggling". Under no circumstances must wrist/arm/head locks ever be applied. This applies to both the captor and the captive

**Weapon and Object Failures:** ALL weapons and armour Phys Reps MUST pass an official Skullduggery LARP safety test. Failure of ANY weapon or item to pass for any reason will mean that item cannot be used in any Skullduggery LARP event and must be placed **IMMEDIATELY** in an OOC area.

**Photography and Video:** Please note photos and video may be taken at events, by Skullduggery LARP or players, these may subsequently be used online or in publications. Anyone who is not participating in the event, and wishing to take images, **must obtain prior written consent from the organisers.**

## Call Glossary

### Player Calls

**[Elemental] Ball X** - Deals X damage to all locations, ignoring armour

**[Elemental] Bolt X [Location]** - Deals X damage to the stated location

**Awe** - You are awestruck by this person. In combat, you must flee as if affected by Terror

**Bless X** - The person calling bless can ignore up to X points of damage from any attack

**Break Grapple** - You must let go of this individual as they throw off your attempt to restrain them.

**Break Shield** - If struck, your shield is broken and must be dropped until repaired.

**Command you to X** - You must try and obey the command until you complete it or for 10 seconds

**Daze** - You must act dazed, and can only defend yourself, using no skills, for 30 seconds

**Denounce** - For the next 30 seconds you take an additional point of damage from any HOLY call

**Detect Conceal** - you must declare to the other person if you have any crafted, magical items, money, or material rips, and roughly where on you these are located.

**Detect Magic** - If you are within 10m, you must inform the caster if you are carrying any magical items

**Detect X** - Allows a hidden skill or information to be revealed.

**Disarm** - If you were struck on the forearm, you must drop any held item

**Distract** - You are distracted, and must go along with what the person is saying for up to 30 seconds.

**Double** - Deals two points of damage to a location

**Enchant with [Element]** - The indicated weapon can called **[Elemental] Double** for 30 seconds

**Explosion** - All within 2m of the caster suffer KNOCKBACK and 1 damage through armour to all locations

**Fear** - You must flee the caster until you are at least 15m away.

**Fumble that [held item]** - You must drop the declared item

**Hold** - You are unable to move your feet as long as the caster chants, and can only move your upper body at half speed.

**Holy** - If you are Denounced, you take one additional damage from being struck by Holy

**Judgement** - You take one point of HOLY damage to all locations

**Knockback** - You must take 5 steps back from the caller, and fall to the ground for 5 seconds

**Knockdown** - You must fall to the ground for 5 seconds

**Lay on Hands X** - You are instantly restored X hit points to all locations

**Loc Zero** - The struck or indicated location is reduced to zero hits, this does not damage armour.

**Mass X** - Affects anyone in the area gestured at by the caster.

**Miracle** - You are restored to full hits, even if up to 5 minutes past your death count.

**Mute** - You are unable to speak or make verbal sounds for 30 seconds

**No Effect** - The target is not affected by the last call they are targeted by.

**Pain** - You are in great pain as long as the caster chants, and can only use level 1 skills

**Paralyse** - You are unable to move at all for 30 seconds

**Pickpocket [Item]** - You must hand over all objects you possess matching this type

**Quest** - You must follow the instructions given to you by the caster for the duration specified

**Rally** - You may end the effect of Fear or Terror early by moving close to the person calling this

**Reflect** - The spell is reflected back to the caster, who must either shield it or take the effect.

**Shield** - The spell cast at the target is negated

**Shockwave** - Anyone in the clearing falls to the ground and may not move for 30 seconds.

**Slow** - May only move and fight at half speed.

**Slug** - Deals your hit points in subdual damage, knocking you out unless you have a helmet or the CONSTITUTION skill

**Smite** - Deals 2 points of HOLY THROUGH damage to all locations, and you are affected by PAIN for 5 seconds

**Terror** - You must flee the caster until you are at least 15m away.

**Through** - Deals one point of damage to the location, which ignores any armour worn there.

**Triple** - Deals three points of damage to a location

**Vanish** - the person has disappeared from sight, and you can not see them as long as their hands remain on their head. You must act as if they have either become invisible in front of you, or snuck away successfully.

### NPC Calls

**Slow Mo** - To create the effect that a Monster or NPC is moving at great speed, the players must move in slow motion.

**FATAL** - The target of a Fatal call has all locations reduced to zero and they immediately begin their death count, no skills of any kind protect against a call of fatal, and no skills of any kind can be activated in response to a call of 'Fatal', including skills that activate when you are reduced to 0hp, or during your death count. No exceptions.

**IRRESISTIBLE** - Any call with this prefix cannot be resisted by any means, however the circumstances associated with the call used. *For example a call of 'Irresistible Knockdown' would bypass the 'Resist Knockdown' skill, however the target must still be struck for the call to have any effect.*

**SHATTER** -The indicated objects or items are broken. Mundane equipment can be replaced with RP, for crafted or magical items please speak to Games Control.

**UNHOLY**- The call will affect every player character, unless you have been told otherwise. Unholy calls deal an additional point of damage to creatures declared ANATHEMA by the Divine who are opposed to your Gods. Ie, an Unholy Single will cause **TWO** points of damage to you. This effects characters with the **Sanctified Soul** skill as this is not a **denounce** effect.

### Ref Calls

**TIME FREEZE** - Time has stood still and you are momentarily out of character. All players must stand still, close their eyes and hum a tune. This is to prevent them from being aware of what is being set up around them. The intention is to create the effect that something (in game time), has occurred instantly.

**TIME IN** - The game starts or continues after a break in play.

**TIME OUT** - The game stops for the day. You are immediately OOC from this point on.

**MAN DOWN** - On the call of "Man Down" everybody immediately stops play and gets down on one knee. Clear the way for staff to assess the situation. In the case of an injury anyone can make this call. DO NOT use it or the call "MEDIC" IC (use "healer" instead). After "Man Down" has been called, Time IN will be called by a referee.

### One Final Note:

The rules contained within this book have been a labour of love from a huge number of people over almost 20 years. The number of people who deserve credit is huge, and I cannot name them all. I don't even know all of them.

This edition is a light update from the 2018 edition, and is still supported by the herculean effort of the previous rules team. 'They are Rob Smith, Nicholas Pasioka, Harrison Sharp and Nathan Hoyle. In addition to the rules themselves, there is a great deal of work required to get everything tied up with the Games Control system, that is of huge benefit to Skullduggery, and makes the game run smoothly in so many ways. Adam and Sarah Campbell-Smith, and Jony Haddock have been instrumental in getting this work done behind the scenes. Thank you.



And thanks to you, for reading this far. I look forward to seeing you in the Heard of Lands.