

SLAYERS LRP GAME MANUAL

Slayers LRP is a Live Role Playing Game based on the world of “Buffy the Vampire Slayer” created by Joss Whedon.

Set in the modern world in present time, 12 years after the end of the TV show, the game follows the events and explores the repercussions of “Buffy The Vampire Slayer” Season 7 finale, filling in the gaps between then and now and providing a brand new canvas to continue the story.

OOC INFORMATION

SLAYERS LRP is organised and run by “Flaming Efreeti Productions”, a non profit club. All money charged for tickets is reused to pay for sites, costumes, props and taking care of our crew and players during events.

We aim to run a game that is fun, involved and safe, to this aim, here are our core event rules, with thanks to Joy Phillips at “The Fall of Vusoria LARP” for allowing us use of their Core Rules Document.

EVENT CORE RULES

The core rules for Slayers LRP cover our code of conduct.

We expect everyone coming to the game to abide by these rules:

- NB: IC = In Character, OOC = Out of Character

1. **You must be over 18** to play Slayers Lrp.
2. **Any** references to non-consensual sex or sex with minors is not allowed, this includes OOC and after time out as well as IC and during time-ish.
3. We expect everyone to treat each other with respect and remember the difference between Out of Character and In Character interactions. There is plenty of strife and numerous prejudices between *characters* ; HOWEVER—This should have nothing to do with a *player's* ethnicity, sexuality, gender or any similar distinction.
4. **SAFETY**– SAFETY is Slayers LRP's safe word. If in an IC situation someone says SAFETY this is an instruction to back off. Either that person thinks you have gone too far and made them uncomfortable in the situation, or you are invading their personal space. Ignoring SAFETY by either not stopping what you're saying or backing off physically will be taken seriously. **SAFETY** is also the OOC call for a First Aider; hence this should only be used for an Out of Character injury (losing your glasses counts as an OOC injury). If you hear it, please repeat it if necessary, stop ALL combat and let the First Aiders in to deal with the situation.
5. For points 3 and 4 please note none of the following excuses are acceptable: “I was only joking”, “I was in-character”, “I was drunk”, “I'm his mate and he doesn't mind”.

6. **Don't fight while drunk.**
7. **Don't take illegal substances on the site;** they will be confiscated, you will be asked to leave the site and we will call the police.
8. Mostly we're just asking you not to break Wheaton's Law or Rule 7 (Don't be a dick/take the piss). This means: **Don't break** the above rules; **Don't** cheat (this includes what is known as "power playing", Slayers Lrp is an inclusive game and aims to provide game for everyone, you have all paid the same ticket price at the end of the day); **Do** — if you feel someone is cheating, fighting unsafely or making players OOC uncomfortable, **speak to a ref rather than confronting them directly.**

Reporting

We encourage any individual who experiences sexual harassment or harassment or prejudice of any kind to report the incident to a ref at the earliest opportunity so we can deal with the situation appropriately. You may report to any of the core crew of Slayers Lrp and we will take all complaints seriously; we will make sure you are aware of who we count as core crew in this situation, and the time in briefs on Friday night will highlight core crew as well. However, if you do not want to speak to anyone in person then Ninfa Sferlazzo-Hayes, Rich McBride or David Lascelles would be the best people to speak to. If you don't want to speak to any of us the rest of the core crew will be available.

We are dedicated to making Slayers LRP an inclusive event and we oppose all forms of unlawful and unfair discrimination.

We will investigate all complaints as thoroughly as possible keeping the complainant as anonymous as we can.

We will be operating on a "one warning policy". A warning will be given in writing, detailing the complaint and warning the accused that another report against them will see them banned from all Slayers LRP games in the future.

Time In/Out

Time in depends on the event, the weather and how tired crew and players are, however, we aim for the timings to be as follows.

Time in at 8pm on Friday night until time-ish is called, 10am Saturday until time-ish is called and 10am Sunday morning till 12/1ish Sunday afternoon depending on what's happening and site leaving times.

Time out will be on Sunday.

At time-ish we will try and arrange an OOC area for people to sit and chat away from the areas that people will be sleeping in or Role Playing still.

Time-ish means no ref interaction/calls will be available from that point on and no plot will be provided. If you wish to stay up and role play at people that is your decision, but we ask that you are mindful of other people trying to rest and keep interactions as quiet as possible in areas that might disturb players or crew.

Non-Combatants

Non-combatants are welcome to the game; although be aware that Slayers Lrp is a full

contact game and conflict will be frequent. If someone is unable to take part in combat, we will ensure players and crew are aware of such during the pre-game player briefing. Non-combatants should, if they find themselves in or around a combat, raise a hand and OOC declare their status as a non-combatant. If a combatant character is within arm's reach of the non-combatant, they may inform the non-combatant they are attacking them (this could be followed by a snarl/series of monologuing quotes) — at which point the Non Coms should drop to ZERO (0) points on their torso and fall unconscious. No one is safe in the world of Slayers.

Going Out of Character

We expect everyone in the **IC** area to be **In Character** at all times. Please be respectful of anyone who might be role playing within hearing range if you drop OOC near to an IC area. We will tell you at the pre-event briefing what each of the buildings represent.

Character Death

If your character dies in Slayers Lrp, you may phys-rep your corpse for as long as it remains fun and then return to the crew hut. At that point you can opt to join the crew for some or all of the rest of the event or to generate a new character. Someone at the crew hut will be able to answer your questions and provide you with the appropriate briefs for a new character. We would prefer players not to just re-gen the same character and would advise bringing a backup character concept and kit with you. We are happy to loan kit if we have any spare and appropriate kit will be kept in the crew hut.

Refs

You will be introduced to the Ref Team at the pre-event briefing. One ref should be around the player area at all times. We are attempting to keep our refs out of high-vis jackets, they will be in the player area as characters but they will always be approachable to ask any questions – just please try not to interrupt them role playing with PC's. If there isn't a relevant ref there, they will at least be able to radio one from there.

If any NPC states Ref call and then says something, that effect happens immediately and should be reacted to.

If a Ref calls a "TIME FREEZE", please close your eyes and remain where you are. This mechanic will allow a scene to be set. The Ref might explain to you what is about to happen or just give you some generic info. When the Ref shouts "TIME IN", you will then be able to open your eyes and continue with the scene at exactly the same point.

We will have refs dedicated to plot, and one of them should always be available in play time.

The monster and safety ref will likely be in a high vis jacket near to combat; any worries about unsafe fighting or archery or any combat problems should be reported ASAP to that person.

Invisible People

People wearing a high-vis jacket are not there IC. They are likely either refs or a photographer/First Aider. You can approach refs for rules or questions but they cannot be interacted with IC.

People holding one hand above their head are not visible. We are not using the hand-

above-head rule often, but it might become necessary for PCs who feel the need to go OOC quickly or to cycle dead monsters.

Briefs

Every character and NPC will be provided with a brief that is relevant to their background and skill picks before and during event (for NPCs and newly generated characters).

Any questions before or during the event can be addressed to any member of the Ref Team, If we do not have the answer, we will find you someone that does!

Some skills in this document are purposefully vague. This is to ensure a certain mystique for some of the skills available. If you wish to purchase a skill but would like to know more about it, please drop us a line pre event at slayerslrp@gmail.com, or see a ref during events.

ARCHETYPES AND CHARACTER GEN PACKAGES

Player basic package:

- 3 Global Hits;
- 3 Minutes Death Count;
- Can use a weapon up to 18" without a skill, does superficial damage in the same way as punching (this is a role play effect, not a rules one so no actual hit point damage will be inflicted);
- 2 Points of Wealth (unless starting up as a Civilian Archetype)

Archetype Packages

Everyone gets to choose one package only.

Each of the archetypes has their benefits and drawbacks, for example, a Slayer might start with a larger set of innate skills, however they cannot access any Magic Skills other than Regeneration; a Civilian starts with a higher Wealth but they have no innate Magic Power to boost them should they choose to play with Magic, etc.

Slayers:

It used to be the case that there was only one Slayer, one young girl fighting alone against all the darkness in the world. Then something happened. Now there are many Slayers.

A Slayer is stronger, faster and more resilient than a normal human. Traits that are essential when battling demons and vampires. They also tend to be psychologically resistant, capable of calling upon great reserves of inner strength in a crisis. A reckless disregard for their own safety in the cause of saving the lives of others is also a common trait. However, beyond these few commonalities and being of female gender, Slayers are a varied bunch. They come from all over the world, from all social and ethnic groups and might have a variety of skills and contacts. Some came to their Slayer powers alone and barely understood what was happening to them, others were already being looked after by the Watchers or were later found by them.

One thing they may not do is use magic. For some reason that has yet to be understood by the most erudite magical scholars, though the Watchers may have the secret in their records, Slayers do not have the mental discipline to channel the power of gods and for obvious reasons Ritual Demons refuse to speak to them.

What once was one girl, is now many, and yet those pesky Demons just keep coming...

Starts with:

- Strong Level 1
- Tough Level 1
- Slay Level 1 (Slayers Only Exclusive Skill)
- Regeneration Level 1
- Stabilise

5 Skill points from:

- Combat
- Civilian
- Perks and Flaws

Please note, with regards to the Slay skill:

- Slay – the Slay skill may only be used if:
 - 1- The character making the Slay call has made a *different* call against this target before making the Slay call (for example a Stun or a Single etc)
 - 2- The target is already on 0 hits (incapacitated or role playing as severely wounded and disorientated)
 - 3-

The rationale for this is to reduce the “instant kill”, which while true to the source material does limit role play opportunities – and the dev team have chosen to support the RP at the cost of slight deviation from the source material.

Occultists:

Occultists come in many flavours and most of them are scholars of one type or the other. Cultists, professors or simply students of all things otherworldly, Occultists use their knowledge of how magical and supernatural worlds interact to further their goals.

Watchers are possibly the most representative of this category, but certainly not the only choice.

For centuries the Watchers looked after the Slayer. From ancient times right through to the late 90's they were there, hiding in plain sight as a group of rather fussy academics,

recruited from the best Universities the world over.

Then The First came. Before they even knew what was happening, the Watchers were overwhelmed and largely wiped out by the Bringers. The coup de grace was the bombing of their headquarters in London. At that point there were only a few survivors, scattered all over the world and afraid for their lives.

Then the events in Sunnydale reached a climax and Rupert Giles, as one of the few remaining Watchers, brought many of the survivors together to try to reform the organisation. He was making some progress but then something happened. There are rumours about what this was but no solid evidence. They disappeared along with the Slayers Buffy and Faith.

Now the remaining Watchers are scattered and afraid. They have no organisation, no resources. Some are trying to do their best with what they have, recruiting Slayers where they can find them and working with what books they managed to save.

Most Watchers are academically minded and a few have the talent and knowledge for magic. Despite their reduced circumstances, those who were members of the Council before it was destroyed are still among the greatest experts in supernatural lore in the world. While they rarely seem suited to physical activity, with their stereotype of the tweedy professor, there are some who have been known to engage in combat and they combine this with their knowledge to make the best use of methods to destroy and repel vampires and demons.

Whether you play a Watcher, a Cultist or simply an aficionado of the occult, one thing is certain: knowledge is power and how you use it may just determine how the scales move...

Starts with:

- Occult Knowledge Level 1
- Occult Group or Agency Contact Level 1
- Stabilise

5 Skill points from:

- Combat
- Civilian
- Magic
- Perks and Flaws

Heritage:

The darkness that exists just out of sight, caught briefly in the corner of an eye or in the shadows of an abandoned crypt. The Demons and Vampires of myth are all real. They were the reason why the Slayer was created, after all.

The defeat of the First was supposed to be the end of evil. If the root of all evil was destroyed then the creatures of darkness would very soon follow. At least that was the theory. In reality it seems as if the decline of the creatures of evil is taking a little longer than anticipated.

Of course, many of the Demons and Vampires were not really all that dedicated to the cause of evil anyway. While there were those who fought vehemently for the First against the Slayer and her allies, there were others who were not so keen to toe the party line. Most just wanted to get on with their lives, just like any other person, and hid away until the

dust had settled. Others, a rare few, even fought on the side of the Slayer either for the cause of true idealism or merely enlightened self interest. The infamous Angelus, who became soul cursed Angel, and William the Bloody, AKA Spike, being the two most well known.

Demons vary from true Demons, hideously deformed and supernaturally powerful creatures of nightmare, down to those whose ancestry contains a little bit of Demon blood. Then you have the others – the Vampires, the Fey Bloods and even a very rare few who claim descent from Angels or Pagan gods.

Most Supernaturals find it hard to live in the modern world, either because of their appearance or other inherent weaknesses in their nature such as strange eating habits or an aversion to sunlight. They have their own secretive society, which can be found in most towns and cities across the globe...if someone knows where to look.

Starts with:

- 5 Skill Points from:
 - Combat Table
 - Magic Table
 - Civilian Skills
 - Perk and Flaws
 - At least 1 of the skill points must be use to purchase from the Heritage Table (REQUIRED)

Practitioners:

There have always been those who stand between the physical realm and the myriad dimensions of spirit and thought. They have been called shamans, priests, witches, pagans and many other names, not all of them polite, but they all performed the same function – communication between worlds.

Practitioners are mostly mortal, more or less, albeit mortals with an innate talent for the magical arts. They can by and large function as normal human beings, unlike Slayers and Supernaturals. However, to properly understand the knowledge needed to master magic takes a lot of time and dedication, which can mean that many witches find themselves so focussed on their art that they neglect other aspects of their lives.

Magic is not just limited to the well known traditional practises either. There is more to modern magic than pentagrams, chants and memorising the names of long forgotten gods. Blends comprising eastern mysticism, native American beliefs and the use of computer technology have been seen as practitioners realise that the important aspect of many rituals is not what you do but how what you do helps to maintain focus.

Starts with:

- +2 Power Points
- Choice between: Level 1 Occult Knowledge or Level 1 Patron or Level 1 Occult Group or Agency Contact
- Stabilise

5 Skill points from:

- Combat
- Civilian
- Magic
- Perks and Flaws

Civilians:

With so many Supernaturals about, someone has to be there to fix the windows and clean up the broken glass. Someone also has to make sure that bills are paid, that the trains run on time and that the thousand and one other little jobs that Slayers, Watchers, Witches and Supernaturals never seem to find time to perform get done.

Doctors, military men, policemen, your friendly local shop owner, Civilians are the ordinary people but this does not mean they are, in fact, ordinary.

Many of the archetypes described above are limited in what they can do. It takes a lot of time to learn magic or supernatural lore, being a Slayer involves a lot of patrolling at night which is not conducive to holding down a day job and many Supernaturals find it difficult to pass for human enough to perform many day to day tasks. Civilians have no such limits. They have access to a broader range of skills and can afford to take those skills to higher levels. They also find it easier to gain positions of power or get close to those who have those positions of power. A Vampire might have the phone number of a friendly police officer but a Civilian could be the chief of police.

Of course, civilians are usually vulnerable to many of the supernatural threats that are out there. Survival depends on being clever and making the right sort of friends.

Starts with:

- Stabilise
- + 1 Skill pick from the Civilian Skills Table
- Starts with 5 points of Wealth

5 Skill points from:

- Civilian
- Combat
- Magic
- Perks and Flaws

SKILLS

In Slayers Lrp your skill picks are tied to your character background and we encourage all players to think carefully about their character stories and what is important to them in terms of game enjoyment.

In short, what you know or can do will be very much dependant on who you are and what

you've done so far.

We have purposefully stayed away from any skills that do not have an in game mechanic, so any role playing quirks players wish to add to their characters are completely subjective.

We have also aimed at keeping the spirit of the show alive in our skills and rules, as well as trying to keep things simple and minimal.

Some skills will be available only at character gen, but generically speaking, in game actions could potentially open up new skills during post event downtimes.

Skills can be progressive (with each level you gain a further benefit which is non stackable to the previous level) or simply stackable (you add each levels benefits up as you go)

Here you can find a run down of all the skills available, divided in skill type (combat, magic etc.).

Unless otherwise specified, you may purchase skills both at character gen and during downtime.

For in game effects, please refer to the more comprehensive Skills Table.

Combat Skills

Combat skills refer to both armed and unarmed styles.

Calls are per scene/fight. There is a 3 Second rule between calls.

As a rule of thumb, if you are in the middle of a fight and the enemies keep coming, your calls will exhaust once you have used them all. If you manage to escape to safety, win the fight, or hide for a significant length of time (no less than 20 minutes) then the next encounter your skills will be once more available.

Martial Arts: You have had training in one of these fighting arts. Each level represents further training.

Brawling: Although untrained, you have experience of fighting in the streets and this has given you some fearsome moves. Each level represents your fighting experience.

Professional Training: A skill encompassing a form of training provided by Military, Police, Security Agencies etc. Each level represents further training.

Kendo, Knives and Daggers, Sword (Great), Pole-arm (Axe head and Spear point), Spear (2 handed), Riot Police, Quaterstaff (2 handed), Night Stick, Ninja (1 handed sword), Bows and Crossbows: With armed combat, you are buying the skill to use your weapon/weapons of choice. As such, match the weapon to the relevant skill set and away you go, off to bash opponents! All weapons should be LRP safe and Stab safe where appropriate.

Improvised weapons: When you've been living dangerously long enough, anything around you becomes a weapon. Mostly for defence purposes, you see...All improvised weapons should be LRP safe.

Firearms (Semi and Auto): You have access to guns! Well done...not that they are much help with most Supernatural types, but you never know. As Guns are rare, you will receive a specific brief before the event. This is a skill we are actively limiting to mirror real life and

harsh UK laws on firearm ownership. If you feel your character has the necessary background to own and be able to use and restock a firearm please make sure this is clear in your background submission.

5x5: Just when you think you can't take anymore, a rush of adrenaline hits you and those carefully hidden away inner resources give you the boost you needed! You gain some of your hits back and are combat ready once more.

Layers of Tweed: This skill represents people using the clothing to their advantage in combat such as using a cloak to make it harder to hit you, or wearing hard to penetrate fabrics. This is a skill to reward use of iconic kit, for example, a cropped top for a Slayer or fashionable dress for a Civilian would be totally acceptable, as well as a "vintage" item of clothing for those Supernaturals that just can't let the good old times go (i.e.: an acid green pair of leggings for those 80s aficionados, or a romantic and frilly shirt for those Victorian and Regency romantics etc.).

Get Down!: Oops, got you just in time before you got hit...sorry about the bump in your head but I believe with some rest and a little psychoanalysis you'll come to forgive me one day...

Civilian Skills

Luck: Luck is generically speaking a way to avoid getting hit, and each level will add to the times you can do this; however, there is more to it than just dodging. "Luck" can also be used to win a game of chance, pick the right road to follow, open the right box. By exchanging one of your "Missed Me" you can ask for a "special dispensation" from a ref and use your luck to suit the situation. Be clever about it and good things might just come your way.

Wealthy: Whether self made, or from a family fortune, you have access to extra funds. In a world where money is power, this might just give you an edge. Whether you use your funds to pay for items, information or for a good bribe, the world might just be your oyster. Please see the "Wealth" section after the Civilian Skills explanation.

Computer Skills: In the modern world computers, tablets, smart phones and all sorts of gadgets that give you access to the internet are freely available, but only a few know how to access its deepest secrets. Someone with computer skills might be able to access information faster, find items online and dig up people's dirty pasts. Your character pack will contain information on how you can access your skill, and we expect some interesting role playing around research of course. There will be a mix of envelopes containing relevant info, and password protected ones accessible on a computer or memory stick. If you are doing basic research, you will most likely receive an envelope and can role play making notes of your discovery. For anything more in depth, you will have passwords assigned that might or might not open a document. This will be determined by your skill level. Either way, this is an interactive skill that hopefully will create some fun role playing.

True Believer: You may call REPEL as many times as each level of the skill allows you. This skill is not just a simple show of cross. It is a way for players to create a chaplain,

priest or nun figure etc., should they wish to. In the show, Vampires are kept at bay by crosses and burnt by holy water for example. Now, a Civilian might be able to use Holy Water, but a True Believer would be able to bless it. A Civilian would keep a Vamp (or any Supernatural sensitive to it) at bay, however, it is not uncommon for Vamps to try and hit the person brandishing the cross to get them to drop it. Buffy wears a cross around her neck for most of the show, that doesn't stop many Vamps from attacking her. Yes they get burnt if they touch it, but they are not compelled to run away from it and different Vamps (probably depending on their human upbringing and their religious views) are affected by religious symbols in different ways and at different levels. The power it has depends on the Vamp affected, not on who wields the item in most cases.

With the "True Believer" skill however, you have almost a mystical force that you can use, hence using a cross against a Vamp will cause them to actually be repelled, not just stopped until they can get their wits together. Think (in evil terms) about Caleb in season 7. He's a True Believer and this gives him enhanced strength. We have tried to adapt this by tailoring it to Vamps in particular and making it more of an aura of fear if you like.

This skill does not negate the ability anyone has to use holy symbols. It just gives players who so choose the opportunity to add an extra layer of role play and gain a benefit with it. Should a Vampire or Supernatural in general choose to be a True Believer, they will gain the skill to call "FEAR" instead of "REPEL" (please see role playing effects in the relevant Calls breakdown section).

Engineer Insight: From the evil Trio in Buffy season 6, to Maggie Walsh of the Demon Research Initiative, "Buffy The Vampire Slayer" is full of interesting characters that play with modern mechanics within the Demonic world. Whether you are Topher from Dollhouse or Tony Stark, there are many ways you can use your technical skills in Buffy. Build a fully operational robot, experiment, construct simple devices or learn how others work.

Schematics and other props will be provided for you and we encourage self made props as long as they are discussed and approved by the Ref Team.

In practice there will be puzzles and envelopes with information and blueprints that will be available to the relevant level of skill, as and when needed.

WEALTH

In Slayers Lrp we have an uptime Wealth system, which allows players to acquire cash, items, favours and knowledge.

This wealth is represented by 3 levels of Cards:

Debit Card;

Credit Card;

Black Credit Card.

Debit Cards go up to, and including, Level 5 Wealth.

Credit Cards go from Level 6 up to, and including, Level 10 Wealth.

Black Credit Cards are exclusive to characters that have achieved in game specific goals (these will be discussed as and when it happens with the ref team).

Your Wealth represents the disposable income available to you whether from personal

income, slush fund or a budget given by your employer (private or government sector).

Each set of cards given to you will be valid for one event only and your Wealth will automatically reset itself ready for the next event, unless in game actions prevent it, or change it.

Each card will have a set of security features to prevent other characters from using it, just like a real Debit/Credit Card would have. However, there are some combinations of skills that might allow some characters to “clone” cards and use the funds of another character.

If this happens in game then different scenarios could play out , depending on the narrative.

Levels of Wealth and corresponding amounts of disposable income:

- 1 - £100
- 2- £300
- 3 - £600
- 4 - £1000
- 5 - £1500
- 6 - £2100
- 7 - £2800
- 8 - £3600
- 9 - £4500
- 10 - £5500

Card denominations:

Each Card has up to 5 rows of 10 denominations

Debit Cards:

- row of 10 £10 (wealth 1 and above)
- row of 10 £20 (wealth 2 and above)
- row of 10 £30 (wealth 3 and above)
- row of 10 £40 (wealth 4 and above)
- row of 10 £50 (wealth 5 and above)

Credit Cards:

- row of 10 £60 (wealth 6 and above)
- row of 10 £70 (wealth 7 and above)
- row of 10 £80 (wealth 8 and above)
- row of 10 £90 (wealth 9 and above)
- row of 10 £100 (wealth 10 and above)

SPENDING MONEY IN GAME

Players can spend their money on anything they wish and feel is appropriate.

There will be shops, independent sellers, brokers, informants, contacts etc. to pay off.

We will be pricing items in as much of a realistic way as possible, including weapons and resources.

If you can find it on Amazon, Ebay or generally online, then you can most likely get it for the same price.

Please feel free to bring along any phys-reps of items you might want to purchase during an event. Please make sure any weapons are LRP safe.

You will receive your cards with the relevant Wealth level in your player packs at the beginning of the event. Each time you use your card, holes will be punched to delete the relevant amounts, starting with the highest denomination for ease of disposal. Should you need amounts changed, this can be done by Admin by issuing a new card with the remaining value broken down into smaller denominations.

Please note, as per any other item, cards can be stolen and used by PCs and NPCs.

If your card/cards are stolen, please report them to the "Bank". This will involve a trip to see Admin. If you do not report your card, you will not be able to access your Wealth.

If players wish to transfer Wealth between each other they can do so by reporting to the "Bank" (ADMIN DESK).

Bank interactions will be OC for event 1. This might change depending on availability of crew in future events.

LOANS

It is possible for a Player Character to access the full amount of their Wealth income as a one off loan during an event.

This will be in addition to any amount remaining on your existing card/cards.

For example:

You have Wealth level 3 (£600). You have spent £100 so far but need a loan to purchase something urgently. Your Wealth level for the next events drops permanently to Level 2 (though you will be able to increase it back in downtime) and you will then have £1100 available to spend immediately.

The repercussions of taking a loan are twofold:

- 1) You will drop a Level of income;
- 2) You will have to dedicate one of your downtime actions to repay the loan by taking for example a second job, or by finding a buyer for an item you possess.

This will happen regardless of whether you spend your loan money or not.

Loan money is not transferable between events. If you do not spend your loan money, you

will not be able to use it at the next event, it will be a lost fund (Downtime explanation could be an extra bill you did not expect, your car breaks down, you have to take unpaid leave from work etc.).

SMALL CHANGE AND CASH

Every character in game will have an extra card, this card however represents actual money and not credit.

The card will have a value of £20, with 20 circles representing a £1 value that will be punched as the pocket money is spent.

This money can be used to pay for small treats in game and is allocated to all but characters who have taken the highest level of the "Poor" Flaw.

Money can be stolen though, so keep a close eye on your wallets.

Cash can be stacked up to make bigger denominations. A character stealing cash cards could end up racking up a nice little amount. If this is the case, they will be able to deposit this into their own account and access that wealth on a one off basis (the cash does not become part of the Income level but it can be used in uptime or downtime) or spend it as cash as they desire.

Just as you can deposit money into your account, you may also withdraw money from it by requesting cash cards to your desired amount at Admin.

The amount will be deducted from your Debit/Credit Card as necessary.

MONEY IN DOWNTIME (DT)

Any money that is not spent in uptime, will be available to spend in Downtime actions.

If you have no money available after events, then you won't be able to access funds for DT actions.

After DT the money automatically resets ready for the next event.

"WEALTHY" - Civilian Skill

All characters start with a basic income level of 2, apart from Civilians who start with a level 5.

The "Wealthy" skill affects the income level positively by raising it up to 5 levels.

This means that a Civilian could potentially achieve the maximum level of 10 at character gen, whilst other archetypes would have to work towards raising it over one or more events.

Please note: Taking "Gifted" with the Wealthy skill could potentially grant you access to a Black Credit Card. This combination of skills would denote someone who is mega rich and has a knack for making money, as well as someone who is born into an excessively wealthy parentage.

"POOR" - Flaw

As per "Wealthy", the "Poor" flaw affects your income level, but negatively.

How much it depends of course on the level of flaw taken.

For example, any archetype apart from Civilian may start completely devoid of income by taking a Level 3 Poor flaw (this would mean giving up their SMALL CHANGE as well).

Starting with a Level 2 of Poor flaw would give them no disposable income but they could still access SMALL CHANGE.

SELLING IN GAME (Items, information etc.)

If you sell a product in up-game or downtime, you will receive an extra card.

If the product is up to a value of £20 this will be represented by the relevant amount on a SMALL CHANGE cash card.

Anything above the value of £20 will be either "BACS" into your account and a new Debit or Credit Card will be issued for the value as a one off payment, or you may choose to receive the full amount in Small Change cards and keep it as cash..

If this is an uptime action, you will receive the card immediately.

If it is a Downtime action the value will be added to your cards and will be available in your character pack at the beginning of the next event.

This does not affect your actual income level, it is a one off extra.

SUPERNATURALS AND WEALTH

The Heritage Archetype starts with a level 2 of Wealth. Although some Supernaturals might look non human, some of them can easily blend in allowing them access to banking facilities just as any other human.

For those Supernaturals who look "Unusual", online banking is always an option.

Fake ID, minions and even an organisation membership that deals with their accounts, mean that in the modern age, Supernaturals do not have to be poor and dejected, but can wield as much wealth as they can muster, if they do so intelligently.

The Healing Game

One of the priorities of the Slayers Lrp team was to envision a healing game that would be fun and also a good opportunity for those dramatic role playing moments. Moments such as those heartfelt "Hang in there!" or "Don't leave me!" situations. Not to mention my personal favourite: "Don't you dare die on me now, or I swear to God I'll kill you!" ;)

With that in mind, we have gone for a 'Straight and Simple" formula that nevertheless involves opportunity for role play.

First of all, all mortal characters (including Slayers and Practitioners) are assumed to have

a basic knowledge of first aid, enough to respond appropriately to traumatic injury. They know how to apply pressure to a bleeding wound, put a patient in the recovery position and perform other basic treatments that will stop an injured person from dying. This is not quite up to the standard of a formally trained first aider, for that you need to spend points on the medicine skill, but it is enough to stabilise a patient. This knowledge is assumed to have arisen from the sort of experiences a character in the Slayers' universe will encounter – most characters will have helped a friend who has been injured at least once in their past.

Beyond this basic level, there are 3 levels of medicine which a character may learn. The relevant Civilian Skills are:

Medicine: Healers are probably one of the most valuable types of characters, in the dangerous world of Slayers. Our system is based on a combination of bead pulls and cards, where the cards represent drugs and other enhancements to the healing. The higher the medic's skill, the more resources they will have access to. Please refer to the Skills table and the section on Healing and Medicine within this manual for more information.

Stabilise: (free for mortal characters, 1 point for Supernaturals) – if a character with this skill encounters another character who is on their death count, they may perform appropriate role play to stop any bleeding and make that character comfortable. This may involve binding wounds, applying CPR (please be careful you play this appropriately, do not harm the other player or make them feel uncomfortable), putting them in the recovery position and other actions you feel appropriate. The patient remains stable (death count halted) for as long as you stay with them and perform appropriate role play – holding hands, monitoring vital signs or keeping pressure on wounds, for example – during which you may talk (calling for help, for example) but may not perform any other skill uses (such as any other healing).

As for the Demons, Vampires and the other Supernaturals themselves, well they don't get this for two very simple reasons: their physiology and hence their healing is different to mortals and, to put it bluntly, they mostly don't care if humans live or die. Those that do care can buy the skill.

Skill Level 1 Level 2 Level 3

Medicine	'Paramedic'(includes competent first aiders, paramedics, combat medics, general nurses and student doctors)	'Doctor' (includes competent or specialist nurses, experienced combat medics, surgeons, general practitioners and registrars.	'Specialist Doctor' (includes very competent doctors or surgeons, consultants and professors of medicine.
Number of cards available per event	6	12	18

Note that the levels of medicine are flexible to hopefully fit in with whatever ideas you may have about your character. You should not feel that you have to stick to the titles suggested above, you can for example decide that your qualified doctor character is actually incompetent and therefore only operates as a level 1 medic and may well end up

struck off the register sometime in play.

Each level of medicine taken grants a number of benefits. First of all, your bead bag is adjusted to reflect the level of your skill. A higher level practitioner is less likely to get a black bead and kill a patient. Secondly, higher level medics can not only acquire more equipment cards (see table above) but they can also gain access to more effective equipment. Characters with level 1 medicine are allowed to access and may competently use blue cards. Characters with level 2 or higher may acquire and competently use both blue and green cards.

Note that cards are not essential to treat any wounds or illnesses. They also do not represent the entirety of the equipment that you have in your medical bag. They are merely extra bonuses which may be applied in extremis to increase your chances of healing someone you really care about. A medic who has used up all their cards for this event, may still treat wounds and perform other medical functions using whatever equipment they have phys reps for. They simply do not gain any bonuses from their use. Similarly, an untrained character using stabilise may still use equipment phys reps listed on blue cards and a level 1 medic may still use equipment listed on Green cards if it is appropriate to role playing the treatment. They just do not gain any benefit from this use.

- Medics can heal wounds, fix broken limbs, and stop the bleeding.
- Once a medic has finished surgery you will remain on 0 hits but can move, and will heal at the rate of 1 hit per 5 mins. If you are hit you fall unconscious but your death count starts from scratch.
- If you have received "wound treatment" your death count resets and you can move about, slowly and possibly with a limp. If you are hit you fall unconscious and are bleeding again.
- If you have been bandaged your death count stops but is not reset. If you are hit again your death count restarts and (if not already) fall unconscious.
- If you have an immobile limb then after 2 mins of RP, then the limb will be healed in 5/10 mins depending on skill of the medic.

When a medic encounters a wounded character, they can begin to treat their injuries. This immediately stops the death count for the duration of this treatment. If they are not intending to use any cards in this treatment you do not need to consult a ref. You can role play your treatment and perform a bead pull, informing the patient of the result. If the bead draw is successful, the patient stops dying and gains whatever effects are determined by the beads. If the bead draw is not successful (the medic pulls a black bead) the death count continues from where it left off and can no longer be stopped by the stabilise skill. The medic who performed the treatment may no longer help that patient. However, if another medic gets to them before the death count ends they may make an attempt to save the patient.

If you do wish to use any cards in your treatment, you should summon a ref and give them the cards you wish to use. They will then add the appropriate beads to your bead bag while you role play the treatment.

Beads added to a medic's bag as a result of using a card will stay in the bag until drawn. Each morning fresh bead bags are issued, thereby losing any unused equipment beads. Unused cards, however, may be stockpiled and used in future events. A player may also use contacts either in downtime or during the course of a game (assuming they have the

ability to communicate with anyone away from the event) to acquire more equipment cards. This is dependent on the character maintaining good relationships with their contacts.

We have kept the rules and mechanics to a minimum in the hope that role playing will take priority. We really wish for our healing game to be a central part of the interactions and for medical types to be appealing to play and sought after by characters.

We are also hoping to avoid healing types to be just called upon at the end of a battle scene.

Don't forget, some of the most heartfelt scenes in Buffy were in the hospital (Spike, Harmony and doctor in the hospital's theatre trying to rid Spike of his chip; Ben/Glory shenanigans; Joyce Summer's illness etc.), and some of the doctors made for good counsellors and friends.

BEAD BAGS

PC's have two states – Wounded and Unconscious

Wounded PC's have taken damage but still have hits remaining	Unconscious PC's are on 0 hits and their death count has begun.
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Healing makes use of a bead bag; each player has their own bag they keep on them.

There are three colours of beads used that have slightly different effects dependant on the state of the character.

Players start with 4 black, 4 red and 2 white beads.

Bead colour and meaning	Effect on Wounded	Effect on Unconscious
Black – Bad!	The injury is quite severe. The medic is able return the hit, but the character retains a wound for a further hour – a limp, a sling for the arm, and eye patch etc. Encourage role-play of this.	The damage is just too severe (unless there is some immediate use of extraordinary means) and the character is dead.
Red - Good	The medic is able to fix the problem. Might be a bit tender... but the character regains one hit.	As wounded black. <i>The medic is able return the hit, but the character retains a wound for a further hour/day/permanent depending on Wound Card drawn – a limp, a sling for the arm, and eye patch etc. Encourage role-</i>

		<i>play of this.</i>
White – Luck (this is the bead Giles gets every time he gets hit on the head!)	By some stroke of fortune, the injury is not as severe as it first appeared – <i>all</i> hits are returned THE WHITE BEAD IS NOT RETURNED TO THE BAG!	By some stroke of fortune, the injury is not as severe as it first appeared – <i>all</i> hits are returned THE WHITE BEAD IS NOT RETURNED TO THE BAG!

WOUND CARDS

When surgery goes wrong and doctors just can't fix you properly, visible scars and other such consequences will become apparent and sometimes, bring a physical impediment with them.

This is when your Medic will have to draw a Wound Card.

Wound Cards will randomly decide whether your arm is forever scarred or is you will walk with a limp for the duration of the day/event etc.

MEDICAL ITEMS LIST

This list includes items which our players will be able to acquire before or in game, and phys rep. Each phys rep will be allocated a card depending on your Medical Skill Level.

Cards can be also acquired in game by exchanging them, buying them or by calling in "favours" through the relevant contacts. An appropriate phys rep will be needed, and although we will provide some, players can have a stash if they so choose (think of it as empty syringes awaiting the relevant medical solutions, or defibrillators missing the battery – the cards would be the actual medicine/battery)

Players with the Medical Skill will be able to choose their cards during Character Gen and then, in downtime, to replenish their deck, and will be then required to bring to the event the relevant phys reps which will remain in their possession. The higher the skill level, the more cards you will be able to choose and access.

BLUE CARDS: These cards can be used by anyone with the medicine skill. :

- Sterile Bandages – Used to stop bleeding. Each one used adds 1 red bead to the bag.
- Gel wound dressing – Used to treat wounds but especially burns and ulceration. Adds 1 red bead. Adds 2 red beads if treating burns.
- Super glue – a substance developed to treat traumatic injuries on battlefields. Can be used to seal a wound, adding 2 red beads but only for slashing injuries.
- Anaesthetic gel – smeared onto a muscle/joint injury or heavy bruising this will reduce swelling and ease pain. Adds 1 red bead to the bag.
- Splint – allows a broken limb to be stabilised, allowing a character greater level of

mobility. This only lasts a short period of time (4 hours) before needing to be redone.

- Saline – a bag of sterile saline which can be applied intravenously to restore blood volume. When applied to a character during medical treatment for severe trauma, this adds 1 red bead to the bag for that treatment.

- Defibrillator – a defibrillator is an electronic device that shocks a heart back into a normal rhythm, effectively restarting it. When applied to a character who is on their death count, this device doubles their death count and starts them back at the beginning of that death count.

- Antibiotics – for the prevention of wound infection. When given to a patient during treatment for injuries, this adds 1 red bead to the bag. Note: some people can be allergic to antibiotics.

GREEN CARDS: These cards are only available to level 2 medics or higher:

- Cast – allows a broken limb to be stabilised in the long term, preventing further injury for the rest of the event.

- Adrenaline – if injected into someone who has been dead (i.e. beyond their death count) for less than five minutes, this will restart their heart, effectively bringing them back from the dead. The medic may then attempt to carry out any treatments that are needed to restore them to health. Note that this treatment has a chance of failing the same as any other.

- Blood bag – a cross matched bag of blood which can be used intravenously to restore blood volume. When applied to a character during medical treatment for severe trauma, this adds 2 red beads to the bag for that treatment. This can also be used by a vampire to sate their hunger temporarily.

- Anaesthetic – use of this makes any character unconscious and keeps them that way until after any medical treatment is complete. It also completely stops any death count until 30 minutes have passed. If used on someone who has just suffered a failed treatment attempt (black bead) it allows an immediate redraw

- Oxygen – when given to a patient, this allows 2 red beads to be added to the bead bag.

- Morphine – A powerful painkiller. When used during treatment for trauma this adds 3 red beads to the bag. When used, this drug makes the patient very drowsy for at least one hour after treatment. You cannot use any skills during this period and may have intense hallucinations. If this card is used on you more than 3 times in an event you will end up with an addiction to opiates, meaning you have to use at least one of these cards on yourself each day or suffer an inability to use any skills until you get your 'hit'.

- Suture kit – a sterile wrapped set of needles, surgical thread and other equipment used to perform field surgery on wounds. Adds 2 red beads to the bag.

Magic Skills

Supernatural Patron: Having a Supernatural Patron is more than just a contact skill. A Patron will give you special tasks, requests that might not always fit in with your own game plan. It is another chance to create role playing in game. If you are very useful, you might even get gifts. But remember, your Patron is a double edged knife, this could be a God, a Demon, or even a Supernatural in disguise. Just because it tells you it's called Aphrodite and only wants love and fluffy white doves, doesn't mean that's who you're really talking to...

If you have chosen a Supernatural Patron then your game is certainly about to become interesting. Patrons can be anything, from a powerful Demon or Angel to a certified deity. However you decide to role play your relationships, there are certainly different angles you may consider.

Business or pleasure?

Do you command or do you worship?

If you have chosen a deity, in particular, worshipping just comes with the territory, but all Patrons will certainly have one thing in common: they expect tribute to be given and they won't be happy if you fail to deliver.

In terms of mechanics, you do not need any particular skills apart from the "Supernatural Patron". How in depth your description of the Patron chosen is will of course help the Ref Team in delivering a more accurate version of what you have created in your background. If you have chosen a Patron who is part of a well established mythology (a Roman God, an Archangel, etc) we will of course research and gain inspiration from stories and legends; if you tell us the type of relationship you have with your Patron, the NPC portraying it will be able to understand what the expectations are and try and deliver to the best of their ability.

Knowing your Patron is a powerful weapon towards gaining "Blessings", or favours. What things they prefer, what things they do not like, what makes them tick?

For example, a love poem to Aphrodite, a sharp, indulgently decorated, effective weapon for Mars, blood, food, trinkets, magical artefacts...if you know what your Patron wants you are one step ahead of the game.

During an event, characters with a Patron will be given specific tasks by their supernatural "benefactor". Should they succeed, they will receive a "Blessing", should they fail, they will receive a "Curse". The higher the level of the Patron, the higher the rewards and risks. The more worship and tribute you donate, the more likely your Patron will look upon you with benevolence, but don't forget Powerful and Immortal beings are often fickle and their mood can change based on their primal nature.

If your belief is strong and your background allows it, your Patron will surely at some point manifest and interact directly with you.

- *How to role play your relationship with your Patron:* Practitioners aren't the only ones that can put up a show. Altars dedicated to your Patron, worshipping Rituals, praying sessions, these are all fantastic ways to add to your role playing experience and that of others. Bring candles, incense, blood, fake dead chickens...whatever the flavour of your worship, make sure it will be pleasing to your Patron and who knows, they may just grant you some extra boons!

Magic Power: Power points are your magical fuel. Power can be innate or it can be gained, either way, without it a spell simply cannot be cast properly. You can gather everything you need for a spell: herbs, crystals, the correct incantation, but without power points the spell will either not work, or go horribly wrong. Think of Xander summoning the Dancing Demon. Had he known what he was doing, and had any magical power, perhaps he would have been able to bind the Demon. We will never know...

Power points restore at Sundown and Dawn. In game actions (taking a potion, sacrificing to a Patron, meditating etc.) can affect your power points, but it will be a ref to determine if and how much of course.

Affinity: Practitioners might sometimes find a resonance with a specific type of spell component. We call this an "affinity".

Your affinity will be most likely determined by your background, so for example if your background is "Hedge Witch", an affinity for Herbs would work well; if you are a New Age type of Practitioner you might like to play with Crystals, if you are descended from a family of Witches, you might have inherited elemental magic as your legacy etc. Higher levels of this skill will grant you further aid in your magic spell casting.

Regeneration: You have an innate ability to overcome injuries faster than others. You might have hated it in school when you hardly ever got sick, but that resilience now has finally come in handy. Or maybe your otherworldly constitution grants you a tougher hide. However you have come into this power, it has never been more useful than now. Regeneration grants a character the ability to regenerate hit points faster than others. Each level taken makes it faster to get back to your full hits, however, Regeneration is only possible if you have still Hit Points available. Once on zero (0) hits, you will be on your Death Count and unable to regenerate. You will also be unable to regenerate if the Stabilise Skill is used on you, until proper medical care has been administered. Once you are back to at least 1 hit, your Regeneration skill takes effect and you may accrue hit points as per your Regeneration skill level dictates.

Clairvoyant: The intricacies of Divination have always been easy for you to untangle. You have a knack for reading the future and for locating things and people in the present and future. This you do through a focus, an item or set of items that help your concentration and part the veil of time to reveal its secrets. A tarot deck, tea cups and leaves, runes, I-Ching are all well known tools, but some characters have other, more peculiar ways, and even meditating over a silver bowl of water (Scrying) or smoking your favourite brand of cigarettes may work. Please inform the Slayers Team of what your focus will be when you submit your background and skill picks. Should you lose your focus or should it be stolen to you, you will find that your skills will not work and that would be such a shame...

Psychometric: Objects speak to you, they might tell you where they've come from, who owned them and who owns them now, and if you are very good, they might even help you to see where their owner is in the present or where they were in the near past. A useful tool that may be used up to the amounts of times relevant to the level of skill you choose.

Prophetic Abilities: Whether in dreams or in wake, your mind sees the lines of what could be. Visions come to you, sometimes clearer than others, and most often than not, you do not know their meaning. They are like tendrils of smoke, you can't catch them and as quickly as the visions come, they go, leaving you with almost no memory of what you have seen, but with the feeling that whatever it was, it was important.

Occult Knowledge: Cultist, Occultist, Practitioner or dabbler, anyone might have studied

the intricacies of Occult Knowledge. Whether your interest resides in Supernatural Creatures and their powers, debilities and whereabouts, or in Spellcrafting and all the workings of ingredients and potions and magical effects, or perhaps in Ritual Practices where you have researched Seals, Symbols and Artefact Lore, Occult Knowledge is indeed a powerful tool as it grants you access to information others do not have. You may take Occult Knowledge 3 times, one per each specialisation and up to the 3 levels. Each level of specialisation gives you access to more in depth and precise information and covers at level 1 Folklore (Legends, Rumours Hear-say), at level 2 History (Historical events, tied to item/places/people) and at level 3 Facts (Specifics about item/place/people).

You will receive your information in envelopes for you to open during the event. The envelopes will contain information relevant and up to your Occult Knowledge level as appropriate.

The MAGIC Game

Player Skills

There are a few skills that assist players who want to get involved in the Magic Game. Many skills provide various levels of knowledge, such as spells, details of ingredients, seal designs and so on, and then you have the players' Magic Power. Power is the mechanism by which spells are fuelled, and a player's power refreshes at each dusk / dawn boundary. For game purposes this means a character will start the game with a full 'charge', it will refresh at 6.30am and refresh again at 7.30pm Saturday night (this refresh brings you to your starting maximum, you cannot naturally store power from one cycle to the next). Obviously, the more power you have the more you can do... however in the Buffyverse using magic has a problem – it is addictive. The refs will be tracking the amount of power used. If you are using a lot of power (yes... we are being vague on purpose!) then you may find you develop some signs of magic addiction and will be handed an addiction envelope...

You will notice that this system removes 'spontaneous' magic – suddenly deciding to throw a fireball, for example. This is intentional. It is possible to throw a fireball, but it will require the spell crafter to have performed the 'ritual' to create the fireball spell following the process explained below, then store the spell until such time as you wish to use it. Spells do not last forever, and if you do not use it in time then it is lost – and all the effort that went into it is also lost.

Component of Spell	Seal	Power	Focus	Channel
Description	The containment to hold the power being used in the construction of the spell	The power devoted by the spell worker(s) to fuel the spell	The means by which you tell the spell what it will do – the shaping of the power into an effect.	The means by which the shaped power will be released – the aiming mechanism and trigger

<p>Activation</p>	<p>A physical enclosure must be created, most commonly a magical circle in chalk or salt (note – Salt will never be used in play due to the environmental damage, a stand in such as flour will be used)</p>	<p>Those involved in the spell can devote power to making it work. The amount of total power that can be used depends on the strength of the seal. Each focus element will also have a maximum amount of power they can contain.</p>	<p>These are the traditional 'ingredients' of a spell. Foci have a power amount and a theme effect. The more power in the focus the stronger the effect.</p>	<p>The channel is generally constructed by the spell crafter(s) to fit their needs at the time. Invocations are common but other Channels could be glyphs activated by touch or weapons that release the spell when used. There are objects that can be incorporated into channels that will make certain types of channelling easier or more effective, though this will only be known to those with the appropriate skills.</p>
<p>Effect</p>	<p>Within the Seal power can be applied and manipulated without being lost until the spell is completed. If the seal is broken all power is lost for either no effect, or with a catastrophic backlash</p>	<p>More power = Stronger spell. However, the knowledge and artistry aspect comes from knowing just how much power can be applied to the foci used and in what proportions before the spell will fail or catastrophically backfire</p>	<p>Foci have a number of properties given in detail on the relevant Ingredients Table, but the details of specific ingredients will only be known to those with the appropriate skills. Using suitable foci is the main requirement of a spell having the effect the spell crafter wants.</p>	<p>The channel provides the mechanism for the spells activation, its duration of effect, its range and how long the spell can be held without activation.</p>

Step by step guide to making magic

Step 0 – Select a spell leader. If there is only one person performing the spell then this step is simple, if however there are many people working together there must be a spell leader. No other player can contribute *more* power to the spell than the spell leader, and it is the spell leader who ultimately controls the shape the spell will take. In the Channel phase the spell leader will have final say – and the ref will take the word of the spell leader as final. (At this stage you should also have a ref on hand to oversee the spell crafting).

Step 1 – the Seal

The first stage in working magic is to create a seal. This is both a physical and mystical boundary within which reality works a little differently. There are different Seals that players may use – characters with skills in Occult Knowledge, Ritual Practices (Seals, Symbols and Artefacts) may know a range of seal designs, others could be discovered in play. Seals have three qualities that distinguish them from each other. Primarily they have a maximum strength – that is how much power they can contain before they break. If a seal were to break while containing power then the best result is the loss of the power to no effect, in other circumstances the power will be unleashed on the involved practitioners to a variety of unpleasant outcomes.

The second feature is a power multiplication. This is how much power is used to reinforce the seal vs how much the seal can contain. Simple Seals may have a x1. So each point of power reinforcing the seal means it can contain one point of power. More complex seals may have multipliers such as x1.5, x3 and so on. So an x3 seal with 3 points of power reinforcing it could contain 9 points of power used in the spell.

The final feature is that particular seals may be better suited to working particular kinds of magic or have spells last longer when activated and so on. Characters with the relevant Occult Knowledge may know this, but, as with other aspects of the seal there will be ways to learn this in character.

Seals must be created as physical objects – drawn on the floor in chalk for example. Should the symbol be broken (i.e. someone rub out the line) then the seal is gone and bad things will happen. Once the seal is drawn and activated (power is used to reinforce it) it will last for 1 hour + one hour for every point of power put into its activation, or until the spell is complete.

Step 2 – Focus

Foci are the ingredients that make the spell what it is: eye of bat and leg of frog and so on. Different foci have different effects that are ‘themed’ rather than specific. This is to allow for players to design their own spells through experimentation. For example, Basil is used for protection, as is Wolf blood. Perhaps if both are used in a spell designed to protect someone it will be more effective? Or perhaps there will be some side effect...

Many spells already exist, some character may start knowing a few, others could be available to find, or buy in game. Equally ingredients can be found or bought from the Heywater magic shop. What all foci have in common is they require power to activate them. All foci have a minimum of one power to activate, and an upper limit of power they

can contain before they destroy themselves. The more power within a foci the more effective a part of the spell it is, and the more powerful a result. If the upper limit is exceeded the foci will be lost, and there could be consequences for the spell, and the spell crafter. This is important, as the upper limit *may not be known*.

It is also possible that certain foci react badly with others, the established spells have become established because they work – but that does not mean they are the most effective, experimentation may yield great results... with a corresponding great risk.

Step 3 – Empower your spell

Magic users will have clear beads to represent their magic power. These tokens are spent to give power to their spells. They are placed within the seal to track the amount of power being put into the spell. Once a power token has been placed inside the seal it cannot be taken out again. It will be removed by a ref when the spell is complete (or has failed). Other than the innate power of the characters, there are three other ways that power can be added to a spell.

1. Blood. Blood sacrifice is well known to be able to empower spells. For every point of damage done within the seal the spell receives one point of power. If all the available hit points are used (i.e. the person is killed) then the spell receives points of power equal to the hits sacrificed squared. For example, the sacrifice has three hits. All of them are used to empower the spell. The spell receives 9 points of power (3x3). The sacrifice dies, and someone probably needs to mop the floor. It is important to note that power gained from sacrifice counts as power given by the person taking the blood, not the person giving it. Thus in most circumstances it should be the spell leader holding the knife.
2. Some foci can magnify the power put into them. For example there is a type of incense that if a point of power is put in, two become available for use elsewhere in the spell (of course, like any other foci it is possible to overpower this incense... with unpleasant results.)
3. Special items. There are a few, rare items that contain their own magic power. These can be used as batteries – providing free power, or a boost for the most powerful works of magic.

Step 4 – Construct your channel

This can be broken into two stages, aim and release – Aim is about targeting the effect of your spell, the most reliable method is *sympathetic magic*. This is the principle that like attracts to like, for example a spell targeted at a person could be channelled through a lock of their hair or fingernails, a photograph of them or an item they own (the effectiveness of these different methods may vary). *True name* is another method, if the true name of an entity is known then it can be used to target a spell, unfortunately this is well known amongst the magical community and many creatures will keep these true names a secret for just this reason. Should there be no better option the spell crafter can use a description of their intended target, but its effectiveness is biased on the accuracy of the description. Of course, an aim is not always needed. Frequently spell crafters want to hold onto their spells for use when they need them against targets that are currently unknown. This can be facilitated in the release phase, meaning no 'aim' is necessary.

Releasing the spell is the final step. Spells that are aimed are usually released at the point of completing the spell, others may have some criteria set – the meeting of which will release the spell. By far the most common way of setting the release is an *Invocation* – spoken words that set out the parameters of what the spell will do. If the spell is to be

released to carry out its effects immediately the invocation might end with 'let it be done' and it will take place immediately. On the other hand, criteria will be set in the invocation such as 'when bob next drinks wine'. Once that happens the spell will take place (the refs will provide Bob with a card to be opened under the set conditions that details the effects). Finally the spell might be bound to an object such as a sword (or a magic wand) that releases the effect next time it is used (and in this case the refs will provide a card to be kept with the item).

If the spell is being stored in this way, it will only be stored for a certain amount of time. How long depends on the strength of the spell, the item it is being stored within and the nature of the spell itself. As a general rule of thumb, the more powerful the spell the longer it will last – but a warning, only the most powerful of magic will last past the dawn / dusk boundary, regardless of when they were created.

The magic system is designed to be experimented with, to be creative, and to enable us to reward the players imagination. In this system **You** decide what the spell will do, we just tell you how well, and with what side effects.

Have Fun.

Wild Magic (Magic without Occult Knowledge skills)

Spells are not the only use for magic power. Whilst a character without Occult Knowledge skills may not be able to create a spell they can still assist in doing so, taking part in the ritual and donating power towards it.

Creating spells are not the only use for magic, however. Some items, places and more esoteric things may require magic to work, or only respond to those who have the power. Employing magic in this way is known as 'Wild Magic'; some groups use it exclusively – think the druids in the circle of standing stones, the box that will not open for any lock-pick, the book that will only show its writings to certain powerful individuals... Some other groups view Wild Magic as primitive, or worse yet – evil. The cataloguing and classifying of magic over the centuries by groups such as the Watchers Council has allowed a measure of control over the mystical arts. Many fear Wild Magic as it defies such control, or perhaps operates by rules yet unknown.

Characters that have magic power but no training in how to use it (Occult Knowledge skills) will find they are either assisting those that do have such training, or using their power in particular context specific circumstances.

Occult Knowledge skills descriptions

The Occult Knowledge skills represents a character's knowledge and skill in all things supernatural. For working magic spells the important areas of knowledge are 'Ritual Practices (Seals, Symbols and Artefacts)' which governs how much power can be safely controlled and how different symbology may affect your magic and empower objects, and 'Spellcrafting' which governs how many foci the character is familiar with and how they may react with one another whilst casting magic.

There are three levels to each of these areas and taking each one provides ever greater knowledge and ability. The specifics will be provided in your character pack, but a general overview is provided here so that you have some idea of what to expect from each level.

Spellcrafting

Level 1

You will be provided with a list of the more common and easily sourced foci and what sort of spells they work in. You will also be aware of some possible side effects for some of these foci.

You will be provided with a lore sheet to identify the properties of common foci you may come across.

Level 2

You will be provided with a list of both common and uncommon foci and what sort of spells they work in. You will be aware of the possible side effects for many of these foci.

You will be provided with a lore sheet to identify the properties of common and uncommon foci you may come across.

From level 2 you will also be able to transfer Magic Power between yourself and another person, and the circumstances in which this is possible.

Level 3

At level three you will be provided with a list of common, uncommon and a few rare Foci.

You will be aware of the side effects of most of these foci and in a few cases will have exact knowledge of how much power a foci can hold before it fails.

You will be provided with a lore sheet to identify the properties of common, uncommon and rare foci you may come across.

Ritual Practices (Seals, Symbols and Artefacts)

The key aspect of ritual practice is the creation of Seals, magical boundaries that contain and focus magical power. The more levels a player has in Ritual Practices the more powerful seals they have access to and, therefore, the more powerful and long lasting the spell they can create.

Level 1

At level 1 you will be able to create a range of low level seals and be aware of any special properties they may have. You will receive a briefing sheet on the effects of elemental allegiances of foci to spells. You will also be able to identify the Elemental alignment of foci belonging to two elements.

You will have Folklore knowledge of Artefacts. This will be given to you in an envelope with information up to your level.

Level 2

At level 2 you will be able to create a range of low and medium level seals and be aware of any special properties they may have. You will also be able to identify the Elemental alignment of foci belonging to three elements in total.

You will have History knowledge of Artefacts. This will be given to you in an envelope with information up to your level.

Level 3

At level 3 you will be able to create low, medium and high level seals and be aware of any special properties they may have. You will also be able to identify the Elemental alignment of foci belonging to four elements in total.

You will have Fact knowledge of Artefacts. This will be given to you in an envelope with information up to your level.

KIT ALLOWANCES

How many ingredients you have access to at the beginning of the game will be decided by your levels of Occult Knowledge in Spellcrafting. Characters with approved backgrounds and skills will receive a further email to establish what ingredients they will have available with them. The higher the level of Spellcrafting, the higher the number of ingredients from common and uncommon sources you will have access to at the beginning of the event. Each level will also grant you an approved spell which you may write and submit to the Ref Team previous to the event.

Spellcrafting Level 1 = 1 approved spell; Level 2 = 2 approved spells and Level 3 = 4 approved spells. These are tried and tested spells that you have used previously and work in their form. You may also choose to start without. It is completely the player's choice and we hope you will choose to reflect your background information.

Once you have received your Ingredients and Seal tables you will be able to create your own spells and add them to your Book of Shadows/Grimoire/Note pad. Any non approved spells will be trialled and tested at the event at the player's discretion.

No player will start the event with spells already cast on them or others from their repertoire.

The Heritage Pathway

The heritage path is a little different from the other ways of building a character. The other skills on offer in character creation describe things your character can *do*, and play no part in *who they are*. This table blends those two parts of character construction and as such must, and should, be a collaborative process. Each of the skills described within is designed to be a jigsaw piece, you may want to take one, two or more of these pieces as a part of your character. It might be a core feature – the family curse that turned you into a monster hunter and champion of light... or it might be incidental, you're a police officer who teaches kung-fu in your evenings... who just happens to have been killed in the line of duty, but that's not going to stop you serving and protecting.

The point is you should make your own story, your own monster, your own mix of traits and abilities. The Buffyverse is filled with the weird and wonderful, do not feel afraid of constructing your own slice of mythology. The skills below have four main parts, the advantages and disadvantages detail the rules effects that possessing this trait bring into play. Unless otherwise stated, the effects of different traits stack, so should you be both a parasite demon and a battle demon you would have +2 hits etc.

The next section is phys rep requirements. These are meant to provide an *inspirational minimum*. They are not a uniform and they are not meant to limit your creativity – rather we hope they will point you in the right direction for the overall look of the game. You may find that if you take multiple traits you begin to accumulate a range of required phys reps, we hope this becomes a source of inspiration and not a stylistic boundary. If at any point it seems that you will have difficulty portraying your character concept we encourage you to get in touch with the design team who will be happy to help.

The final section is the Role-play guide. The important word in that sentence is guide – it is not the *right* way to do things, it is not role-play *rules*. The guide is there to spark some ideas and give an impression of the tone that could be taken with that particular heritage. It also given an impression of how we may use those particular traits – the default setting, if you will. In short, if you have a different interpretation that is true to the spirit of the game and the wider media, then go for it – the best stories will be the ones we tell together.

P.S. the traits have names... these are not 'canon', there could be many reasons someone has these traits, two characters with the 'Banished' trait may both be exiled fae... but

perhaps one character merely stole knowledge from them, bringing their wrath down upon them... the point is make your own story – yes, make it fit... but make it yours!

Demons

"You can't swing a cat without hitting some kind of demonic activity. Not that I swing cats. Or eat-- nope. Cutting way back. Cholesterol-- morals. I mean morals"

Demon is the catch all term given to the vast range of creatures that originate from a dimension other than ours. Despite the plethora of forms and abilities, some few are more common and have been categorised over the ages...

Animated Dead

Death - the separation of the soul from the architecture of the flesh, can happen in many ways. Many of these leave a more or less intact body behind, like a hastily abandoned rental property just waiting for a new tenant to move in. There are many entities who do just that - from the shambling inelegant puppeteering of the zombie, to creatures able to fully integrate as human – often claiming the memories of the body they have stolen to better adapt. Some may go so far as to believe they are the person whose body they have stolen.

	Animated Dead	Skill Points Cost: 1
Advantages	<ul style="list-style-type: none"> Standard damage will never start the characters death count. 	
Disadvantages	<ul style="list-style-type: none"> Instant death from 'slay' call. Affected by 'Blessed'. 	
Phys rep requirements	The dead can run the full spectrum from rotted cadaver to indistinguishable from the living. However - none have a pulse, so on their death count always read as 'dead'	
Role play guide	Human notions of 'life' and 'death' break down in the face of many creatures, spells and effects that twist the so called laws of nature into new, and often horrifying, shapes. Such is the range of entities that fall into this category, including Humans who have had one very bad day at some point in their past, that there is no clear way to approach this. Some see being free of the chains of mortality as a joyous and liberating experience, others view their new existence as a monstrous curse and affront to the natural order of things.	

Parasite Demons

The various dimensions contain environments beyond counting, many so different that creatures from one would die instantly if they moved to another. Many are different enough that survival is difficult without help (however unwilling). Some creatures have found that to survive in such hostile places requires doing so upon or within a native of that place, improving on it to suit the parasites needs. But this is a risky game, as the very reality they are in is ultimately lethal to them if they are not careful.

	Parasite Demon	Skill Points Cost: 1
Advantages	<ul style="list-style-type: none"> +1 hit. Gains the <i>Regeneration</i> skill 	
Disadvantages	<i>Sunburn</i> . Lose 1 hit for every 10 second exposure of direct sunlight on skin. (Staying in shadows fine, blanket on head also fine).	
Phys rep requirements	None	
Role play guide	Parasite demons are, as the name suggests, hijacking the physical form of another being. This usually occurs when a soul has vacated the body, but can occur if a particularly powerful parasite is able to overpower and lock away the resident soul. These entities are usually vicious survivalists who have had to fight for every moment of existence and have no intention of giving it up.	

Battle Demons

Some dimensions are so harsh and deadly that only the toughest creatures survive. Such beings are adapted to an existence of constant struggle and violence where only the strongest survive.

	Battle Demon	Skill Points Cost: 1
Advantages	<ul style="list-style-type: none"> +1 Hit. You are immune to ALL ranged (non 	

	magical) damage (firearms, crossbows and bows).	
Disadvantages	Your death count is reduced to 25% of normal value (after any modification)	
Phys rep requirements	Often as much weapons as they are warriors, battle demons are the most obviously 'demonic' in the traditional religious sense. Horns, spikes, claws, skin that could be armour (or armour that could be skin), a battle demon cannot hide what it is. The phys rep should make it obvious that this is defiantly not human and defiantly dangerous.	
Role play guide	Warriors or weapons, Noble creatures of duty, mercenary sell-swords, mindless brutes. Battle demons are war in all its forms.	

Genii Loci

“You should open these doors with care and caution but, first, you must know how to close them. And above all, you must know which doors should be left unopened...”

	Genii Loci	Skill Points Cost: 1
Advantages	<ul style="list-style-type: none"> You will receive a Dream connected to the location you sleep in. Once per 12 hours, should you be reduced to you death count you will be consumed by the land for you protection. You will report to the refs where you may receive information 	

	before returning to play.	
Disadvantages	The nature of your interactions will depend on the nature of the place you are in, and some of the places you may find yourself are very unpleasant, and will seek to confuse, mislead and harm you.	
Phys rep requirements	N/A	
Role play guide	This ability represents a connection to the mystical energies of the place you are in – such a connection could be very difficult to live with and it could make those who have it quite... odd. Even the most mundane street will have generations of people living and dying, enduring all life's joys and sorrows, and the echoes of that seep into your dreams. That's a normal place... a battlefield, such as Hastings or Edge Hill, is a place of violent terror, hospitals are filled with sickening death and places like Heywater...	

Lycans

The precise nature of this affliction is debated. Some insist it is a disease; others speak of the binding of human and animal souls. Whatever the case, whatever the animal – what is known is letting the animal loose can be powerful and dangerous, for the desires of the beast rarely match the needs of the human.

"I'm going through some...changes"

	Tough Lyan	Skill Points Cost: 1
Advantages	Once per hour may heal a point of damage or the effects of a wound card.	
Disadvantages	Takes double damage from silver weapons. (does not stack)	

Phys rep requirements	Tough characters are very hard to keep down, but this knowledge is often gained through painful experience. <i>Tough</i> Lycans are frequently scarred.	
Role play guide	A certain arrogance tends to follow the ability to recover from the most grievous injury...	

"It's okay, I'm-I'm sorry I almost ate you"

	Fast Lycan	Skill Points Cost: 1
Advantages	May call 'missed me' and avoid one damaging effect per hour	
Disadvantages	Takes double damage from silver weapons. (does not stack)	
Phys rep requirements	none	
Role play guide	Fast Lycans simply process the world faster. Other people seem frequently to be moving through treacle. This makes them seem, to the outside world, a little twitchy...	

"I know what you love. I have his scent on me right now"

	Heightened Senses Lycan	Skill Points Cost: 2
Advantages	Functions as a physical (smell, mostly) version of Psychometric skill. Will not detect purely magical effects but can be used once per hour.	
Disadvantages	Strong sensory experiences can be overpowering: bright lights, loud noises are more uncomfortable - please role play appropriately.	
Phys rep requirements	N/A	
Role play guide	Senses that are often neglected by most people receive much more	

	<p>attention by those with this trait: smells are distracting, food tastes richer and the play of light and shadow can be enthralling. Becoming subsumed in these sensations can give others the impression you are scatter brained or stoned...</p>	
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"Veruca was right about something. The wolf is inside me all the time, and I don't know where that line is anymore between me and it. And until I figure out what that means, I shouldn't be around you... or anybody"

	Shifted Lycan	Skill Points Cost: 1
Advantages	<p>ALL EFFECTS ONLY WHEN SHIFTED</p> <ul style="list-style-type: none"> • May <i>shift</i> once per 6 hours. • Gains skill <i>Regeneration</i>. • +1 Strength <p>(Characters with this trait may be forced to shift by certain circumstances such as a full moon).</p>	
Disadvantages	<p>ALL EFFECTS ONLY WHEN SHIFTED</p> <p>Damage from silver weapons results in immediate unconsciousness until damage is healed. Player may regain consciousness if they shift back to human form</p>	
Phys rep requirements	<p>'Shifted' means to have assumed a more animalistic form. The precise nature will depend on the animal – the Werewolf is a familiar image but by no means exclusive – many different animals can serve as the base form.</p> <p>When a character shifts they should have a secondary costume that makes it obvious they have</p>	

	done so. This could include a mask or radically different face paints (such as a scale pattern for a were-snake).	
Role play guide	The Shifted character is not the same personality as the non-shifted character. The shifted is almost always animalistic, aggressive, and possessing the traits of the animal chosen (such as territorial). The non-shifted character has no memory of the actions of the shifted.	

It is worth noting that a character with any of the Lycan traits may shift into a more animalistic form – but only characters with the shifted trait gain the above advantages. All shifted characters have the disadvantages and should follow the phys rep requirements and role-play guide.

The Fae

It is known to scholars of the mystical and occult that there are many realms that could be described as sitting ‘alongside’ our own. This being the case, the realm known as ‘Faerie’ seems to occupy a unique position alongside Britain, and the two realms have crossed over many times over thousands of years – shaping each other’s fates...

*“Come away, O human child!
To the waters and the wild
With a faery hand in hand,
For the world's more full of weeping than you can understand.”
~William Butler Yeats, "The Stolen Child"*

	Foundling Fae	Skill Points Cost: 1
Advantages	+2 magic per level of magical ability taken	
Disadvantages	- 1 hit (foundlings are sickly and fragile creatures)	
Phys rep requirements	Foundlings are always a little off. Close, but not quite perfect approximations of people. Sometimes the eyes are the wrong colour or shape... skin has an unusual texture... feathers	

	instead of hair...	
Role play guide	Foundlings are broken... they start as constructed replacements for human children stolen away by the Fae, frequently poorly constructed so they are rejected by their supposed parents, then thrust into a system that treats them as a number, ostracised by their peers for being 'weird', pushed from pillar to post with an ever increasing feeling that they are <i>different</i> on more levels than the mere physical...	

"Courage, above all things, is the first quality of a warrior."

	Redcap Fae	Skill Points Cost: 1
Advantages	<ul style="list-style-type: none"> Once per hour may ignore a magical effect. May take one weapon skill with a close combat weapon 	
Disadvantages	Live to serve - pathologically predisposed to follow orders. Please role-play appropriately	
Phys rep requirements	The red is blood - redcaps are famous for the fresh (and not so fresh) blood they wear as a matter of pride. It's common for some to make shallow cuts in their scalps so the blood is fresh	
Role play guide	As per Disadvantages	

"I have eaten of fruit made of light, meat of desire, drank deep of the wine of grief tears. The Summerlands are gone from me. Crystal spires out of reach. Breath on glass, dream on waking."

	Banished Fae	Skill Points Cost: 2
Advantages	+2 power. Characters magic power is doubled after all other factors are calculated	
Disadvantages	<p>Enemy. In your banishment from faerie you have made enemies - fae neither forgive nor forget. They will come for you.</p> <p>Cold Iron - if you are wounded by a metal weapon you lose all remaining magic points until you are returned to full health.</p> <p>Magical nature - you are affected by magical barriers and wards as if you were a spell (e.g., you cannot cross a magic circle)</p>	
Phys rep requirements	The physical form the banished takes is to a certain extent decided by them at the moment they cross over to this plane. As such their outward appearance is merely a reflection of their personality and is as plain or elaborate as they wish.	
Role play guide	<p>The banished are Fae that have been exiled, or escaped, from the demon dimension labelled 'faerie'. Fae are generally formed in two ways – a human is abducted as a child and raised as a pet in faerie. Should they survive (no mean feat) they have a chance to become Fae in their own right. The other way is to form spontaneously, some feature or aspect of Faerie itself develops sapience – spells given form.</p> <p>Fae are arrogant, vicious, and if they have morals they seem to be utterly alien to us and any one</p>	

	<p>Fae's moral standard may bear no relationship to any others.</p> <p>Inevitably this leads to a great deal of infighting, and you lost. Lost hard enough that you were forced out, or fled for your life.</p> <p>Transitioning to our dimension takes a great toll – building a body that you are trapped in, losing a great deal of your memories, finding your power vastly diminished... but you still have your pride, even if you are on the run...</p>	
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Eaters

There are many different ways that creatures gain sustenance, and different effects that may result. Almost all humanoid creatures may consume food or drink for pleasure, but some have more exotic tastes...

"I've lost my appetite for this one. She keeps looking at me. I'm trying to eat and she looks at me!"

	Blood Eater	Skill Points Cost: 1
Advantages	<p>Once per 8 hours may cause one point of damage to an unresisting living target to receive +1 hit. This may increase their hits over their starting amount. Stacks with other skills but not itself.</p>	
Disadvantages	<p>Blood is an addiction. If you have not fed for 12 hours your hits are reduced by 1. (This can reduce you to your death count).</p>	
Phys rep requirements	<p>Blood eaters are usually recognised by their teeth. Many have some equivalent of retractable fangs, but others are permanent. All however, show their 'true' teeth to feed. (this means there must be a phys rep in</p>	

	play to use the skill)	
Role play guide	Humans are far further from the top of the food chain than most of them imagine, and while you are not necessary <i>top</i> , you are at least one rung up from most of those around you. It may be you are a cold and calculating predator, you may be a guilt riddled junkie staving off withdrawal, you may have a friend who frequently donates... but one way or another you will have blood.	

"Haven't I taught you anything, Anya? Never go for the kill when you can go for the pain"

	Emotion Eater	Skill Points Cost: 1
Advantages	Once per 8 hours the character can 'eat' the emotions of another through 10 seconds of physical contact. This gains them a magic point OR a hit. The target is incapable of feeling any strong emotions for 30 min.	
Disadvantages	Emotion is an addiction, even if not directly 'eating' you seek to bask in its warm glow - so strive to foster strong emotional reactions wherever you can. Please role-play accordingly. Emotion eaters have a tendency to draw attention from otherworldly forces, they 'burn bright through the veil' - this may result in unwelcome attention	
Phys rep requirements	Emotion eaters will have a preferred diet, this will usually be reflected in how they dress and behave. Those that feed on grief will be sombre and dress formally etc.	

Role play guide	<p>A stadium erupts into raucous cheers... a pair of hearts flutter at loves first kiss... a rain soaked figure stands at a grave side... a dancer peels off one more item of clothing... Emotion has power, and some can use this energy for their own purposes.</p> <p>They tend to gravitate to promoting the situations they prefer to feed on, funeral directors, party planners, psychiatrists ... all provide cover to be near those undergoing extreme emotional states. But if this is not possible, a little subtle manipulation among strangers can go a long way...</p>	
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“All sins tends to be addictive, and the terminal point of addiction is what is called damnation.”

	Sin Eater	Skill Points Cost: 2
Advantages	<p>Sin eaters can communicate with people on their death count. If they are told a true 'sin' that person has committed they gain 5 hits or 5 power and the person on their death count receives a blessing if they survive. If the individual on their death count dies, the sin eater will return from death fully healed should they die within 24 hours.</p>	
Disadvantages	<p>Sin eaters are considered abominations by a number of different religious factions. Being a sin eater means you will be hunted and groups will try to kill you. You are affected by “Blessed”.</p>	
Phys rep requirements		

<p>Role play guide</p>	<p>To many of a religious persuasion, no creature is more reviled, more loathed, a greater affront to the natural order than the Sin Eater. Firstly that the creature's peculiar abilities grant it a vastly extended lifespan, meaning individuals could be two or three hundred years older than they appear. But the real objection is the capability of taking the sins of the guilty – allowing them to escape whatever just punishment awaits them in the afterlife. Abrahamic religions see this as an affront to the justice of God, the Dharmic religions see this as a monstrous abdication of personal responsibility.</p> <p>Sin eaters themselves can act for purely selfish means, their abilities allow them to cheat death, live forever... equally it could be they wish to grant forgiveness, play god themselves...</p>	
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Perks and Flaws

Perks and Flaws are the last stage in your character construction. These are those extras that may add flavour to a character, such as a Romany ancestry, the possession of a powerful (or not so powerful) magical artefact, being cursed, wanted or both...

Perks have a cost of 1 or 2 skill points depending on the level.

Flaws, however, count in negative and by taking a Flaw you may access up to 2 extra skill points to spend. It has to be noted that, although you may take as many Flaws as you like, you only get the benefit of a maximum of 2 extra skill points to spend, so for example: you may take Wanted at level 2 and gain an extra 2 points. Should you then decide to take Cursed you may do so at no extra gain.

Perks and Flaws are self explanatory and all information is included in the Skills Table.

Most Perks and Flaws may be tailored to suit characters backgrounds so please contact the Slayers LRP team on slayerslrp@gmail.com if you wish to discuss specific Flaws or Perks.

A clarification about the Strength Perk:

- Strength – a 'Feat of Strength' can be used to add 1 point of damage to an existing damage call for the duration of a scene. Thus if the character has access to a Single, they may expend their Feat of Strength to call Double for the remainder of the scene. Feat of Strength may also be used to fulfil some RP action such as breaking a lock, restraining someone etc. but **may not be used to wound or damage a character / NPC outside of the above rule.**

COMBAT and MAGIC CALLS

Our Combat calls are standard and used in many other LRP systems. To prevent having to learn 2 sets of combat calls (standard and magic), we will be using the following calls and adding the prefix **ARCHAIC** when the damage or result are caused by using Magic (so Stun becomes Archaic Stun etc., this should allow people with Magic resistance to "Resist" the call clearly and avoid confusion); to add a visual to the type of Magic used, the calls will have three parts and the relevant call will be specified on each spell:
Prefix (ARCHAIC) + CALL (i.e.: STUN) + "Visual" Reference - optional (fireball, thunder bolt, water jet etc.).

Example: Joe is a Practitioner, he has created a Fireball Spell which allows him to throw a ball of fire and Strikedown his enemies. He gets handed the relevant spell info by a Ref/Admin and off he goes, but alas! He falls into a trap and is attacked by a Vamp. Unperturbed, our hero shouts "Archaic Strikedown, Fireball!". The Vamp is knocked back and our Joe is free to run to safety whilst the Vamp is left disoriented and with a slightly charred leather coat. Easy peasy.

For added fun we encourage you to comment IC or role play to the visual effect.

Please note: Damage will only be taken if you are hit from the neck below. We are actively discouraging people from whacking each other on the head and as such no hits taken on the head will count as damage.

Calls in Slayers LRP are:

- **Stun**

Target is defenceless and disoriented for 10 seconds or until physically hit (this does not mean target has to take damage, a good role played slap or shake will do the trick).

- **Break limb**

Target's relevant limb is broken and unusable until it receives medical attention (please note this does not inflict actual damage, it does however impede the use of the relevant limb rendering the target less effective in combat).

- **Strikedown**

Target must fall so their chest or back touches the ground, and then is defenceless and disoriented for 10 seconds or until physically hit (this does not mean target has to take damage, a good role played slap or shake will do the trick).

Please note, if you are unable to touch your chest/back to the ground, it is acceptable to

go down on your knees instead.

- **Lock**

By taking hold of the targets limb, that limb is unusable for so long as it is held. This should be done gently and minding contact is only as light as necessary to avoid making people uncomfortable. It is enough to hold someone forearm and shout Lock, though appropriate role playing will be expected.

- **Trip**

Target is knocked from their feet. Their chest or back must touch the ground before they can stand again.

Please note, if you are unable to touch your chest/back to the ground, it is acceptable to go down on your knees instead.

- **Single/Double/Triple etc.**

Target takes the relevant amount of points of damage from the blow.

- **Cleave**

Destroys any wooden or similar object (unless otherwise stated), this includes the hafts of weapons as long as they are wooden.

- **Slay**

Dusts a Vampire (**This call is for Slayers only or in cases where a Ref has agreed to its use such as an exchange for someone with the Luck skill**).

- **Impale**

Affects mortals and minor Demons only where stated. Impale drops the target to zero hits if hit on the torso, renders a hit limb immobile, it is ignored if it hits the target's head. A Vampire who has been immobilised and unresisting or is on Zero "0" Hits may be dusted by the Impale call if hit on torso.

- **Repel**

Target must move as fast (as is safe) as possible away from the person doing the repelling, for 10 seconds.

- **Fear**

Target must move as fast (as is safe) as possible away from the person who has called Fear, for 10 seconds or must role play panic and fear reactions and is unable to move or use any skill for 10 seconds (whichever is appropriate to the PC or NPC suffering from the Fear call).

- **Disarm**

Target must drop the weapon/item they were holding, and make sure it is out of reach.

- **Silver**

Harms anything which can only be hurt by silver or that takes extra damage from the item/weapon being silver. The amount of damage will be on a case to case basis and PC and NPCs will be briefed as relevant to their skills/archetype/background.

- **Blessed**

Causes +1 Damage to Animated Dead and Sin Eater and anything vulnerable to "Holy"

weapons (specifics will be given to PCs and NPCs so if you are affected by Holy weapons you will be briefed).

If holy weapon/item does double/triple/etc. damage then the appropriate call would be "Blessed Double/Triple/etc."

- **Paralyse**

Target must remain frozen on the spot for 10 seconds. Target is unable to move any part of their body or use any skills.

- **Subdue**

Target is rendered unconscious by a touch (please note this is a light touch on the target's back or arm to avoid unnecessary and/or unwelcome physical contact). Standard duration is 10 seconds unless otherwise specified. Subdue can only be used on an unaware target (for example someone surprised from behind or distracted).

- **Resist**

Target can disregard the relevant call. This call is the same for physical and magic calls.

Please note: you do not need to add Archaic as a prefix.

- **Counter**

Counter is the call you use to block a hand to hand combat move.

- **Suppression**

Anyone in a 90 degree arc in front of you who does not immediately drop to the floor or dive under cover takes a Single every 5 seconds. Depending on the weapon you will have information off the Refs about how long your Suppression lasts.

Please take extra care when in combat and pay special attention for any non combatants present.

Non Coms should not be engaged in battle. As specified, if a combatant character is within arm's reach of a non combatant, they may inform the non-combatant they are attacking them (this could be followed by a snarl/series of monologuing quotes) — at which point the Non Coms should drop to ZERO (0) points on their torso and fall unconscious.

Please make sure you are pulling any blows inflicted either by hand or weapon and always be mindful that as a game, theatricals are good, injuries are not.

We heartily encourage theatricals, monologuing and generally fighting that has a narrative and hope the rules will reflect this. The system was created as a means to tell a story and we hope you will mostly have fun with it.