

THE WAYWARD ROAD

GAME MANUAL

The Wayward Road is a Live-Action Role Playing Game based on the world of “Supernatural” created by Eric Kripke.

Set in modern England in present time, approximately 10 years after the end of season 5 of the TV show, the game follows the events and explores the repercussions of the season finale, exploring not only what came after Lucifer and Michael (not forgetting Sam and Adam!) were trapped in Hell, but also exploring the effect this had on the United Kingdom and how the story would continue after that.

(Apocalypses are, after all, a world-wide event!)

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OOC INFORMATION

The Wayward Road is carried out as a non-profit system. 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 “Flaming Efreeti Productions” and the amazing team at “SLAYERS LRP” for allowing use not only of their Core Rules Document (which itself was modified from rules at “The Fall of Vusoria LARP” system and created by Joy Phillips) but for allowing modifications of many of their rules and systems for use in The Wayward Road. Their continuing support has meant the world to us.

EVENT CORE RULES

The core rules for The Wayward Road 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 The Wayward Road 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 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. **BREAK** – BREAK is The Wayward Road LRP's safe word. If in any situation someone says BREAK and holds up hands this is an instruction to back off. Either that person thinks you have gone too far and made them OOC uncomfortable in the situation, or you are invading their personal space to a degree they are now OOC feeling unsafe. Ignoring BREAK by either not stopping what you’re saying or backing off physically will be taken seriously.

6. For points 3, 4 and 5 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”.

7. Don’t fight while drunk.

8. 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.

9. 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”, The Wayward Road 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 The Wayward Road 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 Sean Bonnar or Stacey Chittenden 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 The Wayward Road 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 The Wayward Roadgames 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 The Wayward Road 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-com should drop to ZERO (0) points on their torso and begin their bleed count. No one is safe in the world of The Wayward Road.

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 IC area. We will tell you at the pre-event briefing what each of the buildings represent.

Character Death

If your character dies in The Wayward Road, 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. At least 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.

People who don't exist

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 waywardroadlrp@gmail.com, or see a ref during events.

CHARACTER CREATION

Prior to any changes which may occur due to archetype or discussion with the higher powers (head refs, GM etc) you begin with the following;

- ❖ **3 global HP.** After 3 hits (anywhere) you are incapacitated and bleeding out.
- ❖ **3 minute bleed time.** Once incapacitated, you have 3 minutes to be healed or...you die. And unlike the show, death is more or less permanent here!

NOTE Please check the Healing Rules section for details on how bleed time and hp loss will impact you. Death is a real and present danger in The Wayward Road!

- ❖ **One Archetype.** Even team TOTALLY-HUMAN-I-SWEAR is an archetype and these tell you how many skill points you have to spend and where you can spend them!

ARCHETYPES

You may only choose ONE Archetype at character creation. Each archetype will come with some benefits and some detriments. E.g. a Witch will have innate magical gifts, but will have far less combat skills than a Hunter. Celestial-Touched may have visions of the future, but will have access to blood magic cut off.

Hunters

Hunters have a calling, to fight the powers that threaten humanity, even if sometimes that threat comes from humanity itself. They usually have some level of training, with a mix of occult knowledge and the combat skills to defeat the supernatural creatures they come up against. They also rarely have day jobs and some may therefore have to sacrifice a regular life for a life on the road, killing monsters, hunting things...

Starts with the skills;
Hand-to-Hand 1
Weapon 1 (choose one from melee or ranged)
Resilient 1
Don't You Dare!

Can spend 5 skill points in the following areas;

Combat

Magic (No higher than level 1 at character gen)

Perks and Flaws

Civilian (can only take Exorcism and Lock Picking)

Lore Keepers

This archetype focuses on those who are less keen on the combat side of the fight against dark forces, and more on the information gathering side. This can be anything from retired Witches to Hunter informants (think a toned-down Bobby or Frank Devereaux) to the Men of Letters themselves. Either through old school collections of books and research to those with incredible google-fu (Charlie or Kevin) they know things and if they don't know it, they can almost certainly find out!

Starts with the skills;

1 x Occult Knowledge (choose from Spellcraft, Rituals, Supernatural Creatures)

Contacts 1

Languages 1

Can spend 5 skill points in the following areas;

Combat (no higher than level 1 at character gen)

Civilian

Magic

Perks and Flaws

Witches

While witches are the most common form of spell practitioner, they are not the only kind. The blanket term is often used to discuss those from pagan backgrounds, voodoo, eastern mystics, druids etc. Witches are students of the natural and supernatural arts, blending the two together either with guidance from a patron, with the Earth's natural energies or energies of places beyond...

Starts with the skills;

Energy Level 1

Spellcraft 1 OR Patron 1 OR Ritual Practices 1

First-Aid

Can spend 5 skill points in the following areas;

Combat (no higher than level 1 at character gen)

Civilian

Magic

Perks and Flaws

Civilian

Civilians are the regular everyday people of the Supernatural world. They are FAR from boring, and in fact some of the most interesting characters are the ones who are only just being brought into the fold of the truth of the world. Think Jody Mills or Claire Novak. They may begin stumbling in the dark, but can soon also become almost as skilled as hunters, lore-keepers and witches in their own right. They are far more easily able to have day jobs and to get themselves into positions of influence and power.

Starts with the skills;

First-Aider

Any two skills from the civilian skills list which fits their character.

Can spend 5 skill points in the following areas;

Combat

Civilian

Magic

Perks and Flaws

NO LONGER HUMAN

This can be anything from a full supernatural creature like a vampire to having a trace of angelic blood. Some of the builds created here will mean that your character is no longer presenting as human and may well cause negative reactions with some of the other characters. These come with perks but also come with detriments as listed in the “No Longer Human” section.

PLEASE NOTE. The lists presented can be modified to fit a character concept. So, if you wished to play something that does not currently fit in your opinion, please contact a ref and we will almost certainly be able to modify them to fit. (Though some things are still unplayable at character gen. E.g. Angels and Demons and Pagan Gods are likely all too powerful for a PC...for now at least...)

Can spend 5 skill points in the following areas;

Combat

Magic

Perks and Flaws

Civilian (Can only choose ONE tree of skills. Can use as many skill points in this one skill tree as desired)

At least one skill point must be spent to take a “No Longer Human” skill (see below).

NO LONGER HUMAN SKILLS AND REQUIREMENTS

Choosing one of the non-human paths 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. Supernatural 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.

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 path. 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 Special Child path might be

there for very different reasons. One may have a demon as a patron. One may have had this destiny forced upon them as Sam did. One may have been granted this gift to save their life by a repentant demon...but the point is make your own story – yes, make it fit...but make it yours!

DEMON-TOUCHED

Demon-Touched were once ordinary people who have since been manipulated by demonic forces in one way or another. You may have demonic ancestry or a demon may have singled you out as special for one reason or another.

	Weakened Cambion	Skill Point Cost: 2
Advantages	Can use the “Repel” skill once per combat. Can use “Mass Repel” once per day.	
Disadvantages	You take damage from any exorcisms done within earshot equivalent to one point per level of exorcism. (and cannot take levels of exorcism) Cannot cross lines of salt.	
Phys-Rep Requirements	Black contacts or black makeup around the eyes (more than a dash of eyeshadow and eyeliner though!)	
Roleplay Requirements	You are often emotionless in situations where you should be responding differently. Anyone overly religious you dislike without even yourself knowing why.	

	Special Child	Skill Point Cost: 1
Advantages	You will gain premonitions. One other	

	supernatural skill is generated by the refs based on your character. You can still take skills from the civilian tree but no further than level 1.	
Disadvantages	To maintain your gifts you must consume one dose of demon blood per day.	
Phys-Rep Requirements	N/A but fake blood around your mouth after demon blood consumption is always encouraged.	
Roleplay Requirements	You react to demon blood as an addict. When a demon is attacked, you will become mildly aggressive. When a demon is killed, you feel the desire to drink its blood. The more often you use your gifts, the more chance there is a ref will give you more details about full addiction.	

CELESTIAL-TOUCHED

Celestial-Touched were once ordinary people who have since been manipulated by angelic forces in one way or another. You may have angelic ancestry or a “God” may have singled you out as special for one reason or another.

	Prophet	Skill Point Cost: 2
Advantages	Immediately start with Prophecy level 2. Start with a level 1 Supernatural Patron.	

Disadvantages	Demonic entities can sense you when nearby and will hunt for you. Cannot take the “Wanted” flaw.	
Phys-Rep Requirements	N/A	
Roleplay Requirements	Some prophets step up to their jobs happily, proud to have been chosen to receive the word of God and the prophecies that come with it. Some feel that they have been cursed and desire nothing more than to be rid of it.	

	Weakened Nephilim	Skill Point Cost: 2
Advantages	Start with Sixth Sense level 2. Start with Feat of Strength level 1.	
Disadvantages	You are seen as an abomination by both demons and angels. As such, you will be hunted by both. Cannot take the “Wanted” flaw.	
Phys-Rep Requirements	Unnatural white/silver/light grey contact lenses or faint white makeup around the eyes (more than a dash of eyeshadow and eyeliner though!)	
Roleplay Requirements	You will almost certainly have no clue about your angelic heritage until you start noticing creatures that no-one around you also	

	sees. You may have been treated as mentally unstable in the past because of this.	
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OUTSIDER-TOUCHED

Outsider-Touched can vary from ordinary people who have been manipulated by non-human forces to supernatural creatures that are near-human in one way or another. You may be descended from mythical heroes, demi-gods and the like or you may have been a favourite of a pagan god. Do you think your soul may well be headed for purgatory? This is probably where you should look!

Please note, several of these can be taken and combined to create a variety of creatures! (e.g. blood-eater and animated dead combine to form a pretty good vampire...)

	Animated Dead	Skill Point Cost: 1
Advantages	Regular damage can reduce your hit points, but your death count will not start. (note, you can still die from a negative card pull during surgery!)	
Disadvantages	Double damage from Blessed weapons/ammunition and this may begin your death count.	
Phys-Rep Requirements	Minimum: Pale skin This can range from a pale human to full on rotting corpse!	
Roleplay Requirements	Depending on character, you may see your second chance at life as a blessing or a curse...	

	Skinwalker	Skill Point Cost: 2
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Advantages	<p>When taking your animalistic form, you gain + 2 hit points and your hand-to-hand attacks hit for an extra point of damage.</p> <p>You may shift once per 12 hours but plot may FORCE you to shift also... (e.g. a werewolf shifting at the full moon)</p> <p>Can still take all civilian skills.</p>	
Disadvantages	<p>In human form, there are none, bar the risk of shifting against your will!</p> <p>While in your animalistic form you will take double damage from silver and fall unconscious when struck with it.</p>	
Phys-Rep Requirements	<p>When you shift, you will need to apply some kind of mask/makeup to show that you have taken your animal form. The exact trappings will depend on your animal side. A werewolf may have a werewolf mask whereas a Kitsune may take on fox-like features.</p>	
Roleplay Requirements	<p>When shifted, your personality drains. It is as if you are controlled by the animal side. You will have no memories of what your shifted self has done and the shifted personality will be more animalistic. This will vary depending on the animal side of you.</p>	

	Blood Drinker	Skill Point Cost: 1
Advantages	<p>Twice per day you may cause one point of damage to an unresisting living target to receive +1 hit point. This may increase their hits over their starting amount. Stacks with other skills but not itself.</p> <p>You can offer your own blood to a willing participant. By drinking this, they begin their transformation into a blood drinker and must see a ref.</p>	
Disadvantages	<ul style="list-style-type: none"> - 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). - Double damage from Blessed weapons/ammunition. This does not stack with the disadvantage of Animated Dead. But you will also take 1 point of damage if struck by holy water. - You cannot be in direct sunlight. Please consider how you will be out during the daytime. 	
Phys-Rep Requirements	Blood drinkers have fangs. Depending on their species, these may just be noticeably elongated	

	canines, or an entire mouth full of sharp teeth.	
Roleplay Requirements	This rather depends on how your character reacts to this need. Do they have a source to feed from willingly? Are they a predator? Act accordingly.	

	Fae	Skill Point Cost: 2
Advantages	Amount of energy is doubled after all other skills are taken into account.	
Disadvantages	Cold Iron - if you are wounded by Cold Iron damage you lose all remaining magic points until you are returned to full health. Silver does double damage.	
Phys-Rep Requirements	Spiral markings on the face and/or hands.	
Roleplay Requirements	Earth is not your home. Humans have been known to trap and manipulate your kind. Something has trapped you in this world, weakening your connection to your home and the source of your true power. You may also be a human with some trace of fae in your bloodline. Humans are like children to you, and most of their troubles seem like petty squabbles...	

	Changeling	Skill Point Cost: 1
Advantages	Gain +2 energy per level of Energy skill taken. (Without the Energy skill, you naturally have 2 energy)	
Disadvantages	-1 hit point. Cold Iron - if you are wounded by a Cold Iron call you lose all remaining magic points until you are returned to full health.	
Phys-Rep Requirements	Coloured contact lenses that appear unusual. (i.e. not just turning your blue eyes brown...) (If this is impossible for medical reasons, discuss with a ref and we can create a special trapping)	
Roleplay Requirements	While you appear human, you are far from it. A sickly fae left in the human world to replace a child and drain the mother. Some go on to live relatively normal lives but feed on the synovial fluid of living creatures.	

PLEASE NOTE

This is not an extensive list and not only can other skills be added, but present skills may evolve and change as part of character development and branch off in completely custom directions...

SKILLS

The skills you choose will begin to shape what you can and can't do upon walking down The Wayward Road. There are a wide variety of skills to choose from when you create a character, some of which will be skills you can level up as play progresses. These will heavily influence how you play the game, many of which will be tied to your archetype. Think about your character's background. If you want to take part in combat, creating an aged Man of Letters is probably not the best way to go about it. That being said, let's dive in! These will be overall descriptors, mechanics of what they do at each level are found in the table at the end of this document.

PLEASE NOTE

This is not an extensive list and not only can other skills be added, but present skills may evolve and change as part of character development and branch off in completely custom directions, some of which may not be present initially...

THE COMBAT SYSTEM AND SKILLS

First of all, let it be known that combat is to take a more dramatic, slowed down approach in The Wayward Road. It is meant to mirror the spirit of Supernatural, so hand-to-hand is often done with slowed down blows and attacks.

Hand-to-hand: You have been trained in some kind of martial art or are just experience with fighting. The flavour this takes will be based on your background and possibly level. E.g. Hand-to-hand 1 may just been a street brawler, whereas hand-to-hand 3 may be a military trained professional. You may attempt this untrained, but you will do 0 damage. Your hands must both be free and empty to use hand to hand skills.

Level	Effect
1	Each hit does a single point of damage. Call: Single
2	Each hit does a single point of damage. Call: Single Once per battle you may do two points of damage. Call: Double
3	Each hit does 2 points of damage. Call: Double

4	Each hit does 2 points of damage. Call: Double Twice per battle you can use the Knockdown, Stun or Repel calls depending on the kind of hit.
5	Cannot be taken upon character creation without discussion with the ref team. Ability will vary depending on character.

Melee Weapon: You have been taught how to use a specific type of weapon which is chosen at character gen. This means that just because you're skilled with a night stick, does not mean you'll be talented with a katana etc. You do not need melee training with a knife to use it for ritual purposes. Weapons used as melee weapons must be between 8" and 42" long. Using multiple weapons in combat is allowed, but gives you no advantages in terms of how often you can hit. Combat is still meant to be slower and more dramatic.

Level	Effect
1	Each hit does a single point of damage. Call: Single
2	Each hit does a single point of damage. Call: Single Once per battle you may do two points of damage. Call: Double
3	Each hit does 2 points of damage. Call: Double
4	Each hit does 2 points of damage. Call: Double Once per battle you can use the Knockdown, Stun or Repel calls
5	Cannot be taken upon character creation without discussion with the ref team. Ability will vary depending on character.

Great Weapon: As above though with more benefits due to unwieldy size. May seem great in an open field, in the woods or indoors...less so! These are weapons longer than 42” and must be wielded with both hands during combat.

Level	Effect
1	Each hit does 2 points of damage. Call: Double
2	Each hit does 2 points of damage. Call: Double Twice per battle you can use the Knockdown, Stun, Cleave or Repel calls
3	Each hit does 3 points of damage. Call: Triple Twice per battle you can use the Knockdown, Stun, or Repel calls
4	Each hit does 3 points of damage. Call: Triple Twice per battle you can use the Knockdown, Stun, Shatter, Cleave or Repel calls
5	Cannot be taken upon character creation without discussion with the ref team. Ability will vary depending on character.

Ranged: You have been taught how to use a specific type of weapon which is chosen at character gen. This means that just because you’re skilled with a crossbow, does not mean you’ll be talented with longbow etc.

Level	Effect
1	Each hit does a single point of damage. Call: Single You may additionally call Impale once per combat
2	Each hit does a single point of damage. Call: Single You may additionally call Impale up to 5 times per combat

3	Each hit does a single point of damage. Call: Single You may additionally call Impale with each hit.
4	Each hit does 2 points of damage. Call: Double You may additionally call Impale with each hit.
5	Cannot be taken upon character creation without discussion with the ref team. Ability will vary depending on character.

Firearms: Firearms are available to anyone with enough money. LEGAL firearms are another question. All firearms are considered illegally acquired unless you have a firearms licence for your weapon type. (**see below on how to obtain one**)

Can never be carrying more than one pistol and/or one shotgun.

You must clearly identify which character you are aiming at. E.g. “Vampire with the white shirt, Single Blessed!” or “Ghost in the dress, Double Salt!”

Level	Effect
1 Can use pistols	Each hit does a single point of damage. Call: Single After 6 shots, must spend 30 seconds roleplaying loading a new magazine.
2	Each hit does a single point of damage. Call: Single Once per combat you may do two points of damage. Call: Double
3 Can also use shotguns	Pistol - Each hit does a single point of damage. Call: Single Once per magazine you may do two points of damage. Call: Double

	<p>Shotgun - Each hit does 2 points of damage. After 2 shots, must spend 30 seconds roleplaying loading a new magazine.</p> <p>Once per day you can additionally use the Knockdown or Repel calls.</p>
4	<p>Pistol - Each hit does 2 points of damage.</p> <p>Call: Double</p> <p>Once per magazine you may call impale.</p> <p>Shotgun - Each hit does 2 points of damage. After 2 shots, must spend 30 seconds roleplaying loading a new magazine.</p> <p>Once per battle you can additionally use the Knockdown or Repel calls.</p>
5	<p>Cannot be taken upon character creation without discussion with the ref team.</p> <p>Ability will vary depending on character.</p>

Firearms Licence: Due to the laws in the United Kingdom background checks are necessary to hold a licence and you will be kept on a list by the government. This licence will allow you to carry your weapons so that they comply with UK gun laws. This means that if you are found to be breaking these laws your licence CAN be revoked and you can be prosecuted. With no licence, you can be arrested for firearms possession.

Type of Licence	Cost in Skill Points at Character Creation
Pistol Licence	Requires Ref team approval
Shotgun Licence	1 Skill Point
Rifle Licence	1 Skill Point
Prohibited Firearms Licence	Requires Ref team approval and is only obtainable with in game actions. These are only issued by the Home Secretary of the United Kingdom.

Armour: Armour skills are free but must be phys-repped accurately. This will depend on your character and must make sense. (e.g. no regular hunters in chain mail!) You only gain the protection from impale/firearm damage on the parts of your body covered by the armour type. To gain the HP bonus, your entire torso (front/back) and at least 50% of your arms must be covered as a minimum. (This does not stack with Trusted Clothing) Please note that while this does not cost skill points, it is still part of the Combat Skills list and can only be taken by those archetypes with access to it. If shattered your armour must be repaired to regain the effects. Armour is not affected by regeneration currently.

Level	Description	Effect
Light	Motorcross armour, thick leather, stab-proof vest,	+ 2 HP, Ignores Impale
Medium	Bullet-proof Vest (including plates), Hard leather armour, Chain Mail.	+ 3 HP, Ignores Impale and reduces Firearms damage to single.
Heavy	Riot Gear, Bomb Disposal Suit, Plate Mail.	+ 5 HP, Ignores Impale and reduces Firearms damage to single.

Armour Repair: Fixing your armour can be time consuming. There are ways to make the process faster however! An engineer's assistance or the right application of money can help...

Armour Type	Unskilled	Engineer Level 1 Assistance	Engineer Level 2 Assistance	Engineer Level 3 Assistance	Paying for repairs
Time taken per hit point	15 mins per hit point	10 mins per hit point	5 mins per hit point	1 minute per hit point	£50 per hit point

Other Combat Skills:

Don't You Dare!: Once per combat you may roleplay for 10 seconds to stop a player bleeding out using sheer force of will. This does not heal, but merely halts the death clock until a medic can get there. The player is still incapacitated. You must stay within 10 feet of the incapacitated person. If the person using "Don't You Dare!" becomes incapacitated, this will restart the death clock. You may not take any other actions than defending yourself or your target until such time as your target is staunched or healed.

Can't Stop Me (level 1, 2 and 3): A player who uses this regains 1 HP per level of the skill and feels refreshed for fighting. You must have at least 1 HP remaining to use this skill. Can be used once per combat.

Defensive Manoeuvres: (Pre-requisite skill – Hand-to-hand, Melee, Great Weapon, Ranged, Firearms) You are skilled at blocking and avoiding damage of the type of combat you are trained in. Once per combat you can use the call “Defend” to reduce a higher level of damage down to a single.

Resilient (Level 1, 2 and 3): A lifetime of training and hardship have caused you to be stronger and tougher than those around you. Gain 1 HP for each level of this you take.

COMMON CALLS

- Single/Double/Triple/Quad etc.: Target is struck for that much damage.
- Stun: Target is disoriented and unable to act for 10 seconds or until they are struck again. Also unable to take defensive actions.
- Shatter: Breaks the target of the hit (armour, weapon, trusted clothing). If on skin, the limb is broken and you have received a traumatic wound. If this hits a weapon or armour, it is unusable until it has been repaired. If this hits your torso, you are reduced to 1HP despite your current total.
- Knockdown: Target must fall so that their chest or back has contact with the ground (if for mobility reasons, taking a knee is acceptable but you must stay on one knee for 3 seconds then RP getting back up).
- Repel: Target is sent flying backwards up to 10 feet (or CAREFULLY into the first solid object they would encounter). If you hit an object, you also fall to the floor/take a knee.
- Impale: If hit on the torso immediately causes the target to drop to 0hp. If hit on a limb, target loses the ability to use that limb until treated.
- Disarm: Target must drop the item they are holding to the point it is out of immediate reach.
- Defend: Target will only take a single point of damage regardless of how strong the attack was. Any addition effects are still received however.
- Missed Me: Target does not take either the damage or any special calls from the blow.
- Iron/Cold Iron/Silver/Salt/Blessed: Different types of weapons will cause different damage to different creatures.
E.g. Player: Ghost in the dress, Double!
Ghost: Resist!

Player 2: Ghost in the dress, Single Iron!

(Ghost takes damage.)

- Resist: Disregard the call aimed at you. (see above example)
- Mass ____: The call effects everyone either in a 10 foot radius or cone. If arms are held up at a 90 degree angle, it is within that cone. If not, it is centralised on the one making the call.

Example 1: Banshee: (holding arms up) Mass Repel!

(All players within the cone indicated is knocked back 10 feet)

Example 2: Stone Golem: (arms by side) Mass Knockdown!

(All players within 10 foot radius of the Golem falls to the ground)

- Would you kindly ____ – When someone says a sentence to you with this phrase in it, you feel like you probably want to do what was asked of you unless it puts you in direct danger or goes against something fundamental to your character.
- Fatal – Immediately drop to 0hp and fall unconscious. You are bleeding out.
- Mute – You cannot vocalise sounds for 30 seconds including whistling or humming.
- Fear – You will run away safely from the target for 10 seconds. If trapped you will cower in fear if able.
- Death Grip – Your character name/description will be called followed by the call Death Grip. You will begin to choke and be unable to move. If the choke is held for longer than 30 seconds the user may call fatal. You will remain immobilised while on your death count unless the user releases you.
- Greater Death Grip - Your character name/description will be called followed by the call Death Grip. You will begin to choke and be unable to move. If the choke is held for longer than 10 seconds the user may call fatal. If the choke is held for longer than 30 seconds the user may remove possession from a vessel. You will remain immobilised while on your death count unless the user releases you.
- Smite – The user draws a symbol in the air in front of the target for 5 seconds before touching the target which then takes a Fatal. Any possession is removed from the target.
- Greater Smite – The user draws a symbol in the air in front of the target for 5 seconds before touching the target which then takes a Fatal. Any possession is removed from the target and the possessing creature is destroyed if a lesser creature than the user.
- Time In – Called by a ref, means time resumes as normal.
- Time Out – Gameplay is over and the event is done!
- Time-ish – No more ref calls will be made until Time In the next day. You can still roleplay but please refrain from doing anything too wacky!

- Time Freeze – Players should stop moving, close their eyes and listen to instructions. For some transitions/set dressing, a further call of “Humming Time!” may be added. This means, eyes stay closed and hum to yourself until Time In is called!
- Hand in the air: Person is not there and does not exist.
- Wearing fluorescent armband or fist on head: Person is invisible unless you have a skill that lets you see them.
- Wearing fluorescent armband/fist on head, hand on someone else’s shoulder: The invisible person is possessing the one they are touching. If this happens to you, the person possessing you will tell you how to act/what to say.

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 begin their bleed count.

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 to tell a story and we hope you will mostly have fun with it.

CIVILIAN SKILLS

Luck: This allows you to, first and foremost, avoid taking hits! That being said, it can be useful in a wide variety of ways and refs will encourage creativity in the usage of this skill. E.g. losing your “missed me” call to win a game of chance, to find the correct direction something is in, get a better card pull when you’re being operated on etc. Get creative but don’t be upset if we think you’re being too cheeky and say no :-p

Level	Description
1	Can call “Missed me” once per day.
2	Can call “Missed me” twice per day.
3	Can call “Missed me” once per battle. (non-battle

	usage will be capped at 3 per day)
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Medical Training: You have had some level of medical training, this could be anything from taking a first aid course at work to being a cardiologist! For more details on what each level does, please see the “Healing System” section below.

Level	Effect
1	First Aider
2	Minor Medic
3	Intermediate Medic
4	Advanced Medic
5	Specialist

Computer Skills: While virtually anyone can use basic Google skills, someone with computer skills might be able to access information faster, find items online and dig up people's dirty pasts. Documents may be found which are password protected. Some research may require a ton of digging. You may receive some vague information or full print outs detailing exactly the information you needed. This will be determined by your skill level.

Level	Description
1	You can use computers to do basic levels of research and will be able to crack green passwords after 5 minutes of active roleplay.
2	You can use computers to do basic levels of research and will be able to crack green passwords after 1 minute of active roleplay and yellow passwords after 5 minutes of active roleplay.
3	You can use computers to do basic levels of research and will be able to crack green passwords virtually instantly, yellow passwords after 1 minute of active roleplay and red passwords after 5 minutes of active roleplay.

Pickpocket: You are able to attempt to pick someone’s pocket or an open bag. You will be given 3 clothes pegs which you can attach to people. If you do so

without them noticing, you may tell a referee and tell them what you were attempting to steal. The ref will then approach the person in question. Personally brought phys-reps will never be taken from the person, but special items, components etc. have the possibility of being stolen. If you find a clothes peg on your clothing or bag, please see a referee.

Languages: You have studied language extensively. This could range from French to Aramaic to Enochian. There will be written cypher documents in such languages that are unfamiliar to most, but you can read and translate them. Occasionally there will be spoken conversations or recordings to interpret as well.

Level	Description
1	You have knowledge of relatively modern languages.
2	You have knowledge of modern and archaic languages.
3	You have knowledge of modern, archaic and supernatural languages.

Engineering: You have skills with building and modifying gadgetry! This can be anything from being able to create new weapons to modifying a radio into an EMF meter. This will depend on the situation, time roleplayed and your level of skill!

Level	Description
1	You have basic knowledge of creating and building machinery. You could, for example, take apart a phone and use parts for a radio transmitter or create ammunition to contain non-standard materials.
2	Can create some of the basic machinery from parts found in the local area. Could modify weapons to allow for taking out some of the stranger creatures who may be enemies.
3	I'm sorry, you want to create a ROBOT WHO HUNTS DEMONS!?! Well, I won't stop you trying... Your skills are pretty much there, let's see what you can do!

Lock picking: Does what it says on the tin! You can pick locks! This will require decent phys-reps and good roleplay but you can enter places/open things no-one else can!

Level	Description
1	You can open green locks after 5 minutes of active roleplay.
2	You can open green locks after 1 minute of active roleplay and yellow locks after 5 minutes of active roleplay.
3	You can open green locks virtually instantly, yellow locks after 1 minute of active roleplay and red locks after 5 minutes of active roleplay.

Exorcism: One of the cornerstones in how to defeat a demon, by removing the dark spirit from its human host. The stronger your skills in exorcism, the stronger the levels of demon you can cast out. To complete an exorcism, one must have somehow incapacitated the demon and then must recite the rite below. Exact wording must be used or the exorcism will fail.

<Say Rank of Exorcism in latin > *Exorcizamus te, omnis immundus spiritus, omnis satanica potestas, omnis incursio infernalis adversarii, omnis legio, et secta diabolica,*

<Say Rank of Exorcism in latin > *Ergo draco maledicte et sectio*

<Say Rank of Exorcism in latin > *Ergo draco maledicte et legio secta diabolica*

<Say Rank of Exorcism in latin > *Ut Ecclésiam tuam secúra tibi fácias servire libertáte, te rogámus, audi nos.*

Level	Description
1 - ūnus	Casts out regular demons.

2 - duo	Can cast out some of the more powerful demons and might be able to affect some other kinds of creatures...
3 - trēs	Could potentially have exorcised Crowley himself. You have studied incredibly hard and through faith, belief and skill are a driving force of good. This level of skill cannot be taken at character gen.

THE HEALING SYSTEM

While your base 3 HP are indeed global, please react to hits as if they were taken on that location (got shot in the arm? It's your arm that's injured!)

Basic wounds - When your global hits are brought to 0, you are incapacitated and your bleed count begins.

Traumatic wounds - If you are handed a Trauma card, you are incapacitated for 1 minute. After that time you fall unconscious and are considered dying. If you are left unconscious without medical care for 3 minutes, you are dead.

After healing, a player is required to "rest" for a pre-determined amount of time depending on the skill of the medic who treated them. This means the player cannot engage in battle, or any physical exercises such as running or heavy lifting. They are able to walk and talk as normal, but must roleplay their recovery for the appropriate length of time. If they fail to rest, they will instantly be reduced to 0 and become incapacitated from a basic wound, after this wound, their original rest period will begin again.

Healing makes use of a deck of cards; each player will have their own deck of

cards appropriate to their level. There are types of card used that have slightly different effects dependant on the state of the character.

Players start with 3 Negative outcomes, 5 Neutral outcomes and 2 Positive outcomes.

Card Type	Effect on Wounded	Effect on Unconscious
Negative	The injury is quite severe. The medic is able return the hit, but the target retains a wound for a further hour – a limp, a sling for the arm, and eye patch etc.	The damage is just too severe (unless there is some immediate use of extraordinary means) and the target is dead.
Neutral	The medic is able to fix the problem. Might be a bit tender... but the target regains one hit.	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
Positive	By some stroke of fortune, the injury is not as severe as it first appeared – all hits are returned THE POSITIVE CARD IS NOT RETURNED TO THE DECK UNTIL THE NEXT MORNING!	By some stroke of fortune, the injury is not as severe as it first appeared – all hits are returned THE POSITIVE CARD IS NOT RETURNED TO THE DECK UNTIL THE NEXT MORNING!

Healing Skills

When taking a medical skill, you must already possess the pre-requisite levels to take this skill. You may roleplay your healing methods however you see fit for your character but must adhere to the roleplay timings and skill levels.

First Aider - Knows basic first aid and can stabilize most minor wounds and slow down the death clock on major traumas (The effect stabilisation makes will be stated on the trauma card). To stabilise, you must have at least one hand on the patient at all times. If you let go of the patient, their bleed count resumes.

Further trained medics can save an incapacitated or dying person, return HP and cure diseases and traumatic wounds (there may be other ways to do this also...) and get their card decks!

Minor Medics - (Prerequisite skill: First Aider) This includes student doctors, nurses, field medics etc. These people can heal basic wounds and bring people back to 1 hit point after 15 minutes of appropriate roleplay. They cannot perform any medical care on the battlefield and cannot heal a traumatic wound. They gain an extra 3 neutral and 2 positive cards in their card decks.

Intermediate Medics - (Prerequisite skill: Minor Medic) This skill may be taken more than once. If you draw a negative card, you may put it back and choose another once per day. You also may choose from the following skills:

- **Combat Medic:** You are able to temporarily heal basic wounds on the battlefield. Your patient is returned to 1 hp after 30 seconds of appropriate roleplay, but returns to 0 HP and must seek immediate medical attention upon leaving the field.
- **Doctor:** You are able to permanently heal basic wounds off the battlefield after 5 minutes of appropriate roleplay and level 1 traumas after 10 minutes of appropriate roleplay unless specified on the trauma card. Your patient is returned to full health after 15 minutes rest if suffering from a basic wound and after 30 minutes rest from a Level 1 trauma unless specified on the trauma card.

Advanced Medics – (Prerequisite skill: Intermediate Medics) This skill may be taken more than once. If you draw a negative card, you may put it back and choose another once per healing session. They also gain a further 3 neutral cards and 2 positive cards.

Further specialisation can be found here.

- **Combat Surgeon:** (Prerequisite skill: Combat Medic) You are able to permanently heal basic wounds on the battlefield. Your patient is returned to 1 hp after 30 seconds of appropriate roleplay.
- **Surgeon:** (Prerequisite skill: Doctor) Surgeons can cure level 2 Traumatic wounds off the battlefield after 15 minutes of appropriate roleplay unless specified on the trauma card. Your patient is returned to full health after 10 minutes rest if suffering from a basic wound and after 20 minutes rest from a Level 1 trauma unless specified on the trauma card.

SPECIALISATION

Once you have become an advanced medic you can choose to become a specialist in certain fields. If you have a specialism, let a ref know when you are carrying out surgery that relates to your skill (e.g. You are a cardiac surgeon, the wounded has an issue with their heart. Ref will give you a bonus, could be on time needed, on result of card pull or something extraordinary...)

THE WEALTH SYSTEM

The Wayward Road has an uptime Wealth system, which allows players earn money which can be used to purchase items from the magic store, contacts and transferred to other players to gain knowledge, items and favours.

You will be given a Credit Card as part of your player pack which will let you know how much money you have and will include a way of tracking how much you spend.

This money can be gained in a variety of ways IC. Your character may have a job, they may hustle people at snooker, they could clone other people's credit cards...this will vary depending on your level of wealth, the kind of character you play and the skills you have.

The card 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.

All characters will begin with £500, this will increase with each level of the Wealth skill taken and "Wealthy" perk and can decrease with the "Poor" flaw.

Spending Money

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 LARP 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” (the admins).

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

Loans

It is possible to request loans from the Bank or indeed from other players/NPCs. These actions could have consequences from the Bank taking the amount back at an inopportune moment, it affecting your downtime, a loan shark deciding money is no longer a good enough way to repay or spikes of interest...this depends wholly on the roleplay and narrative.

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.

THE MAGIC SYSTEM

MAGIC SKILLS

Prophecy: Whether you are dreaming or awake, these vivid visions give you glimpses into the future, often into situations that are important to yourself, someone close to you or the location you are currently in. You will receive envelopes at the start of the game with times of opening on the front.

Level	Effect
1	You receive one vision per day.
2	You receive two visions per day.
3	You receive three visions per day.

Sixth Sense: You have the ability to see and sense things that most cannot. This can be due to a myriad of reasons depending on your character background. “Show me” cards will be provided in your player packs to hand to refs upon use.

Level	Effect
1	You have 4 cards per event which you may use to sense if someone is lying to you by calling, “Sense motive” or choose to see invisible creatures for one hour. This does not allow you to see when someone is possessed.
2	You have 8 cards per event which you may use to sense if someone is lying to you by calling, “Sense motive” or choose to see invisible creatures for the next six hours. This does not allow you to see when someone is possessed.
3	You have 16 cards per event which you may use to sense if someone is lying to you by calling, “Sense motive” or choose to see invisible creatures for the next 12 hours. You may use this skill to see if there are any full demons/angels/deities in the room with you.

Clairvoyance: By using your talent for supernatural sight, you may gain insight into a person, location or object by focusing on it through a personal totem. (please choose a totem suitable to your character and let refs know during character creation. This could be a crystal ball, tarot cards, tea-cup for leaves etc) “Show me” cards will be provided in your player packs to hand to refs upon use.

Level	Effect
1	You have two cards per event which you may use to gain insight into the past or nature of an object.
2	You have four cards per event which you may use to gain insight into the past or nature of an object or creature.
3	You have seven cards per event which you may use to gain insight into the past or nature of an object or creature. This can also be used at distance but this may come with a price...

Regeneration: Through non-human means...you are able to regenerate your own hit points as long as you are above 0 hit points and conscious. This does not include hit points added by armour which must be repaired (see armour section)

Level	Effect
1	You regenerate 1 hit point per 5 minutes.
2	You regenerate 1 hit point per 1 minute. Must be “No Longer Human” in some way
3	You regenerate 1 hit point per 30 seconds. Must be “No Longer Human” in some way. (Cannot be taken at character generation)

Supernatural Patron (Levels 1, 2 and 3): 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 you 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 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.

The higher level of this skill you take, the more powerful a patron you gain. If you level up the patron skill later, this means you are devoting yourself to your patron further and they will return this newfound devotion with better rewards. This can be incredibly positive if you succeed in tasks set...but the price for failure can also become steep...

- *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!

Energy: Magical energy is the fuel for all spells. Without it in one form or another, you cannot power a spell. The easiest way to gain this is to be a fae or witch of some kind and to have that energy as a part of you, an innate ability. However it may be gained other ways...blood being one. Energy refreshes at Dawn and Dusk (approx. 9am and 6pm)

Level	Effect
1	You have 6 points of energy.
2	You have 12 points of energy.
3	You have 20 points of energy.

Occult Knowledge: 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 energy can be safely controlled and how different symbology may affect your magic and empower objects, and 'Spellcrafting' which governs how many components 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 components and what sort of spells they work in and possible side effects. You will be provided with a lore sheet to identify the properties of common components you may come across.

Level 2

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

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

From level 2 you will also be able to transfer Magic Energy 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 Components. You will be aware of the side effects of these components and will have exact knowledge of how much energy a component can hold before it fails.

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

You will be able to prepare components that are herb and crystal based. You will receive a list of what these components are and instructions on how to prepare them for spell and ritual work.

Ritual Practices (Seals and Symbols)

The key aspect of ritual practice is the creation of Seals, magical boundaries that contain and focus magical energy. 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. This also means that different levels give you access to different ranges of magical traps and seals (Devil's Trap, Angel Banishing symbols etc)

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.

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.

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.

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. 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.

Spellcrafting Level 1 = Start the game with 5 components

Spellcrafting Level 2 = Start the game with 10 components

Spellcrafting Level 3 = Start the game with 15 components

Each level will also grant you an approved spell which you may write and submit to the Ref Team before the event.

Spellcrafting Level 1 = 1 approved spell

Spellcrafting Level 2 = 2 approved spells

Spellcrafting 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 or you may choose to write several spells in advance and check with a ref to see if they can be used. If accepted, the spells will then still need roleplayed, but this can be done without a ref present. 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.

Supernatural Creatures (Levels 1, 2 and 3): At level 1 you will be aware of local legends and hearsay of some of the most common creatures of the area nearby. At level 2 you will have the above but also you will have access to historical information about these creatures. At level 3 you will have full facts about these creatures, usually a report from a hunter or a well written entry from the Men of Letters. At Event 2 you may ask a ref for information about these creatures. In future events this will be reflected in a hunter's journal you will be given access to with different levels of information.

Supernatural Artefacts (Levels 1, 2 and 3): At level 1 you will have Folklore level knowledge of Artefacts. You may have heard of an artefact, but would only have an inkling of what it does. At level 2 you will have up to Historical knowledge of Artefacts. You will potentially know what they do and where they come from, but might not know the ins and outs of actually using the device. At level 3 you will have up to Factual knowledge of Artefacts. You will know how to use them, the benefits and dangers of such will be explained by a ref. You may be able to even work with engineers to duplicate effects (at ref discretion).

For further explanation into magic, please see section after Perks and Flaws!

PERKS AND FLAWS

PERKS

For one reason or another you may have gained a useful skill which has been a boon in your life! Please note, this is not a complete collection of perks and if you have an idea for a potential perk not listed here, please speak to a referee about it as we can likely implement it.

Trusted Clothing (Level 1, 2 and 3): When wearing a certain item of clothing with sentimental value (discussions with ref as to whether it is suitable but must AT LEAST cover your torso and arms) you gain 1 maximum hit point per level of skill. (This does not stack with armour. This cannot be regained through regeneration.)

Contacts: A contact is a useful person or group of people you know in an area which is beneficial to you. This could be a business owner, member of government, member of the military, black market salesmen, demonic agents etc.

Level	Description
1	Once per event you may ask for a favour of your contacts, information, items etc.
2	Twice per event you may ask for a favour of your contacts, information, items etc.
3	Three times per event you may ask for a favour of your contacts, information, items etc.

Feat of Strength: Either through extraordinary training, magical ability or supernatural gifts you are stronger than most people around you. The most basic use of this skill can be used to increase damage you deal by one level (single becomes double/triple becomes quad etc) with melee or hand-to-hand combat, but the possibilities are up to your imagination. Need to physically restrain a demon for an exorcism? This may be what you need! But...would a single burst

of strength from one person be enough to hold a demon...?

Level	Description
1	Once per day you may perform a feat of strength.
2	Twice per day you may perform a feat of strength.
3	Three times per day you may perform a feat of strength.

Stubborn (Level 1, 2 and 3): You just don't know when to quit! Gain 1 minute extra bleed time per level of skill you take. (Level 3 = 3 minutes **ADDITIONAL** bleed time)

Wealthy: This allows you to have more money! Do you have a trust fund? Some nefarious scheme netted you a steady income? Do you just have a high-paying job? Money can be very important in our world and the same is true for the world of The Wayward Road! (see the Wealth section below for how money works in this larp!)

Level	Description
1	Your starting Wealth is now £1500!
2	Your starting Wealth is now £3500!
3	Your starting Wealth is now £6500!

FLAWS

Flaws can be taken as a detriment to your character, but rather than spending skill points, you gain points back for taking one of these detriments. E.g. Susan has Wanted Level 1 and Weak Constitution Level 1. She is hunted and has less hit points, but she has an extra 2 skill points to spend elsewhere! Peter has Poor Level 2, he starts with only £100 each event, but now has 2 skill points to spend elsewhere! **(PLEASE NOTE. You can take as many flaws as you wish, but you can only gain a maximum of 2 skill points this way!)**

Please note, this is not a complete collection of flaws and if you have an idea for a potential flaw not listed here, please speak to a referee about it as we can likely implement it.

Flaw	Level 1	Level 2

Poor	You begin each event with only £250. You cannot take the Wealth perk. You owe a debt to somebody that must be repaid...	You begin each event with only £50. You cannot take the Wealth perk. You owe a significant debt to somebody that must be repaid...
Weak Constitution	Your maximum hit points are reduced to 2.	Your maximum hit points are reduced to 1.
Hemophilia	Your bleed time is reduced to 2 minutes.	Your bleed time is reduced to 1 minute.
Haunted	Usually you are fine, but something in your past causes you to become emotionally unstable around certain triggers discussed with refs.	
Pacifism	You will not intentionally cause harm to any creature, human or anything in between. You have a strong belief that violence is not the answer!	
Wanted	A group/person is interested in catching up to you due to a slight you have caused in the past or crime you carried out. You betrayed someone's trust/stole something from them/caused them minor harm etc.	A group/person is interested in catching up to you due to a major grievance or crime you caused in the past. You committed murder, carried out an act of terrorism etc.
Cursed	N/A	Do not take this flaw lightly! Your character has been cursed by a powerful creature. Discuss with Refs.
Cowardly	Whenever a fight breaks out or a creature you believe your character would find scary appears, you are gripped with fear and feel the need to flee the area.	

IN DEPTH GUIDE TO MAGIC IN THE WAYWARD ROAD

Basic Info

Magic in the Wayward Road is not spontaneous for the most part. Magic is carried out through rituals and with elements of sacrifice. The caster of the spell will need to have the knowledge of what they are doing, they will need to create a magic circle to contain the energy, they will need to generate magical energy, they will need spell components to grant abilities to the spell, they will need to anchor the spell to themselves and they will need a way to aim most spells. These steps are explained in more detail below.

Magic Circle

Spells in Supernatural are almost always done within a circle. This may be a simple circle of salt for protection up to complicated seals to contain energy or channel it (a pentagram is often used). This stops the spell from activating until it is complete, stores the energy so it can mingle with the components before its release etc. Different circles will have different strengths and be able to contain different energy. But be careful! Some components may respond badly to certain circles...

Magical Energy

Energy fuels spells and each player will have a set amount of energy depending on their archetype and skills chosen. Energy refreshes at both dusk and dawn. Mechanically this means that at 9am and 6pm, a player's energy is restored to its maximum, regardless of how much they have already used.

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' magical energy. Energy is the mechanism by which spells are fuelled, and a player's energy 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 9am and refresh again at 6pm Saturday night (this refresh brings you to your starting maximum, you cannot naturally store energy from one cycle to the next). Obviously, the more energy you have the more you can do... but this does not come without its drawbacks...

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	Energy	Component	Channel
Description	The containment to hold the energy being used in the construction of the spell	The energy 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 energy into an effect.	The means by which the shaped energy will be released – the aiming mechanism and trigger.
Activation	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 sugar will be used)	Those involved in the spell can devote energy to making it work. The amount of total energy that can be used depends on the strength of the seal. Each component element will also have a maximum amount of energy they can contain.	These are the traditional ‘ingredients’ of a spell. Components have a energy amount and a theme effect. The more energy in the component the stronger the effect.	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.
Effect	Within the Seal energy can be applied and manipulated without being lost until the spell is completed. If the seal is broken all energy is lost for either no effect, or with a catastrophic backlash	More energy = Stronger spell. However, the knowledge and artistry aspect comes from knowing just how much energy can be applied to the components used and in what proportions before the spell will fail or catastrophically backfire	Components 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 components is the main requirement of a spell having the effect the spell crafter wants.	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.

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 energy 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 energy they can contain before they break. If a seal were to break while containing energy then the best result is the loss of the energy to no effect, in other circumstances the energy will be unleashed on the involved practitioners to a variety of unpleasant outcomes.

The second feature is a energy multiplication. This is how much energy is used to reinforce the seal vs how much the seal can contain. Simple Seals may have a x1. So each point of energy reinforcing the seal means it can contain one point of energy. More complex seals may have multipliers such as x1.5, x3 and so on. So an x3 seal with 3 points of energy reinforcing it could contain 9 points of energy 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 (energy is used to reinforce it) it will last for 1 hour + one hour for every point of energy put into its activation, or until the spell is complete.

Step 2 – Components

Components are the ingredients that make the spell what it is: eye of bat and leg of frog and so on. Different components 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 magic shop. What all components have in common is they require energy to activate them. All components have a minimum of one energy to activate, and an upper limit of energy they can contain before they destroy themselves. The more energy within a component the more effective a part of the spell it is, and the more powerful a result. If the upper limit is exceeded the component 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 components 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 energy. These tokens are spent to give energy to their spells. They are placed within the seal to track the amount of energy being put into the spell. Once a energy 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 energy of the characters, there are three other ways that energy 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 energy. If all the available hit points are used (i.e. the person is killed) then the spell receives points of energy 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 energy (3x3). The sacrifice dies, and someone probably needs to mop the floor. It is important to note that energy gained from sacrifice counts as energy 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 components can magnify the energy put into them. For example there is a type of incense that if a point of energy is put in, two become available for use elsewhere in the spell (of course, like any other component it is possible to overpower this incense... with unpleasant results.)
3. Special items. There are a few, rare items that contain their own magic energy. These can be used as batteries – providing free energy, 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 energy. 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 energy 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

energy. 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 Men of Letters 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 energy 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 energy in particular context specific circumstances.

DOWNTIME AND CHARACTER PROGRESSION

First and foremost, The Wayward Road is designed as an interactive story in which we are all storytellers. As such, before each event you will receive a brief. There will be generic parts to this (where are you going, why are you going there etc) but there will also be personal elements which have been effected by your backstory, your uptime actions or actions you have chosen to carry out in your downtime...

After each event, when downtime is announced, you will receive a form to fill in. Part of this form will include a space to choose a new skill/increase the level of an existing skill (this is not the only way to earn skills, there are ways during uptime you may earn new levels of something or unlock something else entirely...of course, you may end up doing something disastrous that unlocks a new, 0-point gain flaw...)

There will also be space to write up to 500 words (approx.) of a personal downtime. Judging by what happened at the event, what do you think your character would do next?

In addition to these 500 words of space for free written downtime, there will be a section for single sentence goals. This could be short-term in downtime or long term goals for your character in the game. These can be ever changing but may well effect what happens to your character both in play and during downtime.

If your downtime includes any other player characters, please do discuss with those players in advance and all include this in your downtime actions. (e.g. Rowena, Patrick and Traci want to band together to create a coven. They must ALL include this as part of their downtime actions. This may have an impact in play when they carry out spells as a group)

UPDATES AND NEW ADDITIONS

Version 5:

- Prophecy: Envelopes will now include timings as to WHEN to open your envelope. No longer ref discretion.
- Sixth Sense: Some confusion cleared up to separate this skill from Clairvoyance. Seeing invisible creatures only lasts a specific amount of time per use of the skill depending on level taken or sense motive. Level 3 can now be used to see angels/demons/deities in the room. This ability will come with cards to give to a ref upon use to aid tracking.
- Clairvoyance: Some clarifications on different levels of the skill. This ability will come with cards to give to a ref upon use to aid tracking.
- Don't you Dare!: Distance to target now 10 feet. Added "You may not take any other actions than defending yourself or your target until target is stunched or healed."
- Languages: Added information about spoken languages and recorded languages to work alongside cyphers.
- Exorcism: Added markers to make it simpler to identify DURING exorcisms what level is being used so asking a ref/the player is no longer necessary.
- Occult Knowledge Supernatural Creatures: This will be reflected in a hunters journal you will be given access to with different levels of information from E3 onwards. At E2, asking a ref and stating you have the skill should get you some information relative to your level.
- All combat skills: Level 5 skills which used to be unavailable at character creation can be now POSSIBLY obtained through discussion with refs and good roleplay reasons.
- Firearms Licence: A new skill point buy needed in order to legally carry firearms. Also, a possibility to be lost if guns are used irresponsibly and player is caught.
- Armour Repair: Added a system for repairing armour and clarified that regeneration does not repair HP given by armour.
- Wealth Perk: Reviewed and adjusted for better in-game mechanics.
- Poor Flaw: Added wording stating that you owe someone a debt and that is why you are poor. Lowered Level 2 by £50.
- Healing System: Cards will now be used instead of beads.
- Melee combat level 2: amended to grant a once per BATTLE extra damage instead of DAY.
- Surgeon T2 has had times needed for patients to recover reduced.
- Invisibility: Fist on head supplemented with fluorescent armband.

- Fae – Clarification added to highlight that all fae creatures will be weakened forms compared to true fae from their own realm.
- Fatal, Mute, Death Grip, Greater Death Grip, Smite, Greater Smite, Fear all added to common calls.
- Cold Iron differentiated from Iron. Cold Iron call added.