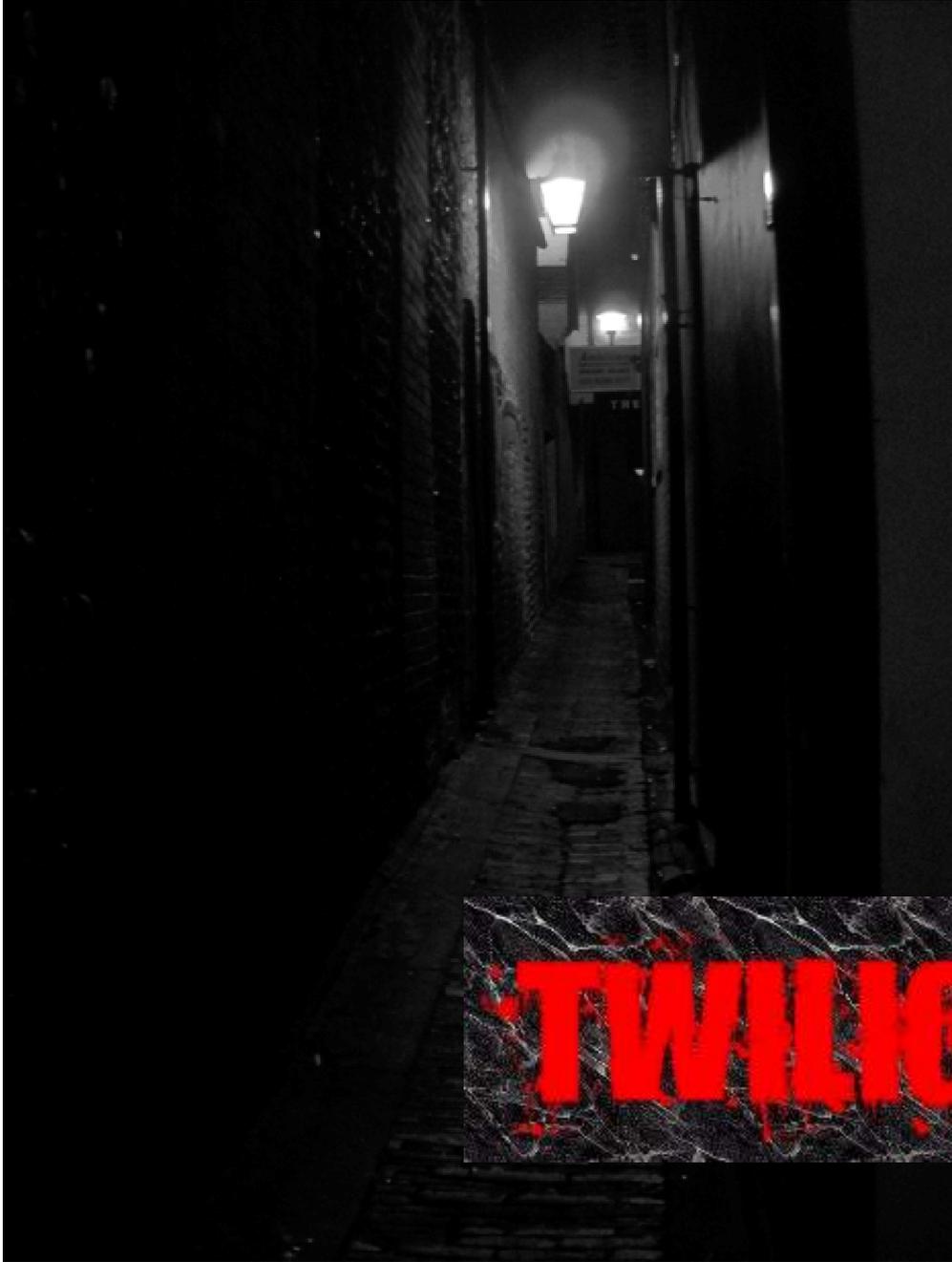


DARK LIGHT LRP PRESENTS



**RULES
BOOK**

TWILIGHT

TWILIGHT LRP

MODERN HORROR LIVE ROLEPLAY

WHAT IS LRP?

Live-Roleplay is a form of improvised acting in which you not only assume the role of your character, but act out the role too. Within the game there are other players acting out their characters, and actors working for the Referees (the people who organise the game) who are called non-player characters (NPC's). Unlike any play, LRP has no audience, nor any script or predetermined plot, these are all created by the characters, their actions and interaction with others and the audience is simply the other players. The Referees will have written a basic outline for the evenings events, but otherwise you are free to act out your character role as you wish.

These rules are necessary to give you an idea of what your character can and cannot do, their abilities, their powers and so on. They give the game more structure, so that actions that cannot be feasibly be carried out in real life may be acted out for the purpose of the game. The focus is still firmly set on the roleplay aspect, these rules simply give you an idea on what you may do within the game itself, and indeed assists in an accurate depiction of your character.

These rules are not set in stone. The Referees may decide to alter them during a game if they deem that the circumstances are appropriate. The rules always take second place over the story. A Referee's decision is final on any adjudication of rules decision

SAFETY

- This system uses a real time combat system, which means that all combat is acted out using latex weapons, which are safe if used properly. If you have never used an LRP weapon before please let a Referee know.
- Hand to hand combat requires you to actually hit the target, but all blows must be gentle, open-handed hits, to well-fleshed areas. It's also not necessary to use physical force, if you wish to grapple someone, or pin them up against a wall, then use roleplay, not force.
- All blows must be 'pulled' and head hits are not permitted. If you wish to use your own weapons, they must be checked by the Referees prior to being used.
- When playing in public areas, **all guns must be obviously fake**, even when holstered.
- Any real weapons are not permitted, even if they are for decorative purposes only.
- Take care at all times, especially if fighting, running etc.
- Whilst drinking is permitted, **please** be sensible. Accidents happen all too easily when people have been drinking, and anyone deemed too inebriated to be safe will be asked to sit out for the remainder of the evening.
- Illegal substances are **not** permitted under any circumstances; anyone caught in possession or using illegal drugs will be immediately dismissed from the group, and the authorities may be contacted
- Finally, be careful when acting around members of the public. The Kin are charged with keeping their existence from the Unenlightened as secret. Theoretically the game should be played without attracting the attention of Joe Public.

CHARACTER GENERATION

The first and most important part of the character generation process is the concept. Who is the character? What do they do? Which Faction do they support? Where are they from? How did they end up in Brighton? PC characters may not be genuine historical characters, or character taken from known works of fiction.

Once the concept is established, the process of Character Generation is fairly simple:-

1) STATS – There are three principal Stats; Physique, Willpower and Essence. You have 5 “points” to allocate to these three Stats. No Stat can be brought higher than Level 3 at character creation stage. Stats **can** have a level of 0 (i.e. if no points are allocated) though this will severely hamper the character. Kin won’t be able to use Edges at all, or resist the effects of Skill etc. Hit Points are double the Physique Stat, and Essence Points are double the Essence Stat.

2) RACE - Select a Race for the character. All members of the Race have all of the Character Advantages and Character Disadvantages listed. Any new Races must have been approved by the Head Referees prior to being played. Please do not turn up for the game expecting to play a non-standard race, or expecting the Referees to approve it there and then

3) SKILLS – Select 14 points of Skills from the list. Skills cost between 1 and 5 points per level. You can purchase Skills a multiple number of times, but no Skill may start above Level 3 at character creation.

4) BACKGROUNDS – You can select 10 points worth of Backgrounds.
Each level of Contact costs 1 point (Max of 5 points per area).
Each level of Resources costs 2 Points.
Each level of Homestead Security costs 1 point. (max 5 points)

5) EDGES – Each Race will have a list of Edges that they have access to. You can select 4 levels worth of the Basic Edges listed for that Race. No Edge may start above Level 3 at character creation stage, and if your initial starting Edges would “unlock” other Intermediate Edges then these are not available until after the first game. ***Remember that no Edge can have a level which is greater than the characters Essence Stat***

6) MERITS AND FLAWS – Players can select from the general list of Merits and Flaws, and also from the Merits and Flaws available for their race. A player can select up to 5 points of Flaws and 5 points of Merits. Each point of Flaw taken will allow a point towards a Merit.

7) FACTION – Select which Faction you are allied to. Characters can either be members of the Lumen, or the Atrum. Alternatively they can opt to be Independent, though this has its own dangers. All members of the Atrum and Lumen are aware of their own members. There are no “spies” going undercover for the other side. Player character cannot be members of The Medius

STATISTICS

All characters have a number of character “Stats” which define the basic abilities of the character. Each Stat has a level between 0 and 10. Most mortals will have Stats between 0 and 3. “Lower” Kin normally have Stats between 1 and 5, whilst the higher echelons of the Kin or members of the Medius will normally have higher levels of Stats.

The three principal Stats represent the “base” abilities of the character. There are Edges which can raise or lower these Stats, but for the most part they will remain stable. Stats are also used to resist Edges, Skills or other powers which might be directed against you. E.g. If a character attempts to use the Snarl Edge to cause Fear in your character, it is resisted by Will. If you have a Willpower Stat which is **equal to or higher** than the Edge Skill or power being used on you then you may resist its effects. If the Edge or power used against you has a level which is **higher** than your Willpower then you have been affected.

Physique (PHYS): The characters physical strength, agility and endurance

The characters PHYS Stat is used when grappling another player or against a fixed difficulty to perform a task. *i.e. Bob is trying to push Jake over the edge of a building. Bob grabs Jake and starts to push calling “PHYS 3”, Jake calls “PHYS 2”, and as Bob’s PHYS Stat is higher, Jake is slowly forced over the rooftop. Or James wants to break down a door, the Referee says that he will require a PHYS of 4 to accomplish this* Physique is sometimes used to defend against a physical attack, poisons and the like

Willpower (WILL): The character’s control over their own emotions, thoughts and concentration.

Willpower is commonly used to resist certain Skills, Edges or other powers which would try to sway your character’s mind or decision. Occasionally the referee might state that you require a minimum Willpower in order to be able to do something difficult. Cutting off one’s own hand takes a degree of strength of will

Essence (ESS) – The characters “supernatural power” and spirit

The Essence Stat represents how advanced the character is in their supernatural form and how they have developed their supernatural power. A characters level of an Edge cannot be any greater than their Essence Stat. *i.e. A character with the Claws Edge and an Essence Stat of 2 cannot purchase Claws Level 3 until they have first increased their Essence Stat to 3.* Essence is sometimes used to defence against magical attack

Stats determine a couple of other things which are relevant to the game:-

Hit Points (HP’s) : How much physical damage the character can take or avoid and is likely to go up and down over the duration of the game. Once a character has run out of Hit Points then they are unable to continue to fight, as their physical body is too injured, and they will collapse. A character’s Hit Points is normally equal to **twice** their Physique Stat.

Essence Points (EP’s): Essence Points are used to power Edges that the character possesses, and can go up and down over the duration of the game. As the character progresses they will gain a wider variety of Edges however they will still require Essence Points to power them. All Edges cost 1 Essence Point to activate, no matter what the Edge is or at what level the character possesses it. A character’s Essence Point total is normally **twice** their Essence Stat. The Enlightened also use Essence Points to power their spells. Essence points are recovered at the same rate as the characters Essence Stat per game.

COMMON RACES

Below are details of the common races of Kin in Twilight. Each section provides the rules information on various sections. Please note that none of these sections has any significant background information on the races. This can be found in the separate World Background book:-

1) **Racial Advantages**

These attributes are present in **every** member of the race. e.g. All Spirits can become Corporeal, Were-Kins can change into their Beast-form. These may be Edges which the character gains automatically at Level 1.

2) **Racial Disadvantage**

These are the disadvantages that each race suffers e.g. Were-Kins are liable to lose control when under stress and Spirits can be controlled with Necromancy

3) **Racial Edges**

These are the Basic Edges that are available to this race.

There are other Intermediate and Advanced Edges that the character will have access to as they develop however these have “pre-requisites” from the Basic or even Intermediate Edges. These higher edges will be “unlocked” and available for purchase once the character has acquired all the pre-requisites for that Edge. Characters may purchase an Edge more than once which represents an increased mastery in that Edge

4) **Phys Rep requirements**

Any phys rep requirements are listed

5) **Feeding**

Most races need to feed in order to sustain themselves, and some have specific feeding requirements which require them to be licensed. A Kin who has been unable to feed at all in Downtime will start the game on a single Essence Point. Some Kin who feed though Extreme Measures (i.e by killing) will start on full Essence Points, and will have an additional bonus Essence point for that game.

6) **Race specific Merits and Flaws**

Some races have Merits and Flaws which are specific to their races. These are optional, and are selected at Character Creation. These are also just suggestions. Should you have another Merit or Flaw that you would like your character to have then the referees may approve it.

OTHER RACES

These common races are included in these rules though in principle the organizers are happy to receive concepts of any other Kin that seems viable in terms of rules and phys-repping. Brand new Kin types are expected to be presented with a well thought out race background. A character submission which has insufficient thought behind it will not be accepted.

The character must contribute to the game world as a whole, rather than just being some unusual oddity or quirk which will give the player a specific advantage. Where the character is just a variant on an existing race then the standard race rules will be used, i.e. should someone wish to play a Djinn, the rules for a Celestial could easily be applied.

New Kin types will be discussed with the player to ensure that the stats and powers of the character are balanced and will not upset the game balance. The player should provide a good overall concept of the race, their purpose, their history, and perhaps a few suggestions of Edges. The referees will design the rest of the character details and offer it to the player based on what is balanced, NOT upon what the player requests

NPC character may also be members of other races, though players may not necessarily be permitted to play those races as PC's

THE ENLIGHTENED

DESCRIPTION:

The Enlightened are humans who are aware of the Twilight world., and not only are they aware of it but they have become a part of it. They only possess the one Edge, which is their innate magical power which they enhance through studying magical arts, necromancy and or devoting themselves to a faith in a higher power which grants them supernatural abilities. Of all the races of Kin they are most likely to be in touch with the mortal world as they are human in all ways.

RACIAL ADVANTAGE:

- **In-touch:** The human world is more open to you, as such you can purchase Mortal Influence at half the cost both at character generation and with Experience Points
- **Mortal** – The Enlightened are mortal, so can benefit from receiving medical attention, either from Skills, Edges or simply calling an ambulance

RACIAL DISADVANTAGE:

- **Mortal:** The Enlightened are human so do not have many of the regenerative or protective powers of the supernaturals. They are also vulnerable to disease, poisons and old age, unless protected by magic.

RACIAL EDGES:

- **Basic Innate Magic**
- **Basic Rituals**

PHYS REP REQUIREMENTS:

None. The Enlightened are human.

FEEDING

The Enlightened are mortal, so eat regular food. They regain Essence through rest, though they can also store and withdraw energy into charms, crystals and Artefacts.

Extreme Measures - The Enlightened can tap into their deepest reserves of power, and in an emergency they can immediately replenish all of their Essence Points. This however “disables” them and prevents them from recovering Essence by any immediate source.

ENLIGHTENED MERITS AND FLAWS

Society Member – 3 point Merit

The character is a member of an organisation which provides them protection, respect or information. The organisation might be a secret magical society or even a church. Each Society will have a number of common Words which they will teach to their initiates and members. Members of the society will be taught additional Words and spells as they progress. Leaving a society is often frowned upon, and indeed some will guard their secrets so jealously that they will seek to kill the character. The list of available Societies will be provided to Enlightened characters who wish to take this Merit

Man of Influence – 2 Point Merit

As a mortal you more easily mingle with the public. You’ve managed to gain some influence over a section of society such as politics, the media, the church or business. You additional bonuses to use that area of Contacts in Downtime, but be aware that the world does not know of the Kin and being in the spotlight can be dangerous

Exile – 1 Point Flaw

You were once a member of a Society, but they kicked you out. You know an additional 4 words which are relevant to your former Society, however their members might still seek to cause you harm, and your reputation has spread so that no other Society will accept you as a member

VAMPIRES

DESCRIPTION:

Vampires are immortal, fixed at the age they were when they died, and enjoy resistance to many things which would bother mortals, such as age, disease and poisons. Vampires are essentially human being that are infected with a parasitic organism. This organism shuts down the majority of the bodily functions and mutates the host so they are scarcely human anymore. The parasite however provides them with great powers

RACIAL ADVANTAGES:

- **Immunities** – Vampires have lost their mortal physiology, so do not suffer from mortal diseases, nor are they affected by mortal poisons. They will never age and cannot die of “natural causes”.
- **Heal** – The parasite is hardy and can regenerate quickly. The character automatically gains one Level of the Heal Edge

RACIAL DISADVANTAGE:

- **Dead Matter** – Vampires are no longer living tissue and as such cannot be treated with medicine or other medical treatments
- **Vulnerability: Fire** - Vampires are susceptible to damage from fire. All Hit Points lost from attacks made with a Fire damage call cannot be healed immediately, though they will return by the next game.
- **Staking** – Vampires who are struck through the heart will not die, though they cannot move, speak or use any Edges until the stake is removed. The use of the “Thorn of Woe” is commonly used as a punishment for Vampires. Any character can stake a Vampire, provided that their target is unable to resist (i.e. is unconscious or asleep).

BASIC RACIAL EDGES:

- Animal Control
- Charm
- Heal
- Hypnotic Gaze
- Snarl
- Strength

PHYS REP REQUIREMENTS:

None. Vampires look human in all aspects from the outside, though they do not have the same internal organs as humans due to the parasite shutting down most of the internal organs.

FEEDING

Vampires must drink blood to survive as the Vampyr parasite consumes the blood in order to thrive. The bite wound heals as soon as the fangs leave, though the victim will have a clear memory of being bitten. Most Lumen Vampires will survive solely on bloodbanks, or from animal blood. Whilst it might taste quite disgusting, most Lumen do not wish to hurt anyone. Most Atrum vampires will do the same though more through fear of repercussions.

Extreme Measures – Some Vampires prefer to kill when they feed, though the practice breaks the Treaty, and leaves a drained corpse to deal with. Killing by feeding is sometimes licenced by the Factions (See Licences) in order to limit its use.

VAMPIRE SPECIFIC MERITS AND FLAWS

Family member – 2 Point Merit

The character is a member of one of the Vampire Families. This means that they are afforded more respect by the other members of the other families. As the Families are larger and politically more powerful, the character is more likely to have themselves heard within the ranks of the Factions.

WERE-KIN

DESCRIPTION:

Were-Kin are beings which can change between human form and that of a large predator. Werewolves are the most common example of a Were-Kin, but their animal forms are always carnivorous. They are born to Were-Kin parents in the same way as a human child, and develop their powers during their teenage years. They have several Edges, but of the unique power of their Beast Form. This allows them to take the form of half man, half large animal and become a destructive force in close combat.

RACIAL ADVANTAGES:

- **Beast Form** – All Were-Kin have their Beast Form, which is the animal form which they can assume. Most Were-Kin are Werewolves and will gain the form of a large “wolfman”. Others may change into large catlike men, or other large wild creatures. Turning into the Beast (or back to human) takes 10 seconds, during which time the character cannot do anything at all. Whilst in Beast Form, the character cannot speak, and will only be able to understand simple instructions from others i.e Kill, Follow, Sit, Go home etc. When the character goes into Beast Form, the following Basic Edges are automatically **activated at no cost** at the same level as the character normally possesses the Edge:- Claws, Resilience, Strength. Other Intermediate or Advanced Edges may also be activated if the character possesses them.
- **Immunities** - Were-Kin naturally immune to diseases and poisons. There are some Were-Kin specific diseases and poisons which can affect them. If a Were-Kin ingests Silver, this will count as a poison.
- **Mortal Physiology** – Were-Kin are not mortal, but their internal organs are the same as humans, so they can benefit from receiving medical attention, either from Skills, Edges or by calling an ambulance

RACIAL DISADVANTAGE:

- **Frenzy** – All Were-Kin are more bestial than humans and as such have a tendency to lose control when the going gets tough. If the player is in a stressful situation, e.g. facing certain death, being utterly humiliated or being trapped in a burning building. In these circumstances, the player has 3 options; Fight Flee or Fold. The player must choose one of the three options, and loudly announce their choice. They will then immediately begin to enter their Beast Form and must then carry out the Frenzy. Players who fail to Frenzy when they really should, or don't Frenzy to the full extent will be deducted experience points. A referee will normally state when someone must Frenzy if they haven't already.
Fight – The character will immediately attack the person or item that has caused the Frenzy, once that person is dead or no longer able to fight then they will attack the next closest person (even friends). They can stop attacking things once they can no longer see a living creature. i.e everyone around them is dead, at which point they will return to human form
Flee – The character will run in the opposite direction of the source of their Frenzy for 5 minutes. The player must run away (at least until they are no longer within eyesight) and are then considered to be running away. The character will take whatever means necessary to escape (i.e. jumping out of a window, running across a motorway) without thought for safety or discretion. If the character is unable to escape, then they will “Fold” as per below. After 5 minutes of fleeing they return to human form
Fold –The character curls up on the floor in a ball. If attacked they will not defend themselves. They must continue to remain where they are until the object which provoked the Frenzy has left or been removed. At which point they can return to human form.
- **Vulnerability: Silver** – Were-Kin are susceptible to damage from Silver. All Hit Points lost from attacks made with a Silver damage call cannot be healed immediately, though they will return by the next game.

BASIC RACIAL EDGES:

- Animal Control
- Claws
- Heal
- Howl
- Resilience
- Strength

PHYS REP REQUIREMENTS:

The character should represent when they are in their Beast form by the donning of a mask, claws etc. Please note that whilst in Beast Form the character should try and “mimic” the posture of the Beast.

FEEDING

Were-Kin are considered to be animals by many of the other races of the Kin. Whilst their human aspects do not have any major dietary requirements, their Beasts do. Often this results in a field of butchered sheep, and a lot of questions. Were-Kin do have the ability to shift into their Beast Form and to satiate their animal natures. Once a month a Were-kin must feed by killing a living warm blooded creature and consuming its flesh whilst in Beast Form. This is normally done in Downtime.

Extreme measures - Some Were-Kin cannot survive only on animal flesh, and require human flesh to thrive. These creatures tend to be numbered amongst the Atrum, as Lumen will either suppress their desires and starve, or will kill themselves. These man-eaters are a danger to the Treaty and as a result, killing a mortal for food is licensed by the Factions. (See Licences).

WERE-KIN SPECIFIC MERITS AND FLAWS

Calm Hearted – 3 Point Merit

Once per game, the character can ignore the a situation which would normally cause them to Frenzy

Pack Animal – 3 point Flaw

All Were-Kin have a bestial nature and follow their animal like natures in their social strata and seek to assert their superiority. Should the character ever be defeated by another Were-Kin then they will always Frenzy should ever come across their opponent again in the future. The character can still choose how they Frenzy

Man Eater – 4 point Flaw

The Were-Kin is a man-eater and can only survive on human flesh. Unless the character has killed a human being and consumed their flesh over the downtime, they will be considered to have not fed, and will suffer the penalties. On the other hand, when they do feed they will gain the relevant bonuses for Extreme Measures feeding



CELESTIALS

DESCRIPTION:

Celestials is the term applied to a creature such as an angel, demon or genie. They are not born, they are brought into existence as the result of the power of intent. This intent could be considered a prayer or wish, where someone had requested assistance for one purpose or another and the “universe” has reacted by manifesting a Celestial. Celestials have no knowledge of God, or any other divine force. The Angels and Demons of religious and literary tradition are “fictional” as far as the Celestials are concerned.

RACIAL ADVANTAGES:

- **Desire** – All Celestials have the ability to look into the souls of others and see what it is that they desire. Atrum Celestials quite often use the ability to see what will corrupt someone, whilst the Lumen use it to make people happy. Once per event, the Celestial can enter a conversation with someone regarding a situation, and then look into the eyes of the target and say “Tell me, what is it that you truly want”. Their target must reveal to them what their ideal ending to the situation would be. The information is passed silently, only the Celestial knows. This power cannot be resisted.

RACIAL DISADVANTAGES:

- **Purpose:** All Celestials are “summoned” into existence through the intent of another person. The Celestial will never know what their purpose is when they are called into existence, nor will they be aware of who summoned them. At some point in time their purpose will be revealed to them, and they will have to act accordingly. This might go against their natural inclinations Celestials who fail in their purpose, or refuse to act upon it will suffer a penalty. This varies from case to case though it has been noted that the universes punishment seems to “fit the crime”
- **Magic** - Celestials are vulnerable to certain spells or rituals which can bind and compel them to do the bidding of another. There are rituals specifically designed to summon and control Celestials which might render them vulnerable
- **Detached** – Celestials are not human, have never been human and as such struggle to understand emotions and feelings. They have little empathy for others, and are considered detached or cold hearted by many humans and Kin. They can never have the Empathy Skill
- **Dead Matter** – Animates are not made from living tissue and as such cannot be treated with medicine or other medical treatments

BASIC RACIAL EDGES:

- Charm
- Heal
- Detect Kin
- Transfer Essence
- Transfer Health
- Shroud

PHYS REP REQUIREMENTS

None in their worldly form, all Celestials look human

FEEDING

Celestials feed on the emotions of others. Going to a party will leave the Celestial invigorated, just as being present at a heated argument will do the same. Celestials naturally take a little bit of emotion from their surroundings when they feed. This is a natural process and is un-noticeable to the mortals around them

Extreme measures – Celestials can continue to absorb emotions to the point of mentally harming those around them. If a Celestial wishes to over-feed in Downtime, the people around them will suffer from feelings of apathy, depression or in extreme cases complete withdrawal and catatonia. Essentially their ability to feel extremes of any emotions have been lost, leaving them unable to make decisions. This is not a targeted effect but rather it affects everyone around the Celestial. This is a breach of the Treaty and as such is only permitted when licensed by the Factions. (See Licences).

CELESTIAL SPECIFIC MERITS AND FLAWS

Old Timer – 1 Point Merit

The Celestial has been around for some time and knows whether they were created for good or for evil. This does not have to change the concept of the character, but whatever the player selects is how the characters Purpose will appear. (i.e. the player can choose whether their Purpose will be for good or evil)

Newbie – 1 Point Flaw

Not having an upbringing, Celestials often struggle to cope when “dropped in at the deep end”. The Celestial is newly and as such has little understanding of the world, the human condition and modern life. They’ll be confused, and cannot have Skills, Contacts, Account or Homestead at a level greater than 2.

The God Delusion – 1 Point Flaw

The Celestial is convinced that the literary and religious concepts of Angels and Demons is correct and will unswervingly believe this. Whilst they have never seen any evidence of God, this is clearly to test their faith. Lumen Celestials believe that they are there to fight the demons and preserve humanity, whilst the Atrum Celestials seek to corrupt humanity and gain vengeance



SPIRITS

DESCRIPTION:

Spirits and ghosts are often thought to be the most numerous of Kin. They are the “psychic remains” of mortals who died tragically or with unfinished business who have not passed on to whatever comes next. They are either trapped or choose to remain in this world whilst their business is concluded. Spirits are naturally incorporeal; whilst from a distance they might appear to be normal, upon closer inspection they have a faded, “washed out” appearance. Fortunately all spirits have the ability to take on a more solid ectoplasmic form, which allows them to interact with society.

RACIAL ADVANTAGES

- **Incorporeal:** All Spirits have a natural form, which is the way they looked in mortal life. They are clothed, though have no other possessions. Their natural state is also incorporeal. Whilst incorporeal you can pass through solid walls and other obstacles, though you cannot fly or float. You must remain “standing” on solid ground. You cannot pass through floors or ceilings however. You are also immune to “normal” weapons as you have no physical body. Likewise you cannot strike other people, carry anything, wield weapons etc. You are essentially just an “image”. When incorporeal players must wear a high-vis arm band over their costume to symbolise this. This can be covered or removed when the corporeality edge is used. Characters can tell if a Spirit is corporeal or not as they have more substance when corporeal whereas they look slightly “out of focus”. Spirits are never “see-through”.

Incorporeal combat

You have a Phys Stat whilst you’re incorporeal as whilst you have no physical presence you can still be damaged and can also engage in combat with other incorporeal spirits. Whilst incorporeal, Spirits will deal “Essence” damage to other incorporeal Spirits, and will only take damage from an “Essence” damage call. Essence damage will reduce the characters Essence Points instead of their Hit Points. An incorporeal spirit cannot harm a corporeal spirit (or other creature) and vice versa. Incorporeal damage is always Brawl or Melee damage

This can lead to the Spirit being destroyed completely (see the Instable Racial Disadvantage below)

Becoming Corporeal

A Spirit can become corporeal at any point they wish. This transformation takes 30 seconds, and does not cost any Essence Points. Spirits cannot be “inside” another person or object when they become corporeal. You can also disperse your physical body for no penalty by the same process. If any part of the corporeal form is removed from the main body is vanishes (i.e if the Spirits natural form is wearing a hat, if the hat is removed so that the spirit is no longer touching it, then it disappears)

The corporeal body created is the same as your normal form (you cannot disguise yourself or alter your body in any way), and is clothed but has no possessions. If you’re carrying any items, or wearing clothes that are not part of the natural form, then these will drop to the floor when you turn incorporeal again

When corporeal, the character will take damage to their Hit Points as per normal. If the Spirit loses all of their HP’s, then the character immediately becomes incorporeal again. They are severely weakened and cannot become corporeal again for the remainder of the evening, unless they expend an Essence Point **each time** they wish to become corporeal. The corporeal body is not real and as such you cannot be attended to with any form of medicine, but are not affected by poisons or disease. Even when corporeal, you are only made out of ectoplasm.

Melee Weapons which the character has in their natural form are technically part of the characters “body”, and will only do the same damage as a Brawl attack. Missile weapons are non functioning as any projectile would disappear once no longer in contact with the Spirit. Armour likewise is part of the Spirits body and confers no benefit

RACIAL DISADVANTAGES

- **Necromancy** – As a deceased spirit, you are particularly vulnerable to the powers of necromancy which are often possessed by The Enlightened. The most potent of these can completely destroy a spirit
- **Dead Matter** – Spirits are not made from living tissue and as such cannot be treated with medicine or other medical treatments even when in corporeal form
- **Instable** – The incorporeal state of a spirit is fragile at best. If it is damaged too much then the Spirit can be destroyed forever. If a character is incorporeal and has no more Essence Points, they will be immediately destroyed if they take any further Essence damage. Players should be aware that the more of their Essence they use up, the more vulnerable they become. A Spirit with no Essence Points can easily be destroyed

RACIAL EDGES:

- Chilling Touch
- Cloak
- Disguise
- Heal
- Howl
- Will Well

PHYS REP REQUIREMENTS

None. In corporeal form, all Spirits look human. The player should have a reflective armband on them to denote when they are incorporeal. When the character is incorporeal, the player must wear the armband

FEEDING

Spirits feed on the life force of living creatures. This is normally done in very small doses which generally does not cause harm. This draining of energy is what is normally noticed when a cold sensation comes over someone, or a plant withers and dies for no reason. Feeding like this is normally done in downtime

Extreme Measures – There are stories of people found in the morning, their faces frozen in terror, their hair whitened with fright. On these occasions, the Spirits are to blame. Some spirits only take pleasure in the deaths of others, and enjoy completely draining a mortal for their life force. Killing a mortal is only permitted when licensed by the Factions (see Licences) and Spirit characters should be aware that sometimes the dead can come back to haunt the deceased as well as the living.

SPIRIT SPECIFIC MERITS AND FLAWS

Unfortunate visage – 2 Point Flaw

The spirit died in and their natural form is something of an unfortunate one, which makes blending in a little more difficult. They might be headless, or have a bullet hole in the centre of their head. Or it might be that their natural form is still wearing their medieval armour, or that they are a child. Either way they stick out like sore thumb (except perhaps on Halloween).

Ties – Variable flaw

There is something in this world that is tying the Spirit here. It could be a person, a place, an object or even something like an unfulfilled wish or promise. Whilst that thing continues to be in existence then the Spirit cannot rest. In many cases this suits them fine, and the Spirit carefully guards the identity and location of the tie, as if it is ever destroyed or the promised fulfilled then the Spirit will be destroyed with it. Many Necromancers hold sway over Spirit servants by learning of their tie, and using it as leverage

Famous – 1 Point Flaw

You were reasonably famous when you died, and as such some people still recognise you. Problem is that those who know you're dead might be surprised to see you again. Those that don't know might be surprised to see you anyway, whether its to get an autograph or to make sure that they "do the job properly this time"

ANIMATES

DESCRIPTION:

Animates are perhaps the most varied of the Kin. They are all inanimate objects or the bodies of the previously deceased which have been brought to life (or have come to life). Animates are typically created for servitude either as guardians or as servants to an Enlightened master. Some break free from the bounds, whilst others have been released by their creators. They have no understanding of what it is to be human, and have no memory prior to the moment they were created.

The following advantages and disadvantages are the ones which are applicable to all Animates. Depending upon the character concept, the referees may choose to apply further advantages or disadvantages

RACIAL ADVANTAGES

- **Nigh' Invulnerable** – Whilst an Animate might occupy a physical body, its “soul” is one of Magic. Every Animate will have a “spirit piece” which is the part of the Animate where the magic is held, such as the heart of a “zombie”, or the head section of a bronze, or a crystal placed inside a waxwork dummy. When an Animate is destroyed, the spirit of the Animate does not die and if the “spirit piece” remain intact. If the spirit piece can be retrieved and the Animate can be re-built then the spirit of the Animate will awaken again. In order to completely destroy an Animate their spirit piece must also be destroyed beyond repair, or the spirit banished through the use of magic.
- **Immunities** - Animates are not human in physiology, so are immune to age, diseases and poisons.

RACIAL DISADVANTAGES

- **Inhuman appearance** –Animates are not human, and don't look human. Even the fresh re-animated corpses have a strange look to them and will rapidly decompose. This makes interaction in mortal society very difficult. Animates can have Contacts but will have penalties to their usage. They will also find it difficult to deal with humans whilst in game time
- **Magic** – Animates are created through magic by the Enlightened, and as such there are Enlightened who have powers to easily control and destroy Animates.
- **Dead Matter** – Animates are not made from living tissue and as such cannot be treated with medicine or other medical treatments

BASIC RACIAL EDGES:

- Cogs
- Heal
- Resilience
- Shroud
- Strength
- Will-well

PHYS REP REQUIREMENTS

This will vary completely on the type of Animate that the player opts for. All Animates look inhuman, so all will require some phys repping. The referee will discuss basic phys rep requirements with you when you design the character.

FEEDING

All Animates are created through Magic and sustain themselves through Magic. Fortunately Magic is fairly common, and there are places that Animates can go to top-up.

Extreme Measures - The Enlightened often use Artefacts or “Manastones” to assist in powering their spells. All Animates have the ability to extract the magical essence from these items and “consume” it. Provided that the Artefact has more charges, or the Manastone has more points of Essence, then the Animate can destroy it and will be considered to have fed. Some Artefacts cannot be destroyed in this way

ANIMATE SPECIFIC MERITS AND FLAWS

Renegade – 1 Point Flaw

Most Animates are created by The Enlightened, who use their powers to imbibe life into some inanimate object. Many are released from their servitude or their master passes away, but some are known to have broken free from their programming and have either escaped from or slain their mortal masters. You are one of those Animates.

Servant – 2 Point Flaw

You are still bound to a human master. You will need to find a player who is playing a member of the Enlightened as is happy to play your master. If they do not possess the ability to create an Animate themselves, then it is assumed that you were “given” to them. You must follow out every direct command which your Master gives you.

Former Life – 1 Point Merit

You have not always been an Animate. You were once a living person who upon their death found that their consciousness somehow transferred itself into the body you are in now. You have the consciousness and memories of your human self and will often be afforded a lot more respect



FAE

DESCRIPTION

The Fae are an unusual race in that they are part mortal (though definitely not human) and part spirit creatures. Whilst they once inhabited the hidden realms commonly referred to as “Arcadia” they now spend their time within our realm. The Fae are often referred to as being the masters of trickery, and throughout history they have been given the title of pranksters. In reality the older Fae are considerably more serious. Pranks on lost travellers are for the young

RACIAL ADVANTAGE

- **Glamour** – The Fae are naturally able to make things appear to be better than they actually are. Many of the female Fae use their powers of Glamour to make themselves appear to be more attractive, whilst the men use their Glamour to exaggerate their masculinity or physique. All Fae have a natural appearance which they adopt which is indiscernible from a normal human being, this use of Glamour does not cost any Essence Points to activate, and allows the player to wear a “dotted ribbon” to represent their level of attractiveness. All Fae have the Glamour Edge at Level 1.
- **Immunities** - Fae are human in physiology so can be treated with medicine and medical attention, but are immune to aging, diseases and poisons.
- **Mortal Physiology** – The Fae are not mortal, but their internal organs are the same as humans, so they can benefit from receiving medical attention, either from Skills, Edges or simply calling an ambulance

RACIAL DISADVANTAGE

- **Vulnerability: Cold Iron** – The Fae have always been vulnerable to pure elements, and none more so than Cold Iron. All Hit Points lost from attacks made with an “Iron” damage call cannot be healed immediately, though they will return by the next game.
- **Faerie Word** – Whilst the Fae are tricksters, they are bound by their words when made as a solemn oath. When a Fae swears a solemn oath on their King, they are bound to honour it. To knowingly and willingly break that oath will result in their slow demise. Where it is impossible for an oath to be fulfilled then the Fae is “excused”

RACIAL EDGES:

- Animal Control
- Charm
- Command
- Glamour
- Heal
- Hypnotic Gaze

PHYS REP REQUIREMENTS

The Fae appear to be human in all respects due to their Glamour, but in reality they are ugly, brown skinned humanoids with distended noses and elongated ears. They should all be wearing a yellow ribbon with a number of dots upon it. This represents the level of the characters Glamour, and thus is an indicator of their level of attractiveness. One dot is the equivalent of an average human. Four dots is considered to be enough for the character “to be a model”

FEEDING

Fae are magical creatures and need to recover their power. This is done through spending time with humans. There are many tales of lost travellers finding themselves in the midst of a Fae fayre and being dragged into the dance until dawn arrives or finding themselves

Extreme Measures – Amongst humans there are tales of the Fae exchanging human children for Changelings. A Fae can take a human child to Arcadia and exchange the baby for a Fae child. After some time the Changeling baby will die, and the human baby will remain in Arcadia. The parents of the mortal baby will never be any the wiser. As a reward for their “offering” the Fae Lords grant their servants with more power

SKILLS

Skills are the abilities your character possesses, which can be used within the game to perform certain actions. All skills are given a Skill level, which represents how adept the character is, and this number should be called when using the Skill where other players will need to know the level of use. The Skill level is equal to the number of times at which the Skill has been purchased, and generally fall in ranks from 1-5.

Some Skills require the use of certain items i.e. Lockpicking needs lockpicks, Medicine may require medical supplies etc. When using a Skill, roleplay the action so that others can see what is happening.

Animal Handling

1 point Skill

The character has a natural affinity with animals and can tame and train them. This Skill can be used to improve the Security rating of the Characters Homestead

Appraisal

1 point Skill

The character is able to identify and evaluate certain items within a **specified area**, i.e. antiques, art, jewellery, etc. A referee's assistance is often required. The character can also identify if an item is a forgery, if their Skill Level is greater than the level of the Forgery. To appraise or detect forgeries in a second specified area, the character must purchase the skill again, as a separate skill. At level 1 the character can give basic information on the item and price within 25% of actual value. The level of detail improves and the accuracy of any estimate increases by 5 % for each additional level taken. A referees assistance will probably be required to use this Skill

Art

1 point Skill

The character is skilled in a specified art form i.e. painting, photography, sculpture etc. Pieces created are given a level equal to the character's Skill Level which determines their artistic quality, and hence their value. In Downtime the character can create art which can be sold

Brawl

3 point Skill

The character is an experienced fighter, and knows a few tricks. The character can use fists, feet, head etc to inflict damage on others. Damage dealt with each strike is as follows.

- Level 1 – Single
- Level 2 – Single
- Level 3 – Double
- Level 4 – Double
- Level 5 – Triple

Data Scan

1 point Skill

The character knows how to find information quickly, when it is hidden amongst trivial data. They can sift through papers, files discs etc and will find a number of pieces of information equal to their Skill Level per minute of searching.

Dodge

1 point skill

The character excels in manoeuvring themselves out of harm's way. A number of times per night equal to their Dodge skill the character may call "Dodge" to a brawl, melee, thrown or gunfire hit that would have connected, negating the damage of this blow. Dodges should be appropriate roleplayed, players should step away from melee blows, dive to the floor to avoid gunfire etc. "Wild" damage can be dodged, but does not require the use of the Dodge Skill. Fully Automatic fire can not be dodged at all. Suppressive fire can be dodged by any character. You cannot Dodge if wearing Level 3 Armour

Empathy

1 point Skill

The character is perceptive enough to spot changes in mood, body language and voice patterns. If the Skill Level is greater than the targets Will, the target must reveal 1 detail in the form of an adjective, regarding their current emotional state, i.e. nervous, impatient etc. Lying is not detected with Empathy, though insincerity could be. It takes 1 full minute of observation to use the skill

Explosives**5 point Skill**

The character knows how to assemble and defuse most common explosive devices. See the Head Referee for more details on how to use explosives.

First Aid**1 point Skill**

The character has knowledge of basic emergency medical techniques. This normally only is of use when assisting mortals. The character cannot heal damage caused by a Vulnerability. Using proper or improvised equipment, they can

- 1) Halt the dying countdown of a mortal , Enlightened, Were-Kin or other race that has a human physiology
- 2) Awaken an unconscious character immediately,
- 3) Restore 1 HP to a character who has a human physiology. The character can only be treated a number of times as the level of the Skill (see the section on Health and Injury)
- 4) Add their Skill Level to the number of Hit Points recovered per **month** by someone they are treating

Forgery**2 point Skill**

The character can create accurate forgeries in a **specified area**, i.e. paintings, documents, money etc. The Forgery created has a level equal to the character's Skill Level, which determines how accurate it is. Unless a character has the Appraisal skill **in the same area**, they will not spot the forgery. As with Appraisal, characters must purchase this skill again to develop another specified area.

The creation of Forgeries will take up Downtime Actions, and may result in the character gaining Account Points depending upon the forgery speciality taken

Gambling**1 point Skill**

The character is a skilled card sharp, gambler etc. A number of times per game, equal to the character's Skill Level, the player may fix the game by re-rolling the dice, drawing a new hand etc. It represents the character's knowledge of the odds, and hence is not counted as the character cheating.

Locksmith**2 point Skill**

The character can pick locks, padlocks, hot-wire cars etc. This requires the correct equipment, and cannot be used to de-activate alarms or open electronic locks. All locks have a difficulty, the Skill Level must be greater for the lock to be opened.

Lore**1 point Skill**

This skill basically covers knowledge of a specific subject, and is usually set against a difficulty set by a referee. Under certain circumstances it may add a bonus to another skill. It can cover any subject, which can be studied, but common topics are:-

Archaeology, Accounting, Automechanics, Architecture, Anthropology, Art History, Astronomy, Astrology, Botany, Biology, Bureaucracy, Business, Computing, Criminology, City Knowledge, Cryptography, Chemistry, Economics, Electronics, Engineering, Forensics, Finance, Geography, Geology, Gunsmithing, Heraldry, History, Linguistics, Law, Lip-reading, Maths, Meteorology, Mechanics, Net-surfing, Occult, Politics, Psychology, Pharmacy, Physics, Sign Language, Theology, Zoology.

The list is by no means limited to those skills listed above

Medicine**2 point Skill**

The character has knowledge of advanced medical techniques and procedures usually carried out in a hospital. Some uses of this skill will require the correct equipment, and some races do not have mortal physiology so cannot be attended to with Medicine. The skill can :-

- 1) Halt the dying countdown of a mortal , Enlightened, Were-Kin or other race that has a human physiology
- 2) Restore 1 HP to a character who has a human physiology. The character can only be treated a number of times as the level of the Skill (see the section on Health and Injury)
- 3) Revive a dead mortal or ghoul who has died within a number of minutes equal to the character's Skill Level.
- 4) Awaken an unconscious character immediately,
- 5) If treating a recovering mortal, Hit Points are recovered at a rate of PHYS Stat per **week**.
- 6) Perform surgery on any character with a mortal physiology

Treat a character who has a mortal physiology who has been affected by drugs, poisons or disease

Melee Weapon**2 point Skill**

The character can use melee weapons such as knives, cudgels, swords, fire-axes, sledgehammers and baseball bats. Large Weapons are those over 48 inches in length

Level 1 - Singles with small weapons and Doubles with Large
Level 2 - Doubles with small weapons and Doubles with Large
Level 3 - Doubles with small weapons and Triple with Large
Level 4 - Triple with small weapons and Triple with Large
Level 5 - Triple with small weapons and Quad with Large

Pistol**3 point Skill**

The character can use single handed pistols, revolvers, machine pistols and so on. Pistols which can fire in a fully automatic mode i.e. no need to repeatedly pull the trigger, are classified as Automatic weapons and can fire using the Full Auto and Suppressive damage calls. A normal Pistol will hold 8 rounds. Once the character has taken 8 shots the clip is empty. They must have another Pistol Clip Card in order to reload. The same rule applies to Fully automatic Pistols. Automatic Pistols require 3 clips worth of ammo to fully reload

Standard Damage is as follows:-

Level 1 – Single
Level 2 – Double
Level 3 – Double
Level 4 - Triple
Level 5 - Triple

Pickpocket**2 point Skill**

The character is a skilled thief and pickpocket. The Skill user may steal any *one* item from the target, provided it is not concealed using the Stash Skill by spending a number of seconds in physical contact with their target. The character must roleplay stealing the item by bumping into / shaking hands with / frisking their target. They must have physical contact for 6 seconds less their Skill level e.g. Characters with Pickpocket Level 2 must spend 4 seconds in contact with their target in order to take an item. A referee's assistance can be used here if you do not wish your target to know that they've had one of their possessions taken

Performance**1 point Skill**

The character is skilled in a specified performance art, i.e. Singing, dance, acting, and musicianship. The piece is given a rating equal to the character's Skill Level. In Downtime the character can perform to gain an income to A referee may determine that a character's Performance may be used to assist or negate a Skill where relevant (ie the player says that they are using Performance Level 4 to look regretful. The referee decides that any character using Empathy Level 3 or less will believe that they are genuinely regretful)

Rifle**3 point Skill**

The character can use all types of rifle, shotgun and automatic rifle. Rifles which can fire in a full automatic mode i.e. do not require repeated pulling of the trigger can fire using the rules for Automatic Fire (see the section on Combat Calls for more details). Rifles, but not shotguns or fully automatic rifles are effective from long range and can be used for Sniping

Each Rifle will hold 8 rounds. Once the character has taken 8 shots the clip is empty. They must have another Rifle Clip phys rep in order to reload. Damage is as follows:-

Level 1 – Double
Level 2 - Double
Level 3 - Triple
Level 4 - Triple
Level 5 - Quad

Surveillance**2 point Skill**

The character knows common surveillance techniques such as tailing someone, staking out buildings etc. The referee will need to adjudicate this Skill, which is most commonly used in Downtime. The character can utilise this Skill to observe another character to find out what they are up to, or can use counter-surveillance measures to hide their own action

Stash**2 point Skill**

The character is adept at hiding items either on their person or in a room. If hidden in a room, an item will remain hidden, if the Skill Level is greater or equal to the Security Skill Level of anyone finding it. Items hidden on your person will be hidden if the Stash Skill Level is greater or equal than the Security Skill Level of the character frisking you. Also, Items hidden using Stash cannot be taken with the Pickpocket skill. Items to be stashed must be of a suitable size, i.e. you cannot Stash a rifle on your person.

Security**2 point Skill**

The character is trained in security procedures, such as searching people for weapons, or checking rooms or cars for bombs. They also have knowledge of how to install or disable security devices. A referee's assistance is often required for this Skill. The skill often takes time, a character can quickly scan a room to see if there are any cameras, but to find hidden bugging devices or cameras will take a thorough search of the room. This Skill can also be used to improve the Security Rating of the characters Homestead

Thrown Weapons**3 point Skill**

The character can use thrown weapons such as throwing knives and axe, shuriken and darts. All throwing weapons must be checked by the Head Referee prior to use. If the thrown phys rep hits the target then damage is dealt as follows

Level 1 – Singles

Level 2 – Singles

Level 3 - Doubles

Level 4 – Doubles

Level 5 – Triple

Weaponsmith**5 point Skill**

The character is a modern craftsman and excels in making weapons and ammunition. Using the Skill, the character can manufacture 1 “clip” of any type of ammunition per level of the Skill per Downtime. Each clip made will take 1 Personal Downtime Action.

Ammunition is classed into Pistol and Rifle Clips. Automatic weapons will use 3 Clips worth of either Pistol or Rifle Ammunition depending upon the type of weapon to fully reload

The manufacture of specialist ammunition may require the use of other Skills, and will take longer to manufacture. A referee will provide you with details.

The character can also manufacture specialist Melee weapons, such as knives with silver blades. All specialist weapons made have a limited “lifespan” before they will break, need repairing or re-setting in some way. The higher the Skill level, the greater the lifespan of the weapon

Weaponsmith cannot be used to make anything other than ammunition and melee weapons. Weapons including firearms can be modified or re-activated. The skill cannot be used to make explosives, grenades, incendiaries, or other exotic weaponry.

BACKGROUNDS

Backgrounds are part of the character in respect to their environment, lifestyle, friends, allies, money, housing situation and so on. Backgrounds are categorised into several groups.

CONTACTS

It is the mortals which the Kin compete to guide and influence. As such, influence in the world of mortals are often helpful. It may be you need a friendly policeman to help cover up a public fight, or you wish to liaise with a health contact to help cure the sick. Mortal influence helps you affect a sphere of the world. It may be used in game for certain aid, or in downtime to achieve goals, acquire items or perform certain acts. Additionally do note the people you are using have their own lives, responsibilities and duties and so are not bound to help you and may refuse or ask for something in return.

The areas of Contacts are:

Academic: Schools, Universities, Teachers, Scholars

Church: Priests, Rabbis, Religious leaders

Corporate: Businessmen, Financiers, Executives, Company Directors

Finance: Banks, Stockmarket experts, Loan Companies, Venture Capitalists

Health: Nurses, Surgeons, Coroners, Pharmacists

High Society: The rich and famous, 'IT' girls, High Class Escorts, Dignitaries, Royalty

Industry: Warehousemen, Plant workers, Factories, Heavy Industry

Media: Journalists, Editors, Critics, TV cameramen, Reviewers

Occult: Wiccans, New agers, Pagans, Mediums, Occultists

Police: Cops, Detectives, Scotland Yard, Lawyers, Interpol

Politics: Councillors, MP's, Ambassadors, Diplomats, EC Commissioners

Street: Drug dealers, Prostitutes, The homeless, Petty criminals

Underworld: Organised criminals, Mafia, Yakuza, Hitmen, Professional criminals

Your level of mortal Contact in each area is recorded on a scale of 0-10 (0 being no influence and 10 being extremely influential).

RESOURCES

This determines the amount of money and assets the character possesses in long-term investments. Resources merely bring in an amount of money during each Downtime which is added to a players "Account". If not chosen at all it is assumed the character has a Resources level of 0.

Level	Lifestyle	Amount added to Account per Downtime
0	Streets	1
1	Underclass	2
2	Lower Class	3
3	Middle Class	4
4	Professional	5
5	Millionaire	6

ACCOUNT

This is not a Background as such but this is a fitting place to mention it. Account is a reflection of the character immediately accessible income. All characters will have an amount of cash or other funds which are accessible immediately. Whilst having a large property portfolio will make you wealthy, it doesn't help if you need access to £50,000 cash by the next evening.

During each Downtime, your Resources and some Skills can add to your Account. Each point of Account is the equivalent of an amount of money, jewellery, stolen items, drugs or other readily tradable commodity worth somewhere in the region of £1000. Actions in downtime can have their likelihood of success improved with the expenditure of Account (representing bribes, loyalty bonuses, etc). Account can also be spent in game time.

HOMESTEAD

A mans home is his castle, and a Kin's Homestead is his sanctuary. Most Kin are incredibly protective of where they rest during the daylight hours and through a combination of security and secrecy will try to ensure that it is well protected.

The Homestead Background represents the character's ability to find somewhere safe and secure, and somewhere available for them to store their personal effects. Whether this is a dingy basement or a top class hotel room, all Kin need somewhere to call home and rest in safety.

Each level of Homestead adds to the characters ability to keep their Homestead secure. Other characters mounting surveillance operations during Downtime will find the higher levels of Homestead more difficult to locate and enter. This is represented by a Security Rating. The Security Rating as a starting point is dependent upon the number of Background points the character puts into it at character generation. The Security Rating is equal to the number of points spent. If no points are spent, then their Homestead is given a Security rating of 0.

There are a number of ways to improve the security of your Homestead,

- Characters with the Security or Animal Handling Skills gain a bonus to the Security of the Homestead. This represents their knowledge in keeping things secure, or to train guard dogs etc. Be aware that certain races have power over animals which may negate these advantages.
- Characters can pay a one off amount to improve the security permanently. The character must spend 10 points of Account per level of the current Security of the Homestead increases by it 1 point. i.e. to permanently increase the Security from 3 points to 4 points will cost 30 Account
- Characters can also employ security specialists to watch over their Homestead. The character must pay 1 Account per **month** per level of the Security increased. i.e to increase the Security of the Homestead by 3 Points costs 3 Account per month
- It may also be possible to expand security via influence and resources after discussion with the referee. Any of these options can take the security level over 5.
- Some Spells will protect the Homestead, either by obscuring it to others or by putting "anti-trespasser" measures inside. The Homesteads of some of the more senior Enlightened are death-traps to uninvited guests

To infiltrate another characters Homestead the character must launch a Surveillance operation. The exact mechanics of this remain hidden, but are administered in Downtime

MERITS AND FLAWS

Characters may have Merits and Flaws which are quirks or facets of that character. Merits give the character advantages, whereas Flaws are negative parts of the character. Taking Flaws will give points that may be spent on Merits. All Merits and Flaws must fit in with the character concept. A starting character can have a maximum of 5 points of Merits and 5 points of Flaws. Remember also that you can select the Racial Merits and Flaws, or even offer suggestions of other Merits and Flaws you'd like to take.

You may not purchase Merits or Flaws once your character has entered play, however on exceptional occasion the Referee may offer, or impose a Merit or Flaw

Each Merit or Flaw may only be taken once. i.e you may not purchase Tough three times for an additional 6HP's, however you may take Hatred twice is there are two separate things your character hates. You may not take Merit and Flaws which relate to the same thing. (ie you may not take Intolerance: Priests and Hatred: Priests).

PSYCHOLOGICAL

Dark Secret- 1pt Flaw: You have a secret which if uncovered would result in dire consequences.

Intolerance-1pt Flaw: You have an intolerance of a specific thing or type of person i.e. journalists, guns,

Nightmares- 1pt Flaw: You suffer from horrific nightmares and at the referee's discretion will be suffering at the next game

Phobia (Mild)- 1pt Flaw: You have a phobia of something. Being close to it acts as a "Fear" effect

Softhearted- 1pt Flaw: You cannot bear to see suffering. If you do, any Skills of Edges are at -1 for the next hour

Speech Impediment- 1pt Flaw: You have a stammer or other speech impediment. Roleplay this

Vengeance- 2 pt Flaw: Revenge is always on your mind, and is always your first priority. Roleplay this

Phobia (Severe)-3pt Flaw: You have an intense fear of something. You must avoid it at all costs, as it acts as a "Terror" effect

PHYSICAL

Tough- 4pt Merit: You are naturally more resilient to damage. You have an additional 2 HPs

Allergic-1-3pt Flaw: You have a severe allergy to a specific substance. If you come into contact with any Skills of Edges are at -1 for the next hour. The higher the Flaw cost, the more common the substance.

Disfigured- 2pt Flaw: You are hideously disfigured. Roleplay this. Animates cannot take this Flaw

One Arm- 3pt Flaw: You have lost an arm permanently. Roleplay this.

APTITUDES

Ambidexterity – 2 pt Merit: You may fight using your "off" hand at the same skill level as your dominant hand, rather than having to call "Wild" damage

Jack-Of-All-Trades – 5 pt Merit: You're good at everything. You can perform any 1 pt Skill at a Skill Level of 1. This cannot be raised with bonuses or any other way, apart from buying the actual Skills themselves.

MENTAL

Light Sleeper- 2pt Merit: You are easily awakened. Your Homestead Security is considered to be 1 point higher.

Concentration- 2pt Merit: You may add 1 to your Skill Level on any skill requiring concentration if there are no disturbances around you i.e. talking, gunfire etc.

Deep Sleeper- 1pt Flaw: You are a heavy sleeper. Your Homestead Security is considered to be 1 point lower.

Amnesia- 2pt Flaw: You remember nothing of your life before a certain point.

Confused- 2pt Flaw: You easily become confused. If under pressure any Skills are at -1

SENSORY

Bad Sight-2pt Flaw: You have a sight defect and may never have a Skill Level higher than 3 for any vision based Skill. This may be poor sight, one eye (wear eye patch) etc.

Deaf- 4 pt Flaw: You can receive no audio stimulus. Roleplay this

Mute- 4pt Flaw: You cannot speak or vocalise at all. Roleplay this

Blind- 5pt Flaw: You cannot see at all. Roleplay this (with extreme caution)

KIN CONNECTIONS

Boon- 1-5pt Merit: A higher ranking member of the Lumen or Atrum owes you a favour, the level of the Merit determines how great the favour

Special Gift- 1-3pt Merit: You've been passed a special Gift. The referee will determine what this is.

Reputation- 2pt Merit: You have gained a reputation as a Kin of remarkable ability. Whilst you are not ranked, you are known amongst the Kin.

Enemy-1-5pt Flaw: You have a sworn enemy. The higher the Flaw cost, the more powerful the enemy.

Mistaken Identity- 1pt Flaw: You resemble another person. This can work to your advantage, but will often hamper or endanger you

Ward- 3pt Flaw: You have a mortal or Kin who you must protect at all costs. Celestials may gain this Flaw when they receive their purpose

Hunted- 3pt Flaw: You are the target of a hunter or hunter group.

Guardian Angel- 5 pt Merit: Someone or something is watching over you, protecting you from harm

SUPERNATURAL *(The Referee must agree to these being selected)*

True Love- 1pt Merit: You have found true love, and once per day may ignore the effects of a Skill or Edge when trying to protect it. Should you lose your true love, you will permanently lose one Willpower

Magic Resistance- 2pt Merit: Magic has little effect on you. The **first** attempt to use any Innate Magic against you each evening will fail.

Occult Library- 2pt Merit: You have a vast collection of occult texts that may be used for researching occult knowledge. An occult library provides no advantage for learning new rituals

Special Rapport- 2pt Merit: You have a special relationship with another character, and will know if they are lying to you, in danger or need you. This requires both characters to take the Merit.

Cursed- 1-3 pt Flaw: You are jinxed. The level of the Flaw determines how badly you fare.

EDGES

The following are only the Basic Edges. The Intermediate and Advanced Edges are only given to players when they gain access to that Edge. All Edges cost 1 Essence Point to activate. Magic costs 1 Essence Point to activate each effect / spell

The effects of many of the Edges are listed at the end of the Edge section

- **Animal Control** – The character has the ability to understand any natural bird or mammal (but not Were-kin in animal form) and may can summon, communicate with and issue commands to it for the next 15 minutes. The character cannot summon a particular animal (i.e. the rat I saw last night) but can specify a type (i.e. bird, rodent). The rarer the animal the higher the Edge level required to summon it. Some types of animal will not be available to assist; there is no point trying to summon an elephant. Animals have free will though, and are at liberty to ignore commands or ask for rewards for services rendered. “Simpler” animals are easier to command
- **Basic Innate Magic** – The character is able to use Basic Level Words. (See Magic)
- **Basic Rituals** – The character is able to lead Basic Rituals. (See Magic)
- **Charm** – The character can call “Charm” to a single target.
- **Chilling Touch** – The character has the ability to drain body heat from their target through touch. The character can touch the target and call “Chill”
- **Claws**– The characters fingernails grow several inches and thicken into razor sharp claws which tear deep into their targets flesh. This will allow them to make one “Through” Brawl attack per level of the Claws Edge. These attacks must be the next strikes made. I.e. The character activates Claws 2. The next two strikes they make are called with “Through” damage before the claws retract again
- **Cloak** - The character has the ability to cloak themselves and make it difficult for others to spot them. This natural camouflage is a mental effect, and cannot hide them from electronic detection equipment such as cameras or CCTV if the images are viewed after the effect has worn off. The target will simply dismiss the character as not being there. By activating the Edge, the Spirit becomes invisible from detection. The Edge level must be higher than the Will of all targets in order to be effective; those who resist the Edge can still see the character. The character should use the “Cloak” hand gesture
- **Cogs** – The character has a much greater understanding of the way things work, and have developed insight into the mechanics of machinery, technology and indeed the workings of the human body. The character can gain a bonus equal to their Edge level, to either Explosives, First Aid, Lockpicking, Medicine, Weaponsmith and any Lore Skill relating to mechanics, electronics, engineering, medicine etc. The character must actually possess the Skill in order to benefit from the bonus, and must state which Skill is getting the bonus when activating the Edge. The effect lasts for 15 minutes. The skill is still possessed at the normal level for the purposes of xp purchase.
- **Command** – The character can give the target a simple, verbal command which is not evidently dangerous and the target will carry it out unthinkingly and immediately. They will have no explanation of why they did it. The command may be no longer than 1 sentence with no variables (i.e. no “If this happens then do X, if not do Y”). Eye contact must be gained and the Edge level must beat the Will of the target to succeed.

- **Detect Kin** – The character has the ability to detect other Kin. The character can call “Detect Kin” and the level of the Edge, and all Kin within earshot must raise their hands or otherwise indicate that they are Kin. Characters with the Cloak or Invisibility can ignore this call if their Edge level is equal to or greater than the Detect Kin Edge level
- **Disguise** – The character can alter their appearance to look like someone else. The Edge will allow them to be convincing enough to pass reasonably close examination. The character must have met the person in the past in order to assume their appearance, and heard them speak in order to assume their voice. The Edge Level must beat the Willpower of those who they are trying to deceive, otherwise they will see through the disguise
- **Glamour** – The character can change the appearance of any item to make it appear more attractive than it actually is. For each Level of the Edge the character possesses, they can make something appear to be twice its actual value. (i.e At Level 1 they can make £10 appear to be £20, at Level 2 it appears to be £40, Level 3 £80, and so on.) , providing the level of the Edge is greater than the Willpower of the target. If the item is no longer in the possession of the character, the Glamour will fade after 1 hour for each level of the Edge the character possesses. If used on a person they are still identifiable as that person, they just look like they have a really good make-over and are more likely to get their own way. Glamour does **not** affect electronic equipment, though if the person operating the equipment is affected by the Glamour then they will merely see the “fake” image. Glamour cannot be used to create images of something that does not exist. It can only make something that does exist appear to be more valuable than it actually is. Likewise it cannot change the nature of an item. You cannot make a sword appear to be a gun. It will simply become a very ornate and expensive looking sword
- **Heal** – The character can heal 1 Hit Point to themselves per level of Edge. This effect takes 10 seconds to complete during which time the Kin must stand motionless. (i.e. A Kin with Heal 3 can stand motionless for 10 seconds, expend 1 EP, and have 3 Hit Points restored)
- **Howl** - The character can cause fear in others with an unearthly howl. The character can call “Mass Fear”
- **Hypnotic Gaze** – The character can gain eye contact with someone and call “Hypnotic Gaze”
- **Read Soul** - The character can spend a minute of careful study to read another character's aura. Through studying a character's aura a Kin can detect a number of items equal to their level.
 1. Creature type – (i.e. Vampire, Celestial)
 2. Alignment (Light, Dark, Neutral)
 3. Current emotional state
 4. Number of Edges owned
 5. In control of their own thoughts and emotions. This will reveal whether the character is currently under the influence of another power
- **Resilience** – The character can toughen their resolve to ignore damage. The character gains a number of Armour points equal to the Edge level for the next 15 minutes. Once all the Armour points are lost then the Edge can be re-activated. Armour points from physical body armour are lost before points from Resilience
- **Shroud** - The Kin has the ability to hide their actions from the consciousness of the general populace. A character can activate this Edge and will remain effectively un-noticed by the mundane populace. The Shroud itself is not an illusion as such and cannot make the characters invisible or undetectable. It will however make the actions of the Kin seem “not out of the ordinary” in any way. The character must inform the referee that they are using this Edge. If the Kin uses any of their Edges or makes an outward display of their supernatural status directly against any Mundane, then the effect drops against that person. So if a character uses a power

against a Mundane, or speaks to or attacks one whilst in a non-human form, then that person will see the Kin for what they are. The effect lasts for 15 minutes equal to the level of the Edge

- **Snarl** – The character can momentarily make their face more animalistic and bestial, and can call “Fear” at a single target.
- **Strength** – The character can temporarily boost their physical strength temporarily. The characters PHYS is increased by 1 point per level of the Edge for a single action (i.e bashing down a door). They can also make **one** Brawl attack with an additional amount of damage as the level of their Edge. (ie. a The character has Strength 3, so a Brawl attack that would normally do Double damage can do a single strike at Quin).
- **Transfer Essence** – The character can touch another character and transfer a number of their own Essence Points up to the level of the Edge to their target. The cost for this Edge is 1 EP, which is used in addition to the Essence transferred
- **Transfer Health** – The character can touch another character and transfer a number of their own Hit Points up to the level of the Edge, to their target.
- **Will-well** – Animates are already naturally resistant to mind control, however they can tap into reserves to increase this further. Activating this Edge will increase the characters Willpower by the Edge level for a 15 minutes. i.e. a Character with Will-Well 2 can activate the Edge for 1 Essence Point to gain an additional 2 Willpower for 10 minutes

EDGE AND POWER EFFECTS – How to respond

Where X is noted in the effect, this represents the level of the Edge used. This must be greater than your Willpower (or other Stat) in order to affect you. If it is equal to or lower than your Willpower (or other resisting Stat) then there normally no effect. The calls below include some of the more common calls used for Intermediate or Advanced Edges. Whilst we have not listed the Edges themselves, its useful to know these calls so you know how to react to them.

“Fear X”

Resisted by Willpower. If affected the you are fearful of the character and will not approach him voluntarily for a period of 30 seconds. If approached the target will try and back away if possible. This does not prevent them from attacking the character.

“Terror X”

Resisted by Willpower. The character using the Edge is terrifying and if affected you must immediately turn and run away for 30 seconds. If not affected the targets are subject to a “Fear” effect instead.

“Charm X”

Resisted by Willpower. If affected, for the next 15 minutes, you will act in a friendly manner to the character. You might even agree to simple, non-dangerous requests, and cannot *initiate* combat unless you are provoked. If the target is threatened or attacked the Charm is broken immediately.

“Chill X”

Resisted by Physique. If affected, you lose 1 Hit Point, irrespective of any armour worn. Could be by touch or a ranged call

“Command X”

Resisted by Willpower. The character can give the target a simple verbal, non-dangerous command. They must have eye contact for the effect to work

“Seduction X”

Resisted by Willpower. As far as you are concerned, the character is your best friend, idol and master. For the next 15 minutes you will do exactly as they ask. You will not commit any blatantly suicidal act, though will defend them if they are attacked

“Alpha X” nobility

Resisted with Willpower. The character has such an overwhelming aura of power about them, and you know that challenging them would be an act of suicide. You must back down from any fight no matter what they say or do to you. If attacked you will flee or simply take the punishment, you cannot retaliate

“Mass.....Fear X/ Terror X/ Paralysis X/ Charm X” etc

Everyone who hears the call is targeted by the effect used. Otherwise all the rules are the same

“Hypnotic Gaze X”

Resisted by Willpower The target will be paralysed whilst eye contact maintained with the Kin. Blinking does not count as breaking eye contact and sunglasses do not prevent this Edge from working. If broken then the Edge fails.

“Life Leech X”

Resisted by Physique The character touches the target and the target loses a single Hit Point, which the character gains a Hit Point.

“Detect Kin X”

Everyone who hears it who is Kin must raise their hand or identify that they are Kin and where they are. Characters using the Cloak or Invisibility Edge can remain hidden if their Edge levels are equal to or greater than the Detect Kin level. If a Cloaked or Invisible character is successfully detected, then the character will know that someone is there, though they cannot see them. Characters who are not cloaked or invisible will automatically be detected

“Freeze X”

Resisted with Essence. The target is immediately frozen in time. They are essentially in stasis and are not aware of anything that has gone on around them. You’ re in a Time Freeze for 30 seconds

“Mind Wipe X”

The character is removing or altering memories. The character can essentially re-program a 1 hour period of their targets memory. This can be used multiple times to achieve longer periods of reprogramming

“Tell me, what is it that you truly want” (or words to that effect)

This is a Celestials power and cannot be resisted. The Celestial must be looking into your eyes for the power to work. If used against you, you must reveal what your ideal resolution to the situation being discussed. You MUST answer honestly. Whisper into the Celestial players ear.

“Read Soul”

No resist. The character will ask you a number of questions which you must answer honestly

HEALTH AND INJURY

Hit Points

All characters have a number of Hit Points which are a measure of how much injury they can sustain before they fall unconscious or. All characters have a number of Hit Points equal to double their PHYS Stat. Hit points give an indication as to what sort of physical condition the character is in. A character with only one HP remaining is in a very bad way. At 0 HP's the character is Critical.

Damage

Characters can be injured by damage inflicted by fists and feet, large or bladed weapons, and guns. When making an attack that would cause damage, the player calls the damage for the attack. This amount is deducted from the character's Hit Points, and once at 0 HP's they are Critical.

Vulnerabilities

Some races have vulnerabilities which can cause wounding which is more difficult to heal (i.e. Vampires-Fire, Werewolves-Silver). Damage caused from a source which the character is vulnerable to cannot be healed immediately in game time, but only during Downtime. There are Edges which go against this rule, but they are specifically noted as such.

Critical

A mortal or Kin who is Critical will fall unconscious and has mere minutes to receive medical attention, or be treated with Magic or Edges before they die. You can not use any Edges (including Heal) to heal yourself if you are Critical. Any additional hits will reduce this time by 1 minute per point of damage.

When at 0 Hit Points, the character must start a "dying countdown". They have a number of minutes equal to their PHYS plus their ESSENCE Stats added together (i.e. a character with PHYS 2 and ESSENCE 2 will be completely destroyed in 4 minutes unless they are treated).

There are separate rules on damage for Spirits and other Incorporeal characters.

Treatment and Recovery

Mortals recover Hit Points through time at a rate of the character's PHYS Stat per month, though this is increased by the use of First Aid or Medicine. All Kin naturally regenerate at the same rate.

Some races (Enlightened, Were-Kin and some other unusual races) have a mortal physiology. Characters with the First Aid or Medicine skill can revive these "mortal" characters if they are Critical, and / or restore 1 HP using First Aid or 2 Hit Points using Medicine. Each time they are treated a bandage should be applied to the character to show that they have been treated.

Each character can only be treated a number of times that is equal to the Skill level of the person treating them. i.e. if a character has had 2 wounds treated with First Aid or Medicine, then they can only be attended to by someone with First Aid or Medicine at Level 3 or above if they are injured again.

Characters with Medicine can also revive dead mortals (i.e. Were-Kin, Enlightened and other humans) if they have been deceased for a number of minutes equal to or less than their Medicine Skill Level. (i.e. Bob the Were-kin has Phys 2 and Essence 2, and is reduced to 0 Hit Points. After 4 minutes he has not been attended to, so dies. Dave however has Medicine level 3, so if he gets to Bob within the next 3 minutes he can still be revived).

Many races "die" in different ways. Vampires and Animates crumble to dust, Spirits, Celstials and Fae disappear into nothing. Were-Kin and Enlightened remain as physical corpses.

COMBAT

If you live by the sword you will die by the sword. Combat in Twilight is like real life combat; in other words fast and exceedingly deadly. The chances of a character walking away unscathed from a combat are very slim, unless they are very skilled or very lucky.

Safety is the main consideration to bear in mind when entering into a combat. As we've already mentioned accidents can be avoided simply by being careful and dangerous players will be asked to leave.

- Hand to hand combat involves lightly hitting the target with open-handed "pats" or gentle kicks, to well-fleshed parts of the body. Grappling and throwing are done through roleplay alone using the PHYS Stat
- Melee combat involves using a Live-roleplay weapon made of compressed foam. These are safe if used properly, so all blows must be pulled. Head hits are not permitted, though any landed safely or accidentally do count. **Attacks should be made at a sensible rate, approximately one per second.** Paddling (i.e. hitting an opponent very rapidly without bringing the weapon back) does no damage. If your opponent is paddling, inform them of this and ignore the damage. Most Melee attacks will cause normal damage. However, some weapons can cause Aggravated damage.
- Using a firearm is simply a case of pointing the gun at the target and calling the damage. Provided you have a clear line of sight to the target, the shot will hit. Range is simply whether the target can hear you, a target who is out of earshot is considered out of range. **Shots can be fired at a reasonable rate, approximately one per second.** To fire a full clip on Fully Automatic requires you to hold sight of the character for 5 seconds which shouting "Full Auto" and the damage. If firing Suppressive fire, then call "Suppressive" then the damage
- Thrown weapons are simply light (i.e coreless LRP safe) melee weapons, which you throw at the target, if you hit, the target suffers damage

If you are unsure about how to carry out any aspect of combat, please ask the Head Referee who can make a brief safety lesson available

Weapons and ammo

Melee weapons, especially small ones, are reasonably easy to get hold of and do not require special contacts

Firearms are also costly, and will require contacts in certain fields such as Underworld or Police. The higher the level the more powerful weapons they can provide. They will also probably require the expenditure of Account. Some weapons might require Contacts in more than one area. Ammunition can be manufactured only by characters with the Weaponsmith skill

Characters also require ammo for their weapons. These are classed into "Pistol Ammo" and "Rifle Ammo" and are represented by laminated cards stating them as being such. The character must have the relevant Ammo for the required gun. Automatic weapons will use either Pistol or Rifle Ammo (depending upon the type of gun) but it takes 3 clips of Ammo to load the gun completely.

Non-automatic Pistols and Rifles can each fire 8 shots before they require reloading. Automatic weapons fired on 3 Round Burst can also fire 8 shots before they need reloading. Reloading takes 5 seconds of roleplay, and the character must have a phys rep clip to do so

A character does not have a firearm or ammo at character generation unless the Head Referees have agreed to it. Players should also note that acquiring and using guns can have severe IC consequences, the noise alone may draw unwanted attention from the police. Silencers are not easy to acquire

Special Ammunition (i.e. Silver Rounds) will be noted as such on the Ammo Card.

Damage

Calculating the amount of damage caused is a fairly simple matter. All characters can use any weapon. It takes no great skill to hit someone or to stab them. All weapons will have a skill associated with it i.e using a sword with any degree of Skill requires you to purchase the Melee Skill.

Anyone can use a sword, but only those with practice will use it effectively. Weapons used with an appropriate skill will cause various amounts of damage. Refer to the individual weapon tables below for details

Some Edges may add to the amount of Damage caused when making an attack with a Brawl, Melee or Thrown attack.

Wild Damage

A character will be able to use any weapon, but will be limited in their ability to use it unless they have some kind of skill in using that weapon.

Any character can use any weapons even if they do not possess the relevant skill however whilst using making an attack where they are untrained, a character makes their Melee, Firearms or Brawl attack using a "Wild" damage call.

Wild damage does a maximum of Single damage, however the target can Dodge the attack (as per the Dodge Skill) without having to use the skill itself. I.e. they can physically avoid the blow and call "Dodge". This does not require the target to have the Dodge Skill nor does it expend it if the character does. The target of the attack must follow the rules for dodging though, so cannot avoid attacks which they were unaware of or firearms attacks from "Point blank range"

Weapons used in an "off hand" count as "Wild damage", unless the character has purchased the Ambidextrous Merit

Automatic Weapons

Some modern Rifles and Pistols have the ability to fire on automatic. The referee will determine which weapons can fire on automatic mode. Automatic weapons have 3 modes of fire

- 1) 3 round burst – This will cause the standard amount of Pistol or Rifle damage. The gun can be fired 8 times on 3 round burst
- 2) Suppressive Fire – The character empties the entire clip into a room or 100 degree arc. The character must call Suppressive Fire three times (i.e. "Suppressive Fire, Suppressive Fire, Suppressive Fire"), and any character in the "arc of fire" will take Single Damage. Characters can Dodge out of the way to avoid damage, or if the player manages to get completely in cover before the last damage call finishes then they can also ignore the damage. The gun must have a full clip to be fired on Suppressive and must be reloaded afterwards
- 3) Fully Automatic – The character can fire the entire clip at a single target. The character must call "Full Auto" three times, and the target character will take damage at twice the damage which would normally be dealt **for each call** i.e. if the 3 round burst would normally cause Double Damage, then Full Auto will cause Quad damage for each call, so the player would call "Full Auto Quad, Full Auto Quad, Full Auto Quad".

Characters can Dodge out of the way to avoid damage, or if the player manages to get completely in cover before damage call finishes then they can also avoid the damage. The gun must have a full clip to be fire on Full Auto and must be reloaded afterwards.

Body Armour

Body Armour is classified into several types, each type adds a number of Armour Points. Armour Points (AP's) work in the same way as Hit Points but they take damage before Hit Points are lost. Some Edges will also give the character additional Armour Points, but AP's from Body Armour are lost first. Once the AP's from Body Armour are lost then the armour is effectively useless until repaired.

Armour Points from Body Armour are obviously lost if the armour is removed, and some forms of damage will go ignore armour points (i.e. explosions or magic). Damage from which a character is vulnerable is

treated as “normal” damage when it is affecting armour points. Once the Armour Points are at zero the character takes damage to their HP as normal.

A Phys Rep must be sufficient for the level of armour its meant to represent i.e. a normal t-shirt is not adequate for level 2 or 3 Body Armour. Something like a “padded vest” is sufficient for level 2 Body Armour. Level 3 Armour is essentially “Riot gear” and may not be worn underneath “civilian” clothing . Its too padded and will draw attention when worn in public. We would also expect that at least half of the body be covered to gain the full benefit of Body Armour.

If the phys rep is only partial coverage then the referee may adjudicate that the character has fewer AP’s from the Body Armour

Level 1 Armour: Biker leathers, primitive armours. This gives a maximum of 2 APs

Level 2 Armour: Heavy primitive or modern light armour i.e stab vest. This gives a maximum of 4 AP’s

Level 3 Armour: Heavy modern armour i.e. riot gear. This gives a maximum of 6 AP’s

Armour is considered to be protecting all locations.

Spirits and Armour

Spirits have a natural “image” as their corporeal and incorporeal manifestation. Some might even have armour as part of that manifestation, however bear in mind that the armour is still part of the spirits “body” and is made from ectoplasm, and does **not** count as armour. An incorporeal spirit cannot wear “real” body armour, though a corporeal spirit can. Remember though that should the spirit become incorporeal at any point then the body armour will fall to the floor along with all other possessions.

Off hand

All characters are left or right handed. When using a weapon in their “off” hand they must call “Wild” damage as though they were unskilled.

Cover

A Character may use surrounding “hard” terrain or features i.e. a low wall, or car door, as cover. Provided the cover covers half of your body you can reduce any damage to Single for all missile attacks

Explosives

Characters who possess the Explosive Skill can produce a variety of explosive devices and timers. The level of the Skill determines the sort of explosives, and timers and detonators the character can create

If you want to start using or making Explosives, then speak to the Head Referee

You can also defuse explosives if your Explosives Skill Level is greater than that of the person who created the bomb. The referee will not tell you what the Difficulty is, if your Skill Level is more than 1 point less, the bomb detonates prematurely

Grappling

Grappling basically involves grabbing the target and attempting to restrain them in headlocks, arm holds etc. All you need to do is grab the target and call your Physique Stat. The target may escape if their Physique Stat is higher or equal to your own. Once grappled a character is restrained and can take no physical action.

Loss of Life

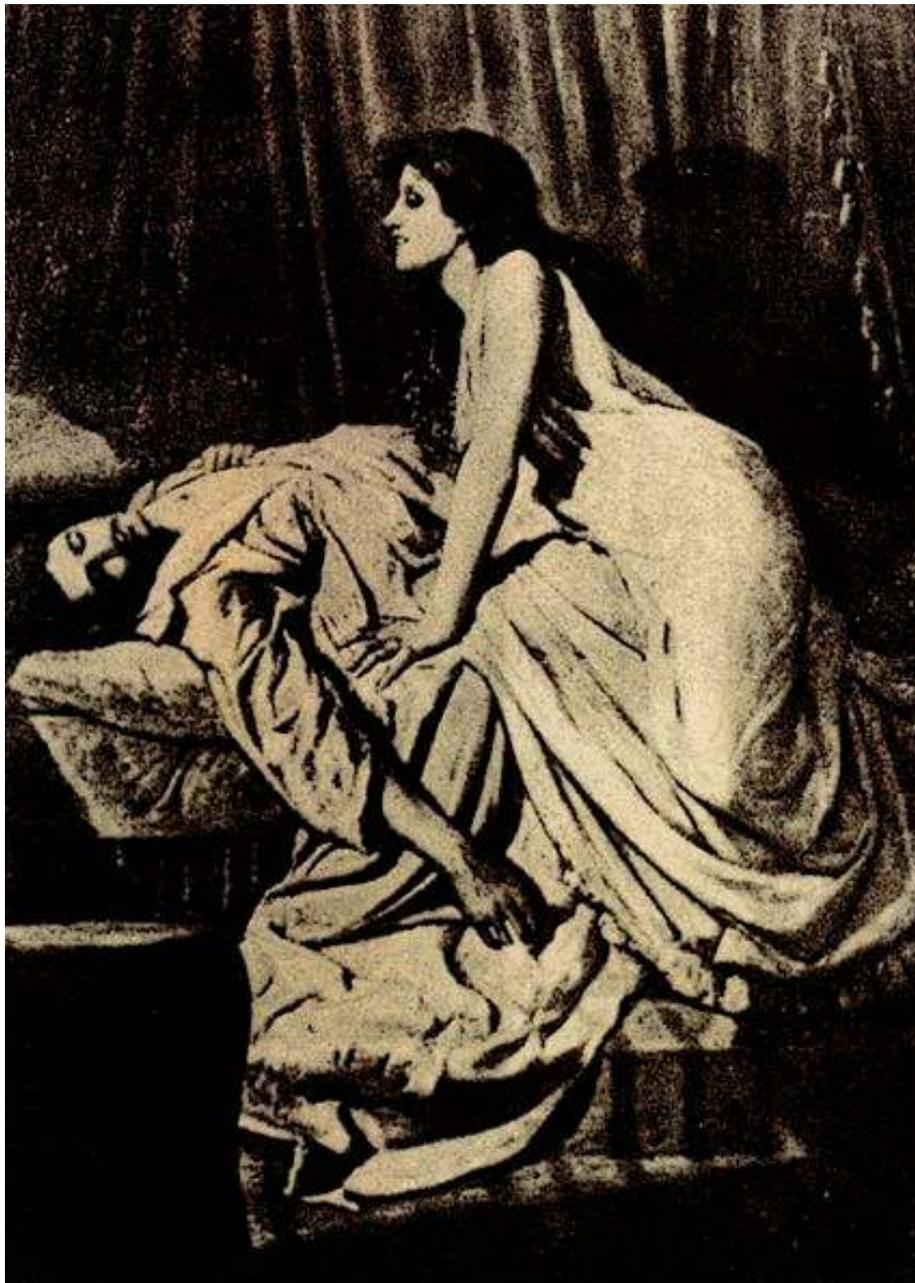
If you should lose your character, you must find a referee or Head Referee immediately, who will brief you on what to do for the rest of the game session. You will probably be given an NPC role for the night, so that you have time to work out a new character properly. Players whose characters who have died are permitted to carry over the XP points awarded from their final game to their new character

Sniping

Characters using a Rifle (but not a Shotgun) can fire on a target from long range. This may require a referee’s assistance, so may be limited in its use. In order to use Sniping, a player must state to the referee that they are acting as a sniper and will not be present in the combat.

The player is assumed to have set up a snipers nest somewhere away from the combat and cannot be targeted unless their target specifically state that they are looking for the sniper. After a number of shots equal to the character's Rifle Skill level, the referee will announce the sniper's position. The character must possess the Rifle skill in order to "Snipe"

Whilst a character is "sniping" they may make a damage call at the rate of once every 10 seconds, but can not be attacked themselves in the process. The player must stand in a position which would give them an approximate field of vision as their sniper position so should anyone dive into cover then this can be accounted for and place a hand on their head noting that they are not physically present. If a player does not wish people to know that they are acting as a sniper (ie.. if they wish to fire upon their allies) then a referee will adjudicate



MAGIC

Magic is only known to the Enlightened. No other common race has the basic innate abilities to use Magic or Rituals. Magic does not operate in the same way as Edges, though it has similarities in the mechanics of its working. Magic is controlled by “Words” which summon power, and by combining two or more words together, the Enlightened can weave magic to their whims.

Magic “Edges”

The Enlightened have innate supernatural abilities in that they have the power to control magical forces. For the purposes of the game, Magic is listed as being an Edge, and these operate in exactly the same way as Edges for the other races. The higher levels of Magic also have pre-requisites, and the character develops these using experience points.

As well as learning levels of the Edges, the character will also need to learn spell effects. These are also be learnt and practised with experience points

Words

All magical effects are a combination of a number of magical “Words”. These Words are most commonly a combination of two words; an Instruction word and a Subject word.

An Instruction word might be “Divide”, and a Subject word might be “Water”. Putting these two words together might create an effect that would part water so that refugees can walk along the sea-bed. “Destroy” combined with “Light” might make a location be cast into complete darkness.

The exact effect varies on the combinations of the Words themselves. Words are interchangeable, so the Word for “Banish” is the same whether using it to Banish Celestials or Banish Spirits or even Banishing Fear. You just need to know and use the word for Fear, Celestial or Spirit alongside it.

At character creation, each character will be given a number of Words by the referees based on the character concept. The complete list of Words and spell effects is **not** available to players

Learning new words

Words must be recited in order to activate the effect, but the Enlightened must first research then learn these Words in order to learn how to use them in an effect.

Each Word has a “secret name” which must be learned, then studied in downtime to master the intricacies of pronunciation, hand gestures and so on, which allow them to perform the effect every time. A player must learn of the existence of a Word in game time, and must know the secret name for the word they are studying. Once they know the secret name, then they can start to research the word. This will cost Experience Points

Characters will know of a word either from being taught it from another character, or from having researched for Words. NPC characters will generally not reveal known Words to other Enlightened unless they are from the same School, in which case they may be taught them

Learning new spell effects

Learning a Word will be done in downtime and requires the expenditure of experience points

Once a character has learnt a new Word, they can attempt to practise using that Word to create an effect.

This is done in Downtime, and requires the expenditure of Experience Points. There is no limit to the number of effects can be practised in each downtime.

Eg. James has just been looking for a magic shield spell for some time. He already knew the Words for “Deflect”, “Enhance” and “Shatter”, and has just spent the last month learning the new Word for “Sword”. He can opt to practise either “Deflect Sword”, “Enhance Sword” or “Shatter Sword”. He opts for “Enhance Sword” and “Shatter Sword”, and expends the relevant experience points. At the end of that month the referee informs him that Shatter Sword is an actual effect and give him the details but that “Enhance Sword” has no effect. This might be because that there is no effect for that combination, or that he is not of a sufficient level to be able to use it.

The effect of the spell will be given to the player once they have successfully practised the spell in Downtime. Note that not all combinations of words will create an effect, this normally being where the combination would be nonsensical (i.e. “Cure Fire”)

Pre-requisites

The character can attempt to experiment with combinations of Words which may or may not be successful. All Magic effects are considered to have a level of Basic, Intermediate or Advanced, and characters will need to achieve a certain level in basic effects before the more advanced levels become available

Like Edges, “spells” have a pre-requisites which they can be cast, much in the same way as Edges. A Instant Death effect might require the character to know the words for “Instant” and “Death” as well as possessing Basic Magic 10, Intermediate Magic 4 and Advanced Magic 2.

The character can attempt to research words when ever they like, but if the character does not possess the pre-requisites then they will not be informed of the effect. Therefore it is sometimes worth going back and making another attempt at words which have been unsuccessful in the past.

Casting Magic

All Words have a secret word written in an ancient tongue who summons the Magic, but for the purposes of the game its simpler to use their English translation. So whilst the Enlightened in the game world would be reciting ancient tongues, the casting a spell might be “Summon Fire”. As well as the actual Words the caster will also need to allocate Power to it. This is the level at which the character possess the relevant

Societies of Magic

There are also “societies”, where the Enlightened collaborate for groups solidarity, safety or just to help achieve their common aims. These societies take many forms, from groups of druids, to mage communities, to religions which have teams which focus on the hunting and banishment of demons. Many of these societies also exist to share knowledge and many of them will introduce their new initiates to the mysteries or their order and see that they are taught a number of effects which all revolve around the same few powers. These societies have the benefit of giving their initiates additional information on available Words, and will enable them to learn the mysteries without having to first learn of the Words and their combinations. They will still need to research and practise the Words however. May of the societies has restrictions and their members are only permitted to use selected Words (ie. The Order of the Healing Hand would almost certainly frown upon its members using an “Inflict Leprosy” spell on someone). If a member of the school is found to be breaking the rules of the organisation they quickly find themselves on the receiving end of some form of punishment, this can range from expulsion from the society to immediate execution

Rituals

The Enlightened are also able to use their powers to create more complex effects. Whilst their words are useful for simple though often devastating effects, there is often a requirement for a more long term or complex effect. This requires the performance of a ritual. Rituals are simple Magic spells on a grander scale, and often require many hours, days or weeks of observation. They will also require the caster (or casters) to feed the ritual with Hit Points and Essence Points. The referee will have noted the requirement to complete the ritual, and at intervals will ask for a participant to contribute a Hit Point or an Essence Point. If no-one is able or willing to offer up a HP or EP then the Ritual fails

Scrolls and Magical artefacts

The Enlightened are known to be able to put their spells onto paper which are also infused with magical energies. These are essentially magical scrolls, and when the Word written on them is recited then the magical energies in the scrolls is released. Scrolls are one-off effects and the paper will crumble to dust after being used

Some of the more experienced Enlightened have learnt to put their abilities into items. A sword might hold the ability to burst into flames at the recitation of the appropriate Word. These items are quite rare and often require regular “recharging”.

OUT OF CHARACTER INFORMATION

During the course of a game you will hear a number of things said, or see certain symbols or hand gestures. This section basically covers the terminology and other details that form part of the game rules

TERMINOLOGY

In Character

This means that someone is playing his or her character not themselves, i.e. Dave's character is called Tobias. When Dave is 'in character' he is Tobias, not Dave. Occasionally someone may ask you to 'Get in Character' This means they wish to talk to your character, not you. You should try and remain In Character at all times whilst in the main game areas.

Out of Character

This is basically the opposite of In Character. If ever you need to discuss something or do something that your character is not doing you are Out of Character. If you need to drop out of character for any length of time, i.e. when feeding, you should move away from the playing area. If anyone tries to roleplay with you whilst you are Out of Character, inform them of this, or use the 'clenched fist on head' symbol. If you hear anything or see anything whilst Out of Character you must ignore it. Your character is not there and hence has no knowledge of this.

However if you tell another player something Out of Character and they subsequently use this against you, then any consequences of that are your own responsibility. The only way to ensure that knowledge gained Out of Character is not used in game time is to **KEEP YOUR MOUTH FIRMLY CLOSED!!!**

Character Card

This is the piece of paper that has all the information about your character on it. Keep it with you at all times when playing a game, and do not show it to anyone else. Character cards are not there in game time, hence they can't be stolen, read of the shoulder etc.

Pistol Ammo Card

This represents a clip of Pistol ammunition. For every 8 shots you will use 1 clip (hence 1 Pistol Ammo card). It takes 3 cards to load an Automatic Pistol (i.e. MAC-10 or Uzi)

Rifle Ammo Card

This represents a clip of Rifle ammunition. For every 8 shots you will use 1 clip (hence 1 Rifle Ammo card). It takes 3 cards to load an Automatic Rifle (i.e. M16 or AK-47)

PEOPLE

The Head Referee

The Head Referee is the person running the game as a whole. They are responsible for all the organisation rules writing, scenario writing, ensuring the campaign runs smoothly, Downtime actions, awarding XP's, briefing characters, running the group, approving characters, and has the final say on all disputes.

The Head Referee basically holds the game together and decides what happens to characters. This does not mean to say that the Head Referee's role is to 'get' the players. The Head Referee writes the storylines to provide a challenging and interesting game for the PC's.

He is also the person to consult regarding any unusual request, i.e. new items, rituals, quirky characters. The Head Referee is a very busy (and usually stressed out) person, and doesn't get paid. Be nice to Him / Her

The Referee/s

The referee or referees are there during game time to help assist the Head Referee in running of a game.

They are there to resolve any queries, rule disputes and arguments that may occur. They are commonly playing and NPC, but occasionally there will be a 'floating referee' who is not playing at all. If you need to

Speak to them Out of Character whilst they are playing an NPC, do so but try to make it brief. Always ask a floating referee first and make it quite clear that you are Out of Character by using the clenched “fist on head” symbol. Referees aren’t paid either, be nice to them too.

Non-Player Characters (NPC’s)

These are the people playing the roles of the ‘extras’ in the game. They will commonly be the antagonists, higher powers and contacts. All Players will be expected to contribute towards playing an NPC in the course of playing. The Head Referee will let you know that you are playing an NPC for the game, and will advise you on the general gist of the role and what sort of costume or props to bring. We will try to rotate the NPC duties as much as possible, however if there is an ongoing plot line, you may be asked to play your NPC on several occasions. If you are asked to play an NPC more than once, please ensure you are wearing the same costume, speaking with the same accent, etc.

Player Characters (PC’s)

You, unless you are playing an NPC.

SHOUTS

Time Out

If you hear this called it means the game has been temporarily suspended and that you may drop out of character for a short while. Anything that occurs whilst a Time Out is called is not occurring in the game. Don’t wander off, and try to remember where you were and what you were doing when the Time Out was called so that you can return to the game on Time In. Players should not call Time Out, it is ideally for the use of Referee’s

Time Freeze

This means stop what you are doing immediately, close your eyes and pay no attention to what is going on around you. A Time Freeze basically means that something is going on around you that you cannot see or react to in any way. Time is frozen. During a Time Freeze you cannot perform any action, speak, look, move, fight etc. Time Freeze can sometimes be replaced with a single “peep” on a whistle by the Referee

Time Stop

This is essentially the same as a Time Freeze, except that you may keep your eyes open. Something is happening that you are aware of but are unable to react to.

Time In

This is called after a Time Out, Time Freeze or Time Stop. It means quite simply that time has resumed its normal pace and the game continues. You should carry on from where you left off. Time Freeze can sometimes be replaced with three “peeps” on a whistle by the Referee

Man Down

You must call this if someone gets hurt in real life. The referee will stop the game and ensure the injured person is okay. Do not call “Man Down” for In Character injuries.

Real Life

At times, the game can get a little intense, heated or stressful. Whilst many people are fine roleplaying an uncomfortable situation, others are not. If you’re in a situation where you are feeling very uncomfortable or physically intimidated (if you’re being shouted at or threatened In Character for instance), then call “Real Life”. The game will temporarily halt, or the “aggressor” will back down or take some other appropriate course of action. Whilst the game will inevitably involve tense situations, it is not our intention to cause anyone distress

REF!!!!!!!!!!!!

Loosely translated as ‘Excuse me Referee. Could I possibly ask you to assist me in a small matter for which I require your guidance and advice.’

'COMBAT' CALLS

“Single / Double / Triple / Quad” etc

This is the basic damage call. Lose as many hit points (or Armour points) as the amount of damage called

Full Auto

The character is equipped with an automatic pistol or rifle, and will empty a **full** clip at a single target. Target must be held in sight for 5 seconds. This causes twice the usual amount of damage and uses up the entire clip. The call is “Full Auto” and the amount of damage (i.e. if Firing an automatic Rifle with Automatic Weaponry Level 3, the damage would be twice the damage caused using Level 3 Rifle i.e. 6 points)

Suppressive

Empty a **full** clip to a room / 180 degree arc. This causes a single point of damage to everyone within the arc / room and uses up the entire clip. The call is “Suppressive Single”. If any character within the firing arc manages to dive out of the way, or duck behind cover then they can ignore the damage call

Fire / Silver / Iron

The attack is made using a fire / silver / iron based weapon. Some races are more vulnerable to certain types of attack and cannot heal that evening. Their wounds will be restored by the next game

Wild

The character is not trained in the weapon which we are using. The target of the attack is able to Dodge the attack even if they do not have the Dodge skill in exactly the same way. If the target does have the Dodge skill, then they can Dodge without using up the Skill at all

Essence

The attack damages the supernatural essence of the character. Each point of Essence damage will reduce the characters Essence Points accordingly.

Through

The damage will ignore any Armour points from body armour or Edges that the character possesses and will deduct Hit Points

SYMBOLS

Arms crossed over chest with fingers extended

The character is using the Cloak Edge and is invisible to all characters except those with Willpower which is higher than the level of the Edge. The number of fingers extended shows the level of the Edge being used. If your Willpower is greater then the Edge Level of if they interact with another, the you can see them. If you cannot detect them, you must ignore and avoid them, i.e no accidentally sitting on them, bumping into them etc.

Clenched fist on top of the head

This means the person is not there at all, usually it's a referee, non-existent NPC, or someone Out of Character. Either way they aren't there so ignore them. Please use this if you drop Out of Character for any reason.

Yellow Ribbon

A yellow ribbon or sticker represents something which has Glamour on it. There should be a number of black dots to represent the level of Glamour being used. All Fae will have natural Glamour covering their appearance, so the number of Dots on their Ribbon is how “attractive” they appear

EXPERIENCE POINTS

Experience points (or XP's as they are often referred to) are a measure of a character's development and personal growth. At the end of each game a character is awarded a number of experience points which can be expended to improve the character and their abilities. The Referees will determine the number of experience points you earn based on what you have contributed towards the game.

Killing the bad guys and getting the girl may not necessarily get you more XP's than playing a sullen and introverted Animate who does little, but roleplaying the character extremely well. XP is awarded also for playing an NPC role on the same basis

XP will be awarded at the Head Referees discretion, but as a guideline :

5 xp – Poor. Just showing up, not roleplaying well. Not being involved in plot, or avoiding personal plot

6-9xp – Average. Roleplaying the character, but making no special effort

10-13xp - Good. Involving oneself in plot and roleplaying the character well

14-15xp - Exceptional, Achieving something of note, excellent roleplaying scenes furthering plot

XP is awarded for:- Good costume and appearance, Roleplaying your character's personality well, Good interaction with others, Good roleplay of combat scenes, Reacting to and furthering plot-lines, Staying in character and encouraging others to do so, not "metagaming" (i.e. using your knowledge of OOC information to affect your IC decisions)

XP is deducted for: Not playing your blows or damage, Bending the rules to further your character, Exploiting loop-holes in the rules (Minimaxing), Not roleplaying your character well, Dropping out of character constantly, Causing distress to the general public, Using out of character information, Bitching and back-stabbing (out of character only), Doing nothing at all, Cheating, Metagaming,

Developing new Edges

Teaching Edges to others is not possible, as Kin naturally develop powers over time and experience on their own. Each race is given a number of Basic Edges which they will all automatically have access to and can purchase with XP. These Edges can be purchased multiple times to increase the character's level of expertise in those Basic Edges

There are also Intermediate and Advanced Edges which characters can gain access to, but each of these have pre-requisites. Once a player has purchased the required pre-requisites, the referee will inform them that they have access to a new Edge. The player can then spend the required xp to purchase that Edge if they wish.

Some of the pre-requisites might require the character to reach a certain level in more than one Basic Edge, and the Advanced Edges will also require characters to have attained a certain Level in some of the Intermediate Edges.

The referees will not reveal which Edges are available to which Races, nor what the pre-requisites are.

Other players who have achieved higher levels might be able to reveal details, and other NPC's might be able to provide some enlightenment

Debriefs

The Head Referee and Referees will attempt to watch as much of the game as possible to keep track of what goes on, however they are not omnipresent and can't see everything that you've been doing. So it's up to you to tell us what you've been up to, using a debrief. A debrief is just an explanation of what you've done during the game. It needn't be a masterpiece; just an overview will do nicely. This is our way of regulating and developing plot lines, and maintaining the flow of the campaign. It also means that if there is a potential plot line from what you've been doing, we can develop it further. Also, note down any good roleplaying by others

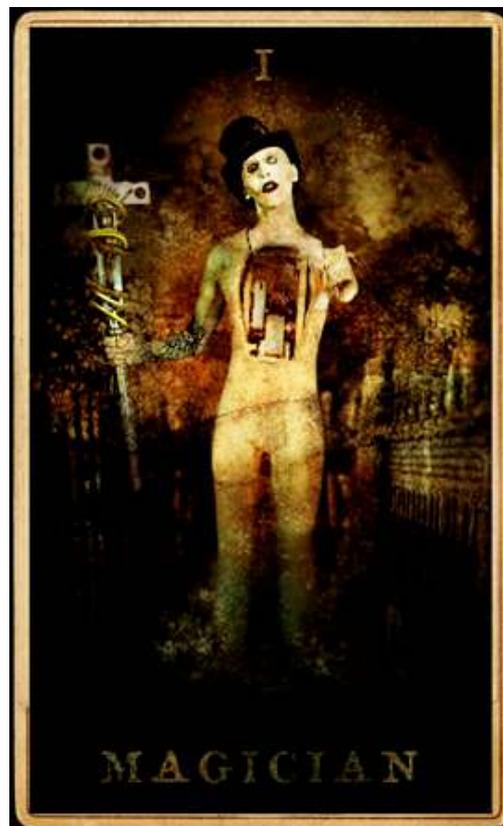
Spending Experience Points

Experience points are expended between game sessions to improve the powers and abilities of your character. The costs are listed below and is per level. Only the things listed below may be purchased with experience points and you may not increase any Stat, Skill or Edge by more than one level per session

Statistics	20 XP's per level
Skills	1-5 XP's per level
Basic Edge	10 XP's per level
Intermediate Edge	15 XP's per level
Advanced Edge	20 XP's per level
Contact	5 XP's per level
Resources	10 XP's per level
Research Word	5 XP's per Word researched
Practice Word Combination	1 XP per combination practised

Playing Multiple Characters

Each player may have a maximum of **two** characters in the system at the same time. The two characters are not allowed to be of the same Race, nor may they be related, have dealings with each other, or be in any way connected. Both characters must be allied to the same Faction (i.e. you cannot have one Atrum character and one Lumen character. They must both be Atrum or both be Lumen). Their appearance should be sufficiently different so that people can easily identify which character you are playing at any given time. Each character must be played for a minimum of **three** consecutive games before being allowed to switch.



DOWNTIME

Whilst the majority of the action in Twilight takes place at the events, the characters certainly don't sit on their laurels in the period between. This period is known as Downtime. Downtime is the period between games where characters can meet with each other, or perform other actions. Whilst characters who have not attended an event are still permitted to engage in activity in Downtime, this is discouraged

Downtime in Twilight is a fairly informal affair, and players are invited to submit whatever actions they choose to conduct over the month that passes between games

All Downtime Actions must be sent to Dark Light LRP admin either via e-mail or in writing. Verbal instructions will not be accepted.

Downtime submissions will be accepted from the day after the game, and the deadline for submissions is one week before the next game. The referees will respond with the results of your downtime actions
Instructions received after that date will **not** be accepted
Results of Downtime action will be sent by e-mail, or given personally at the start of the game, or the results will be roleplayed in-character

Some Downtime Actions might also require the expenditure of Experience Points

Downtime Actions

During each Downtime session, each character can perform Downtime Actions, which are commonly things such as:

- Meeting or talking to with an NPC
- Mounting a surveillance operation on another character.
- Writing a letter to the Medius reporting important information, or an infraction
- Performing personal research, or seeking information on a building, person or rumour
- Training an animal
- Seeking a more experienced Kin who might be able to help you learn new Edges.
- Getting a Contact to find out information for you
- Getting a Contact to perform a task for you
- Investigating a possible infraction of the Treaty

During Downtime, as much roleplay should be attempted as possible, however due to circumstances, i.e. NPC availability, time etc, this is not always possible. Often the results of a Downtime Action will be in the form of a written or verbal brief from the Head Referee.

Meeting another PC is not the realm of the Head Referee; there is no way of roleplaying another person's character for them. Meetings with NPC's go through the Head Referee, but if you wish to meet with another PC it is your responsibility to arrange this. Please note that XP is not awarded for "unofficial" game sessions

Using Contacts in Downtime

Most characters will have some mortal contacts who can help. All areas of Contacts have levels showing what degree of control a character has in that area and how influential their contact is. The higher the level of the characters Contact in that area, the more likely it is that the Contact would be able to assist
A character can submit a Downtime Action of "Asking my X Contact to do Y", X being the area that the Contact is in (ie. Church), and Y being the action that is required (i.e. Find out information on the Inquisition). The more you use your contacts the less willing or able they will be to help

Many Actions can be accomplished just through using your contact, but often an action will also require the expenditure of Account. By adding Account points to any Action, the player will increase the chances of success.

Best Laid Plans

Certain actions such as a surveillance operation or breaking into someone else's haven cannot be accurately roleplayed. There are a number of "formulas" that have been developed that will work out the chance of success of these kinds of operations

If you wish to mount some kind of long term operation, then describe what you are doing with as much detail as possible noting anyone else who is employed to assist, what relevant Skills you possess which you wish to incorporate and what level of Account (if any) you are allocating to the operation

The Head Referee will work out the results based on your plan, and will inform you either verbally, by e-mail or they may agree to act out a short roleplaying scene to further clarify

You cannot kill another character in Downtime, or directly involve another character in your Downtime Actions i.e. a Downtime Action of "Kidnap the Lumen leader" or "Get my Police Contacts to arrest the Lumen Leader" will be rejected

Dark Light LRP will not hand out the phone numbers, addresses or other contact details of any other player unless we have been given prior permission to do so.