



PRESENTS

THE BLADELANDS CHRONICLES



RULES
AND
GAME MECHANICS

VERSION 3.2

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Core Rules

Introduction

The purpose of a role playing game is to have fun. It is not a competition as such, although that is not to say that the Characters do not compete with each other. The Players, however, are not competing with each other.

This purpose is achieved through creating a rich story telling experience in which the players participate with the referees and their assistants to create a believable visual fiction. It is in many ways similar to improvised theatre and has been described as “cross country pantomime”. There are rules but these are mainly there to provide guidelines so that the participants are all able to join with each other in a consistent fantasy world.

Despite the fact that players, referees and their assistants are all expected to do their best to avoid causing any injury, participants should be aware that this is a contact sport and that some injuries will occur from time to time (even if it is only slipping over in the mud). The call “man down” is reserved to indicate that a participant (as opposed to a character) has been injured. When you hear this you should immediately cease playing and await further instructions. Obviously this call should not be used in character to avoid confusion.

It is our belief that a good game will require the characters to be faced by a reasonable number of monsters. This may be possible by having dedicated monster crew but it is generally achieved by asking all participants to play both their characters and also monsters at various stages during an event. We have set the ticket prices accordingly and will adjust them if necessary to ensure that we have sufficient monsters. We appreciate that this may prevent players from becoming immersed in the experience for the entirety of an event but we have found and believe that the overall experience is improved by asking all the participants to assist by playing monsters for at least part of the time.

This game is run on a non-profit making basis. This does not mean that an individual event will always cost to a net zero but that the goal is to plough any net proceeds into improving the game.

Questions should be directed as follows:

- ☞ Questions involving physicians, apothecaries, any aspect of healing and non-magical crafts should be directed to Robert Ghest at reg@mx0.org
- ☞ Questions regarding combat, stealth, traps, locks and other mundane skills should be directed to Robert Corlett at rjc@mx0.org
- ☞ Questions regarding any aspect of magic, psychic powers, faith, the powers, the sidhe or magical skills or crafting and also character generation and advancement should be directed to Jonathan Ely at jonathan@bladelands.co.uk
- ☞ Questions regarding event booking should be directed to Emma J. King at m@bladelands.co.uk
- ☞ Questions regarding world background or creatures should be directed to Paul Cope at paul@bladelands.co.uk

The Rules

There are a small number of strict rules. These are mainly concerned with safety and with the fundamental feel of the fantasy environment. Breach of these rules may cause a player to be sanctioned by the referees or in extreme cases asked not to participate.

1. No real weapons may be employed in combat: under no circumstances should a player utilize a real weapon (whether that be a knife or a lump of wood or a frying pan) in combat. Combat is enacted with fake weapons designed to be able to be used more safely in an effort to avoid injury.
2. All blows struck should be pulled: this means that participants should always strike all blows in such a fashion that no force is applied. Under no circumstances should a participant swing a blow with full force against another.
3. Blows may never be aimed at the face, throat and groin: blows may occasionally land in these areas, but they should never be aimed there as the possibility of injury is too great. The greatest of care should be taken when striking the head of a participant. Any participant who strikes other participants repeatedly or with force in the head may be subject to sanction.
4. Weapons may be examined: a referee may ask to examine your weapons at any time. If for any reason the weapon or your use of it is deemed to be unsafe you may be asked to cease to use it. The referee does not have to explain this and there is no appeal.
5. Do not argue with the referees: we welcome discussions when it is not “time in” (that is when play is not actually in progress). We value your views and will always give them due consideration. It is perfectly permissible to request that a statement be repeated or clarified if necessary but conversations about the rules or

- disagreements about their interpretation can only detract from the game. This is especially important when a participant is playing a monster.
6. Killing characters: there is no rule against characters killing other characters (many monsters will most definitely be trying to kill characters and visa versa). Sometimes characters have no choice and other times it can add to the reality of the game world. However, players should be aware that the organizers frown on character killing and that “bad things” happen to those who do it without a good reason. The game is not an excuse for experienced players playing tough characters to beat up beginners. Character killing is one of the main reasons that players leave games and all participants should be aware of this.
 7. Combat appearance: combat should be fought as if the weapons were real. Repeated slight movements (all blows should be light taps for safety reasons but the movements should be substantial) or “drumming” blows will be deemed to have had no effect. The appearance of combat matters and all participants are asked to cooperate in the spirit of creating an exciting visual spectacle.
 8. Use of skills: many of the skills require that a character employ physreps that appear realistic for the job in hand. Players are also given a great deal of leeway regarding how long it takes to use a particular skill. This is so that the appearance of the game is maintained. The object is not to penalize those who do not have access to better equipment but to encourage its use. Players will find that they can borrow many items from more experienced players or the organizers. Please look after any equipment that you borrow and ensure that you return it in good order to the lender.
 9. Appearance: There are no strict rules regarding the appearance of characters, however, we do expect participants to make a reasonable effort to aid in the suspension of disbelief. Running around in a T-shirt with a logo, jeans and trainers destroys the illusion that we are trying to create. We ask that all participants use their best efforts and cooperate to create an exciting visual spectacle.
 10. Spirit: the aim of the game is to have fun. Generally, players may have their characters do as they choose provided that they make the game fun for themselves and others. Please remember that you are not the only one trying to have fun and be conscious of the effect that your actions may have on others. This is particularly true when playing a monster. At these times your primary function is to enable others to have fun (although we hope that you will enjoy playing monsters as well as characters). Always remember that the game is not a competition and that the monsters do not “win” by killing the characters. If you act in a way that causes other participants not to enjoy the game you will be asked, with the greatest of regret, to leave and participate no further.

The Guidelines

The rest of the rules contained in this manual are designed to enable players to play their characters consistently within the fabric of the game world. Players will be expected to try to keep to these guidelines but it is very important to remember that the spirit of the guidelines is much more important than the letter of the wording in the manual. If in doubt a player should consult a referee for guidance.

An example:

The skill to open locks or to disarm traps is an in character skill. Some objects will actually have locks or a physical mechanical trap, if they do, you may not pick the lock or remove the trap using your real life skills or force the lock. Other locks or traps will merely be represented by in game indicators. If you do not have the relevant skills, please do not attempt to deal with these issues in a manner inappropriate to the game. The objective here is that your character has different skills to you. We do not care if you are a master locksmith in real life, unless you take the pick locks skill your character is not able to do this.

Breach of the spirit of this rule is likely to spoil the game for those who have taken these skills. As such it will be treated as a serious infraction and dealt with accordingly.

Sigils and Markings

We are using a system of sigils and markings (“runes”) to impart information to players without the need of referee intervention. If you see a rune of any description inside a circle or a square then that rune is not there in character. It is an OOC marking to impart information to players whose characters have the relevant skill. If you have the IC skill which allows you to know what the rune means, then you know that information. If you do not have that skill then you should completely ignore the existence of the rune, as it is not there IC. Please note that since this is an OOC representation of your IC knowledge it is not possible to teach the meaning of runes to people without them paying the necessary development points to learn the relevant skill. If you happen to know the meaning of a rune OOC but do not have the relevant IC skill (for example, from when you were playing a previous character who had that skill) you should ignore its existence.

Most runes impart knowledge for specialist skills, but some are general runes which are known to everyone. These are:

The Ref Rune



If you see a ref wearing a tabard with this rune on it, then they are there purely to ref, and are not playing any sort of character. This is to save us spending lots of time with our hands on our heads. If you see an object marked with this rune then it is for Ref use only – you should not touch it or look at it whether you are playing or crewing.

The Out of Character Rune



If you see someone wearing a tabard marked with this rune they are there purely out of character, and are not playing any sort of character. This is to save people who are helping out with things like taking photos or cooking from spending lots of time with their hands on their heads.

If you see an object marked with this rune then that object is there purely OOC and should be ignored IC. For example, a door marked with this rune cannot be gone through IC, a glade or tent marked with this rune is an OOC area, and so on.

Players are welcome to make use of this rune if they wish to designate their tents or camping areas OOC, or if they wish to carry a pouch or bag with OOC things like money or car keys in it.

The Locked Rune



Many locked objects will be physically locked, but others will simply be marked with the Locked rune. In either case you may only open the lock if you have the Open Lock skill – you may not open it by any other means, or force the lock.

The Trapped Rune



Many objects which are trapped will have actual physical traps associated with them, but others will simply be marked with the Trapped rune. You may only attempt to disable a trap if you have the Disarm Traps skill. If you do not have the skill and you fiddle with a trapped object you should inform a Ref.

Character Creation

Introduction

Character generation is divided into stages which should integrate to produce a well rounded character that will be interesting and fun to play. These may be taken in any order and are as follows:

- ☞ **Background** deals with the character's life prior to entering the game. While this is not likely to have any impact upon the mechanics of the game, it is important in order to establish any sort of depth.
- ☞ **Statistics** deal with the rules which affect the character and determine what the character can and can't do in the game world. From a game mechanic point of view this is the most important element of character creation.
- ☞ **Personality Quirks** and **Disadvantages** are added to give the character depth. These fall into both of the other two areas in that they round out the character, but also affect the game in some way.

It should be noted that the various steps of generation laid out here can be performed in any order depending on personal preference.

All aspects of character creation and advancement are handled by the Character Ref, Jonathan Ely, who may be contacted at jonathan@bladeldands.co.uk

Character Reporting

A Player must decide which character they will play before each event and are required to provide the organisers with an updated copy of their character no later than two weeks before each event. This enables the referees to create an event which will involve and interest all of the characters and hence be enjoyable for the players. Only if your character is seriously injured or killed will a player be permitted to change to a different character during an event and only with the organiser's permission.

This stage is also an opportunity for a player to indicate to the organiser what the character may wish to do in preparation for an event. For example, a character may make certain potions, scrolls or other preparations prior to the event.

At the conclusion of an event, each player is requested to provide a brief summary of their character's activities during the event, including anything important that may have happened to them and anything special that they may have acquired or gained from the event. A player will only gain experience points ("XP") for their character if they do this. It is also possible that things gained may be lost if not reported.

Character Background

The Look of Events

Importantly the Bladeldands Chronicles is not a factional based game. This means that the players will not be grouped into opposing factions. The game is set up on the basis that the player characters will principally be working together. As a result, there is no need for you to create a character with a similar background to a group of players with a similar background. We will happily consider group backgrounds but this is unnecessary and will give a player or group of players no advantage from a rules point of view.

NB it will be worth bearing in mind that if a character or group of characters causes themselves to become separated from the main stream of the campaign by moving to another hold or deciding to set out to form a new hold on their own, they may well effectively retire from the campaign. You will be warned that this is about to happen before you make an irrevocable decision. Your character may move elsewhere and then rejoin the rest of the player group but while they are away, they are unable to develop, may not participate in adventures and may be unable to interact with the other characters.

We are trying to achieve the look and feel of a pseudo medieval, fantasy environment. The rules are set to encourage this. We would like to see: tabards, tunics, brats, torcs, medieval armour and weapons, robes, hoods and so on.

While we do not have any issue with players who may wish to wear costumes from other historical periods, we do not want to see any of the following please: Napoleonic or other military uniforms, rapiers or other narrow bladed stabbing swords (eg small swords, town swords etc), items of high technology (including black powder weapons) and Caribbean style pirate costumes.

Most characters should have a northern European feel. You will see from the world background information that the world of Bladeldands includes Southern Europeans (particularly Romano-Greek type cultures), Eastern Europeans (steppe nomads, Cossacks etc.) Norsemen and even Arabic type cultures. However, we are keen that these do not begin as the dominant cultures of the Bladeldands. If you are interested in developing characters from these types of unusual backgrounds, please feel free to contact the Character Ref, but please be aware that we are unlikely to permit large

numbers of these characters if at all. There are NO oriental characters, Mezo-americans or other far off cultures (from a European point of view).

Also, please note that there are rules governing the length of weapons which may be used. It is important to be aware of this when selecting weapons for your character.

Generating a Character Background

Assuming no-one intends to play a newborn baby, every character has had a life previous to their entering the game. This is their background. A character's background can be as simple, or as in-depth and complicated, as the player wishes. A more detailed background may make the character more interesting to play, especially if there are incidents or people in their past which could affect them during the game, but a character with a simple background can often be just as enjoyable and may be easier to play for those who are new to the game.

To create a character background, players should first read through the world background and character types and decide what sort of person they wish their character to be and what sort of life that character has led. Things which could be included in a background include: name, country of origin, age, family - parents (names, ages, professions, etc), siblings, etc - place of birth, upbringing, education, profession(s), and life experiences. We encourage players to include details of significant past events and people who have had a dramatic impact on their character's life, especially if they could be brought into the game to make the character's life more interesting – mentors, lovers, enemies, and so on. Players should also come up with a legitimate reason for their character to have left their previous life and travelled to the islands. They might also want to include their character's aims and ambitions in life. The resulting background could be anything from one short paragraph to several pages of detailed information.

Character backgrounds can be altered and added to as the game progresses, although major alterations may be difficult or impossible if the thing to be changed has become an integral part of the character, or public knowledge amongst other player characters (unless, of course, the character has been lying to them), as a large sudden change with no in character justification will cause difficulties for other players who are trying to suspend their disbelief. While we are happy for players to adapt their character's background, especially over the course of their first few events, we strongly encourage them to keep any changes consistent with what other player characters have come to know about the character. Above all we want characters to be fun to play, so if a player has a problem with their existing character which they would like to modify they should get in touch with the Character Ref who will do their best to find a consistent and believable way for them to do so.

WARNING a character's background is subject to the approval of Character Ref. Providing the organisers with a vast amount of detail will not improve a character's game statistics. Also you may waste a great deal of effort only to be told that what you want is not possible. Finally those whose background begins "I was born the son of the king of Oddland" are unlikely to impress (or be approved).

Non-Game Based Skills

We do not have any rules for skills that are not used in the mechanics of the game. This means that if you wish to be an expert sailor of large vessels, a proficient merchant or a tactical genius, this does not require any game statistics. None of these skills will have any bearing on the game and as such are part of your background. Please note that this also means that you will be given neither assistance by referees nor any opportunity to use these skills in any meaningful sense in the game (either with or without a bead bag). For example: if you are a great leader of men, go for it and actually lead, telling a referee that you have a cast of thousands that no one can see will not impress.

There are two important exceptions to this: wealth and position. If you wish your character to have access to wealth for any reason (it does not matter why) you may buy this with development points and your character will receive an in game financial allowance. You will not generally be able to obtain influence (for example a noble title) before play commences. If you wish to please contact the Character Ref.

Literacy and Language

The spoken and written language of the entire Known World is English. Different countries and different regions within countries will have their own regional accents and colloquial words (see the World Background for more information), but in general everyone will understand English. This explains why everyone, even uneducated characters, arrives on the Bladelands able to communicate with each other and those they meet on the Islands.

All characters can be literate – ie able to read and write – in English if the player wishes them to be so. This ability does not cost any DP.

Statistics

Stats are what govern which rules apply to a character, and what they are able to do in the game world. Each character starts as a blank sheet, with no appreciable knowledge, talents or skills, and a spirit strength of 5. From this basis development points are spent to buy various talents and skills. The abilities a character has should be consistent with their background. During both character generation and advancement players should aim to only buy talents and skills which would be logical for their character to possess or acquire. Consistency is important, and if a player begins

buying skills which do not fit with their character they may be asked to justify the acquisition of that skill by the Character Ref.

Finally, some attributes may only be purchased at character creation, some only during play and skills bought for a character with development points gained through adventuring will generally require training.

A player receives 20 Development points to build a starting character. Subsequently further development points are gained for attending events (see Character Development below). If you do not spend all 20 DP when you first create your character you may keep the points which you do not spend, and spend them later. You will not, however, be able to spend them on things which say "not for starting characters" or on things which say "for starting characters only".

Character Types

When a player creates a character, there are two key initial decisions that must be made: will the character be a normal human, a changling or a sorcerer? and what is the basic type of this character? The answer to this question will affect the costs of all that character's skills and talents from then on and may not be changed. The character types are: Scholastic, Outdoorsman and Dilettante.

A. Normal Humans

These are standard characters. They may be of any of the three character types. They do not exhibit any special characteristics when they arrive on the islands, they may not buy psychic powers and they have not trained as sorcerers.

B. Changlings

These characters have changling blood. They may not be sorcerers but may have any of the three character types. They may have unusual characteristics after arrival on the islands (pointed ears, scaly skin, tails etc) but do not have to exhibit their oddities immediately. They may acquire psychic powers. We recommend that players seek advice before making a changling particularly religious (the True Faith talent) as this may cause difficulties. If a player wishes a changling character to begin the game with psychic powers, please also contact Character Ref for details (this may force the character to begin with certain appearance traits as these are linked to the psychic powers).

Details of these psychic powers are not included here and will not be provided. Anyone seeking psychic powers will therefore need to liaise with the referees to discover more regarding their character's abilities. No more than 10 DPs may be set aside initially to purchase psychic powers.

C. Sorcerers

Sorcerers may not be changlings or religious (no True Faith talent). It is generally not possible for a character to become a sorcerer – this is a decision that must be made at character creation. Most sorcerers are Scholastic characters although some (and most Haringran College members) are Dilettantes. Sorcerers will have a very restricted initial selection of skills and talents as they come from a cloistered background.

All sorcerers leave their colleges fully qualified and as capable mages. They will have spent 14 DPs on their initial skills.

(1) Scholastic Characters

These characters excel at mental discipline and skills learned from books, including magic. They receive these skills at a lower cost than other character types. However, they pay a higher cost for physical skills and talents since these do not come naturally to them.

Most mages, priests, surgeons and apothecaries will tend to be of this type.

(2) Outdoorsman Characters

These characters excel at the physical skills. They are at home in wild places and tend to have finely tuned bodies rather than minds. They receive these skills at a lower cost than other character types. However, they pay a higher cost for the more cerebral skills and talents since book learning and scholarship does not come naturally to them.

Warriors, rangers, scouts and prospectors will tend to be Outdoorsmen.

(3) Dilettante Characters

These characters excel at acquiring a wide variety of skills. They tend to be highly intelligent but unfocused. They have a particular leaning towards interpersonal skills and other skills which make their lives easier and they receive all of these skills at a discount. They learn the basic aspects of any skill quite easily and thus receive a discount on all low level skills. However, they find it very difficult to discipline themselves to learn the upper levels of any area at all which makes these much more expensive for them.

Rogues, entertainers, diplomats, nobles and the wealthy will tend to be of this type.

Purchasing Abilities

Once a character type has been selected for a character, the player should consult the tables set out herein in order to determine what skills, talents and other benefits the player wishes the character to enter play equipped with. See the section ‘Skills and Talents’.

Personality Quirks and Disadvantages

Quirks

Each character is required to have three personality quirks, which we hope will make them more fun to play. More than three may be taken if the player desires – there is no upper limit, although too many may make the character unplayable or unbelievable. Players can take any personality quirks they wish for their characters. The list below is for inspiration, but if they can think of an appropriate quirk which is not on the list they should contact the Character Ref who will decide if it is acceptable.

The three quirks should describe three different personality traits. Picking three words which describe the same trait is not acceptable.

Adventurous, Careless, Impulsive, Reckless, Crazy	Coarse, Rough, Rude, Unrefined
Aggressive, Wrathful	Conscientious, Industrious, Hard-Working
Ambitious	Considerate, Kind, Sympathetic, Thoughtful
Amoral, Dishonest, Selfish	Courageous
Angry, Bad-Tempered, Moody, Quarrelsome	Creative
Antisocial, Unfriendly, Inconsiderate	Critical
Anxious, Humble, Introvert, Modest, Nervous, Timid,	Cruel, Unkind, Heartless
Pensive, Quiet, Reserved, Shy	Cunning
Arrogant, Superior	Curious
Apathetic, Lazy, Lethargic	Deceitful
Assertive, Confident, Extrovert, Rebellious	Defeatist, Pessimistic
Annoying, Bad-Habit, Irritating	Depressed, Melancholy, Morose, Suicidal
Boring	Delicate, Fragile
Cautious, Cowardly	Determined, Inflexible, Stubborn, Persistent
Charming	Dislikes:*
Cheeky, Mischievous	Disorganised
Cheerful, Happy, Optimistic, Playful	Elegant, Graceful, Polite, Refined
Childish, Immature	Enthusiastic, Excitable, Hyperactive, Impatient
Childlike, Innocent, Naive, Trusting, Dependant	Envious, Jealous, Possessive, Protective
Clumsy, Mal-coordinated	Fair, Honest, Trustworthy, Moral, Sincere
Faithful, Loyal	Patient
Foolish, Stupid	Petty, Small Minded
Friendly, Hospitable, Outgoing, Sociable	Proud, Haughty
Fussy, Neat, Tidy, Organised	Sarcastic
Generous, Selfless	Sceptical
Gluttonous	Sensitive, Sentimental
Greedy, Mean, Thrifty	Shallow, Vain
Helpful, Cooperative	Squeamish
Idealistic	Strange
Independent	Superficial
Insincere	Superstitious
Intolerant, Narrow-Minded, Prejudiced, Unfair	Tactful
Liberal, Open-Minded, Tolerant, Pacifist	Tactless
Likes:*	Talkative
Lustful	Uninhibited
Mature, Practical, Reliable, Sensible, Serious, Stable	Vengeful, Spiteful
Passionate	Wary, Mistrustful

*A list of at least 3 items which the character likes/dislikes. A list of likes/dislikes as long as your arm still only counts as one quirk.

Disadvantages

Things which cause a character a genuine disadvantage may be taken optionally in order to gain extra development points with which to buy extra talents and skills. We do not expect everyone, or even many people, to take disadvantages, and those who do should be aware that the referees will actively use them to disadvantage their character.

Characters are extremely unlikely to be permitted more than one disadvantage, and most should take no disadvantages at all, so please think carefully before adding one to your character sheet. All disadvantages must be cleared with the Character Ref even if chosen from the list of suggestions below. As with quirks players are welcome to invent their

own disadvantages – the following list is for inspiration only. The number development points gained in return will be decided upon by the Character Ref on a case-by-case basis. *(NB we do not permit insane characters.)*

- ☞ Addiction (to something illegal, dangerous or otherwise detrimental)
- ☞ Blind (or other serious disability such as deaf or lame)
- ☞ Dark Secret (if revealed, this will cause problems and may result in death)
- ☞ Deaf
- ☞ Duty (which will carry onerous problems if broken)
- ☞ Honourable (a strict code of conduct that must be followed)
- ☞ Illness
- ☞ Lame (unable to move faster than a walk)
- ☞ Phobia (paralysed with fear by something)
- ☞ Vulnerability (only applicable to changlings, please contact the Magic Ref.)

Character Development

Once a character has entered play they or she will continue to develop. This is represented by allowing the player to spend further development points on the character. These development points are gained by attending events and playing the character. Each event will be worth a number of experience points and these are converted to development points based upon the current development of that character as follows:

<u>Experience of Character</u>	<u>No. of DPs per XP</u>
Novice character (20 – 30 DPs)	1 for 1
Seasoned character (31 - 45 DPs)	1 for 2
Veteran character (46 – 60 DPs)	1 for 3
Hero (60 – 75 DPs)	1 for 4
Etc	

The XPs will be awarded in return for a completed character return which must be sent to the Character Ref not more than two weeks after the event. The number of XP gained will not depend upon character performance but will be fixed for the event and activities of the group as a whole. XPs may be withheld if a player is unable to comply with the guidelines and rules at referee's discretion.

Generally speaking, a character will gain 4 XPs for each day spent adventuring (a normal weekend would constitute two full days, a bank holiday three).

Thus a character is likely to take 2 events to go from being a novice to a seasoned adventurer. 3-4 further events are likely to be required to reach veteran status and a further 4-6 to reach hero status, by which time the character will have three times the skills of a starting character. This is likely to take 3 years to occur.

It is important to realise that you cannot just buy skills and talents as soon as you have enough points to do so. In order to buy skills you must have someone IC who can teach you. You must also put IC effort into developing talents. You will find that it is easy to find NPC teachers for basic skills, and that simple talents are easy to develop, but it will be much harder to obtain training for and to manage to develop others. Consequently you need to clear anything you intend to buy with the Character Ref, stating your reasons and your IC justification. We recommend you either do this in your next pre-event turn, or by coming and seeing us at the beginning of an event.

Money

We have decided to make money useful, but not vital. No player character will need to have money, but will enable them to buy useful items that will help them and materials for their skills.

What can money buy?

The following things may be purchased:

- ☞ services from NPCs
- ☞ magic components for incantations and rituals
- ☞ superior weapons and armour
- ☞ herbal components and decoctions
- ☞ Guild fees and/or training

The following do not need to be purchased:

- ☞ basic weapons and armour
- ☞ simple equipment to practice skills
- ☞ basic materials for herbalist skills

Sources of money

The principle sources of money are payments by NPCs for services and treasure found on adventures. Characters are not permitted to purchase income with DPs.

Currency

Transactions are conducted in gold and silver coins (Gold Lions and Silver Falcons). These are minted in Sanctuary and are the main currency of the islands. Other coins and valuable objects are converted to these. They are represented in the game by washers sprayed gold or silver. There are 4 falcons to each lion.

Economy

The economy of the world is described in the section "World Background". Queries regarding the economy and trade should be directed to Rob Ghest.

Prices

These prices should be considered to be examples only and do not constitute the limit of goods that may be purchased or fix the prices for these or other goods.

Masterwork Tools	Surgeon's Tools	12/-
	Locksmith's Tools	20/-
	Craftsman's Tools	10/-
Master work weapons	Light (e.g. dagger)	3/-
	Normal (e.g. sword)	8/-
	Heavy (e.g. two handed sword)	15/-
<i>(note, only certain weapons will be available as master works, not for example clubs)</i>		
Master work armour	Chain shirt	10/-
	Breastplate	12/-
	Full Suit of Plate	25/-
	Small Shield	8/-
	Large Shield	12/-
<i>(note, non-metal armour will not generally be available as master work)</i>		
Magical goods	Spell Cards (2)	-/1
	Spell Cards (10)	1/-
	Materials to pen a ritual scroll	-/2
	Liquid silver ink (per page)	3/-
	Pente (per dram)	1/2 to 3/-
	Korba (per dram)	1/2 to 3/-
	Book (spellbook)	2/-
	Scroll Paper	2/-
<i>(note, there are many other magical materials available)</i>		

Combat

It is a basic premise of the game that:

- ☞ All weapons should be wielded in a “realistic” manner
- ☞ All blows and parries should result in a reaction of an appropriate nature
- ☞ All wounds should be role played, even if not disabling

Timing and Time in the Game

First a brief note regarding timing. In many places in these rules you will find references to timing. Sometimes this will be in terms of seconds. When this is the case it is acceptable for a player (who may well not have access to a clock) to estimate the time by counting slowly (1, thousand, 2, thousand etc. usually works quite well). Sometimes the period referred to will be until dawn. In this case it is best to assume that the effect has happened or worn off when the player gets up. If it refers to the cycling of the Nexus, you may assume that this happens at dawn unless you hear otherwise from the referees.

Finally, there are many references to effects which last for ‘an encounter’ or which end ‘at the end of an encounter’. This will by its nature be more difficult for a player to judge but the guideline is as follows: an encounter in combat lasts from when the NPCs or monsters are first observed until they are defeated or have fled. If an effect occurs between encounters or not during a combat encounter (such as a person with first aid skill keeping a wounded man alive) then the effect ends at the end of the next encounter or if no encounter starts within 15 minutes or so, it ends then. In cases where you are unsure and if it is very important, please see a referee to obtain a ruling.

Encounter Length

In the case of long battles, it is not always clear when an encounter has ended. This information is important as it determines when certain spell effects end (or other effects such as poisoned weapons) and when armour resets. In the case of a long battle composed of waves of monsters, you will be told when the encounter is deemed to have ended. This is likely to coincide with a major lull in the fighting.

In other cases, you should consider an encounter to end when there are no combat effective enemies in the area. This will be difficult to judge and we accept that it could be misinterpreted quite easily. Example: a knight cannot see any living enemies (having killed them all) but is rushing to help friends who the character can hear are in trouble; the encounter has not ended. The same knight has finished fighting and forced his enemies to through down their weapons and surrender; the encounter has ended.

Weapons and their Use

It is important to remember that in a live action game, the length of weapon is very important to a character’s apparent ability in combat. As a result the game places restrictions upon the length of weapons which may be used. This is intended to reflect a warrior’s superior ability in combat in a playable fashion.

Weapon lengths are as follows:

- Dagger – up to 12”
- Short Sword/Club – 24”
- Long Sword/Club – 36”
- Bastard Sword/Club – 42”
- Two-handed Sword/Club, staff, spear, etc – over 42”

Generally the maximum size of weapon that a character may use will be determined by the character’s strength talent. It is important to remember that a character will also require the skill to use a particular weapon. Characters all have no strength talent (rated zero) unless they buy it. There are game restrictions on the purchase of the strength talent at high levels and a player should not assume that getting to strength III (the theoretical maximum possible for a character) will be easy or even possible.

Any character may use (provided they have appropriate weapon/shield skills):

- ☞ a weapon of up to 36” in one hand;
- ☞ a two handed weapon of up to 42” in both hands;
- ☞ either paired 24” weapons or a 36” weapon and a dagger; (NB to use a weapon in each hand Agility I is required)
- ☞ a spear or a staff of any (reasonable) length in both hands;
- ☞ a small shield of up to 18”

Characters that possess the strength talent are able to use longer weapons.

Missile and Projectile Weapons

Longbows and crossbows have the same effect: they cause a wound, they bypass most armour (if you have armour that is not bypassed you will be told) and they cause knock back (generally the impact should knock the target down). They are both treated as normal weapons (as opposed to light or heavy weapons).

Other Rules

- ☞ Longbows require a special skill and also strength.
- ☞ Crossbows have a fixed reload rate (based on strength). This requires the loader to be stationary and use both hands. Crossbows must be fired with both hands (no hand crossbows initially and a hand crossbow would not cause knock back or bypass armour).
- ☞ For safety reasons bows and crossbows (especially these as pull cannot be reduced) may not be fired at close targets. This rule is subjective (it has to be) but is part of the decision as to whether a user is safe to use the weapon - an unsafe user will be told to stop using these weapons immediately. We do not presently permit the use of IDV arrows for safety reasons.
- ☞ Most thrown weapons are light weapons (knives etc). A throwing weapon which is not light would need to be more substantial and such weapons are generally unsuitable as projectiles for safety reasons.

Locations and Damage

Each character has 6 locations which can take damage: head, body, two arms and two legs. Armour is considered by location except that body armour is considered to have both a front and a back which are counted separately. It should be noted that armour does not cover the entire location but only the areas that the PhysRep actually covers.

When a character is struck in combat damage will eventually be done to the location struck (once his defences have been overcome). Characters will generally be severely hurt as soon as they take damage (i.e. wounded although they may not be incapacitated depending on their toughness) although some creatures can take several blows before being hurt due to their thick hides, physical toughness or magical natures. Most characters have only one point per location so they are wounded immediately a blow gets through their defences.

Two handed weapons being much more massive tend to knock opponents back or down. If you are hit by a two handed weapon you should either be knocked down or knocked back by its force. This does not apply to spears as they are not swung the same way and they do not cause the same impact. To cause this effect, a two handed weapon requires a decent amount of space and a decent swing. This is not an excuse for not pulling a blow. Anyone using a two handed weapon which is too heavy (they should be especially light) or failing to pull their blows will be asked to use a different weapon.

Prompt treatment of wounds is extremely important to prevent permanent injury or even death. Each character has a Spirit Strength and once a wound has gone untreated for a number of minutes equal to the Spirit Strength the effect becomes permanent.

Wounded Arm	Character is unable to use that arm. It hangs limply and anything held is dropped. If the wound becomes permanent the limb will be rendered permanently useless (until it receives special treatment). If this occurs the character will pass out from blood loss and shock.
Wounded Leg	Character is unable to use that leg. They should immediately collapse to the ground although they may remain in a kneeling position. While they can drag themselves around, it is not possible to stand or walk unless aided by another character and movement faster than a walk is impossible unless carried. If the wound becomes permanent the limb will be rendered permanently useless (until it receives special treatment). If this occurs the character will pass out from blood loss and shock.
Wounded Body	Character is unable to move about or do anything effective. The character may pass out if the player wishes or sit moaning and holding his guts etc. No combat or other effective action is possible. If the wound becomes permanent the character dies.
Wounded Head	Character passes out immediately and dies if the wound becomes permanent.

Characters should bear in mind that the physicians that treat them will know the details about treating different types of wounds and will tell them what they need to know. They should focus on role playing their wounds that is behaving as if they had actually been wounded.

Spirit Strength

Spirit strength is the number of minutes after a character is injured that a wound can go before it counts as being untreated and becomes a permanent wound at which point it become much more serious (see above).

A character's spirit strength is determined by many factors including his race, toughness and strength of will. It may also be bolstered by magical effects.

A character's spirit strength may be adversely affected by factors which include the following:

Spells	certain spells can reduce a character's spirit strength, if it affects them;
Wounds	when a character is wounded and treated, his spirit strength will generally be reduced by one which represents the body's limited ability to cope with a series of wounds

Spirit Strength Loss

When a surgeon treats a wounded character in the field, that character's spirit strength will be reduced by one. (If this is not the case for some reason, the surgeon will let the character know.)

This can be counteracted by having the wounds treated properly (see long term treatment) which allows spirit strength will recover one point (or more) per hour of rest. (Rest includes walking, talking etc it does not include running around, fighting or spell casting.)

Spirit strength loss occurs immediately when you are healed but only affects you once for a given block of wounds.

This means that it is possible to lose several spirit strength in a single encounter. Example: A knight is wounded in the arm and then in the chest (at which point the character collapses). The character is healed of both wounds losing one spirit strength, even though two wounds were healed. The character gets up and continues to fight and is wounded again later in the same encounter. The character will lose a further point of spirit strength when this later wound is healed.

The effects of armour

Armour comes in two types: leather and metal based upon the PhysRep worn by the character. All armour is worth a certain number of points. It absorbs this many hits and is then penetrated, further damage is then done to the flesh beneath the armour. Armour is further subdivided into light, medium and heavy:

Light armour	This is worth only one point. It can be represented by furs, leathers, hides and other light armours.
Medium armour	This is worth two points. It can be represented by studded leather or brigandine or by lighter metal armour.
Heavy armour	This is worth three points. It must be represented by metal armour: either chain mail or plate mail.

If you are in any doubt as to the defensive value of the armour that your character is wearing please seek a ruling from a referee. Note that we do permit players to wear unrealistic physrep armour (eg 'string mail') provided that it looks satisfactory. However, the character will need to be stronger to represent his ability to move in heavy armour as if it were merely clothing. Please seek the advice of a referee regarding this.

The defensive rating of armour is restored after every encounter so that an armour wearer begins each encounter with his armour fully effective once more. This applies to each encounter not to each fight within an encounter. Light weapons, (eg daggers clubs and fists) will not affect metal armour. They do no damage to the armour which just turns aside the blow.

The Order of Damage

It will often be the case that a character has layered defences and so it becomes important to know the order in which they take effect against blows.

This is as follows:

1. If you dodge, you are untouched, spells and armour are unaffected and poisons have no effect.
2. If you have armour on this is affected next: first any magic on the armour, then the armour itself. Spells on the body are unaffected and poisons have no effect.
3. Magical protections are affected next – they protect the body and stop poisons.

4. Finally the body is struck and wounds are caused. Poisons affect you at this point and the wounds need healing after combat.

Body enhancing magic prevents wounds from disabling by giving more hits (type 4)

Body protecting magic blocks the hit preventing the wound (but not the knock back) including crushes (type 3)

Armouring magic protects your armour; they do not affect “through” or “crush” and do not prevent knockback (type 2)

Combat Definitions

<u>Light weapons</u>	are daggers and knives, coshes, clubs, staves and quarter staves
<u>Normal weapons</u>	are short swords, long swords, bastard swords, one handed maces and axes and spears
<u>Heavy weapons</u>	are large (over 42”) two handed weapons incl. 2 handed swords, axes, maces and pole arms, but not quarter staves or spears (the call “heavy” may be used) ¹
<u>Knockback</u>	means that a person struck by a heavy weapon is either knocked down or back several feet. This includes if you parry, even with a shield. The large and strong (you know who you are) may be able to avoid this.
<u>Wound</u>	means an injury to a location. This may or may not incapacitate but should always be role played and will need to be healed.
<u>Realistic</u>	means to use a weapon as it would be used (not tiny taps & small movements, but big swings). It also means that daggers, small clubs and brawling are not practical in melee in most cases.

Weapon Effects

All blows should be portrayed in as realistic a fashion as possible given the constraints of safety. Generally this means that you may not strike more than one blow per second (including the use of one weapon in each hand). Striking more rapidly (sometimes referred to as “drum rolling”) is not effective.

Blows struck to the head should be taken as normal, however, striking at the head is frowned on in most circumstances and should be avoided not withstanding good tactical reasons for striking such blows (such as a lack of head armour). If you are struck on an illegal location (face, throat or groin) you may need to call “man down” in order to receive assistance. Blows of this type are likely to result in sanction.

There are three levels of weapon skill: Basic, Advanced and Mastery. Anyone may buy basic one handed, two handed or projectile weapon skill without penalty. Sorcerers who buy advanced weapon will suffer a negative impact on their spell casting and we should emphasise that this is a really bad idea.

- With basic weapon skill (1 handed) a character may use a dagger, a one handed club or a mace. A mace will affect metal armour which the other weapons will not but will be ineffective against certain armour types.²
- With basic weapon skill (2 handed) a character may use a two handed club, a staff or a spear. A spear will affect metal armour which the other weapons will not but will be ineffective against certain armour types.²
- With basic weapon skill (projectile) a character may use a crossbow.³
- Advanced weapon skill allows the use of any weapon of that type.
- Weapon Mastery must be acquired for each weapon type separately (see separate section above).

Combat Calls

Light weapons are daggers, wooden clubs and staves. They do not affect people in metal armour or many monsters (especially big ones). No call should be required.

¹ Characters with at least Strength I who use a normal weapon in two hands also do heavy damage.

² Platemail, armour of faith, masterworked chainmail and super heavy armour are not affected by these weapons.

³ Arrows and crossbow bolts automatically do “through” against all armour types EXCEPT masterworked chain and plate, super-heavy armour and armour of faith. In ANY EVENT these weapons cause knockdown when they hit due to the impact of the blow.

Heavy weapons are two handed swords, two handed axes or great axes, poleaxes, two handed hammers and two handed maces. They cause knock back when used on normal opponents although some monsters (particularly the bigger ones) are not affected. You may use a call of “knockback” if you believe the target may be unaware of your weapon size.

Normal weapons are all the others; **BUT** if you are using a spear or a mace some armour types and monsters will not be affected by your blows.

“Crush”	This call causes the location hit to be immediately rendered unusable. The effect ignores armour (except plate) and damages the location underneath. Normal healing corrects the injury immediately. The blow also automatically causes knockback. If a shield is struck the location beneath the shield is affected and the shield is rendered unusable ⁴ . If a weapon is struck (or parries the blow) it is broken and must be dropped.
“Through”	This call causes the weapon to ignore any armour that the target is wearing. There are some cases in which the defender may be immune to “through” (for example certain types of magic armour) and the various mage armour spells are also immune to through. ⁵
“Backstab”	The effect is to cause a “crush” “through” armour effectively disabling the location struck. It may be used in two situations: (1) from behind, when the victim is not aware of the attack (ie when they are out of combat); (2) in combat when the victim is facing a different opponent and you are behind them. There must be a ten second gap between calls. This skill can only be used on an area which has a gap in the armour. In the case of a body strike the victim must also have their head covered. i.e. If a warrior is in a full chain mail hauberk with armoured gloves and boots, without head covering, then this skill would still work. If the same warrior was wearing a helm then this skill could not be used.
“Knockback” or “Heavy”	This call is used to indicate a heavy blow with a weapon (usually a heavy weapon such as a two handed sword). If the blow hits or is parried with a weapon or a shield the defender is forced to step back away from the wielder as if struck a heavy blow. Instead of staggering back, they may instead fall to the ground (“knockdown”).
“Knockdown”	If the blow hits or is parried with a weapon or a shield the defender is forced fall to the ground ⁶ .
“Disarm”	This causes the weapon struck to be dropped by the wielder. Being immune to drop does not protect against this effect. Immunity is available through a weapon mastery effect. The person using this skill will know if they are permitted to disarm a two handed weapon and will use it accordingly.
“Trip”	This requires a blow to strike the leg of the target and causes the target to be immediately affected as if by a trip spell. Immunity to trip prevents this effect.
“Venom”	This call takes effect if the hit causes a wound to the target (i.e. if it gets through armour etc.), the effect is to immediately incapacitate the target struck from pain who will go into shock at once for two minutes and then and die from the poison when their life clock runs out unless informed to the contrary by a referee.
“Sever”	This call is similar in effect to crush in that it goes through all armour except plate (with the same exceptions as crush), causing a wound to the struck location. If a non-masterwork weapon or shield parries the blow, the item is damaged and unusable and in the case of a shield, the arm is wounded. If the blow lands on a limb, the limb is immediately rendered permanently unusable; on the head or body it is treated as a coup de gras. In either case the victim is bleeding and on life clock.
“Stun”	This call causes the victim to be rendered temporarily unconscious for thirty seconds. It is prevented by wearing a rigid (ie metal) helm. Blows in combat that cause stun must not be struck to the head – a body hit works as well.

⁴ A masterworked shield is not damaged by a “crush” or “sever” blow but knockback still occurs.

⁵ See also “armour mastery” above.

⁶ Care should be taken to fall in a safe fashion and not in a manner that injure yourself or others. Also note that you cannot dodge into an attack but must move away (see ‘Agility’).

“Lethal”	The victim dies in ten seconds times their toughness plus one unless they receive medical attention: a master surgeon can keep the victim alive but magic (not apothecary concoctions) is required to actually fix the problem. i.e a character with Toughness 0 gets 10 x (0 toughness +1) seconds to live = 10 seconds, and a character with Toughness 2 gets 10 x (2 toughness +1) seconds to live = 30 seconds.
“Silver”	This call and other similar calls (eg Eog) may have a specific effect on certain creatures. You will be informed if it is relevant.
“Spirit”	This call means that the weapon affects insubstantial beings of the spirit class. It also affects people under the effect of the Wraith Form spell.

A note on combat calls: calls such as Heavy are usually unnecessary. Most calls do not have to be repeated with every blow (players will get the idea).

Damage and Wounds

All blows cause a “wound”. Light weapons are unable to penetrate medium or heavy armour. Heavy weapons also cause knock back. Unskilled brawling should be reacted to, but causes no wounds.

All wounds must be healed after combat. If untreated they are life threatening. The “clock” or “count” starts when the player is disabled, unconscious, stunned or otherwise out of the fight (for example, they are subjected to an effect which makes them unconscious such as a sleep spell or a wound to the head or torso, they go into shock after being wounded but have Toughness zero, they run away from the fight and get out of combat) or when the battle is over (this will often be the case when a character has wounds but was not taken out of the fight at any point).

After the clock starts a player must be treated within a number of minutes equal to their spirit strength or the wound is permanent. This is a crippled or severed limb, or death for head/body. Thus it is very important that all wounds are rapidly treated.

In addition to the other effects of wounds, they can easily become infected leading to fever, disease or blood poisoning. These effects will be slower and referees will inform you of problems.

You should be aware that we intend to use this rule to promote “Good Healing”. A dirty ribbon bandage could lead to infection...

Toughness and Wounds

If a character is very tough (Toughness II or III) they may continue to fight on when wounded. Their wounds will take effect when his life clock starts. This will be either at the end of the encounter or when the character is incapacitated by a spell or further wounds. Example: A warrior with Toughness II is wounded in the chest but continues to fight on. If the character is then struck down with a sleep spell (incapacitating them) this is the point at which the life clock starts and his wound takes effect. Had this not happened the character could have remained on their feet until the encounter ended.

This has an interesting consequence in respect of concoctions or spells which grant toughness. If a character with Toughness 0 is wounded in the arm they will go into shock; if they are subsequently fed a Toughness I concoction they will come out of shock (although still wounded). A Toughness II concoction would be enough to get a character moving even if they had a chest or head wound.

Healing

Healing is a core area for any live game. It has a massive effect on how the game is played, and how deadly it is. In the Bladelands there are following possible methods of healing:

- ☞ First Aid, a way to keep people alive until better treatment is found;
- ☞ Surgery, this allows people to be healed, but is slow and sure (importantly it can be used to help to recover spirit strength);
- ☞ Apothecaries have a number of useful techniques which help heal and improves survival including dealing with poisons and diseases; it is an adjunct to the above two;
- ☞ Religion, priests have a number of skills, again these are adjuncts to normal methods; and
- ☞ Magic (generally referring to sorcery here), magic can do anything; this includes healing and can be performed through spells or alchemy.

Key Concepts of Healing

Speed of Healing

One of the most important key concepts is the nature of the Bladelands themselves. In the wider lands, where the characters mostly come from, they will be used to healing taking 'normal' time periods (those that we are used to in the real world). The highly magic rich environment of the islands has an impact of the body and health of living things including the characters and in the Bladelands healing is much faster than would otherwise be expected.

Spirit Strength

All this magic places a strain on the body and spirit of a creature, in fact their very life essence, and the strain of repeated healing does cause the body to deteriorate. This is represented by the spirit strength. A character's spirit strength is the length of their life clock in minutes. A character's initial spirit strength is 5, but certain skills and talents may add to this.

After every combat in which a player is wounded, they lose one point of spirit strength. It is possible to lose more – the refs will tell you (another opportunity for us to intervene in the event of, for example, poorly role played wounds or healing).

Spirit strength can be restored by rest (you get it all back after eight hours rest, overnight, at dawn). It can be recovered at any time with medically supervised rest (one point per hour of long term treatment). Some magical effects can bring it back more quickly, as can the intervention of those with true faith.

Wounds

There is an underlying assumption that when a character is hit it either causes a wound or it does not. Even if a character is able to keep going with that wound it remains there until it is healed and if unhealed will eventually lead to serious consequences. Some monsters are tough enough that they have multiple hits per location. This is not true of characters barring extraordinary circumstances.

Life Clock

As stated above, a characters life clock is equal (in minutes) to their current (not maximum) spirit strength. As soon as any of the following events occur, a player is expected to have their wounds take effect fully and begin to count (or otherwise time) the expiry of their life clock. When the end of the count is reached, the wounds become permanent, possibly leading to death.

Methods of Healing

- ☞ First aid – generally a simple set of skills to keep you alive until a surgeon can deal with the injuries
- ☞ Surgery – can actually heal wounds but takes time to take effect
- ☞ Apothecary – can cure poisons and diseases as well as assist surgeons and can make a limited number of potions which heal quickly
- ☞ Priests – can bless the wounded to keep them alive and anoint the injured so they heal faster
- ☞ Magic – sorcery can be used to quickly heal wounds and so is the best form but may not always be available, the same is true of the magic of the Kelts and the psychic powers of certain changelings

General Notes on Surgery and First Aid

The difference between the skills of first aid and surgery are that first aid keeps someone alive, while surgery makes them better. First Aid does not permit the healing of wounds. The life clock is simply suspended until such time as the wound is healed or the first aid ceases when it continues from where it left off.

No equipment is required but if a character has none, they must improvise in some fashion in order for this to work effectively. In any event, a character administering first aid may only attend a single patient.

Both first aid and surgeon require the use of physreps. It is almost impossible to treat someone with absolutely nothing. The quality of phyreps and acting will affect the efficiency of the healing and also whether the patient has any long term problems

First Aid

The skills of the first aider are detailed in the Surgery and Medical Treatment v3 Document. Players being treated only need to react appropriately and wait for instructions from the first aider.

Surgery

The skills of the surgeon are detailed in the Surgery and Medical Treatment v3 Document. Players being treated only need to react appropriately and wait for instructions from the surgeon.

Apothecaries

An apothecary is able to use his knowledge of drugs to treat the injured and sick in a number of ways. The skills of the apothecary are detailed in the Apothecary v3 Document. Players being treated only need to react appropriately and wait for instructions from the apothecary.

There are also apothecary potions (called concoctions) which can heal wounds. If you are given one of these the real effect will be written on a paper inside the bottle (read it only when you drink it!). If there is no such paper you should assume that it does whatever you were told it did when it was given to you.

All Apothecary concoctions take 30 seconds to work from the time of ingestion, except Blade Venom that is instant.

True Faith and Healing

Priests are able to aid in healing. This is more effective upon those with True Faith themselves but will work with those who do not. Priests may anoint the wounded to stop them dying from their wounds and may also anoint the sick to provide long term treatment. Details of this are set out in the Priests and Powers Appendix.

Sorcery

Details regarding sorcerer characters, spell casting and other matters are set out in the Sorcery Appendix to these rules. It is important to remember that the contents of that Appendix and this section are not common knowledge to characters in the game world. Only sorcerers will know this information and you are expected to role play this accordingly.

Sorcery is complex and playing a character who is a sorcerer will be more challenging. If you wish to play such a character you should try to discuss it with the Magic Referee prior to an event to ensure that you are properly prepared.

Mana

A sorcerer's ability to cast is limited by his mana – the amount of spell casting stamina that the sorcerer has. The upper limit of a sorcerer's mana is referred to as his mana reserve. Mana reserve can be developed and increased over time (bought with development points) up to a limit which is determined by his degree of advancement along the path of mastery from Journeyman through Adept to Master.

Spells

Spells are divided by School and by Order.

There are three Orders: 1st order spells are the simplest to cast and a sorcerer will learn many of these; 2nd order spells are more complex and a beginning sorcerer will only know some of these from the Universal School (generic spells); 3rd order spells or High Magic may only be learned by master sorcerers, these are much more powerful and difficult to block.

Every sorcerer character will know a different list of spells chosen from those known to his College. The spells are divided up into six schools of magic and a 'Universal' school which is known to all. A sorcerer does not pay DPs to learn spells but has a limit on the total number of spells that they may learn of each order.

Schools of Magic

All sorcery is divided into six schools of magic each of which must be studied separately:

- ☞ **Body** study of magics which affect the physical body such as healing and harming spells, and spells which enhance the body.
- ☞ **Mind** study of magics which affect the mind, such as emotion affecting spells and charm spells.
- ☞ **Spirit** study of magics which affect the spirit (as opposed to the mind). This is quite a complex concept. It includes spells which affect the spirit (and spirit strength) as well as spells which affect undead and forces of the unlife, as well as spells which strengthen the will (which is part of the spirit).
- ☞ **Matter** study of magics which affect material objects and which alter, damage, strengthen or otherwise affect objects which are not alive and lack spirit.
- ☞ **Magic** study of magics which affect magic itself, including spells which affect other spells, resist magics, deflect or stop magics, or dispel magic.
- ☞ **Dimensions** study of magics which affect dimensions. This includes teleport spell effects, as well as invisibility and spells which summon and dismiss outsiders.

The Colleges

All player character sorcerers will have learned their craft before the game starts in one of the great colleges of sorcery on the mainland. There are five such colleges: Olica, Dorondar, Xadamos, Haringran and Justria. Further details of the colleges are to be found in the section 'World Background'. Each of the colleges is able to teach a limited repertoire of the different schools of magic and only up to certain limits as follows:

<u>College</u>	<u>Specialities</u>	<u>Other Schools</u>
Olica	Spirit, one of only two colleges with Dimensions	Some spells from Body, Mind and Magic, very limited knowledge of Matter

Dorondar	Body, with many Mind spells (including Dominate)	Some spells from Spirit and Matter, very limited knowledge of Magic, no Dimensions
Xadamos	Mind, with many Spirit and Dimensions spells	Some spells from Body and Magic, very limited knowledge of Matter
Haringran	May choose either Body or Matter but have lost much of their knowledge	Some spells from Spirit, Mind and Magic, no Dimensions
Justria	Matter, but also the best college at Magic	Some spells from Mind and Spirit, very limited knowledge of Body, no Dimensions

The exact spells that the college has access to are, of course a closely guarded secret (as are all the colleges' spell lists). Details of these together with more information on how to play a sorcerer character are found in the Sorcery Appendix. If a player wishes to play a character who is a sorcerer they should contact the Magic Referee well before the game in which they wish to play that character.

Mages do not leave their colleges until they are fully qualified, competent mages. Consequently any player who intends to play a sorcerer must spend at least 14 DPs on mage skills and talents and will start play as a Journeyman.

Players should be cautious if they decide to play a character from the College of Xadamos as they may find that the welcome they receive is warm in all the wrong ways. Belonging to this college will not be considered grounds (on its own) for other players to kill you but many NPCs may try and the usual restriction on character killing is lifted in respect of members of this college. It is important to note that the powers have a particular dislike for this college and that many priests are directed to work towards its destruction.

Skills and Talents

Both skills and talents cost development points whether bought at character creation or later during the life of a character. Not all skills are available to characters at character creation and some may only be bought at character creation.

Skills are generally learned. If a character wishes to develop a new skill that character will generally need to find a teacher to instruct them in the skill desired. It is not normally possible to develop a skill without an instructor.

It is anticipated that basic skills will be easy to learn and that NPC teachers will be readily available. For other, more advanced, skills, locating a teacher and then persuading the instructor to teach you could be a series of adventures in itself.

Talents are not taught as such but still require effort on the part of a character to develop. Generally, it is possible for a character to purchase the basic levels of most talents with their own efforts alone. The more advanced levels (especially the level III talents) will require the intervention of circumstances or special training regimes to develop.

Skills List

Alchemy

(Scholastic skill, sorcerer only, not for starting characters)

This is a sorcerer skill. Alchemy should be distinguished from the non-magical arts of herbalism, apothecary and chemistry all of which are covered under the heading "Apothecary".

This skill is highly complex and details are contained in the Alchemy and Artifice Appendix.

Apothecary

(Scholastic skill, level III not for starting characters)

This skill is the art of using herbal and chemical preparations for the purpose of treating the injured or otherwise creating non-magical effects. Alchemy is the art of preparing magical potions. An apothecary is automatically assumed to be able to also find and identify the raw materials of their trade; though they may need the services of persons skilled in foraging or prospecting, two other skills, two find rarer materials.

The skill is divided into three levels. Each level allows the character access to the techniques for the preparation of a number of useful substances and also the ability to create a certain number of formulations. The former are prepared at the site of a particular need (i.e. as and when required) while the later must be prepared in advance and then are simply applied.

Each apothecary must keep a record book in which all their recipes are recorded, along with other notes. They must keep a record of what they make and this is subject to inspection by the Crafting Referee.

Apothecaries are encouraged to carry suitable physreps to prepare their drugs as they will be required to simulate making anything they wish to make.

You may not learn a recipe until you are able to make it, so it is not possible to learn a recipe now to pass it on or make it later when you are more skilled.

This skill is highly complex and details are contained in the Apothecary v3 Document.

Artifice skill

(Scholastic skill, sorcerer only, not for starting characters)

This is a sorcerer skill. It may only be practiced by a sorcerer. It is the art of creating magical devices of a permanent or semi permanent nature. A referee should be contacted whenever a player desires a character to utilize this skill. The creation of each item will have a negative impact on the creating sorcerer's mana reserve.

This skill is highly complex and details are contained in the Alchemy and Artifice Appendix.

Armour skills

(Outdoors skill, freely available)

These skills allow a character to wear armour, to move effectively while wearing it and to adjust and repair it so that it remains effective despite any combat damage which it may suffer. The skills are: light armour, which allows a character to wear leathers and studded leathers worth one point; medium armour which allows a character to wear light chainmail, brigandine and the like worth two points; and heavy armour which allows a character to wear platemail, lamellar heavy chain and banded armour (such as the Roman segmenta) worth three points. The quality and category of armour is at the discretion of the referees.

Very strong characters are able to wear heavier versions of medium and heavy armours worth one point more. These armours must be represented by high quality physreps (string mail is definitely not permitted).

In order to be effective armour must be visible. Armour worn under other clothing may be ineffective (at the discretion of a referee).

Coup de Gras

(Scholastic skill)

For various reasons, it is not generally acceptable to simply slay a character. Logically, it should be possible to cut off someone's head and kill them instantly. As a game mechanic, this will not generally happen. Only in certain exceptional circumstances will a character not receive their spirit strength in minutes before they die. This is one of these exceptions.

This skill allows a character to deliver a blow which will quickly and quietly kill the victim. The skill requires the use of a knife. The blow is treated as struck with a light weapon (whether or not it actually is). This means that heavy armour may prevent such attempts, Toughness does not (although you do multiply the ten second death time by the victim's toughness).

The rules concerning this skill are as follows: the target must be unconscious. The attacker places one hand on the victim's shoulder (gently) and strikes a blow to a legal target location (i.e. not the face, throat or groin) with the knife saying "Coup de Gras" (only the victim needs to hear). The victim will die within ten seconds and cannot be saved without the use of magic, spirit strength is irrelevant.

This skill can never be used in combat or in an area where combat is taking place.

This effect is NO LONGER STOPPED by TOUGHNESS II

Craft

(Scholastic or Outdoors skill)

This skill allows a character to make goods of quality. It is subdivided into as many skills as are appropriate (such as craft hard metals, i.e. blacksmith, craft jewellery etc). Without this skill a character may choose to know how to or learn how to make items but they have no significant value being workman like but not special. Each class of material has two levels. Level 1 allows creation of works of quality which may be more valuable than their components and may also be able to be used by a sorcerer for artifice; level 2 allows the creation of masterwork items which may be used by a sorcerer and may even have special properties of their own.

This skill is highly complex and details are contained in the Crafting Appendix.

Conceal Objects

(Outdoors skill)

This skill allows a character to conceal objects on their person. A player wishing to search a character declares his intent and then goes through the motions, role-playing a search for one minute. At the end of this time the victim hands over all items.

Only small items can be conceal such as; a small purse, potion, scroll or letter, a small knife or a set of lock picks.

Conceal Object I

A character is able to withhold two small items. A full search takes at least five minutes but finds them all.

Conceal Object II

A character may prepare an item in advance, of which they are very familiar with, to hide so that it cannot be found. Examples of this are a small knife in a belt buckle, or a set of lock-picks on a string in the lining of a coat. This object can never be found by normal means of searching.

Preparation of such items cannot be done on an adventure, and this is not meant to be a means of hiding l3wt.

A character may only have one such item prepared in this way, but can still use Conceal Object I

Conceal Object III

As per Conceal Object II, but now a character can have two items prepared in this way, and can still use Conceal Object I

Disarm Traps

(Dilettante skill)

The skill to disarm traps is an in character skill. Some trapped objects will actually have a mechanical device, if they do, you may not disarm the trap using your real life skills. Other traps will merely be represented by in game indicators.

A trapped object will either be actually equipped with a simple mechanical trap or will be marked with the trap symbol – a capital "T" in a circle. In either case a character may only attempt to disarm the trap if they have the disarm traps

skill. The trapped object may also be marked with a number (in the circle with the 'T') indicating the difficulty of the trap. If it is not so marked, you may not attempt to open it without consulting a referee. This skill grants a character certain information regarding traps. It also assists in their disarming. It is not intended to substitute for role-playing the disarming process and disarming many traps will require a physrep tool kit.

Further information will be provided to your character if you take this skill in the form of the Thieves Compendium.

Escapology

(Outdoors Skill)

This is the skill of escaping from bonds and restraints. There are two levels to this skill. Level 1 allows a character to escape from flexible restraints such as ropes in about two minutes; level 2 allows a character to escape from flexible restraints in about thirty seconds and fixed restraints such as manacles in about two minutes.

Level 2 also allows a character to escape an entangle spell in fifteen seconds (so it only lasts half the usual time).

Evaluate

(Scholastic skill)

This is the skill of estimating the value of an object. There are three levels to this skill. Level 1 allows a character to successfully identify and estimate the value of common items and materials; level 2 allows a character to successfully identify and estimate the value of rare items; level 3 allows a character to estimate the value of magical items based upon the properties that the character is aware of only. Evaluate also allows a character to spot forgeries.

First Aid

(General skill)

This skill comes in two levels. The first level permits you to prevent someone dying from their wounds for a short time while you await a surgeon. The second level can also keep people alive for a little longer when they have been poisoned. Full details of this skill are set out under Healing.

Foraging

(Outdoors skill)

This is the skill of finding usable food and herbs in the wilderness. It involves the identification of plants. Many of these plants may be of use to an apothecary or alchemist.

A player taking this skill will be given the Foraging Appendix which goes into more detail on the skill.

Open Locks

(Dilettante Skill)

The skill to open locks is an in character skill. Some locked objects will actually have locks, if they do, you may not pick the lock using your real life skills or force the lock. Other locks will merely be represented by in game indicators.

A locked object will either be actually locked or padlocked closed or will be marked with the lock symbol – a capital 'L' in a circle. In either case a character may only attempt to open the lock if they have the open locks skill. The lock or the locked object may also be marked with a number (in the circle with the 'L') indicating the difficulty of the lock. If it is not so marked, you may not attempt to open it without consulting a referee.

This skill allows a character to pick a lock. It requires the use of a suitable physrep lock pick set to open the lock.

Further information will be provided to your character if you take this skill in the form of the Thieves Compendium.

Ordained Priest

(Scholastic Skill)

This skill represents formal training in a religious seminary. A character may be made a priest but without this training does not have the skill to use these abilities. Similarly a character may have been thrown out by his church but provided the character retains the patronage of his power (that is his True Faith) they may continue to use these abilities, although people may not recognise the character's status or may not believe that the abilities will work.

Further information will be provided to your character if you take this skill in the form of the Priests and Powers Appendix.

Pick Pockets

(Dilettante Skill)

This skill allows a character to pick someone else's pockets.

It requires the use of a suitable out-of-character device: a bulldog clip with a length of string or cord attached. This does not exist in the game but is a purely out-of-character device for game mechanics. If you see this device not in use or on (that is clipped to) another character it is not there and does not exist. If you see it being planted, then you have observed a pick pocket at work.

The pick pocket attaches the clip to the target's clothing without being noticed. A referee will then be needed to check to see if it worked. The pick pocket nominates the target item or location and if the string reaches it without pulling the attempt has succeeded.

Pick Pockets I

This allows a character to acquire small objects which are not touching a target's skin or inside clothing. The object must not be longer than six inches in any dimension and may not weigh more than a quarter of a pound. The string is eight inches long.

Pick Pockets II

This allows a character to acquire objects which are inside clothing but not touching a target's skin. The string is twelve inches long.

Pick Pockets III

This allows a character to acquire even objects that are in touch with the target's skin (including rings and pendants). The string is sixteen inches long.

Prospecting

(Outdoors skill)

This is the skill of locating minerals in the wilderness. While it is used for finding metals and ore deposits, it is also used to find non-herbal compounds for use by an apothecary or alchemist.

A player taking this skill will be given the Prospecting Appendix which goes into more detail on the skill.

Surgeon

(Scholastic skill, starting characters to level II only)

Full details of this skill are set out under healing and contained in the Surgery & Medical Treatment v3 Document.

Stealth

(Outdoors skill)

This skill is designed to allow a character to use their natural surroundings and suitable cover to hide their presence. A character must be suitably dressed to use this skill. Stealth cannot be used while wearing heavy armour. Stealth can be used only once per encounter unless otherwise specified. Guidance from a ref is always recommended before using this skill. Everyone has the capability to use Stealth and there is no point cost for use of this skill.

Tracking

(Outdoors skill)

This is the skill of identifying tracks and following a trail in the wilderness. There are three levels to this skill: level 1 allows a character to identify the tracks of most common creatures; level 2 allows a character to follow a trail under normal circumstances; level 3 allows a character to follow a trail under seemingly impossible conditions as well as the ability to deduce what took place at a particular scene.

Tracking may also be used to counter the pursuit of another tracker. The more skilled tracker overcoming the other in each case.

Tracking requires a player to inform a referee of their intent. This does not obviate the need for good role-playing and sensible conduct (for example: not allowing the other characters to walk around on the evidence).

Use Poison

(Outdoors skill)

This skill allows a character to use blade venom and other poisons on their weapons. Without the skill a character will not use such a weapon and may, if forced to do so or doing so accidentally, suffer from the effects of the poison (referee discretion). It is a simple, one level skill. This skill does not teach you how to handle contact poisons, that will still affect you normally.

Waylay

(Outdoors skill)

This skill allows a character to deliver a blow which will render the victim unconscious without causing any lasting harm. The basic skill requires the use of a small club or sap (although it is possible for a weapon master to learn to waylay with other weapons). The blow is treated as struck with a light weapon (whether or not it actually is). This means that a rigid helm will prevent any such attempt.

The rules concerning this skill are as follows, the attacker must either come from behind or the target must be unable to resist. The attacker places one hand on the victim's shoulder (gently) and strikes a blow to the BACK with the club saying "Waylay" (only the victim needs to hear). The victim is treated as stunned (as per the spell effect "Stun") and

collapses immediately to the ground. This skill cannot be used upon someone who is currently engaged in combat, as they are deemed to be too aware of their surroundings.

This effect is NO LONGER STOPPED by TOUGHNESS II

Weapon Mastery

This is a highly specialized version of a weapon skill. A character must have the skill required for the use of the weapon in order to train for weapons mastery. Only complex weapons can be mastered in this fashion.

A weapon master is only able to utilize their full skill with a very well made weapon. With a normal weapon, they are unable to use their advanced skill. Such weapons must be bought or otherwise obtained.

There are several forms of weapon mastery which allow a master to use his weapon to disarm, trip or knock back an opponent as well as to ignore armour.

Further information about this skill can be found within the Arms & Armour Mastery v2 Document. Weapon mastery skills CANNOT be taken at character at character creation.

Weapon Skills

Weapon skills are the skills required in order that a character may use the various weapons. If a character does not have the appropriate skill, they may not use that type of weapon. It is strongly recommended that characters learn how to use some weapons, even if they do not generally involve themselves in combat.

One handed weapons, basic (clubs, maces and daggers) and advanced (swords, axes and flails); two handed weapons, basic (clubs, maces and spears) and advanced (swords, axes and polearms); projectile weapons, basic (crossbows) and advanced (longbows); and throwing weapons, (rocks, axes, daggers etc).

Shields are also treated as weapons for these purposes. If you take the weapon skill Shield, the size of shield you may use is determined by your strength skill, and is subject to the maximum shield size, which is from the ground to the waist of the player.

The effects of weapons are covered in the section on combat.

There may also be other weapon skills governing the use of strange or exotic weapons. When a character desires to learn these the player should contact a referee.

Talents List

The difference between a talent and a skill is that a skill is generally learned while a talent requires actual development of a natural (or supernatural) ability. Teachers are not required for talents but they may take some time to develop. Players wishing their characters to develop talents should contact a referee for advice.

Agility

(Outdoors Talent)

There are several levels of agility, each making a character more agile than the last. Agility may not be used with the heavier armours.

Agility I

The character is sufficiently coordinated and agile that they may fight with a weapon in each hand (although the size of weapon will depend upon their strength).

Agility II

The character is now so agile that it is possible to dodge blows which would otherwise hit. This has the game effect of giving the character a floating hit (see combat). This floating hit is restored by a short period of rest after combat. This means that the first blow which would otherwise hit the character in each encounter misses. Note: you are required to actually be aware of the attack and be able to move away from it, even though you have actually been hit your character is assumed to have dodged away but you must move immediately out of reach of the attacker – similar to a knock back.

Agility III

This is the maximum theoretical agility for a player character and gives the character two floating hits as per Agility II above.

Strength

(Outdoors talent)

It is important to remember that in a live action game, the length of weapon is very important to a character's apparent ability in combat. As a result the game places restrictions upon the length of weapons which may be used. This is intended to reflect a warrior's superior ability in combat in a playable fashion.

Generally the maximum size of weapon that a character may use will be determined by the character's strength talent. It is important to remember that a character will also require the skill to use a particular weapon. Characters all have no strength talent (rated zero) unless they buy it. There are game restrictions on the purchase of the strength talent at high levels and a player should not assume that getting to strength III (the theoretical maximum possible for a character) will be easy or even possible.

No Strength (Zero)

Any character may use:

- ☞ a weapon of up to 36" in one hand;
- ☞ a two handed weapon of up to 42" in both hands;
- ☞ either paired 24" weapons or a 36" weapon and a dagger;
- ☞ a spear or a staff of any (reasonable) length in both hands;
- ☞ a small shield of up to 18";
- ☞ takes about a minute to reload a crossbow;
- ☞ may not wear heavy armour.

Strength I

A character who has Strength I may use:

- ☞ a weapon of up to 36" in one hand;
- ☞ a two handed weapon of any (reasonable) length in both hands;
- ☞ a 36" weapon and a 24" weapon;
- ☞ a spear or a staff of any (reasonable) length in both hands;
- ☞ any shield (subject to the restriction of maximum size which is dependent upon the size of the player);
- ☞ takes about 30 seconds to reload a crossbow;
- ☞ this is the minimum strength to use a longbow;
- ☞ may wear heavy armour.

Strength II

A character who has Strength II may use:

- ☞ a weapon of up to 42" in one hand;
- ☞ a two handed weapon of any (reasonable) length in both hands;
- ☞ a 36" weapon in each hand;
- ☞ a spear or a staff of any (reasonable) length in both hands;
- ☞ any shield (subject to the restriction of maximum size which is dependent upon the size of the player);
- ☞ characters of this strength may also wear heavier armour (which may be worth more points);
- ☞ takes about 15 seconds to reload a crossbow.

Strength III

A character who has Strength III, which is the maximum theoretical strength for a player character, may use:

- ☞ a weapon of any size (subject to safety) in one hand;
- ☞ a two handed weapon of any (reasonable) length in both hands;
- ☞ a 42" weapon in each hand;
- ☞ a spear or a staff of any (reasonable) length in both hands;

- ☞ any shield (subject to the restriction of maximum size which is dependent upon the size of the player);
- ☞ characters of this strength may also wear heavier armour (which may be worth more points);
- ☞ crossbows may be reloaded at any speed;
- ☞ characters of this strength may be able to cause crushing blows with two handed weapons (seek the advice of the Referees).

Toughness

(Outdoors talent)

A character's toughness is very important to the probability of surviving combat. However, being tough does not mean that you do not still have the effects of the wounds that you receive, rather it means that you can grit your teeth and fight on. After the combat is over the wounds are still there and must still be treated.

No Toughness (Zero)

A character with no toughness is an inexperienced combatant and will be incapacitated by pain and shock if they take any wound. This means that as soon as the character takes any wound (even a limb wound) they are unable to act effectively. They can be helped around but otherwise just sit or lie where they were hit roleplaying shock.

For the purposes of treatment and healing they have one hit per location (see Wounds and Healing).

Toughness I

A character with Toughness I is an experienced combatant and so is resistant to shock. The character has one hit per location and is only affected by the wounds that are received (see Wounds and Healing).

Toughness I also adds one to a character's spirit strength.

Toughness II

A character with Toughness II is even hardier and is able to continue to function even when seriously wounded. Such a character is able to ignore one wound of their choice. For example if hit in the arm, while the arm is bleeding and injured, they are able to continue to use it. If subsequently hit in the chest, they may remain conscious although at that point the arm is now useless. If wounded a second time in the same location they are unable to ignore the injury and it takes effect immediately.

Toughness II also adds two to a character's spirit strength (total, not cumulative).

Toughness III

Toughness III is the maximum theoretical toughness for a player character: A character with Toughness III is so tough that they are able to ignore the first wound to each location (in effect having two hits per location). Such a character is able to ignore one wound to each location and continue to fight as if unhurt. For example if hit in the arm, while the arm is bleeding and injured, they are able to continue to use it. If subsequently hit in the chest, they may remain conscious and they still have use of their arm. If wounded a second time in the same location they are unable to ignore the injury and it takes immediate effect.

Toughness III also adds three to a character's spirit strength (total, not cumulative).

True Faith

(General talent, unavailable to sorcerers, only to level II at start)

True Faith represents faith in the powers. While a character will probably select a specific power to be his patron at True Faith I and must do so at True Faith II or if the character becomes a priest, it represents general belief in all the powers.

Those with True Faith tend to be able to benefit more from priestly abilities and miracles. Anyone with True Faith may seek guidance from their patron or even pray for a miracle. The chances of success will depend upon a great many factors but the greater the faith the more likely it is to succeed.

Characters with True Faith are not trained in the priesthood unless they have also bought the skill 'Ordained Priest'.

Further information will be provided to your character if you take this skill in the form of the Priests and Powers Appendix.

Vigour

(Outdoors talent)

A character's vigour determines how resistant they are to poisons and diseases. It also represents a general level of constitution and resistance to the effects of injury.

Vigour I

A character with Vigour I is extremely fit. Most natural diseases are unable to take an effective hold and are easily shrugged off. This does not include most game effecting diseases and definitely does not include magical diseases.

However, when affected by a serious (game affecting) disease (eg a disease spell), the character is able to resist the effects for the duration of the encounter in which the disease takes hold – it then goes on to affect the character as normal from there on. The character is also affected by poisons more slowly – the character takes twice as long as expected to die from poison (the life clock doubles). The character will be highly resistant to the effects of poor treatment by healers and will take three times as long to catch a communicable disease.

Vigour I also adds one to a character's spirit strength.

Vigour II

A character with Vigour II is not only highly resistant to diseases but also to poisons. At this point the character is immune to diseases (even magical diseases from spells) but not to curses. Poisons do not affect the character for thirty seconds, then they take hold as normal (the character still takes twice as long to die – as above).

Vigour II also adds two to a character's spirit strength (total, not cumulative).

Vigour III

Vigour III is the maximum theoretical vigour for a player character: A character with Vigour III is able to shrug off all diseases and poisons and is highly resistant even to some curses (details of this will be known by the Referees). The character may ignore all poison and disease effects unless informed to the contrary by a referee.

Vigour III also adds three to a character's spirit strength (total, not cumulative).

Willpower

(General talent, not available to dilettante)

Willpower is the talent which governs a character's strength of will. It is purely mental and does not involve any strength of body whatsoever.

Willpower I

This will add one to a character's spirit strength, and protects them from some spells. Please refer to the immunities card at the end of this document.

Willpower II

This will add two to a character's spirit strength (total, not cumulative), and protects them from some spells. Please refer to the immunities card at the end of this document.

Will Power III

This will add three to a character's spirit strength (total, not cumulative), and protects them from some spells. Please refer to the immunities card at the end of this document. The character is so strong willed that they are able to resist the first hostile spell (of which they are not already immune to) once in each encounter.

Skill and Talents Cost Tables

This is not a complete list of skills and talents, just the list that is possible to buy as a starting character.

Skills Costs

Skill	Level	Pre-Requisite	Outdoors	Dilettante	Scholar
Alchemy	I	Spell Caster	6	4	4
Apothecary	I		2	2	2
	II	Lvl I Apothecary	4	3	3
Artifice	I	Spell Caster	6	4	4
Armour	Light		1	1	2
	Medium	Light Armour	1	3	2
	Heavy	Medium Armour, Strength I	1	1	1
Coup de Gras			3	2	2
Craft	I		*	*	*
	II	Lvl I Craft	*	*	*
Conceal Object	I		3	2	3
	II		3	2	3
Disarm Traps	I		3	2	4
	II	Lvl I Disarm Traps	3	2	4
Escapology	I		3	2	4
	II	Agility I & Lvl I Escapology	3	2	2
Evaluate	I		3	2	2
	II	Lvl I Evaluate	3	3	2
	III	Lvl II Evaluate	4	4	2
First Aid	I		2	2	2
	II	Lvl I First Aid	2	2	2
Foraging	I		2	2	4
Open Locks	I		4	2	3
	II	Lvl I Open Locks	4	2	3
Ordained Priest		True Faith I	6	8	4
Pick Pockets	I		4	2	4
	II	Agility I & Lvl I Pick Pockets	4	2	4
	III	Agility II & Lvl II Pick Pockets	4	4	4
Prospecting	I		2	2	4
Stealth	I		0	0	0
Surgeon	I	First Aid I	4	2	2
	II	First Aid II, Surgeon I	3	4	2
Tracking	I		2	2	3
	II	Lvl I Tracking	2	3	3
	III	Lvl II Tracking	4	5	6
Use Poison			2	2	2
Waylay			2	2	2

Weapon Skills (Note that the length of weapon and the size of shield you may use is determined by your strength skill)	Basic 1H		1	1	2
	Advanced 1H	Basic 1H	1	1	2
	Basic 2H		1	1	2
	Advanced 2H	Basic 2H	1	1	2
	Basic Projectile		2	2	2
	Adv. Projectile	Basic projectile, Strength I	2	2	4
	Throwing		4	4	6
	Shield		2	4	4

Talents Costs

Talent	Level	Pre-Requisite	Outdoors	Dilettante	Scholar
Agility	I		4	4	6
	II	Agility I	4	4	6
Strength	I		4	4	6
	II	Strength I	4	6	6
Toughness	I		2	4	6
	II	Toughness I	4	6	6
True Faith	I	Non-Sorcerer	4	4	4
	II	True Faith I	4	6	4
Vigour	I		3	3	5
	II	Vigour I	3	3	5
Will Power	I		4	4	4
	II	Will Power I	4	6	4

Spell Effects

Spell Calls

The following is a list of the spell and other special effects that may be used against a character. You will know that this has been cast at you because it will be the final word in the verbal used by the caster.

When someone is casting a spell at you, you will know the spell if it is one that you can cast (if you are a sorcerer for example) and you will hear the words they say *ALL EXCEPT THE COMMAND PHRASE AT THE END*. This means if you (and everyone else listening) hear someone say to you “I call the sandman to furl you in his arms and lay your weary head to rest: Spirit, Sleep” your characters will hear everything except the words “Spirit, Sleep”.

If you hear someone say “Psychic” and then a spell command you do not have any idea where the effect came from. The person affected knows that they have been affected by the caster but no one else does (unless they have been told that they are able to detect psychic power use).

Agony

This causes a character to suffer terrible pain, so great that they are unable to do anything except collapse in writhing agony. Players should be careful not to thrash around too much to avoid injuring themselves or others. During the effect it is not possible to move around or to fight, defend yourself, cast or maintain spells etc. The effect lasts for thirty seconds after which the character may begin to act normally again.

Befriend

This causes a character to become the good friend of the caster. They do not become stupid but will ignore what they know about the caster temporarily, seeing everything in the best possible light. It does not make the character believe that the caster's party are friends or cease to be friends with previous colleagues. Specifically it will not make the character attack allies but it will make the character try to stop them hurting the caster by getting in the way etc. Offensive action by the caster against the victim brings the effect to an end immediately. The effect lasts for the duration of the encounter (or about fifteen minutes). This spell affects a living target.

Blind

This effect renders the victim partially blind. The effect of this is to prevent the victim from running, fighting or defending themselves in combat (parrying) or casting ranged spells. It does not prevent the victim from walking away from combat or healing themselves. The 'Blind' effect is an instant, wounding effect which lasts until cured either by medicine or by magic.

Blast Spirit

This spell cause the victim to collapse to the ground unable to do anything (unconscious or dead). This continues until briefed otherwise by a referee. This spell can only be blocked by a 'True Spell Guard' or 'True Faith III', a greater spell guard, spell deflection etc and countermagic do not work. Note: it is not the effect 'Black Channels' and must still be cast like a spell (although the effect is the same).

Charm

This spell is an enhanced and longer duration version of the spell 'Befriend'. While the spell is in effect, the victim will behave as if they trust the caster completely. If the caster does something to prove that this should not be the case (for example, attacks the victim), then the victim may defend themselves but will quickly come back to trusting the caster once again, making up reasons for the casters actions or just forgetting them. For example: the caster attacks the victim who fights back disabling the caster. The victim will then try to seek help for the caster or to heal them themselves as it must have all been a misunderstanding. The effect lasts until the next dawn.

Choke

This spell causes a character to be unable to breath. Speech is impossible as is moving unaided as the victim will collapse to the ground clutching his throat. If the choke effect is not stopped after one minute the character passes out with a chest wound and immediately goes to life clock. The caster must concentrate on the victim to maintain the effect.

Confusion

The victim of this spell becomes completely confused about what is going on. They will be unable to identify their friends or know who their enemies are. This confusion will continue, not withstanding that one group attacks them. While the victim may defend themselves, they are too confused to pick a target apart from the person who is attacking them and if that person backs off will not press the attack. The effect lasts for the duration of the encounter (approximately fifteen minutes).

Dark Channels

If you are effected by Dark Channels, collapse to the ground and remain unconscious until told by a referee (or the monster who cast this at you, but not a player) what has happened to you. If you do not receive attention and have been left behind by the battle, you may seek a referee or have someone do it for you. This is not really a spell but a magical curse effect and as such it may not be lifted, dispelled or resisted.

Death Fugue

This terrible spell causes the victim to imagine that they are dying in some horrible and immediate fashion. The victim should play out this death scene for thirty seconds and if still conscious at the end of this time, (if the spell has not been lifted and the victim is still conscious) the victim will collapse with a heart attack (immediately go to life clock with a chest wound and pass out cold). During the death fugue, the character is unable to interact with the world around them at all and is completely unable to defend themselves, cast spells etc.

Disease

This spell causes the target to be infected with the acute form of a highly infectious magical disease. The victim will collapse to the ground vomiting immediately and will be unable to take any meaningful action for the remainder of the current encounter. After this the victim will remain weak (losing the bonuses due to any Strength, Toughness or Agility talent), will be unable to run and will have frequent bouts of coughing. This will continue for the remainder of the day, the victim will then have a feverish and disturbed night after which they will die. During the period of illness anyone who the victim comes into contact with for more than ten seconds will catch the disease. They will not suffer from the first stage (vomiting) but will themselves be infectious.

Dispel Magic

See Lift Spell (below).

Dominate

This spell is the ultimate form of command or charm. The victim of the spell will obey any instruction that they are given by the caster and will behave toward the caster as if charmed. They will follow the spirit of the caster's wishes not the letter of what the caster says. This includes killing themselves if they are specifically ordered to do it (although they may struggle a bit to actually succeed). The effect lasts until the next dawn.

The spell does not cause the victim to use the coup de gras skill unless specifically instructed to do so by a referee.

NOTE: Player characters and important NPCs or monsters are permitted to shrug off the effect of Dominate with a great effort of will. They must role play the intense struggle required and spend a point of spirit strength to do this. This is permitted at the end of the first encounter during which the Dominate spell caused them to act in a way to which they would be massively opposed, for example, attacking their fellows.

Drain Life

This effect places a tremendous drain upon your spirit and life force. The victim loses a point of spirit strength; if this causes your spirit strength to fall to zero, the victim immediately dies. The shock of this effect causes the victim to collapse to the ground unable to do anything for 30 seconds (can crawl around or speak quietly).

Drop

This spell causes the victim to immediately drop the named item. It must be allowed to fall to the ground (or may be placed on the ground if delicate or dangerous). The victim is unable to pick the object back up for thirty seconds but may then retrieve it if they wish. The spell is indirect, affecting an object which affects the victim, and as such is not blocked by a spell guard and may not be resisted.

Entangle

This spell causes the victim to become entangled in the named object. Because the spell is cast at an object and not at the victim, it cannot be resisted. The object is assumed to move magically to trap the victim who will become unable to move about, unable to move his arms or possibly become blinded depending on the circumstances and the nature of the object. The effect wears off after 30 seconds after which the victim may disentangle themselves. The effect may be lifted or dispelled. The spell is indirect, affecting an object which affects the victim, and as such is not blocked by a spell guard and may not be resisted.

Fear

This spell causes the victim to become terrified of the caster. The victim will probably run away from the caster but will definitely not be able to attack the caster in any way. The victim must act appropriately considering the circumstances. In all cases, the players should have regard for safety first; if cowering on the ground would make more sense than charging off in the dark and possibly running off a cliff, the player should use their common sense. The effect lasts for only 30 seconds.

Freeze

This spell causes the victim to be completely paralysed and immobile standing still as a statue until it wears off (or until they are so wounded that they cannot stand). The effect lasts for 30 seconds.

Fumble

This spell causes the victim to be unable to hold anything in his hands for the duration of the effect. Anything held is dropped (or put down if delicate or dangerous) and nothing may be picked up or manipulated (for example the victim could not open a door if they had to turn a handle). The effect lasts for 30 seconds.

Heat

This spell causes the object named by the caster to become extremely hot. The object must be inorganic in nature for the spell to work. The object will continue to heat up until it reaches a forge like temperature over the course of several minutes after which it will cool down again naturally. Objects affected by this spell will generally be too badly damaged to be used until repaired. Anyone in contact with the object will drop it or seek to remove it from their person. If unwilling or unable to do so within a few seconds they take a wound to the location in contact with the object. The effect may be dispelled but may not be lifted. The spell is indirect, affecting an object which affects the victim, and as such is not blocked by a spell guard and may not be resisted. The spell comes in two forms, only the High Magic version allows a caster to affect a suit of armour.

Ignite

This spell causes a flammable object named by the caster to burst into flames. The object must be capable of reasonably catching fire or the spell has no effect. Sensible targets include loose clothing such as cloaks, hoods, scarves (if dry), spell cards, books and scrolls. Possible targets do not include anything wet, clothing which is not easily removed without embarrassment, hair or wooden weapons (also trees, fences etc.). Anyone in contact with the object which is on fire will drop it or seek to remove it from their person. If unwilling or unable to do so within a few seconds they take a wound to the location in contact with the object. The effect is instant and may not be lifted or dispelled. The spell is indirect, affecting an object which affects the victim, and as such is not blocked by a spell guard and may not be resisted.

Knock Back

This spell causes the victim to be knocked back as if struck by a massive weapon. The victim will be driven back several feet away from the caster and knocked to the ground. The spell is instant and has no duration. The spell is indirect, affecting an object which affects the victim, and as such is not blocked by a spell guard and may not be resisted. This means that it cannot be prevented by the various types of spell shield.

Lift Spell (and Dispel Magic)

The 'Lift' spell removes the effect of the named spell (which must be named after the word lift in the casting) from the target. The lifted spell ceases to function immediately as it has been dispelled. This will only remove spells from people, not from objects (this requires the spell 'Dispel Magic'), nor High Magic effects (this requires the spell 'Greater Dispel Magic').

Obey

This spell compels the victim to obey the next single concept instruction received from the caster, which must come immediately after the spell is cast. The duration is for the length of the encounter (or about fifteen minutes).

Pact

This spell creates a powerful pact between the caster and the target. While the effect lasts neither may take action (directly or indirectly) to harm the other in any way. This includes preventing their underlings and fellow adventurers from harming the other. The effect continues or is cancelled on both parties at once. It lasts until the next dawn.

Poison

This spell introduces a swift acting and highly virulent toxin into the victim's blood. The victim is immediately affected by a deadly venom. With no sign of how the poison got into their system it may be difficult to detect as a poison at all. The victim collapses to the ground immediately, unconscious and begins their life count. If not treated for injected poisoning before this ends the victim dies.

Repel

This spell causes the victim to be repelled from the caster. The victim must move at least twenty feet directly away from the caster and then come no closer than that to the caster. The spell continues for so long as the caster continues to concentrate on repelling the victim holding his arm outstretched. The victim may speak or walk but may not cast other spells or run. In any event the maximum duration of the spell is the duration of the encounter.

Shatter

This spell causes the named item to break into several pieces and become useless. It is generally targeted at inflexible inorganic objects such as metal weapons. If the item is being used in combat it must immediately be dropped as it is no longer usable. It may be carried so that it can be taken and repaired. The spell is indirect, affecting an object which affects the victim, and as such is not blocked by a spell guard and may not be resisted. The effect is instant and may not be lifted or dispelled. As an important side note a hafted weapon which has its head shattered, it becomes a club. A spear does not, for example, become a quarter staff but a two handed club. This spell affects the object to be shattered.

Sleep

This spell causes the victim to fall into a deep sleep. The spell may be dispelled or lifted or the victim may be woken by vigorous shaking, which takes 30 seconds; otherwise the character will wake up after a good sleep.

Strike Down

This spell creates a blast of power. The victim of this powerful spell must fall to the ground wounded to each location. The spell is instant and may not be lifted or dispelled although the wounds may be treated as normal.

Stun

This spell causes the victim to collapse to the ground unconscious as if waylaid and sapped. The victim loses consciousness immediately but is otherwise unharmed. The spell is instant and may not be dispelled or lifted but the victim may be woken by vigorous shaking, which takes 30 seconds; otherwise they will wake up after about five minutes. This spell affects a living target, will not affect a target wearing a rigid helm or immune to small weapons.

The spell is indirect, affecting an object which affects the victim, and as such is not blocked by a spell guard and may not be resisted but is blocked by a mage armour spell. (As the attack is magical, greater mage armour does not block it.)

Terror

This effect is very similar to the "Fear" spell, except much more extreme. The victim must immediately flee from the caster and will run for the duration of the effect (thirty seconds) at the end of which (if the spell has not been lifted and the victim is still conscious) the victim will collapse with a heart attack (immediately go to life clock with a chest wound and pass out cold). If the target is immune to "Fear", this spell is treated in all ways as a "Fear" spell (i.e. the effect is reduced).

Trip

This spell causes the target to fall to the ground. The target is not injured in any way by this. If you are running when this spell is cast at you, please take care to stop before falling to the ground to avoid injuring yourself or others. The effect is instant. The spell is indirect, affecting an object which affects the victim, and as such is not blocked by a spell guard and may not be resisted.

Warp

This spell causes the named item to change shape and become useless. It is generally targeted at inflexible organic objects such as hafted weapons, bows or shields. If the item is being used in combat it must immediately be dropped as it is no longer usable. It may be carried so that it can be taken and repaired. As The spell is indirect, affecting an object which affects the victim, and as such is not blocked by a spell guard and may not be resisted. The effect is instant and may not be lifted or dispelled.

Wither Limb

This spell causes the named body part, usually a limb to be withered and destroyed, becoming permanently useless as if affected by a permanent wound. The target body part may be a limb or an eye etc. it may not be immediately life threatening such as the head or heart. The effect is extremely painful and the target behaves as if hit by an agony spell. It also causes the loss of one spirit strength. The effect may not be dispelled or lifted, nor may it be healed except by powerful magic which could restore a destroyed body part.

Wound Body

This spell creates a blast of power. The victim of this spell must fall to the ground wounded to the targeted location, which may be the chest or head as specified by the caster. The spell is instant and may not be lifted or dispelled although the wound may be treated as normal.

Wound Limb

This spell creates a blast of power. The victim of this spell must fall to the ground wounded to the targeted location, which may be any limb as specified by the caster. The spell is instant and may not be lifted or dispelled although the wound may be treated as normal.

Summary of Immunities

Characters, both PCs and NPCs, can become immune to certain spell and spell like effects if they have certain talents. The table below sets out the various talents and the effects for which they provide immunity:

Talent	Level	Immunities
Agility	I	Trip
	II	Fumble and Knock Down ⁷
	III	
Strength	I	
	II	Entangle and Freeze
	III	Knock Back
Toughness	I	
	II	Wound Body, Wound Limb
	III	
True Faith	I	
	II	
	III	Dark Channels, Drain Life
Vigour	I	
	II	Sleep, Disease and Blind (Resistant to venoms ⁸)
	III	Poison, Venom
Will Power	I	Befriend, Confusion and Fear ⁹
	II	Agony, Obey and Terror
	III	Charm

⁷ This does not make you immune to knock back – you just are not knocked down.

⁸ Vigour II causes 'venom' effects to be delayed for 30 seconds before it starts to take effect

⁹ Terror still makes you flee but you are not wounded at the end of it

Updates

This section contains the list of changes for reference in this, third version, of the rules.

- Skills: Coup De Gras, Waylay, First Aid and Stealth; changed in this document.
 Skills: Backstab added to Arms and Armour Mastery v3.1 document.
 Skills: First Aid, Surgery and Apothecary; modified in the Surgery & Medical Treatment v3.1 Document
 Skills: Locksmithing and Trapsmithing changed in the Locks and Traps v3.1.
 Skill: Apothecary changed to three levels, and modified in the Apothecary v3.1 Document
- Talents: Toughness II, Toughness III and Willpower III; changed in this document.
- Spells: Stun, Dominate, Drop, Purge Poison (lesser), Purge Poison (greater), Dark Channels; modified in Spells of Bladelands v3, and this document where appropriate.
 Spell: Purge Poison; removed.

Documents that have changes:

Apothecary Appendix (draft)	to	Apothecary v3.1
Combat Skill, Weapon Shield & Armour	to	Arms and Armour Mastery v3.1
Crafting Appendix (draft)	to	Crafting v3.1
Extraordinary Skills Appendix (draft)	to	Locks and Traps v3.1
Keltoi Wise Ones and their Magic	to	Keltoi Wise Ones & Magic v3.1
Priests and Powers Appendix (draft)	to	Priest and Priestly Abilities v3.1
Psychic Appendix (draft)	to	Psychic Characters v3.1
Psychic Powers (draft)	to	Psychic Powers v3.1
Ritual Magic v2	to	Ritual Magic v3.1
Rules and Mechanics v2 (draft)	to	Rules and Mechanics v3.1
Sorcerer Notes inc College information	to	Colleges of Sorcery (World Background) v3.1
Sorcery Appendix (draft)	to	Sorcery Appendix v3.1
Spell Book Tables v2 (draft)	to:	Spell Book Tables v3.1
Surgery Appendix (draft)	to	Surgery & Medical Treatment v3.1
The Spells of the Bladelands (draft)	to	Spells of Bladelands v3.1

Documents added:

- Apothecary Path Recipes v1
- Dismissing Spirits and Outsiders v3.1
- Fetches & Familiars v3.1

Documents removed:

- Attack Skills Appendix (draft)