Solarean Adventures LARP Rulebook 6.0

By Lost & Found Studios, LLC

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Introduction

Welcome to the Solarean Adventures Live Action Roleplaying (LARP) system. LARP is a game in which the players physically act out their character's actions. Players talk, act and fight as their characters to tell a story together. While playing the game, you imagine yourself as your character, living in a different time and place and encountering new problems or creatures. How would your character react to being confronted by an armed assailant? How would they react to a plague sweeping the land, or a tyrannical ruler? But the first question is, who will they be? Will they fight to defend the world, seek its destruction, or just make mischief and spread chaos? The choice is yours… so choose wisely.

General Guidelines

The goal of LARP is to provide a safe, immersive, and fun game that everyone can enjoy.

<u>Waivers and Safety</u>

You must sign a waiver before the start of your first game or practice. These waivers outline the risks involved in participation and provide emergency contact information should anything happen. The waiver will be kept on file and may need to be renewed periodically.

The first rule in all things is safety. If you believe a situation is or could become unsafe, or makes you uncomfortable, let a Game Manager (GM) know immediately.

<u>Game Managers (GMs)</u>

GMs are the game managers of the Solarean Adventures system. They are in charge of running, watching, and acting as referees for the game. GMs will answer player questions and enforce the rules of the game. The GMs can act as a Player-Character (PC) or a Non-Player Character (NPC). GMs will be identified before calling Game-On. The purpose of the GMs is to ensure the fun and safety of the players and to help maintain a smooth gaming experience. Decisions made by GMs about rules or any situation are final. If you have any questions or concerns about things happening during a game, let a GM know immediately so they can help resolve the issue.

GMs can take disciplinary action against players who consistently do not follow the rules and guidelines or create an unsafe environment. Disciplinary actions will include verbal warnings, removal from a game, multi-game suspension, or a complete ban from all future events. Disciplinary actions will generally go in the listed escalating order, unless in the case of a serious safety concern.

Read the Rules

Please try to familiarize yourself with the rules that affect your character before play. Ask GMs and other players for help if you encounter something in-game you're not familiar with.

Immersion

Immersion refers to the agreement by all players to act as if they are actually in the game's setting. Higher levels of immersion, such as quality costuming and props, make it easier for everyone to pretend that they are in the game world. Players should try to only discuss and interact with things that exist within the game world. You can help keep up immersion by not acting out of character by talking about real-life events or other non-fantasy things. Most games will have a designated "Out-of-Play" area. In this area, players can catch up, handle real-life things (like disagreements), or leave out-of-play items (such as car keys or prepackaged snacks). We strive for a medium level of immersion at our games.

Costuming and Props

People should look at your character and know what you are trying to portray. For example, if your character is not human, use a mask or makeup to change your appearance. Try to match the clothing to the backstory you have created for your character. Perhaps their clothes are rugged and ripped, or their face features scars from previous battles. Try to use fabrics or materials that have a more fantasy or medieval look, such as solid colors of linen, wool, woven cotton, and leather, while avoiding graphic/printed fabrics, blue jeans, and vividly-colored synthetic fabrics. The full costume (makeup, clothing, and accessories) of a character is often called a "kit" in LARP. You should aim for a full kit by the start of your fourth event. A full kit includes things like:

- Shirt: Basic tunics can be made from acceptable fabrics. No printed tees or fabrics should be used.
- Pants: No jeans, printed fabrics, or clearly modern pants. Leggings, sweatpants, or scrubs are often a good start.
- Shoes: The top priority is to wear shoes that are safe and comfortable, second priority is to wear shoes that appear in-character. Leather boots are a common choice, but any pair of comfortable shoes can be transformed into a great piece of kit by adding spats or shoe covers.
- Accessories: Jewelry, bags, pouches, hats, and other accessories can add depth to an otherwise plain outfit, and provide unique touches to your character.

If you are having trouble creating a kit, ask a GM or other players for suggestions.

<u>Cheating</u>

Although your character may be sneaky, mean, or evil, you as the player should follow all rules and your character should take all hits from incoming spells and weapons. If you are ever unsure if an effect actually hit you, it is better to just take that hit and keep the game moving. You must follow all time, material, and roleplay requirements specified by the rules. If you notice a player repeatedly ignoring hits or breaking rules, let a GM know.

Remember that characters are separate from their players. If someone robs you in character, that does not mean they are a thief in real life. Keep conflicts that occur out-of-play out of the game, and things that occur during the game, in-game. If someone tells you something about their character outside of an event, it is not appropriate to use that knowledge to your character's advantage at the next event.

<u>Permission to Touch</u>

During gameplay it is normal for someone to touch another player when performing certain "touch" skills or role-playing certain scenarios, like helping an injured ally to safety. These types of actions are common, however no player should touch another without permission from the person being touched. If you are not sure if a player wants to be touched, ask "permission to touch?" and wait for a response before starting any action. If a player does not grant you permission to touch them, find an alternative to completing the action, such as handing them a bandage to apply to themselves while you mime fixing a wound without physically touching them. If you are casting a "touch-only" spell, either let your hand hover nearby or tap them with a spell packet instead. If someone tries to touch you without permission, say "No touch" to remind the player that they have not been granted permission to touch you.

Inappropriate behavior will not be tolerated in any form. Any intentional touching of another player when you do not have permission may get you banned from the system. Additionally, for severe instances, the authorities will be called and you may face legal prosecution. **If you have concerns about a player committing inappropriate contact against another, immediately let a GM know.**

<u>Have Fun</u>

LARP is meant to be fun. When going to a game or practice, become your character and allow yourself to fall into the game world. React as your character would in any of the situations you find yourself in. Say "yes" once or twice and see where that takes you. Join an adventuring group going on an extremely dangerous adventure for no good reason. Ask about the amulet the priest is wearing. Play to win. Play to lose. Above all, tell a story. Remember: follow the rules, use common sense, and remind yourself that it is a game played for fun.

Eligibility to Play

Players must be 18 years or older and sign a waiver to play. There are no exceptions.

Basic Game Information

This section outlines the specific, common rules and mechanics that every player should know about attending a game.

<u>Game Calls</u>

Game calls are used to signal the beginning, end, and pauses in gameplay. Before the beginning of each game, the GMs will gather the players to remind them of the story leading up to the current event, set the scene, and make any other reminders or announcements. The following are common calls you will hear during an event:

Game-On: This call signals the beginning of the game. At this point, each player should fall into character. Any immersion breaking objects, such as cell phones or other modern items should be put away at this time. After game-on, please limit any out-of-play conversations to the designated out-of-play area, or ensure that you are out of earshot of other players.

Check: A check is a very brief pause in the game that is used to resolve non-safety issues or relay information about the game. For example, a check may be called to inform players that there is a magical effect that affects multiple people on the field. You will also see this on Encounter Cards, indicating that there is a quick pause in gameplay while the scenario described on the card plays out. Players who hear the call should pause their roleplay, listen to the information given, and wait until "**3-2-1, play on**" is called to resume the game.

Hold: This call is made if the game needs to come to a stop for any reason. If a player were to be injured or have the potential for an injury, a Hold would be called by a GM or player to deal with the situation. During a Hold, players will freeze in place. Once the reason for the Hold has been addressed, "**3-2-1, play on**" will be called to resume the game.

Medic: This call may be used whenever necessary. It signals that there is a real-life medical issue with one or more of the players, and the GMs should be notified to assist in first aid. Please note that if you need healing for your character, you should call for a "Healer" not a "Medic".

That's Game: This call signals the end of the game and that the storyline is over for the time being. Everything after this point will not be recorded as in-game events and will not influence the story in future games. This includes any online roleplay both in private message and in the Discord server's tavern roleplay channel.

<u>In-Play and Out-of-Play</u>

Generally speaking, In-Play refers to items, characters, and events that exist/occur within the game world and can thus be interacted with by the players as their characters. Out-of-Play refers to things that exist outside of the game world, such as cars, cell phones, and other real-world items and events. Some parts of the game area will be designated as Out-of-Play

areas, where real-world items can be kept and roleplay does not take place. The following is a list of event spaces that are always considered to be Out-of-Play:

- The inside of a player's tent
- The parking area and player vehicles
- Any GM-noted "Out of Play" areas on the playing field
- Neighboring areas or areas in use by people that are not participating in game

Game items, such as loot and story items should remain in play at all times. You may have a loot chest left in an in-play combat approved area to store these items if you would prefer not to carry them on your person. See "Other Game Items" for more information on page 92.

Players themselves may also switch back and forth from being In-Play and Out-of-Play. If a player wants to go Out-of-Play for any reason, they will show this by placing their fist or a weapon on top of their head, or by wearing a white headband. Any player signifying that they are Out-of-Play may not be interacted with by anyone who is In-Play. Players whose characters have died must go Out-of-Play while they travel to the respawn location.

Types of Games

Day Game: Day games last about 6-10 hours and contain full storylines and plots organized by GMs.

Multi-Day Game: Multi-day games consist of multiple day games back to back, usually with camping overnight in between. Players are allowed to come for just the day game portion(s) of a multi-day game. There is no combat allowed after sun-down at any events (see Tavern Nights for more details on gameplay after dark). **Tents are out of play and should never be entered unless you are explicitly given permission by the owner of the tent. Violation of this will have severe penalties.**

Tavern Night: Tavern nights allow players to interact with one another as their characters in a casual setting. These occur during weekend games on Friday and/or Saturday nights. There is no combat allowed during tavern nights. However, players will still be able to locate Encounter Cards and there may be NPCs to interact with. PCs may also still find materials during tavern nights, craft in-game items, as well as use potions, poisons, and non-damaging spells and abilities. There are quiet hours during overnight events, which may change based on the venue and will be announced before game-on is called. Players are still allowed to be up and spend time together, but need to watch their volume. Tavern nights usually do not have a large impact on storylines, but are good for sharing information and other character-based roleplay. Tavern nights that occur outside of multi-day games are usually free, but are otherwise included in the cost of a multi-day event.

<u>Check-In</u>

When you arrive at the game site, you must promptly check-in with a GM. All players will need to sign-in and provide the GM with a valid form of ID, updated vaccine information, payment for the event, and a character sheet for the character they wish to play. If it is your first event, a signed safety waiver is also required. All LARP weapons that players wish to use at the event will be checked by a GM at this time to ensure their safety. Just because a weapon passes a safety check at one game, doesn't mean it will pass at the next event, as weapons can break down and become unsafe over time with consistent use. A GM will then provide you with starting materials for that session and sign off on your character's XP. Please arrive early and prepared for check-in before each session, as **players who are late will not receive XP and starting materials** as this will delay the game for others. If you arrive at a Tavern Night for a multi-day game, please complete the entire check-in process at the time of your arrival, as this will help check-in for the following day(s) go more smoothly and quickly. Players can help check-in go more smoothly by holding each other accountable for the following things: arriving on time, signing in, getting dressed, weapons check, using the bathroom before announcements, and being present by the tavern close to game start.

<u>Gameplay</u>

Each Solarean Adventures game is like a chapter in a story. Each game will have certain plot points, but they all build on a continuous, ongoing storyline. Although the plotlines are designed by GMs and certain events may happen to progress this story, this does not mean that players can't have confrontations and make good or bad situations of their own. Characters interact, form alliances, and get into disagreements just like real people. These events can build and influence the overall storyline as well. You are encouraged to talk to your GMs and other PCs to find out more about what has happened so far in the game world. The Solarean Adventures Lore Book can give you more information about the game world that may help you create your character and give them things to discuss with other PCs. This lore is also available at www.LostAndFoundStudiosLLC.com. Additionally, players can work with the GMs to help tell stories around their character's backgrounds, and help contribute to the overall lore of the world. If you would like to have your character's backstory incorporated into gameplay, you may submit it to the GMs at any time.

Prior to each game, GMs will gather the players for **pre-game announcements**. During this time, a brief summary of events leading up to the game is given to players to help set the stage for the game, plus a quick review of important safety rules and any special considerations for the day. All players must attend pre-game announcements.

Immediately after Game-On is called, all new characters will be required to go on a tutorial quest, or "**Newbie Module**," led by a GM to review basic rules and safety information, show new players around the site, and answer any questions players may have before they begin

their character's journey. If you are a new player, or you are an existing player bringing a new character to the Solarean Adventures system, you MUST complete the Newbie Mod before engaging in gameplay. If you are a new player and are running late to an event, please inform a GM so a solution can be discussed.

After the end of the in-play portion of the day, the GMs will also gather players to do a quick debrief.

Debriefing consists of each player describing the best and worst part of their character's day in third person, and the best and worst part of their own day in first person. There is also time for players to discuss things that may have happened with other players that had an emotional impact on them or their character. Players are expected to be respectful and not interrupt one another during the debrief. Because LARP is live-action, some players may experience very strong emotions regarding things that happen during games. Debriefing allows players to separate themselves from their characters, and allows those feelings to be recognized. It also helps ensure things that happen in-play do not negatively affect players in their out-of-play lives, and vice versa. If you as a player have a conflict with another, either in or out-of-play, that cannot be addressed during a regular debrief, please let a GM know so that they can help mediate the situation if necessary.

Non-Contact Players

Players who do not want to participate in physical contact through combat or thrown objects (including both thrown weapons and spell packets) are referred to as Non-Contact Players. To be recognized as a Non-Contact Player, the player must provide and wear an orange ribbon on their person. *This orange ribbon must be clearly visible at all times.*

Non-Contact Players may not be targeted by weapon attacks or thrown spells. But they can still be killed, looted, and will take the effects of non-damaging touch spells. For their safety, we recommend Non-Contact Players stay out of active combat areas. If a Non-Contact Player is in the vicinity of combat or engaging in ranged combat such as thrown spells, they can still be interacted with by NPCs or combative PCs.

When a non-contact player is approached by an NPC, the two enter a negotiation where they mutually agree on what happens next. The non-contact player can be killed, waylaid, taken hostage, and/or looted. If a non-contact player's character is taken hostage, please note that the character may not be able to be rescued during that same encounter. For the safety of all players involved, this negotiation may not be interrupted by other characters.

If a non-contact player is adventuring with a party and all of their party members are killed in combat, their character will also fall to "dead" status unless it is specified that they have been spared. This is called taking the Fate of the Party.

Pricing

The cost to attend a Solarean Adventures Day Game is $30. The cost to attend a Solarean Adventures Multi-Day Game is $60 since the game will have two full days of gameplay on both Saturday and Sunday of those weekends. If the weather cooperates, players will be allowed to camp onsite and stay overnight at the LARP venue. If a player decides to camp at the LARP venue, they will need to pay a camping fee. If a player decides to camp, there is a $5 camping fee per night to use one of the campsites reserved by GMs for the game. Pricing updates can be found on the Lost & Found Studios website.

Play It Forward: LARP accessibility is very important to us. If a player needs financial assistance to cover their event or camping fee, all they need to do is let a GM know for that event. Players have volunteered as donors for our Play It Forward program to cover the game fees of others whenever needed. Neither side will know who paid for them/who they are paying for, and GMs will never ask why financial assistance was requested. This program allows us to keep our games financially accessible and allows our players to help out other hobbyists when they need it. If you would like to sign up as a donor, please contact a GM and we will add you to our list of donors to contact whenever someone needs a little assistance.

Prescriptions and Medical Needs

Players with allergies are encouraged to provide their own food and be vigilant in checking that food provided by other players does not have allergens in it. Please tell a GM if you have a serious allergy that would require other players to avoid bringing something.

If you have a medical condition that may affect your ability to safely play, you may wish to let the GMs know so they can help keep an eye out for anything that might worsen your condition. Ultimately, it is up to the players to know their limits. Please do not engage in any activity that could have a negative impact on your health or the health of others.

Alcohol

During multi-day games, alcohol is allowed for players 21 and over, only after sundown. During check-in, players who wish to drink must be able to provide an ID proving their age. If a player cannot provide an ID, or is under the age of 21, they will be provided with a yellow wristband. Players who are under 21 and/or have a yellow wristband will not be able to consume alcohol onsite. Players above the age of 21 who have provided an ID at check-in may only drink after sunset and when combat has finished for the day. If a player becomes aggressive or dangerous while consuming alcohol, they will be removed from the site by the GMs, and the authorities will be called if necessary. If a player consumes enough alcohol to vomit, they will be directed to go to bed by a GM, promptly sent home in the morning, and not allowed to play the next game day. Please drink responsibly.

Illegal Substances

Illegal drugs of any kind are not allowed at any Solarean Adventures event. We respect and follow all federal laws regarding marijuana and marijuana products.

Character Creation

       Fill out the appropriate character sheet while creating your character. Your character concept/sheet does not need pre-approval before attending a game, and you have up to 3 attended games to finalize your character concept. Your character sheet will be initialed by a GM when you sign in at an event to show that you have received your Experience Points (XP) for that event. All players receive one (1) XP per event day, and up to two (2) XP for a weekend-long event. Each player may have up to two (2) active characters at any time in the Solarean Adventures system. "Active" characters are characters that have been played during at least one (1) event per season. If you play both of your characters over the course of an event, you must either pick one character to award your XP to, or you may split it between the two characters.

How to Create a Character

1) Select a Lineage
2) Select a Class
3) Select a Background Trait
3) Select 2 Professions
4) Select 2 General Skills
5) Select an Aspect

       Please note that a player does not have to finalize anything about their character until the end of their third event. The following character details may be changed before the end of their third event while still retaining all earned XP for that character: Lineage, Class, Background Trait, Professions, General Skills, Aspect, Name, Backstory. If a player would like to change details about a character past the character's third event, they may get GM approval for minor changes. If a player would like to make major changes to their character (ie. different class, different profession, etc.) they may work with a GM to get approval for a plot-related change.

Leveling

       Over time, characters refine their skills, discover new ones, and become better equipped to handle the adventures that lie ahead.

       Experience is earned as one (1) point per Day Game, and two (2) points for most Multi-Day Games if you attend the full weekend. Experience is recorded on your character sheet, which you must keep on you at all times. Experience is added to your character sheet at the beginning of the event by having a GM initial it. Because XP is written into your character sheet at the *beginning* of the game day during which you are earning the XP, a full line of XP signatures means that you will get to play as that level of your character at the *following* game, not the game day at which the final signature was obtained.

Characters Level up every six (6) Experience Points (XP), as detailed in the table below. Each class will also gain one additional base hit point at Level 2 and Level 4, *with the exception of Barbarians, Templars, and Warriors* (these classes gain health at a different rate as explained in their sections). Characters will also gain two (2) general skills per level, and one (1) professional skill per level. Access to spells and spell-slots are also determined by class and level, which is described in detail in the Spells section of this rulebook.

Level	XP Needed to Reach Level	Total XP Earned	Base HP*
1st Level	0	0	3
2nd Level	6	6	4
3rd Level	6	12	4
4th Level	6	18	5

*Except Barbarians, Templars, and Warriors, please see Class section.

Multiclassing and Specialization

Once a character reaches Level 4, they may choose to Multiclass and/or Specialize. **Multiclassing** allows a character to expand their skills and abilities to include those from another class: one Level 1 ability and one Level 2 ability for the chosen class, as listed below. **Specialization** allows a character to gain up to two (2) extra skills/abilities from their chosen professions that they previously opted not to take.

In order to gain new skills/abilities through Specialization or Multiclassing, the character will need to find another character who already knows those skills to mentor them. The character will then need to spend some time studying under their mentor to gain use of the new skill. There is no level requirement for mentors, they only need to have access to the skill that the other character wishes to learn. The character learning new skills through Specialization or Multiclassing is not required to learn all their new skills/abilities from the same mentor. Multiclassing characters who do not already possess spellcasting abilities but learn a spell from their mentor also acquire the normal four first-level spell slots.

Please note that by not specifying what the training needs to be like, the hope is to allow the players to decide how roleplay (RP)-heavy the training needs to be. For example, if Hayti (Kaylah's PC) wants to learn a skill from Vihar (Tom's PC), but Tom doesn't like doing a lot of RP, he just has to sign-off on the next three (3) events for XP and Hayti would then get the skill. Tom and Kaylah will just agree that at some point Hayti did training under Vihar over the last three (3) months. Whereas if Dolgrim (Dylan's PC) wants to learn a skill from Siggi (Sarah's PC), and Sarah and Dylan agree on something more RP-heavy, Sarah might require an hour of

training for the next three (3) events and work with the GMs to create some kind of "test" quest on the fourth event for Dolgrim to officially acquire that skill.

To Specialize*, characters may learn up to two (2) skills from professions they have already chosen. The new skills do not have to be learned in level order (e.g. a character can learn a Level 3 skill, and then choose to learn a Level 2 skill later on). Each skill level requires a certain amount of XP earned under mentorship before that particular skill is considered acquired.

- Level 1 skills will require 3 XP
- Level 2 skills will require 5 XP
- Level 3 skills will require 7 XP
- Level 4 skills will require 9 XP

*Note: Players may not Specialize and get the 3rd and 4th level ability of a profession gained via Multiclassing into Merchant. That is not the intent of the Merchant Multiclassing option.

To Multiclass, a character will need to earn a certain amount of XP under mentorship from another character to access the various Multiclass Level (MLevel) skills. These skills need to be learned in level order, and XP needed for the MLevel 2 skill is in addition to the MLevel 1 skill, so a total of 14 XP is required.

- MLevel 1 skills will require 6 XP
- MLevel 2 skills will require 8 XP

Characters may both Multiclass and Specialize, but each XP point can only be applied toward one of these goals, so a fully leveled PC who has both Multiclassed and Specialized to the maximum amount will have earned at least 20 XP past Level 4.

Multiclassing Abilities

Multiclass	MLevel 1(6 XP)	MLevel 2 (8 XP)
Barbarian	Wildheart	Toughness
Druid	Level 1 Spell Known by Mentor	Ward
Healer	Cleanse	Lesser Heal
Mage	Level 1 Spell Known by Mentor	Dual Spell Channeling
Merchant	3rd Profession (Level 1 of said profession)	Level 2 of said profession
Monk	Purify	Extra use of Aspect skill
Ranger	Foraging	Fire Attack
Rogue	Flare	Lock Picking
Shaman	Tranquility	Blood Magic
Templar	Anchor	Toughness
Warrior	Unroot	Toughness

Lineage

Note: If you wish to use body paint to change the color of your skin, you are not allowed to use full-body makeup in black, brown, yellow, or red. We suggest green, purple, blue, or gray. If you have questions about what is appropriate, please ask a GM.

If you would like to play a character of more than one lineage, pick one Instinct for their dominant heritage. See the Mixed Heritage general skill to take more than one Instinct.
If your character has horns, they will be able to resist the waylay skill once per day. See Waylay on page 58 for more information.

Beast

Beast folk are born from nature and often have a strong connection with the natural world. They can be formidable as an enemy or ally. Their lifespans depend on the species, with ratlings having far shorter lives than lizardfolk. Costuming will depend on your beast type, but may include fur, fangs, ears, scales, horns, etc.

> Instinct: **Feral Strength** – Once per day, beasts are able to fall to one (1) HP without entering the "Bleeding Out" stage and having to hold their injured torso. They may continue to fight, move, and use skills as normal, but will still die if not healed within five (5) minutes or if their HP falls to zero (0).
> Examples: Kitsune, Minotaur, Gnoll, Ratlings

Constructs

Constructs are beings built from various mundane materials and imbued with a spirit, soul, or magic, creating sentience. Constructs may be created by an inventor or artificer, or may accidentally come into being when a spirit inhabits an otherwise non-sentient form.
Costume Suggestions:

> Instinct: **Reassemble** – A Construct is able to restore half of their HP, rounding up (and restore use of a limb if applicable) with the use of two (2) of the following materials: Poison herb (green), Specialty herb (yellow), Black powder (black), Mithril (silver), Pyrite (gold) once per day. Only one material may heal a respective Construct. The material must be chosen when creating your character.
> Examples: Automaton, Marionette, Stone Golem

Dwarf

Dwarves are a stout and hearty lineage with an affinity for stone, jewels, and metal. They are great craftsmen and fierce adversaries. Most dwarves are known to live a couple hundred years on average. Costume Suggestions: Facial hair

>Instinct: **Stone Skin** - If hit, the dwarf can call 'Resist' which allows them to resist one (1) physical attack. Does not block magical attacks. Usable once per day.
>Examples: Mountain, Hill, Deep, Wild

Elf

The elves are a strong and ancient people. They are often wise and experienced in their fields as a byproduct of their long lives. Costume suggestions: Pointed ears (required)

>Instinct: **Elven Grace** - An elf is able to resist one (1) immobilizing effect per day (such as that caused by snare or root).
>Examples: Wood, High, Dark*, Night, Sea

Note: In our lore, dark elves/drow are purple skinned.

Fae

Fae are born from magic and are very diverse in appearance, lifespan, and personality. Costuming will depend on your fae type, but may include ears, horns, wings, body paint, etc.

>Instinct: **Bewitch** - A fae is able to cast Confusion once per day as a touch effect. When used, this makes the target become extremely confused and unable to make definitive decisions about even the most simple things. The affected character may still defend themselves from attack and hold basic conversations. This skill has a 10 second casting time and the effect will last for five (5) minutes, or until the target is attacked, purged, or their mind cleared.
>Examples: Fairy, Selkie, Bogill, Dryad, Banshee

Human

Humans are known for being a steadfast lineage. They are found all over the world in a variety of societies. Humans come in many shapes, colors, and sizes, with a lifespan of about 50-80 years. There are no costume suggestions.

>Instinct: **Strong Will** - Humans can resist one (1) mind altering effect. Players must call 'Resist' when affected by any mental effect to show this trait was used. Usable up to two (2) times per day.

Orc

Orcs are physically strong and many have a propensity for combat. Familial ties are very important to orcish culture. Costume Suggestions: Facial prosthetic, mask, fangs, ears, tusks, etc.

> <u>Instinct</u>: **Cleave** - The orc can do two sunder points to a shield with one (1) hit. Usable once per day. Players should call 'Cleave' while swinging to show this trait was used.
> <u>Examples</u>: Goblin, Troll, Giant, Ogre

Outsider

Outsiders have a lineage that have been influenced or infected by creatures from outside of this realm. They have a wide variety of cultures, lifespans, and temperaments. Costume Suggestions: Body paint, horns, scales, fangs

> <u>Instinct</u>: **Regenerate** – An outsider is able to restore 1 HP (and restore use of a limb if applicable) over the course of 30 seconds once per day.
> <u>Examples</u>: Demonkin, Elemental, Vampire, Werewolf

Undead

Undead are the reanimated forms of previously living beings. Although undead may possess physical attributes of who they formerly were, they no longer have any of their former Instinct abilities. Costume suggestions: Body paint, masks, ragged clothes etc.

> <u>Instinct</u>: **Reanimate** - Allows the character to reanimate with half of their HP (rounding up) and restored use of their limbs two (2) minutes after death without traveling to the respawn location. Characters do not count this death for the purposes of becoming Gravely Injured. Usable once per day. Priests may also prevent the caster from rising by using "banish." If a priest uses "banish" on someone before the two (2) minutes have passed, they will not be able to rise from the dead and must go to a respawning location.
> <u>Examples</u>: Zombie, Ghoul, Draugr

Note: If a player is bitten by a zombie, vampire, or werewolf and does not die, they will be infected. The player will slowly begin to change into the creature they were bitten by over the course of six (6) hours unless treated by a healer or a surgeon. If the infected player dies, they will not change.

Visitor

Little is known about these Visitors. Where did they come from and why are they here? Would you even know them if they were standing right next to you? What purpose do they serve?
Costume suggestion: Medieval/High Fantasy

        <u>Instinct</u>: ???

        <u>Example</u>: ???

Note: Players may only play a Visitor after attending at least three Solarean Events and speaking with a GM to receive approval. Please reach out to a GM if you wish to play a Visitor. You may not respec into this lineage at any time - new characters only.

Classes

Note: Each class will gain a hit point at Level 2 and Level 4, with the exception of Barbarians, Templars, and Warriors. These classes gain health at a different rate as explained in their sections.

Barbarian

      A barbarian is not just someone who hones their prowess in combat, but is characterized by unparalleled stamina, ferocity, and fervor. While other fighters may require specialized equipment, forged armor, or the help of spells, barbarians face their enemies with nothing but grit, strength, and cunning. As such, barbarians may not wear medium or heavy armor.

Class Abilities

Level 1

Advanced Toughness - The barbarian is able to withstand more damage and has gained two (2) extra hit points to their base HP, bringing the total base to five (5) HP. Barbarians may not wear Medium or Heavy armor.

Hard-Headed - The barbarian may resist the effects of waylay as if wearing a helmet. Usable two (2) times per day.

Wildheart - The barbarian is able to resist the Level 1 immobilizing spells Bind and Contain three (3) times per day. Must call "Resist" when used.

Level 2

Advanced Toughness - The barbarian is able to withstand more damage and has gained two (2) extra hit points to their base HP, bringing the total base to seven (7) HP. Barbarians may not wear Medium or Heavy armor.

Knockback Attack- The barbarian can make a melee or ranged attack that causes a target to stumble five (5) feet backwards. Target must take a knee after stumbling backwards. The barbarian must call "Knockback" when making the attack. Usable against shields. If a shield is hit with Knockback Attack, the shield will take one (1) point of sunder damage, but the player holding the shield will not have to drop to one knee after moving backwards. Each time "Knockback" is called it counts as a use, whether the target is hit or not. Usable up to four (4) times per day.

Second Wind - When the barbarian is bleeding out, they gain a "second wind" and can fight through any melee damage for a duration of 10 seconds. Spells will still affect the barbarian. After 10 seconds is over the barbarian immediately dies. Usable up to three (3) times per day. 30-minute cooldown between uses.

Level 3

Advanced Toughness - The barbarian is able to withstand more damage and has gained two (2) extra hit points to their base HP, bringing the total base to nine (9) HP. Barbarians may not wear Medium or Heavy armor.

Vigor - The barbarian may resist limb damage from a physical attack. The barbarian will lose one (1) HP from the strike, but will still have use of their limbs. The barbarian is immune to their limbs being crippled by any effect other than the Shaman's Curse of Breaking or other mind affecting abilities.

Level 4

Battle Cry - The barbarian can inspire others to keep fighting with a ferocious battle cry. This battle cry allows the barbarian to temporarily grant the "Second Wind" ability to up to three allies within a 30 foot radius. The barbarian must first call "Battle Cry" and then call the characters by name or move anywhere within the radius and touch the players they would like to inspire. After 10 seconds is over the barbarian **and** their allies immediately die. Usable up to two (2) times per day.

Master Toughness - The barbarian is able to withstand more damage and has gained three (3) extra hit points to their base HP, bringing the total base to twelve (12) HP. Barbarians may not wear Medium or Heavy armor.

Druid

A druid is strongly connected with the natural world around them. They are able to use nature-based ritual magic to gain insight and connect them to the spirit realm. Druids know Formal Spells and can select two (2) elemental spell trees up to Level 4.

Class Abilities

Level 1

Ward - This ability allows the druid to perform a two (2) minute ritual to resist either one (1) physical hit to any location, or one (1) magical attack, with no damage or effect. After performing the ritual, the druid must wear a white band or strip of cloth with runes to signify their ward. A player can only wear one (1) ward at a time. May be applied to self or others. Usable up to four (4) times per day, must call "Resist" when used.

Level 2

Wild Form – At Level 2, the druid picks between either Shell of the Tortoise or Strength of the Bear. The druid can use Wild Form two (2) times a day. The druid must perform a two (2) minute ritual to use this ability. After the ritual has been performed, the druid must wear a band with clearly visible runes in the color that corresponds to the Wild Form ritual they have performed. While wearing the band, the druid can choose when to use the Wild Form ability. After each use, the band must be removed until the ritual is once again performed.

> Shell of the Tortoise: This ritual allows the druid to become immune to all damage for 10 seconds, but they are unable to move their lower body. The druid must have both feet on the ground to use this ability. This is an immobilizing effect. The Tortoise is represented by a green band with gold or silver runes.

> Strength of the Bear: This ritual allows the druid to make a single powerful weapon attack that ignores armor and knocks the enemy back (knockback effect). When struck, the target must stumble five (5) feet backwards and take a knee before they can proceed. If this strike is taken by a weapon or shield, the limb that blocked the attack takes one (1) point of damage. This damage is only blockable by defensive blocking spell or other defensive skill (ie. Frost Armor, Shield, Shell of the Tortoise, Physical Protection). Before striking, the druid must call "Bear". The Bear is represented by a brown band with gold or silver runes.

Level 3

One with the Wild - The Druid may perform a 30 second ritual to switch active Wild Forms. After the ritual, they must exchange the signifying Wild Form bands to display their active Wild Form.

Wild Form - At Level 3, the druid can pick between either Call of the Raven or Light of the Phoenix and may now use Wild Form a total of three (3) times a day.

> Call of the Raven: This ritual allows the druid to raise two deceased allies within a 30 foot radius of the druid. The druid must first call "Raven" and then call the characters by name or move anywhere within the radius and touch the players they would like to raise. Resurrecting a character is very taxing on the druid and they will be fatigued for one (1) minute afterwards, unable to fight or defend themselves. All the characters raised will have half of their base HP (rounding up) and have the use of all their limbs. Although resurrected, the characters will still not remember anything specific that happened 10 minutes prior to their death. Characters do not count this death for the purposes of becoming Gravely Injured. This ritual can be cast as an Area of Effect or Touch spell. The Raven is represented by a black band with gold or silver runes.

> Light of the Phoenix: This ritual allows the druid to be resurrected at full health in a blaze of fire 1 minute after death. The flames will burn the body, causing intense pain as the player comes back to life. Characters do not count this death for the purposes of becoming Gravely Injured. The Phoenix is represented by a red or orange band with gold or silver runes.

Level 4

Spirit Walk: The Druid may chant for five (5) seconds to remove their physical form from the game and travel using the astral plane to return to town. They may not speak, interact, or be seen by other characters, nor may other characters speak or interact with the druid, unless that character has the skill 'Speak with Spirit'. The Druid must return immediately to the Resurrection Stone and reenter the game when they arrive. The Druid may bring other willing characters with them to the Resurrection Stone at a cost of one (1) use per character traveling through the astral plane. Druid may not use this skill if at zero (0) HP, nor is the Druid considered Dead when using this skill. Usable up to three (3) times per day.

Healer

Healers are able to channel life energy to heal or protect their allies in battle, and can even raise them from the dead. Healers know Formal Spells and Life Spells and can select two (2) elemental spell trees to learn up through Level 4.

Class Abilities

Level 1

Cleanse - Cleanses target of negative internal physical or mental effects (like poison or possession). This skill has a five (5) second incant time. Usable up to four (4) times per day.

Speak with Spirit - Allows the healer to break the veil between worlds to sense and speak with the spirits of the dead when in close range. Spirits of deceased characters will not be able to tell specific details of their deaths, but may provide general information about the situation that led to their demise. Spirits are not visible to the healer, but their presence is known.

Level 2

Healing Aura - This skill heals up to a total of six (6) limbs for up to six (6) people (1 HP per limb healed). The six (6) HP may be distributed in any way among the players being healed. The healer must perform a 10 second (per person) incantation over each player to heal their wounds. Can be used up to four (4) times per day.

Level 3

Divine Favor – This skill allows the healer to resurrect themselves with full health at the site of their death after 30 seconds. Characters do not count this death for the purposes of becoming Gravely Injured. Usable two (2) times per day.

Level 4

Mass Resurrect - The healer is able to raise up to five (5) deceased characters within a 30 foot radius of the caster with a 10 second incant. The healer may call the characters by name or move anywhere within the casting radius to touch the characters they would like to raise. Resurrecting a character is very taxing on both the healer and fallen and the healer must give all their concentration to raising the dead. After performing the resurrections, the healer will be fatigued for one minute, unable to fight or defend themselves. While being resurrected, the character must role play being pulled back into their body. All of the characters raised will be at full health. Although resurrected, characters will still not remember anything specific that happened 10 minutes prior to their death. Characters do not count this death for the purposes of becoming Gravely Injured. Area of Effect or Touch. Usable three (3) times per day. Priests may also prevent the caster from resurrecting fallen players by using "banish." If a priest uses "banish" on someone, they will not be able to rise from the dead and must go to a respawning location.

Mage

Mages are masters of magical energy, skilled in numerous spell trees, and all levels of spells. Mages know Formal Spells and can select four (4) elemental spell trees to learn through Level 4.

<u>Class Abilities</u>

Level 1

Arcane Knowledge I - The mage is able to use two (2) extra Level 1 spells per life.

Dual Spell Channeling - The mage is able to charge two (2) spells simultaneously; the character prepares two (2) spells at the same time during a single casting period. The player must have two (2) separate spell packets to represent these spells. Only usable with up to Level 2 spells. The spells may be the same or different. Has a five (5) minute cooldown between uses and cannot be combined with Instant Cast.

Level 2

Arcane Knowledge II - The mage is able to use two (2) extra Level 2 spells per life.

Instant Cast - Allows the mage to skip spell channeling, and instantly cast a single spell, up to Level 2. This has a five (5) minute cooldown.

Level 3

Arcane Knowledge III - The mage is able to use one (1) extra Level 3 spell per life.

Mana Share - The mage is able to share their mana with another caster through touch, allowing the target to cast one (1) extra spell of any level. For example, a mage is able to "give" their magical energy to a shaman who has used up their daily spells. This skill costs the mage a spell slot from any level, and the shaman would gain one (1) spell slot of the same level. Usable two (2) times per day.

Soul Tap - A mage is able to steal energy from any bleeding out or dead character through touch. The mage is only able to steal enough energy for one (1) spell, up to Level 3, at one time. This allows the mage to cast an extra spell, up to Level 3, above their daily spell allowance. This does not use a spell slot. Usable two (2) times per day.

Level 4

Arcane Knowledge IV – The mage is able to use one (1) extra Level 4 spell per level per life.

Recant - If a thrown spell does not hit a target, the mage is able to attempt to hit a target with a different spell packet for the same spell within the 10 seconds after the original spell was cast and without using up an extra spell slot. The mage must call 'Recant' and then the name of the spell again so that the target is aware this ability is being used. Usable four (4) times per day.

Merchant

A merchant specializes in acquiring and dealing in crafted goods and various services. Merchants know Formal Spells up to Level 2.

<u>Class Abilities</u>

Level 1

Basic Stock - At the beginning of each game the merchant will be able to pick a total of four (4) materials from the material box. This does not include rare materials.

Jack of all Trades - Merchants are allowed three (3) professions.

Level 2

Increased Stock- At the beginning of each game, the merchant will be able to pick a total of six (6) materials from the material box. This does not include rare materials.

Trader - The merchant is able to see standard pricing for materials around the world through the Exchange (provided by GMs).

Level 3

Master Craftsman - Merchants can re-roll a failed crafting check up to two (2) times per day.

Well-Stocked - At the beginning of each game, the merchant will be able to pick a total of eight (8) materials from the material box. This does not include rare materials.

Level 4

Rune Lock - The merchant can lock their chest with a lock that cannot be picked, even by a master rogue. The lock must have a silver ribbon tied around it to signify a runelock is being used. The lock can only be destroyed by Acid. Only one rune lock may be used per game per merchant. If the lock is destroyed, the character must use a different level lock in its place.

Thoroughly-Stocked - At the beginning of each game, the merchant will be able to pick a total of 10 materials from the materials box. This does not include rare materials.

Monk

Monks are students who have spent time honing their inner strength and resilience. By training with a formal instructor or academy, or through years of work on their own, Monks learn to harness the power of Aspects and withstand bodily threats with iron-forged will. Monks gain access to the power of a new Aspect at each level, but only take one profession. Monks know Sanctuary spells up to Level 4.

<u>Class Abilities</u>

Level 1

Focus I - The monk is able to use their first Aspect skill one (1) extra time per day.

Purify - The monk can purify themselves of negative internal physical or mental effects (like poison or possession). This skill has a five (5) second incant time. Usable up to three (3) times per day.

Level 2

Aspectist - The monk selects a second Aspect and can now use its ability.

Focus II - The monk is able to use their second Aspect skill one (1) extra time per day.

Memento - The monk has an item from their training days that grants the monk the ability to regenerate +1HP upon use. The Memento may only be used by the monk it belongs to. To use their item, the monk must concentrate on the item for one (1) minute in meditation. Usable up to four (4) times per day.

Level 3

Advanced Aspectist - The monk selects a third Aspect and can use its ability.

Focus III - The monk is able to use their third Aspect skill one (1) extra time per day.

Unshakeable Spirit - The monk is able to ignore the effects of a single cursed item once per day while that item is in their possession. If the item leaves the Monk's possession this effect ends and the monk can again be affected by the item if they pick it up again. This ability does not allow the monk to be able to identify cursed items, only gives them the option to ignore the curse's effect while possessing the item.

Honed Mind - The monk has trained their mind to be calm even in the most dire of circumstances. Through mind muscle connection, the monk is able to resist Fear and Jar of Bees. Usable up to two (2) times per day..

Master Aspectist - The monk selects a fourth Aspect and can use its ability.

Focus IV - The monk is able to use their fourth Aspect skill one (1) extra time per day.

Vigor - The monk may resist limb damage from a physical attack. The monk will lose one (1) HP from the strike, but will still have use of their limbs. The monk is immune to their limbs being broken by any effect other than the Shaman's Curse of Breaking or other mind affecting abilities.

Ranger

A ranger is skilled in crafts and spells that allow them to survive the wilds of the world. They have a balance between ranged and melee attacks with limited magic. Rangers gain spells at Level 1 and may learn spells from two (2) elemental trees up to Level 3.

<u>Class Abilities</u>

Level 1

Foraging - At the start of each Game session, the player may roll a d20 in front of a GM for this ability. On the roll of 2-11, the character receives one (1) material. On a 12-19, they receive two (2), and on the roll of a 20, they receive three (3) OR one (1) rare material. A roll of 1 results in no materials. The materials provided are up to the GMs' discretion based on the location and story of that game day.

Tracking - The ranger is perceptive and is able to follow subtle clues left behind by others. During gameplay, yellow cards labeled "Ranger Cards" will be placed around the site. These cards will represent interactions or traces left in the natural world that the Ranger can notice. Other classes are not able to see these cards.

Level 2

Fire Attack - The ranger is able to attack using a flaming projectile (arrow or other thrown weapon) that will cause the target to be set ablaze. The area hit will be set on fire and the target must roleplay trying to put out the flames. The target will be unable to fight or defend themselves as they are trying to extinguish the flames. The flames will last 10 seconds, and the arrow will do one (1) point of damage to the area hit. If blocked by a shield, the shield will take one (1) point of sunder damage. Can be resisted by Elemental Attunement. "Fire Attack" must be called before firing. Usable up to four (4) times per day.

Unarmed Strike - The character can knock another character unconscious for five (5) minutes with an unarmed strike. This requires a light touch with a spell packet and the call of "Waylay!". Punching, slapping or closed fist contact is not allowed. The character must be completely out of sight of their target - they should be behind and out of the peripheral vision of their target. The waylaid character will be unconscious for five (5) minutes before waking up of their own accord. Other ways a waylaid character can be awoken include: having another character shaking them awake after 30 seconds or by being attacked by a damaging effect (the awakened character still takes the damage of the attack/effect). Once awake, the waylaid character will not suffer memory loss, but will not know who waylayed them. Characters who are wearing a helmet are not affected by Unarmed Strike. Characters with horns can resist Unarmed Strike once per day.

Elemental Resistance - The ranger can resist any single target effect from any elemental spell, up to Level 3. Does not work against AOE spells. Must call 'Resist' when hit. Usable up to two (2) times per day.

Knockback Attack- The ranger can make a melee or ranged attack that causes a target to stumble five (5) feet backwards. Target must take a knee after stumbling backwards. Ranger must call "Knockback" when making the attack. If a shield is hit with Knockback Attack, the shield will take one (1) point of sunder damage, but the player holding the shield will not have to drop to one knee after moving backwards. Each time "Knockback" is called it counts as a use, whether the target is hit or not. Usable up to four (4) times per day.

Level 4

Jar of Bees - Represented by a spell packet. When a target is hit with a Jar of Bees, the player hit will have a swarm of bees circling them and the target must roleplay swiping bees away. The target must swipe at the bees and will be unable to fight or defend themselves as they are trying to not get stung. Jar of Bees will last 10 seconds and will do no damage. Usable four (4) times per day. Thrower must call "Bees" when making the attack. Each time "Bees" is called it counts as a use, whether the target is hit or not.

Pierce - The ranger is able to fire a ranged weapon (arrow, javelin or throwing knife) which, if it hits the target, will bypass all armor and bring the target to 1 HP/Bleeding Out stage. Only blockable by shield, defensive blocking spells, or other defensive skill (ie. Frost Armor, Shield, Shell of the Tortoise, Physical Protection). Ranger must call "Pierce" immediately before firing or throwing the weapon. *Certain NPCs may be immune to the effects listed*. Each time "Pierce" is called it counts as a use, whether the target is hit or not. Usable up to four (4) times per day.

Rogue

Rogues are stealthy and crafty. They tend to stay out of the large battles, but they should not be underestimated. Rogues may learn a single Level 1 spell at Level 2. They may also learn a single Level 2 spell at Level 3 from any elemental tree (the learned spells do not have to be from the same tree). Rogues may also learn one extra general skill at Level 2 and Level 4.

Class Abilities

Level 1

Advanced Lock Picking - The rogue has learned to manipulate the tumblers of a lock and may attempt to pick an Advanced Lock.

Flare - The rogue throws a small combustible pouch (spell packet) that causes a bright flash, blinding a single target for five (5) seconds. Blinded targets should act as if they are temporarily blinded, but they should keep eyes slightly open as a safety precaution. Packet must hit the front of the target. Blockable by shields. Usable four (4) times per day.

Slippery I - Rogues are able to identify and disarm snare traps. A rogue who opens a chest that is trapped with a snare trap will automatically disarm the trap and take no effect from it.

Level 2

Dexterity - By using hidden lock picks or blades, the rogue is able to break free from any non-magical, mundane binding (such as ropes or manacles) over the course of 1 minute, even if guarded.

Poison Item - A rogue can apply an existing poison to any item, or poison a target with skin contact from a poisoned glove or gauntlet. A poisoned item is indicated by the application of a green sticker or ribbon. If an item is poisoned by a rogue, the poisoned player should roleplay having no knowledge of their item being poisoned even if they see a green sticker/ribbon. If the character did not see the item being poisoned, they would not know to avoid it. The sticker or ribbon must indicate the type of poison used.

Slippery II - Rogues are able to identify and disarm spike traps. A rogue who opens a chest that is trapped with a spike trap, will automatically disarm the trap and take no effects from it.

Level 3

Dodge - The rogue is able to dodge any single weapon hit or damaging spell. Players must call "Dodge" when struck. Usable two (2) times a day.

Slippery III - Rogues are able to identify and disarm poison traps. A rogue who opens a chest that is trapped with a poison trap, will automatically disarm the trap and take no effects from it.

Slippery IV - Rogues are able to identify and disarm magic traps. A rogue who opens a chest that is trapped with a magic trap, will automatically disarm the trap and take no effects from it.

Stealth Kill - This skill allows the character to instantly kill another. This skill is roleplayed out as one player getting close enough to another to place their blade at the throat (blade must be held 1-2 inches away while drawing the blade) or at the back of the target without engaging the target and calling "Stealth Kill." The attack bypasses all armor because the player finds a gap in the target's armor while sneaking and the target will quietly and instantly die. Stealth Kill may be blocked by defensive blocking spells such as Frost Armor, Shell of the Tortoise, Shield, and Physical Protection. Usable four (4) times per day.

Shaman

Shamans have learned how to harness and control the life energies of others. Shamans know Formal Spells and Curses and can select any two (2) elemental spell trees to learn up to Level 4.

Class Abilities

Level 1

Speak with Spirit - Allows the shaman to break the veil between worlds to sense and speak with the spirits of the dead when in close range. Spirits of deceased characters will not be able to tell specific details of their deaths, but may provide general information about the situation that led to their demise. Spirits are not visible to the shaman, but their presence is known.

Tranquility - The shaman is able to touch or hit a target with a blast of energy (spell packet) that causes the target to lose their anger and desire to fight and be overcome with a feeling of tranquility. The target will continue to feel serene until they are struck by a physical attack, their mind is cleared, or the spell dissipates. Tranquility will affect the player for two (2) minutes. Usable up to two (2) times per day.

Level 2

Blood Magic - The shaman is able to deal 1 HP of damage, to either themselves or another, allowing them to immediately perform one (1) spell they know, up to Level 3, with no cost to their daily spell allowance. This damage must be dealt to a living target. Usable two (2) times per day.

Level 3

Curse/De-curse Object - The shaman may place or dispel a curse on any object through a 10-minute ritual without breaking focus. Any character who holds the cursed item is affected by the curse but does not know the object is cursed in play. The creator of the cursed item is immune to the cursed item's effect. Whoever gives the target the cursed object will make the player aware of the curse and what it does out-of-play. **Curses must be approved by GMs before they are used**. Cursed items cannot be dropped or lost; they must be given away, sold, looted, or dispelled by another shaman. Characters (including shamans) cannot tell that an item is cursed without attempting a 10 minute de-cursing ritual. When a curse is dispelled, the shaman removing the curse cannot tell what the specific curse was or who cursed the item in the first place. This skill can be used up to two (2) times per day. *Note: Cursed items can only be crafted during live games.*

Charm Person - The shaman is able to take control of another character's mind. The targeted character will be overcome with a desire to perform any of the caster's commands. The shaman must touch the target to initiate control. The target will otherwise maintain their thought function and can use all their skills/abilities. Charm Person will affect the character's mind for 10 minutes, unless the character is killed or their mind is cleared. The character will not remember who cast Charm Person on them or any of the deeds performed while under the shaman's control. After using this ability, the shaman is greatly fatigued and is unable to fight or defend themselves for five (5) minutes. Usable up to 2 times per day.

Templar

A Templar is a fighter who has spent time studying and specializing in defending against magical combat. Templars may learn up to Level 2 spells from one (1) elemental tree of their choice OR the Life tree. A Templar also knows Formal Spells. See Class Abilities for more information on when Templars gain access to spells.

<u>Class Abilities</u>

Level 1

Anchor - The templar is able to resist any knockback effect. Must call 'Resist' when hit. Usable two (2) times per day.

Elemental Mastery I - The templar may learn one Level 1 spell from any elemental spell trees or the Life tree.

Toughness -The templar is able to withstand more damage and has gained one (1) extra hit point to their base HP, bringing the total base to four (4) HP.

Level 2

Formal Mastery I - The templar may learn the Level 1 Formal Spell.

Spell Breaker - The templar is able to resist damaging magic spells. Usable up to three (3) times per day. Five (5) minute cooldown between uses. Templar must call "resist" to show this ability has been used.

Toughness - The templar is able to withstand more damage and has gained one (1) extra hit point to their base HP, bringing the total base to five (5) HP.

Level 3

Elemental Mastery II - The templar may learn one Level 2 spell from their previously selected elemental spell tree or the Life tree.

Second Wind - When the templar is bleeding out, they gain a "second wind" and can fight through any melee damage for a duration of 10 seconds. Spell attacks will still affect the templar. After 10 seconds is over, the templar immediately dies. Usable up to two (2) times per day. 30 minute cooldown between uses.

Toughness -The templar is able to withstand more damage and has gained one (1) extra hit point to their base HP, bringing the total base to six (6) HP.

Level 4

Formal Mastery II - The templar may learn the Level 2 Formal Spell.

Toughness -The templar is able to withstand more damage and has gained one (1) extra hit point to their base HP, bringing the total base to seven (7) HP.

Warrior

A warrior is a fierce combatant, capable of dealing and taking great amounts of damage.

<u>Class Abilities</u>

Level 1

One-Handed Sunder - The warrior can damage a shield for one (1) sunder point with a one-handed weapon. Must call "Sunder" when striking a shield. 10 second cooldown between uses. Usable four (4) times per day.

Toughness - The warrior is able to withstand more damage and has gained one (1) extra hit point to their base HP, bringing the total base to four (4) HP.

Unroot - The warrior is able to resist physical bindings (root and snare). Usable four (4) times per day, must call "Unroot."

Waylay - The warrior may simulate knocking another character unconscious by tapping the targeted character on the shoulder with the hilt of their weapon. The player must be completely out of sight and behind their target. They cannot be in the target's peripheral vision. The target is unconscious for five (5) minutes and does not suffer memory loss, but does not know who waylaid them. This ability has a 30 second cooldown between uses. Characters knocked unconscious in this manner may be woken early by another character "shaking" them awake, or by being attacked by a damaging effect (the awakened player still takes the damage of the attack/effect). This is the same as, and does not stack with the Waylay general skill. Characters who are wearing a helmet cannot be waylaid. Characters with horns may resist Waylay once per day.

Level 2

Second Wind - When the warrior is bleeding out, they gain a "second wind" and can fight through any melee damage for a duration of 10 seconds. Magic attacks will still affect the warrior. After 10 seconds is over the warrior immediately dies. Usable up to three (3) times per day. 30-minute cooldown between uses.

Toughness -The warrior is able to withstand more damage and has gained one (1) extra hit point to their base HP, bringing the total base to five (5) HP.

Level 3

Toughness -The warrior is able to withstand more damage and has gained an extra hit point to their base HP, bringing the total base to six (6) HP.

Vigor - The warrior may resist limb damage from a physical attack. The warrior will lose one (1) HP from the strike, but will still have use of their limbs. The warrior is immune to their limbs being broken by any effect other than the Shaman's Curse of Breaking or other mind affecting abilities.

Level 4

Advanced Toughness -The warrior is able to withstand more damage and has gained two (2) extra hit points to their base HP, bringing the total base to eight (8) HP.

Disarm - By blocking an opponent's weapon with either the warrior's weapon or armored forearm (must be armored, otherwise the arm takes damage and does not disarm), the warrior is able to disarm their foe. Must call "Disarm" when blocking their weapon. The disarmed player must toss their weapon to the side as if it had been knocked out of their hands. The disarmed character can still pick their weapon back up after being disarmed, if they are able. This skill also allows the warrior to resist being disarmed. Must call "resist" if hit with Disarm. Disarming and resisting being disarmed both count towards the total number of uses for this skill. Resisting a disarm counts as a use of the skill. Defensive spells such as Shield and Frost Armor do not resist this ability. Usable up to three (3) times a day.

Background Trait

Some characters come from backgrounds that give them specialized skills or knowledge that they might not have otherwise. Each player may select one background trait to apply to their character at character creation. This background trait does not give any specific skills or abilities to the character during most gameplay situations. Background traits come into play as temporary mechanics as described by a GM for use during particular scenes or modules. These background-based temporary mechanics may come in the form of a hint or bonus piece of lore for the use in a scene or module, resistances to other temporary mechanics, or as otherwise described by a GM during a Check before resuming gameplay. For example, Tina's PC, Gwen, is a water fae, so Gwen may have the Water Background Trait. If PCs are traveling on multiple boats across a body of water during a module, Gwen may be able to "swim" through the water between boats with no resistance or risk of drowning. Another example is if Hannah's dryad PC, Tela, took the Nature Background Trait, Tela may be given knowledge about how to speak with or defeat a swamp monster who is rampaging through the forest. There are no restrictions for selecting a background trait for your character. While we know these Background Traits do not encompass the story of every PC, we hope that these provide opportunities for players to engage in fun, interesting, and unique roleplay and problem-solving adventures.

Cold - Northern-dwelling folks, winter creatures, or beings infused with ice magic may find themselves to be better equipped to navigate cold environments. They may be granted temporary resistances to cold damage or have knowledge on how to treat a temporary mechanic that causes frostbite.

Heat - Characters from hot climates or volcanic regions, or those infused with fire magic may find it easier to deal with heat, fire, or fire-based creatures.

Knowledge: Current Events - Characters who have spent time in academia, have connections in different parts of the world, or who are just nosy are highly aware of the physical world, keeping up with the happenings both in their own town and others.

Knowledge: Realms - Characters who have come from or spent extended time in unusual places may have learned more about supernatural beings, magics, and the various planes.

Nature - Some characters have experience living side-by-side with nature, either through rural life, as hunters, or even as beings made from the essences of the natural world. These characters may be able to understand how to best interact with forces of nature, be it weather, spiritual, or beast.

Nobility - Characters with the Nobility trait have spent years learning how to properly move through the structured channels of society, either as nobility themselves or through service to a noble house. Although the nobility from different places have various customs, a higher awareness of how politics often work can be helpful indeed.

Occult - Characters who have dedicated themselves to studying the occult or who were raised in places obscured by shadows may have a learned or natural knack for identifying or controlling dark forces.

Theologist - Characters with the Theologist background trait have spent part of their lives learning about The Twelve, the deities who are permitted to be worshiped through the signing of The Divine Accord. These characters have a deep understanding of divine rites, rituals, and symbols and can identify the Twelve's influence on the world.

Underground - Some characters may have spent long periods of time during their lives underground, as many dwarven clans do. Former miners, geologists, or characters who have spent time hunting cavern-dwelling monsters may also have acquired skills and knowledge about the world below our feet that may grant them temporary bonuses when it comes to identifying rocks or navigating underground trails.

Water - Characters with the Water background trait may come from cultures surrounding seafaring activities or from places that exist either in or around bodies of water. This background trait may grant temporary bonuses regarding swimming, sailing, or other water-related situations.

Professions

Players may choose up to two (2) professions for their character and will choose **one** (1) skill per Level for their chosen profession(s). A character may opt to take a single profession twice to gain access to multiple skills per level for said professions. In-play items, such as those crafted with professional or general skills must be crafted during live events. When crafting, the player will turn in any materials used to craft an item at the appropriate crafting lab (ie. when crafting a potion as an Alchemist, please return any materials used in the potion to the Alchemy lab). A character may choose to complete the crafting at the lab site, or in the field, but when crafting in the field, make sure they have all of the materials, ribbons, and other props they will need to complete the item, and still return the used materials to the appropriate lab later. Please note that looking at other player's dice rolls to see what items they have attempted to craft during the game is considered cheating and any player caught doing so is subject to disciplinary action.

How Crafting Failure Rates Work:

Certain profession skills require the use of 20-sided die (D20) to roll to determine a success or a failure. The skill description will state if a D20 is required. The success/failure rate for these skills is based on character Level and are as follows:

- Level 1- The player must roll a 16-20 to perform any acquired skills.
- Level 2- The player must roll an 11-20 to perform any acquired skills.
- Level 3- The player must roll a 6-20 to perform any acquired skills.
- Level 4- The player must roll a 2-20 to perform any acquired skills.
- If the player rolls a 1, the item being crafted will automatically fail.

Players may get a bonus to their roll if they get assistance from another character with the same profession. If a Level 3 character assists with a roll, the player making the roll will get a +3 to their roll result for a maximum result of 20. If a Level 4 character assists with the roll, the player making the roll will get a +5 to their roll result for a maximum result of 20. If a player fails their role, the materials used in crafting will be used up. After all, if you bake a cake and it is not edible, you cannot un-bake the cake in order to use the ingredients again to make a better one.

	Level 1	Level 2	Level 3	Level 4
Roll needed	16-20	11-20	6-20	2-20
Roll needed with Level 3 assist	13-20	8-20	3-20	2-20
Roll needed with Level 4 assist	11-20	6-20	2-20	2-20

Alchemist

This profession allows the character to create potions that can enhance, disable, or heal players. There is no time requirement for crafting Alchemist items. Once the materials are accounted for, used, and the physical representation of the crafted item are ready, the creation is ready. **This profession requires the use of a D20 die to create any of the listed potions.** *All poisoned items are signified by applying a green sticker/ribbon (marked with the type of poison) to the item being poisoned. Unless otherwise stated, all consumable potions and poisons may be added to food or drink.*

Level 1

Lesser Health Potion - Potion heals 1 HP (1 limb) per dose. Requires one (1) red material.

Lesser Mana Potion - Potion restores one (1) spell slot up to Level 2. Requires one (1) blue and one (1) yellow material.

Sleep Poison - Poison puts a target to sleep over the course of 10 seconds and lasts for 10 minutes. Effects may only be removed with cleanse or antidote. Requires two (2) yellow materials. May be applied via food, drink, touch, or spray bottle.

Level 2

Antidote Potion - Removes alchemical effects from a character if taken within the effective antidote time to reverse the alchemical effects. Requires three (3) yellow materials.

Bittersweet Poison - This poison must be swallowed by the target and takes on the worst flavor the drinker can imagine. It is so repulsive that it lingers and gives the drinker one (1) mental resist. Requires one (1) black, one (1) green, one (1) yellow. Flavor will change depending on the drinker. The effect lasts for one (1) hour.

Truth Serum Potion - This is a serum that must be applied in a drink or otherwise directly ingested by the target. When it is consumed, the target will feel compelled to truthfully answer any questions they are asked. The effect lasts for 10 minutes. Requires three (3) yellow materials.

Greater Health Potion - Potion heals 4 HP (up to 4 limbs), up to the full health of the target. Requires four (4) red materials.

Greater Mana Potion - Potion restores one (1) spell slot for Level 3 or Level 4 spells. Requires two (2) blue and one (1) yellow materials.

Stone Poison - Turns the target into stone for 10 minutes. This effectively makes the target a statue, unable to move, as every part of their body feels as if it is made of stone. Status effects are paused while the target is petrified; for example, a character who would bleed out in ten seconds at the time of petrification will still have ten seconds left to be treated once the petrification effect ends. Petrified characters cannot be killed or destroyed while petrified, but may be moved. Requires two (2) yellow, one (1) green, and one (1) ore (gray) materials. May be applied via touch, food, drink, or spray bottle.

Level 4

Acid - This substance can be thrown at a target (using a spell packet) to deal two (2) points of damage. It will also corrode armor for two (2) points, shields for two (2) sunder points, or corrode any lock. This requires one (1) green material, one (1) yellow material, one (1) blue material, and one (1) pyrite to produce one (1) vial of acid.

Alchemist's Fire - When a target is struck by an Alchemist's Fire, the area hit will briefly catch fire and area hit will be damaged. If the target is struck, they will lose two (2) hit points. If the spell strikes armor or a shield, the armor will take one (1) point of damage and the shield will take one (1) point of sunder damage. Requires one (1) black, one (1) green, one (1) pyrite, and one (1) yellow material to craft and is represented by a spell packet with a green ribbon tied to it. Can be resisted by Elemental Attunement. Player must call 'Fire Blast' to signify its use, and is used up once the spell packet is thrown, even if it does not hit its target.

Immunity Potion - When consumed, the character becomes resistant to any one (1) poisoning for one (1) game day. The effects are immediately used if the consumer is poisoned and the character is once again vulnerable. May not be stacked. Requires three (3) yellow and one (1) green material.

Enchanter:

This profession allows the character to create enchantments to enhance items or give magical benefits. Each enchantment will use a variety of materials such as crystals or plants. Enchanting objects should be roleplayed as a ritual using required items. **This profession requires the use of a D20 die**. If the player fails their roll while attempting any of the skills, the materials will be used up, and the item will remain mundane.

Level 1

Minor Enchantment: Protection – This skill will add one (1) point to a target's armor or one (1) sunder point to a shield through a two (2) minute ritual. This will be signified by a blue ribbon tied to the target in plain sight. Only one (1) minor enchantment may be equipped at a time. Once the target's armor or shield has taken damage or sunder damage respectively, the enchantment (and ribbon) is removed. The additional armor or sunder point cannot be regained unless a new Minor Enchantment ritual is performed. Requires two (2) blue materials.

Minor Enchantment: Restoration - This skill will allow an item to be imbued with healing magic and mend any one (1) limb of any player (restoring 1 HP) through a two (2) minute ritual. This will be signified by a blue ribbon tied to the item in plain sight. Only one (1) minor enchantment may be equipped at a time. Once the player has restored their one (1) HP through the use of the item, the ribbon can be removed. Requires two (2) blue materials.

Level 2

Amulet - This skill will allow the enchanter to create an item that will ward off ailments or disease through a 10-minute ritual. When created, the item will protect the wearer from any one of the following: Infectious bite (vampire, werewolf, or zombie), a cursed item, or any disease/infection. Once the effect is used, the item no longer holds any enchantment. Must call "Resist" when used. Requires three (3) blue materials.

Primal Talisman - This skill will allow the enchanter to create an item that will restore one (1) use of a character's Instinct through a five (5) minute ritual. The enchantment should be signified by a blue ribbon attached to the item. Once used, the blue ribbon may be removed. Requires three (3) blue materials.

Level 3

Enchanted/Disenchanted Lock - Allows a loot chest or a pouch to be magically sealed closed through enchantment. It should take five (5) minutes of roleplay for the enchanting/disenchanting process. The enchantment should be signified by a blue ribbon attached to the item. The chest or pouch is able to be opened by using the verbal 'password,' which is set by the enchanter. Enchanted chests or pouches cannot be permanently dispelled, but can be disenchanted by the same or by a different enchanter using this skill. Requires four (4) blue materials to enchant/disenchant a chest or pouch.

Reliquary - This skill allows enchanters to create a containment method for Cursed Items through a 10-minute ritual. This chest or pouch may contain a Cursed Item without the owner of the chest or pouch taking the effect of the curse. Only one (1) Cursed Item may be within a Reliquary at a time. Both enchanters need to have the Reliquary skill in order for the item to be created. The reliquary's effect will only last one (1) event and must be reloaded at the start of every event. Requires four (4) blue materials and two (2) enchanters. Reloading of reliquary costs four (4) blue materials.

Level 4

Create Magical Item - Allows the enchanter to imbue any spell they possess, or have a scroll for, into an item by exhausting a spell slot or the scroll and performing a 10-minute ritual, thereby creating a Magic Item. Using a scroll instead of a spell slot does not change the enchanting time. Player must tie a blue ribbon to the Magic Item. Only one (1) spell may be put into a Magic Item at a time. Only touch or self-cast spells may be enchanted into Magic Items. Any spell imbued into a Magic Item will require two (2) blue materials per Level of spell used. For example, a Level 3 imbued spell will require six (6) blue materials. Magic Items will be exhausted after three (3) uses, and will then have to be re-enchanted to continue having a magical effect. Only two (2) Magic Items may be equipped for use at a time.

Elemental Attunement - This skill allows the enchanter to create an item that grants resistance to Level 2 elemental spells from one (1) specified elemental spell tree (Air, Arcane, Earth, Fire, Shadow, Water). The elemental spell tree must be decided and stated before the item is created by performing a 10-minute ritual. Must call 'Resist' when hit. This item has three (3) uses. This item has 3 uses of its resistances before it once again becomes mundane. Requires six (6) blue materials. Only one (1) elemental attunement item may be worn at a time.

Nurse:

This profession allows the character to patch up wounds during combat using non-magical techniques.

Level 1

Advanced Field dressing - Allows the character to apply a bandage to one (1) injured limb or torso per target, allowing the limb/torso to be temporarily healed and able to be used as normal. The dressed wound must be fully healed within 30 minutes or the limb or torso will once again be wounded and unusable. No limit on the amount of bandages carried.

Level 2

Adrenaline - The nurse can use 1 red material to temporarily heal a bleeding-out character and make them invulnerable for 10 seconds. After the 10 seconds, the character falls to their death. Nurses should return used material to the crafting station at their earliest convenience.

Poultice Wrap - A poultice may be applied to a bandage and will heal a character's limb (1HP) over the course of five (5) minutes. The character must role play creating the poultice and applying it to the bandage. Can only be used for limb wounds and each character may only wear one poultice wrap at a time. Usable four (4) times per day.

Level 3

Intensive Care - Allows the nurse to bandage multiple limbs on a single character with either poultice or regular wraps.

Triage - If a nurse is able to attend to a dead character within one (1) minute of death, they can stabilize the player and bring them back to one (1) HP/bleeding out. Nurse must role-play stabilizing the dead character over the course of ten (10) seconds.

Level 4

Battle Healer - This nurse has spent time training for a battlefield setting. They gain one (1) extra hit point to their base HP so they can survive while healing in the middle of combat.

Infirmary - When three (3) or more nurses are together, they are able to heal up to two (2) targets at a rate of one (1) HP restored per one (1) minute up to the character's maximum HP. At least one Level 4 nurse must be present for this to take effect.

Oracle:

The oracle is able to glimpse into the future or the past, protect against mind effects, and manipulate a target's mind to their advantage using scrying tools or magic.

Level 1

Foresight - Once per game, an oracle may use this ability to have a vision of future in-game events. At check in, players will roll a die determining which of four (4) possible visions a character may have. At any time after the game begins, the character will perform a short ritual (such as scrying, drawing cards, or reading tea leaves) and read the vision provided to them. They may then use their newfound knowledge or share this information with other characters.

Level 2

Confusion - *This is a mind affecting ability.* When this touch skill is used, it makes the target become extremely confused and unable to make definitive decisions about even the most simple things. The affected character may still defend themselves from attack and hold basic conversations. This skill has a 10 second casting time and the effect will last for five (5) minutes, or until the target is attacked, purged, or their mind cleared. A 10-minute cooldown is required between uses.

Mental Discipline - This skill allows the character to prepare their mind, or the mind of another, to withstand mental effects. The skill must be initially prepared with one (1) minute of meditation. Once prepared, the skill stays in effect until "used" against the next mind-affecting attack. After the attack is blocked the skill is no longer in place. Usable up to four (4) times per day.

Level 3

Clear Mind - This touch skill is able to clear the target's mind of any mind altering effects. This skill has a five (5) second incantation time. Requires a five (5) minute cooldown between uses.

Fear - *This is a mind affecting ability*. Through touch or a thrown spell packet, the oracle may instill a sense of fear onto a single target. The target will flee from the caster for 10 seconds before returning to their previous state. This effect may also be removed by Clear Mind, Cleanse, waylaying, or killing the target. Usable two (2) times a day.

Illusion - Through touch or a thrown spell packet, the oracle tricks a single target into thinking whatever they are holding is a vicious creature. The player may choose to either drop the item or wrestle it. After 30 seconds, the target is back to normal. This effect may also be removed by clearing the target's mind, waylaying, or killing the target. Usable two (2) times a day.

Memory Share - This is a mind affecting ability. This touch skill allows the oracle to extract information from the memories of their target. While using this skill, the target is in a subdued state of hypnosis. If the target takes damage or is significantly interfered with (such as looting or binding), the hypnotism is broken and Memory Share ends. While hypnotized, the targeted player must clearly answer any questions that the casting player may ask, simulating the caster pulling the information from the target's memories. Caster may not acquire any information contained in memories erased by the targeted character dying, but may search memories erased by amnesia poison. Effect lasts two (2) minutes and has a 10-minute cooldown. Usable up to three (3) times per day.

Priest:

This profession allows the character to speak with the dead, banish spirits, provide minor healings and buffs, and call upon deities through special rituals.

Level 1

Bless - This allows the priest to grant a +1 to another character's next roll. Usable four (4) times per day.

Speak with Spirit - Allows the priest to break the veil between worlds to sense and speak with the spirits of the dead when in close range. Spirits of deceased characters will not be able to tell specific details of their deaths, but may provide general information about the situation that led to their demise. Spirits are not visible to the shaman, but their presence is known.

Level 2

Banish - This allows the priest to banish the spirit of a dead character to the Resurrection Stone so that they cannot be resurrected by another character or a self-resurrection ability. This must be used as a touch effect. This skill has a five (5) second incantation time. Requires a 30-second cooldown between uses.

Clear Mind - This skill is able to clear the target's mind of any mind altering/control effects. This skill has a five (5) second incantation time. Requires a five (5) minute cooldown between uses.

Level 3

Divine Protection - Priest may call upon a higher power using a 30-second ritual to protect themselves or one (1) ally from the next **attacking spell** they receive. The first magical attack received after applying the protection uses the skill. Player must call "Resist" to show the ability was used. Usable up to two (2) times per day.

Physical Protection - Priest may call upon a higher power with a 30-second ritual to protect themselves or one (1) ally from the next **physical attack** that hits them. The first hit received after applying protection uses the skill. Player must call "Resist" to show a resistance ability was used. Usable up to two (2) times per day.

Holy Resurrection - This skill resurrects a deceased target after a two (2) minute incantation/ritual is performed over their body. Resurrected characters are revived with half of their base HP (rounding up) and fully healed limbs. Characters do not count this death for the purposes of becoming Gravely Injured. Usable up to two (2) times per day..

Unholy Resurrection - This skill resurrects a deceased target after a two (2) minute incantation/ritual is performed over their body that involves the sacrifice of the caster's dominant limb. Resurrected characters are revived with half of their base HP (rounding up) and fully healed limbs. The resurrected character is under the subtle influence of the caster for 10 minutes post-resurrection. The resurrected character will act as they normally would, but will be very impressionable to suggestions from the caster. Characters do not count this death for the purposes of becoming Gravely Injured. Usable up to two (2) times per day.

Smith:

      This profession allows the character to learn skills to repair or enhance weapons and armor. Smiths use ore or leather for repairs and mithril for enhancements. A smith must carry or have access to a smithing kit (provided by the player), which includes tools such as a thread and needle, hammer, and sharpening stone, to roleplay these skills. A Smith can use ore to repair chainmail and plate armor, and leather to repair padded and leather armor.

Level 1

Beginner Repair - Allows the smith to make repairs.Takes five (5) minutes per armor point to repair others' armor. Takes only three (3) minutes per armor point to repair armor the Smith is wearing. Requires two (2) ore/leather per point repaired.

Level 2

Experienced Repair - Allows the smith to repair any armor for two (2) minutes per armor point repaired, one (1) minute per armor point for armor the Smith is wearing. Uses two (2) ore/leather per point repaired.

Reinforce Armor/ Shield - Gives one (1) additional armor point to armor or shield (not stackable). When damaged, these points may be repaired using the normal repair rules. Five (5) minutes per application. Uses one (1) ore/leather and one (1) mithril. Armor or shield must be marked with a silver ribbon. PCs may only use one (1) piece of reinforced armor or shield at a time.

Level 3

Master Repair - Allows the smith to repair any armor for two (2) minutes per point repaired or one (1) minute per armor point for armor the Smith is wearing. Uses one (1) ore/leather per point repaired.

Supply Run - At the start of every event, the smith may acquire any combination of two (2) of the following materials: leather or ore.

Mithril Enhanced Armor/Shield - Mithril Armor/Shields gain an additional two (2) armor points or sunder points. These points are repaired for free when repairing the item normally, gaining one (1) free point per one (1) point repaired normally. Additionally, once per day, the user of the armor or shield may resist any single weapon strike (including a strike from a mithril-enhanced weapon), along with any additional effects that strike carries, such as weapon channeling, sunders, etc. The user must call "Mithril!" when struck to show they have resisted the effect. Must be struck in the armor or shield to use this effect. This enhancement costs two (2) mithril and one (1) ore, takes 10 minutes to apply, and lasts one (1) year. This enhancement is indicated by a Gold Ribbon on the armor or shield. This may only be applied to a single armor piece on the player at a time. Additionally, the once-daily Resist effect may be recharged early by a smith spending another five (5) minutes 'honing' the item with three (3) iron ore.

Mithril Enhanced Weapon - A Mithril Weapon gains the ability to make one (1) strike per day that ignores all armor, spells, effects, shields, or weapons blocking it. Once per day, the user may call "Mithril!" when making a weapon strike. This piercing strike may not be resisted or blocked in any manner, other than by Mithril Armor. If the strike is physically stopped by a weapon or shield, the arm holding that item takes damage and breaks. This enhancement costs two (2) mithril and one (1) ore, takes 10 minutes to apply, and lasts for 1 year. If you wish to re-enhance the same weapon, the full enhancement will need to be redone at the end of that year. This enhancement is indicated by a Gold Ribbon on the weapon. The once-daily piercing mithril effect may be recharged early by a smith spending another five (5) minutes 'honing' the weapon with three (3) iron ore.

Smuggler:

      This profession deals in black market goods. The smuggler is capable of creating poisons and smuggling goods. There is no time requirement for crafting Smuggler items. Once the materials are accounted for, used, and the physical representation of the crafted item are ready, the creation is ready. **This profession requires the use of a D20 die to create any of the listed poisons or bombs.** *All poisoned items are signified by applying a green sticker/ribbon (marked with the type of poison) to the item being poisoned. Unless otherwise stated, all consumable potions and poisons may be added to food or drink.*

Level 1

Black Market Connections - By using their connections on the black market, at the start of every event, the smuggler may acquire any combination of two (2) of the following materials: black powder or green herb.

Level 2

Amnesia Poison - A solution that causes the character being poisoned to forget something specific as determined by the poisoner. Poisoner must tell the poisoned character what they forget out-of-play within five (5) minutes of exposure. Must be applied through touch, food, spray bottle, or drink. This effect lasts until the character is cleansed, dies, or receives an antidote. Requires one (1) blue, one (1) green, and one (1) yellow material.

Sickness Poison - A solution that causes the character to become extremely ill when consumed. The target will immediately have difficulty doing any physical activity and will be wracked with pain and waves of sickness. Must be applied through touch, food, spray bottle, or drink. This can only be cured by an antidote or being cleansed. If not cured within 10 minutes, the poisoned character will die. Requires three (3) green materials.

Smoke Bomb - A small circular explosive that may be thrown directly at the smuggler's feet. It explodes on impact causing everyone within a five (5) foot radius to be caught in a cloud of smoke for 10 seconds. Characters caught in the cloud will have severely limited sight, but can move out of the radius of effect before the 10 seconds are up and have minimal sight restored, but will have inhaled smoke, resulting in intense coughing until the 10 seconds are up. Requires three (3) black powder and a (2) minute process to create each explosive must be role-played. Player must call "Smoke Bomb." **A D20 must be rolled to determine if a bomb is successfully created**. If the player rolls a one (1), the bomb will immediately detonate and the player will take the effects listed. Player must have a spell packet marked with red ribbon to represent the bomb.

Thrown Bomb - A small circular explosive that may be thrown at a single target. Players must call "Bomb" when thrown. It explodes on impact with the target causing four (4) points of damage. The damage first deducts points from the target's armor pool, followed by deducting from HP if their armor pool is depleted as normal. If blocked with a shield, the shield will take two (2) points of sunder damage and protect the target from damage. All four (4) points may be blocked by defensive blocking spells such as Frost Armor, Shell of the Tortoise, Shield, and Physical Protection. Requires two (2) black powder, and two (2) pyrite to craft. A two (2) minute crafting process must be roleplayed to create each bomb. **A D20 must be rolled to determine if a bomb is successfully created.** On a one (1), the bomb will immediately detonate dealing four (4) damage to the crafter. Players must have a spell packet with red ribbon to represent the bomb.

Level 4

Smuggle - The smuggler is able to hide 1 small pouch of goods that cannot be looted.The pouches must be approximately one by one (1 x 1) inches. The items must be kept in a separate pouch/pocket and away from other in game items to be considered hidden. The pouches must also be black, or marked with a black ribbon to signify they are being smuggled.

Surgeon

This profession allows the character to bind/ heal wounds and remove negative effects (such as infections). The surgeon must roleplay the cleaning, stitching and bandaging of wounds for the skills specified. The character being healed must rest an additional amount of time specified per skill. Requires a surgeon's tool kit provided by and carried by the player which may include tools such as a thread and needle, scalpel and/or a bonesaw, to roleplay these skills.

Level 1

Mend Wound - Heals one (1) point of health and restores the use of one (1) limb for every five (5) minutes of mending. The character that was healed must rest for an additional two (2) minutes after the surgery is completed.

Level 2

Remove Infection - The surgeon must operate for five (5) uninterrupted minutes. The surgeon may remove infection by "cutting" it out of the affected area, or cutting off an affected limb. Types of infection that can be removed are: vampire, zombie, and werewolf bites.

Stem Wound - Grants an additional five (5) minutes of life to a bleeding out character so that the character has more time to move to safety.

Level 3

Surgery - Heals one (1) point of health and restores the use of one (1) limb for every two (2) minutes of work. The character that was healed must rest for an additional five (5) minutes.

Transfusion - Take hit point(s) from one (1) target and give them to another target. The donor of said hit points may be willing or unwilling. Hit points may be transfused over the course of 30 seconds per hit point.

Level 4

Induced Coma - The Surgeon can put a wounded character to sleep for five (5) minutes. Sleeping character is defenseless, but at the end of the five (5) minutes, the character regains three (3) hit points up to their maximum HP. Usable four (4) times per day.

Resuscitate - The surgeon is able to revive a character for up to five (5) minutes after death. The resuscitation will only bring them back to one (1) HP/a bleeding out state, then the character may be healed back to full health through another skill or surgical procedure. The surgeon must roleplay trying to revive the character for ten (10) seconds and indicate whether or not they were successful at reviving them. Characters do not count this death for the purposes of becoming Gravely Injured. Usable up to two (2) times per day.

General Skills

*Note: Every character is able to use First Aid, Rally, Superior Reflexes, Trap Making, and War Drums. These do NOT count as General Skills to be chosen on a character sheet. Otherwise, all players may choose two (2) general skills per level for their character.

First Aid*
The player may apply a white bandage to their own damaged limb to restore use of the limb for 10 minutes. After 10 minutes, if the limb is not healed, it returns to its previous state until it is healed. Unless a character has the necessary profession, they may not put bandages on another character. Characters may carry as many bandages as they would like.

Rally*
Once per day, a character is able to inspire other characters from the brink of death to continue the fight. The player must shout "Rally" while holding their group's banner and call the names of the characters from their group who they wish to continue to fight. The character using this skill is able to rally one (1) character per their PC level. The raised characters have three (3) HP upon revival, but die immediately when those points are used up, or within five (5) minutes if not healed. Characters must have clothing signifying unity under the group's banner. Usable once per day per group member.

Superior Reflexes*
If the character catches a projectile fired at them by a hostile (arrow, javelins or dagger) without taking damage, they may call "Intimidate." The character who fired the projectile runs away from the battle for 15 seconds after the call. This cannot be resisted.

Trap Making*
All characters have the ability to create traps for their loot chests to stop would-be thieves. Different types of traps are available based on a character's level. Please see page 95 for Trap Making details.

War Drums*
The members of a group will gain one (1) extra armor point (usable with or without armor) that will protect them against melee attacks to any location while the drums are playing. The war drums must be played by a member of the group in order for the members to gain the extra armor point. Players must call "resist" when struck. Characters must have clothing signifying unity. Usable once per day per group member.

Bardic Charm

Once per day the character can perform (sing, tell a poem or story, play an instrument, etc.) for at least one (1) minute, and anyone whose attention is held for the entire performance is very impressionable to anything the bard may suggest (within reason). The bard may make one (1) suggestion that the audience will feel compelled to act upon or believe. Bard must call "Charm" at the conclusion of the performance. This is a mental effect and may be resisted as such.

Bardic Inspiration

Once per day the character can perform (sing, tell a poem or story, play an instrument, etc.) for at least one (1) minute, and any character whose attention is held for the entire performance is able to recall the use of one (1) spell or class ability. The bard must call "Inspiration" as they finish their performance. This ability does not grant bonuses to the bard themself and does not stack with other bardic performances.

Bardic Lullaby

Once per day the character can perform (sing, tell a poem or story, play an instrument, etc.) for at least one (1) minute, and any character whose attention is held for the entire performance is put to sleep. Sleepers are in a deep sleep for two (2) minutes. They can be looted, but will wake upon taking damage. The character must call "Lullaby" at the conclusion of the performance. This is a mental effect and may be resisted or removed as normal.

Bardic Protection

Once per day the character can perform (sing, tell a poem or story, play an instrument, etc.) for at least one (1) minute, and any character whose attention is held for the entire performance is immune to the next harmful spell cast directly at them. The bard must call "Protection" as they finish their performance. This ability does not grant bonuses to the bard themself and does not stack with other bardic performances.

Brace

Character is able to withstand one (1) point of sunder damage to their shield. Must call "Brace!" when their shield is struck. Usable up to two (2) times per day. 30 second cooldown between uses.

Cannibalism

A character may eat the flesh of a deceased character to gain one (1) HP. This ability does not heal broken limbs and has a 10-minute cooldown.

Close Call
A character flips a coin to determine if they will survive when Bleeding Out. When Bleeding out, they call "Call" and flip the coin. Heads and the character get an extra two (2) HP, restored use of limbs, and can proceed, having avoided death. Tails, they die immediately and cannot be revived, but can be reanimated/zombified.

Deceit
Once a day the character has the ability to tell a lie while under the effect of a truth serum potion, Memory Share, or Charm Person.

Efficient
Whenever the character uses materials to make, enhance, or repair an item in game, they may subtract one (1) common material (ore, leather, black powder, red or blue) from the cost. This ability does not allow a crafting cost to go below one (1).

Hard-Headed
Character may resist the effects of waylay as if wearing a helmet. Usable two (2) times per day.

Iron gut
Character may resist one (1) ingested poison or role-play alcoholic beverage (ie. Fae Wine) effect per day.

Lucky
Once per day, the player may reroll a d20 that they rolled from any source. They must take the new result, better or worse.

Magical
Gain the ability to cast one (1) extra spell the character already knows per life, up to Level 3, even if all spell slots for that level have otherwise been used up.

Mixed Heritage
Must be taken at Level 1: The character has the Instinct of two (2) lineages due to their mixed blood. Costuming should indicate their mixed heritage if possible.
Note: If a character encounters circumstances in which their lineage changes (such as being bitten by a vampire or another infectious lineage), they have the option to replace one of their previously selected general skills with Mixed Heritage. If a character who already has Mixed Heritage changes their lineage, they should see a GM if they wish to replace one of their Instincts with the trait of their new lineage.

Natural Caster

The player may choose a Level 1 or Level 2 spell of a school that their class has access to but that they did not select. Their character may now cast this spell, following all normal spell casting rules. The character cannot get Level 2 spells at Level 1.

Prepared Spell

This skill allows the character to prepare one (1) extra spell, up to Level 4, ahead of time and will not count towards their daily spell limit. It requires a prep time/ritual of two (2) minutes to prepare and will allow the player to use the spell at a time of their choosing. Only one (1) spell may be prepared at a time and can be used twice per day for Level 1 or 2 spells, or once per day for Level 3 or 4 spells.

Provision

This skill allows the character to use two (2) red materials to restore health. Player must roleplay preparing their ration or drink which will heal one (1) HP over five (5) minutes. This skill does not restore the use of limbs. These drinks or rations may be carried and consumed at any time. *It is not required to have the potion making or enchanting profession to make provisions.*

Reflect Spell

Twice per day a targeted character can counter any touch spell so it takes effect on the caster. When hit with a touch spell the player calls "Reflect" and instead of the spell affecting the targeted character it affects the caster. If a character uses Reflect against a spell channeled through a weapon, the spell will be reflected back into the weapon and fizzle out instead of affecting the caster.

Resilient

Once per day, the character may ignore a hit from a weapon that would take them to, or below, one (1) HP (Bleeding Out status). This ability can only be used to resist normal hits; it does not block special abilities such as Pierce or Stealth Kill. The player must call 'Resist!' when doing so.

Scribe Scroll

This ability will allow a caster to scribe any spell they have already acquired onto a sheet of parchment. The scribed spell is then usable by any character through reading the scroll out loud, and does not require a spell slot to be read, though the casting time of the scribed spell remains the same. Once read, the scroll may not be reused. Any spell imbued into a scroll will take two (2) minutes of crafting time and will cost double the mana of the spell to create the item. This means that if a scroll is created using a Level 1 spell, it will use a total of two (2) spell slots from that Level. If an item is created from Level 2, it will use two (2) of the character's available spell

slots. If a scroll is created with a Level 3 or 4 spell, it will deplete all spell slots from that Level (based on base Level skills).

Strong Willed
Once per day, the character may resist a single mind affecting ability or spell. The player must call 'Resist!"

Summon
Character has the ability to control summoned beings. Please see pages 59 and 60 for Summon ritual details.

Sunder
This skill lets a character do one (1) point of damage per hit to any shield. Must be used with a two handed weapon or larger (some bastard weapons can be used if they have a clear two handed grip). Also the player must call "sunder" as they are making their hit. Has a 10 second cooldown between uses.

Tavern Regular
By spending 15 minutes at the tavern during a game, the character may regain one (1) HP. However, this does not repair broken limbs.

Thrown Snare
This skill allows the player to throw a spell packet at a target that represents a bola being thrown and ensnaring the target's legs. If struck anywhere, the player must drop to the ground for ten seconds and roleplay untangling the snare before rising to their feet. Usable up to four (4) times per day. This is an immobilizing effect.

Unarmed Strike
The character can knock another character unconscious for five (5) minutes with an unarmed strike. This requires a light touch with a spell packet and the call of "Waylay!". Punching, slapping or closed fist contact is not allowed. The character must be completely out of sight of their target - they should be behind and out of the peripheral vision of their target. The waylaid character will be unconscious for five (5) minutes before waking up of their own accord. Other ways a waylaid character can be awoken include: having another character shaking them awake after 30 seconds or by being attacked by a damaging effect (the awakened character still takes the damage of the attack/effect). Once awake, the waylaid character will not suffer memory loss, but will not know who waylayed them. Characters who are wearing a helmet are not affected by Unarmed Strike. Characters with horns can resist Unarmed Strike once per day.

War Paint

By applying battle makeup, the character channels their inner warrior, allowing them to resist one (1) physical attack per day. Player must be wearing their battle makeup and call "resist" when they are struck to show that this skill is used.

Waylay

The character can knock another character unconscious for five (5) minutes by tapping the target on the shoulder with the hilt of their weapon and the call of "Waylay!". This ability has a 30 second cooldown between uses. The character must be completely out of sight of their target - they should be behind and out of the peripheral vision of their target. The waylaid character will be unconscious for five (5) minutes before waking up of their own accord. Other ways a waylaid character can be awoken include: having another character shaking them awake after 30 seconds or by being attacked by a damaging effect (the awakened character still takes the damage of the attack/effect). Once awake, the waylaid character will not suffer memory loss, but will not know who waylayed them. Characters who are wearing a helmet cannot be waylaid. Characters with horns can resist waylay once per day.

Weapon Channeling

With the proper skills, casters may cast a spell on an opponent through striking them with their melee weapon. Twice per day the character can use this skill to cast a spell of Level 3 or lower. This only works for spells that affect a single target, not area of effect spells. The target will take both the spell's effect and weapon damage. Does not work for ranged/thrown weapons.

Well Traveled

With a life full of adventure or unique experiences, this character may take a second Background Trait to illustrate their fascinating journey.

Please read the full description of the Summon mechanic below if you would like to take the General Skill "Summon."

Summon Mechanic Details

Characters may summon a creature or creatures from another place to assist them through the power of ritual magic. Any character may take part and perform a summoning ritual, however, only characters with the Summon General Skill can lead a ritual. The leader of the ritual must be decided beforehand, as the leader will be the one who controls the summoned creature(s). The ritual requires 10 uninterrupted minutes to perform and a minimum of three (3) characters involved to be successful. When a player takes the role of a summoned being, their character is considered dead and is unable to be revived or raised. After the summoned creature is slain or its time runs out, the player must go to the Resurrection Stone and write their character's name in the Book of the Dead and wait the usual five (5) minutes.

Once the 10 uninterrupted minutes spent Summoning are over, the player who has the Summoner skill and is leading the ritual will roll a D20 to see the effects.

Please see the next page for the results of the D20 roll.

The results of the D20 roll are as follows:

- 1: Uncontrollable Avatar: Something has gone horribly wrong. You have summoned an Avatar, a creature of immense power. An Avatar has no known HP limit and is resistant to limb damage. The Avatar is not immune to any spells. The Avatar knows two (2) General Skills and one (1) Spell Tree up to Level 4. However, the being is unable to be controlled by any players. The being lasts for 10 minutes.

  Something has gone horribly wrong. You have summoned an Avatar, a creature of immense power. An Avatar has 15 HP, five (5) Armor Points, and is resistant to limb damage. Avatar knows two (2) General Skills and one (1) Spell Tree up to Level 4. However, the being is unable to be controlled by any players. The being lasts for 15 minutes or until slain.

- 2-4: Frogs. ALL members of the summoning ritual are turned into 1HP frogs. These beings last for 15 minutes or until slain and can communicate with each other.

- 5-9: Skeletons. The ritual has summoned three (3) skeletons, each with 5HP. Each skeleton has the Reanimate Instinct ability. If three (3) PCs were used to summon the skeletons, the sacrificed PC who had the Summoner skill will be the "leader" of the group. The beings last for 15 minutes or until slain.

- 10-15: Elementals. The ritual summons two (2) Elementals. The elementals have 8HP and have unlimited uses of Level 1 and 2 spells of the element they embody. Each

Elemental is immune to the type of element they embody. The beings last for 15 minutes or until slain.

- 16-19: Powerful Being. The summoning has called forth a powerful being from another place. This being has 10 HP, three (3) Armor Points, and two (2) General Skills. The being lasts for 15 minutes or until slain.

- 20: Controllable Avatar. You have summoned an Avatar, a creature of immense power. An Avatar has 15 base HP, five (5) Armor Points, and is resistant to limb damage. Avatar knows two (2) General Skills and one (1) Spell Tree up to Level 4. Summoning character(s) may increase the health of the Avatar by using up an equal amount of healing potions, healing spell slots, or healing skills to the number of HP they would like to add above their base HP. The being lasts for 15 minutes or until slain.

Note: In order to become one of the beings summoned, a character must participate in the ritual.

Aspects

At the core of the world lie primal Aspects, recognized by mortal beings as supernatural forces by many different names and faces. They are not gods, but merely facets of the world. Though some do not worship a god, they still feel a connection to these aspects in their lives. Mortals invent their own stories and build their belief systems as they see fit. The Aspects do not care how mortals rationalize their existence. This leaves many strange combinations of faith and expressions of devotion throughout the world.

Largely, the Aspects may define the beliefs and goals of a religion, but the individual gods exist separately from the Aspects. Some gods are as old as the Aspects themselves, while others spring forth when true believers gather and are brought into being. Gods exist in a separate realm from their followers, and rarely interact with the world itself. Some still appear to their followers to convey information and commands. Some rarely care to interact with their mortals, choosing to simply watch and enjoy the show. However, there are still other mortals who choose instead to worship ancestors or venerate local spirits who are not deities in their own right, but are sacred sources of power and spirituality nonetheless.

The Aspects affect your character's core values and beliefs and may shape what decisions you may make during gameplay. The Aspects also allow your character a spiritual boon, which you gain at first level. The Aspects are described below.

Balance

The Aspect of Balance respects the cycles of nature, power, and all things that start and come to an end. The Aspect of Balance calls to the world to maintain itself. Societies that live in Balance see grand equality, just treatment and fair, equal play beyond the mortal experience. In another way, Balance can be applied too well, allowing an individual to justify their bad deeds by the good they have also committed. Mythic Examples of Balance: Lady Justice (American Legal System), Thanos (Marvel Cinematic Universe), Adrestia (Greek).

Lay on Hands - Twice per day, the character may take one (1) HP from another character and apply it to themselves, or give one (1) HP from their own pool to another person. This is a touch skill requiring a five (5) second incant. Players must call "Lay on Hands" to show this skill was used.

Civilization

Civilization calls to mortals, guiding them to become part of a single community. The Aspect of Civilization drives the natural need to become one people, and accomplish the grand feats of building cities, nations, and societies. The Aspect of Civilization drives some to subjugate others, and bring their nation's ideas upon others in forced conformity. This Aspect builds grand democracies, shining kingdoms and bustling trading ports. Though some that feel the call of Civilization may not be as civilized as you would see, rules of honor, tradition, and hospitality often come to the forefront. Mythic Examples of Civilization: Athena (Greek), Enki/Ea (Sumerian), Ephara of the Polis (Magic: The Gathering).

Cooperation: Twice per day, the character may recharge the Instinct of another character, or give themselves another use of their own Instinct. This is a touch skill requiring a five (5) second incant. Players must call "Cooperation" to show this skill was used.

Creation

The Aspect of Creation covers the building of all things: the sky, the ground, the water, potions, art, and everything. Those touched by Creation are driven to make, build, imagine, and invent. Often associated with mortal merchants and artisans, Creation drives the mortal need to leave a mark on the world. Places built under Creation's guidance spur faith based on merit, the quality of a being and their works. Many frown on outright strength as a way of being, and inspire their residents to become greater through refinement and grand acts of creation. Mythic Examples of Creation: Weyland the Smith (Germanic), The Holy Spirit (Christian), Quetzalcoatl (Mayan), Flying Spaghetti Monster (Pastafarian).

Creation's Touch - Once per day, on a successful roll to create an item using a profession skill, the character may create two (2) of a crafted item if it is of Level 2 or lower. The character cannot enchant multiple chests with Creation's Touch.

Destruction

Destruction guides war, violence, and the capacity for violence. Though all things waste away, the Aspect of Destruction guides them and brings them to the end. Destruction is not inherently evil, though many called by Destruction seek power and glory through violent means. Destruction differs from Discipline in that it is wild, and goes wherever and however far it needs to. Societies driven by Destruction tend to have warlike cultures, or utmost respect for their warriors. Bloodless Destruction often looks like the dismantling of a class or culture. Destruction for good drives the notion of Might is Right, and that strength is the only way to move forward through the world. Mythic Examples of Destruction: Shiva (Hindu), Perses (Greek), Andraste (Celtic/Galic), Chiyou (Chinese).

The Path - Choose one:

- The character gains +1 armor point. If any armor is repaired, this point is automatically regained without spending additional materials. Character must be wearing armor to receive bonus.
- The character's shield has +1 Sunder Point. If the shield is repaired, this point is automatically regained without spending additional materials. Character must be wielding the shield for the bonus to take effect.

Discipline

In many ways, the Aspect of Discipline reflects the Aspect of Destruction's best parts, with the applied use of force and skill to generate an outcome. Discipline never falters from its chosen course. Discipline follows through. Discipline keeps the faith. That isn't to say that Discipline always wins out in the end, but that it will follow the plan. Cultures inspired by Discipline create rigid rules of courtesy, strict codes of honor, and value repetition and perfection in all they do. Many have strong militaries used for an exacting, correct purpose, or feature a strong diplomatic state. Discipline when left unchecked quickly falls into fascism and suppression, negatively affecting the future of the people. Mythic Examples of Discipline: Bushido (Japan), American Exceptionalism (United States), Shaolin Monks (China).

Disciplined - Twice per day, the player may call "Resist" when hit with a spell packet and take no damage or effects from that spell.

Knowledge

The Aspect of Knowledge drives the need to know, understand, and catalog the world. Those born with the Aspect of Knowledge learn fast, remember much, and dedicate themselves to spreading that knowledge. Often associated with scholars, magicians and artisans, the Aspect calls for people to know the world and know themselves. Knowledge is often its own reward and often the societies spurred on by knowledge are grown as grand meritocracies, built on the foundation of the power of understanding and knowledge. Greater minds rise to the top and drive further research and learning. At its worst, Knowledge hoards itself behind locked doors, preventing its spread to others except for those deemed arbitrarily worthy. Mythic Examples of Knowledge: The Eternal Order of the Library (The Magicians), The Citadel (Song of Ice and Fire), Wan Shi Tong (Avatar: The Last Airbender).

Studious - At the beginning of an event, the player may choose any other ability or spell which they already possess and can use it one (1) extra time per day. Any normal material or spell-slot restrictions apply to the extra use.

Nature

The Aspect of Nature reflects the growth and power of the natural world and respect for living things. Though many venerate and live in sync with the land, few have a true respect for all it entails. Its savagery, peace, and cycles living in one, yet all separate. Groups drawn to nature have wide, sweeping greenery, many animals both tamed and wild, and put a value on respecting the order of life. Though often not nomadic, Nature societies are driven to preserve the natural world and defend its denizens. As Nature takes too much hold, it can reduce men to wild beasts, bent on scourging the land to allow nature to take its course again. Mythic Examples of Nature: Mother Earth, Artemis (Greek), Freyr (Norse), Osiris (Egyptian), Godzilla (Japan).

Meditate - Players may meditate for two (2) minutes outside of town to restore one (1) HP/fix a limb. Usable two (2) times per day.

Power

The Aspect of Power represents control of others and the world through might, right, or will. Often associated with mages, politicians, and others that seek to manipulate, the Aspect of Power drives people for greater and greater control. Power often corrupts, and it truly is the downfall of many a good man, and the redemption of an evil one. Societies grown from Power often feature bureaucracy and strong diplomacy. Though often misused, power in the hands of someone good can truly change the world for the better. Mythic Examples of Power: Cersei Lannister (A Game of Thrones), King Arthur (Camelot), Guruhi (Tribal Gambia)

Held Ground - Once per day the player may call "Resist" and the character will not take the effect of one (1) physical or magical knockback effect.

Spells

Note: Anything listed in this section of the rulebook is considered a "magical effect" and may be removed with an appropriate spell or ability that removes magical effects. Magical effects do not last between sessions.

Magic is a special type of energy that can be manipulated via spells by those with the ability. The ability to cast spells is determined by class. Before choosing a spell tree to focus on, think about the spells offered, how they can be used in play, and if it fits your character. There are many spells that are available, so reading through the spells and their effects will help you choose a tree and know how to react when struck by a spell.

Spells in-game are represented by using "spell packets:" fabric filled with a soft, biodegradable material (such as birdseed), weighing less than three (3) ounces. Each time a spell is cast, the caster must loudly call out the name of the spell (represented by the spell packet) after performing the incant. For example, if using a fire spell, the caster must perform the incant for five (5) seconds, throw the packet and call "Scorch". This will let other players know what spell is being used. As a caster, you should vocalize your spell loud enough for others to hear when casting so the struck player will know the effect. As a general rule, there is a five (5) second incantation time for all spells unless otherwise specified. Some spells are able to be used as a thrown spell or a touch spell. Thrown spells require the caster to throw a spell packet and Touch spells require the caster to make physical contact with the target (either with an open hand or held spell packet). A third type of spell is an Area of Effect (AOE) spell. The caster should call the radius that is affected by their spell, and players should use their best judgment to determine if they are within that radius and then take the effect.

It is also important to remember that if a caster is struck, takes an effect, or is otherwise interrupted while charging a spell, the spell will fizzle out (even if the caster would otherwise be immune to damage) and the caster must start their verbal and/or somatic incant again. The spell slot will not be lost if a spell is interrupted, but the incant must be performed again for five (5) seconds. Players being targeted by spells should remember that a packet cannot be hit with a weapon like you would hit a baseball. This could destroy the packets or cause them to be lost. *Damaging spells can be blocked with shields*, but will still do sunder damage when blocked. *Effect spells cannot be blocked by a shield*. If your weapon is hit with a spell packet, you must still take the effect/damage.

Casting a Spell:

There are many gestures, movements, chants, or other forms of incanting a caster may use when casting a spell. The style in which the magic-user casts is personal choice. The caster can make grand movements that "gather" the energy from the air around them, or simply verbally incant and throw the packet. All spells must include either a verbal or somatic

component to indicate that the "incantation time" has begun to other players. Regardless of what casting style the caster uses, they must make sure their incant lasts at least a five (5) seconds before throwing a spell packet. An incant must be used regardless of whether the spell is Touch, Thrown, or AOE. Many AOE spells come with a required type of somatic component (ie raising the arms or touching the ground). The caster *must* complete any required components of the spell indicated in the spell description to successfully cast the spell. Casters can "hold" onto the energy of a for a spell for up to 30 seconds after a completed incant before the energy is automatically dispelled. Dispelling magic before it is released does not use up a spell slot.

Wearing armor makes casting spells more difficult. If the caster is wearing padded or light armor, the base incant time of five (5) seconds may be used. If the caster is wearing medium armor, the casting/incant time is increased to 10 seconds. If the caster is wearing heavy armor, then the casting/incant time is increased to 20 seconds.

Spell Slots:

Spellcasting characters have access to spell trees as determined by their class. Characters may use spells from those trees of spell levels equal to or less than their character level (Level 1 characters may use Level 1 spells, Level 2 characters may use Level 2 spells, etc.). Available spell slots depend on the spell level in question. Once the spell slot is used, it does not regenerate until the character dies and resurrects at the respawn location or a new game day is called at multi-day events, unless otherwise noted by a general skill, class or aspect ability, or other effect.

It is the responsibility of the player to keep track of the amount of spells they have used per Level. Keeping a list of your character's available spells and their effects handy is strongly recommended. The base number of spells usable per Level is given below. Skills, class or aspect abilities, or other effects may modify these base slots.

- Level 1: 4 spells per life.
- Level 2: 3 spells per life.
- Level 3: 2 spells per life.
- Level 4: 2 spells per life.

Types of Spells:

There are 10 different trees of spells in the Solarean Adventures system: six (6) "elemental" trees and four (4) class-specific trees. The Formal spell tree includes spells that can be learned by classes who have studied spells in-depth. Life spells are only for Healers or Templars, and Curses may only be used by Shamans while Sanctuary spells are only for Monks. The last six (6) trees (Earth, Air, Fire, Water, Shadow, and Arcane) are considered elemental trees, and may be learned by any character with a class that gives them access to spells.

Curses - *Available to Shamans only*

Level 1

Drain: Touch, Magical Effect
The caster is able to drain energy from a living target to heal one limb (1 HP) on self or ally. Cannot be used to heal a torso hit. The target must roleplay feeling nauseated or weakened for a few seconds when energy is stolen from them, but they take no damage. The player being healed should roleplay intense pain felt as the magic weaves the wound closed.

Level 2

Betrayal: Touch or Thrown, Mental Effect
When a target is hit with the betrayal spell they must attack the ally/friend that is closest to them. If no ally is present, they must search for one until the spell dissipates. Betrayal will affect the character's mind for 30 seconds or until the player is killed or their mind is cleared.

Level 3

Curse of Breaking: Touch or Thrown, Mental Effect
Shaman yells "Curse of Breaking," throws a spell packet at a target, and then calls out which of the target's limbs that they wish to damage (ie. "Curse of Breaking, right arm"). Target will then feel like said limb (ie. their right arm) was snapped. This is a mental effect, and the limb in question will not actually be damaged. This mental effect will last 30 seconds, or until the effect is dispelled, the target is killed, or their mind is cleared.

Level 4

Frenzy: Area of Effect (AOE), Mental Effect
When cast, all characters within a 15 foot radius of the caster (minus the caster) will begin to attack each other with weapons and/or damaging spells, regardless of whether they are friends or foes. Spells being cast when the effect takes place will fizzle out, and characters will continue attacking each other for the entire duration without stopping to mend their own wounds or loot fallen players. The effect on the character's minds will last for 30 seconds, or until they are killed or their minds are cleared by a non-frenzied player.

Formal Spells *- Available to Druids, Healers, Mages, Merchants, Shamans, and*
Templars only

Level 1

Silence: Touch or Thrown, Magical Effect
When cast, the target is silenced and unable to speak or cast any spell for a two (2) minute time period.

Level 2

Spell Block: Self-Cast, Magical Effect, Touch
This is a touch spell the character casts upon themselves. Once cast, it blocks the effects of the next spell to affect the player, good or bad, single target spells or AOE effects. Spell block is signified by tying a white ribbon around an arm and "spell block" must be called when hit with any spell. The ribbon is then removed to show the spell block has been used. Spell Block cannot be stacked with itself or other defensive blocking spells (such as Frost Armor or Shield). Spell block will absorb a Dispel Magic spell, but will only be made temporarily ineffective by Nullify Magic. Spells absorbed by Spell Block cannot be reflected.

Level 3

Dispel Magic: Touch or Thrown, Magical Effect
When cast, all magical effects are removed from one target (person or item) for 30 seconds, including minor enchanted items, enchanted locks, amulets, magical traps, magic items, scrolls and cursed items. In addition, all ongoing spell effects will be removed (ie. Physical Protection, Betrayal, Chilled) from the target for 30 seconds. Dispel Magic does not prevent characters from casting spells or using other magical abilities. May be blocked with Spell Block, Divine Protection, and Disciplined.

Level 4

Ritual of Protection: Touch, Magical Effect
The caster must perform a five (5) minute ritual to prepare this spell and must complete the ritual without interruption. Once the ritual is complete, the caster can bestow Spell Block on themselves and four (4) others who are present for the ritual. Please note that Spell Block cannot be stacked with other defensive blocking spells (such as Frost Armor or Shield).

Life Spells - *Available to Healers and Templars only*

Level 1

Lesser Heal: Touch or Thrown, Magical Effect

The caster is able to mend any one (1) limb of any player (restoring 1 HP). Caster must perform an incant before healing another limb or another player.

Level 2

Greater Heal: Touch or Thrown, Magical Effect

The caster is able to heal a target for three (3) HP and restore the use of limbs. The caster must perform a second incant before healing another target.

Level 3

Resurrect: Touch, Magical Effect

The caster is able to call upon their holy power to resurrect a fallen player to their full health over the course of 30 seconds. Resurrecting a character is very taxing on both the healer and the fallen. The caster must give all their concentration to raising a dead character and will be extremely tired for five (5) minutes after performing a resurrection. While being resurrected, the player must role play being pulled back into their body. Although resurrected, characters will still not remember anything specific that happened 10 minutes prior to their death. Characters do not count this death for the purposes of becoming Gravely Injured. Priests may also prevent the caster from resurrecting fallen players by using "banish." If a priest uses "banish" on someone, they will not be able to rise from the dead and must go to a respawning location.

Level 4

Circle of Light: Area of Effect, Magical Effect

A caster may concentrate to create a 15 foot radius of healing magic for up to two (2) minutes. While characters are within the radius, they gain back one (1) HP or one (1) limb per 30 seconds. Likewise, any mindless undead who enter this radius lose one (1) hit point per 30 seconds. Caster must call "Circle of Light" and raise their hands to the air, holding this position for as long as they would like the circle to last, up to two (2) minutes. This magical circle does not provide any kind of physical barrier.

Sanctuary Spells *- Available to Monks only*

Level 1

Contain: Touch or Thrown, Magical Effect, Immobilizing Effect

The caster summons forth a magical binding that is able to lock the target into place. The effect lasts for 30 seconds and the target cannot take any damage or effects while stuck.

Level 2

Fortify: Touch or Thrown, Magical Effect

The caster adds two magical temporary armor points to the target's armor pool. These armor points do not repair the target's existing armor, nor permanently increase it. When the target is struck, these armor points are used first. This spell cannot be stacked with itself or other defensive spells such as Shield, Spell Block, or Frost Armor. A PC may have up to six (6) magical temporary armor points at one time.

Level 3

Bunker: Touch, Magical Effect

The caster summons a magical barrier to protect themselves and up to two (2) others. When under the spell's effect, they may not move from their place, but they can still speak. For up to 30 seconds, and as long as the character(s) remains still and signify the spell by crossing their arms over their chest, they are invulnerable to any damage, physical or magical, and all other magical effects. Caster must call out "Bunker" and touch the other character(s) they would like to also take the effect. Characters who are under the Bunker effect may be Spirit Walked away, but if the caster moves (including via Spirit Walk) the spell effect immediately ends.

Level 4

Ritual of Fortify: Area of Effect, Magical Effect

The monk casts a magic circle around other characters and performs a ten (10) minute ritual to grant their target(s) temporary armor points. The caster can grant a *total* of six (6) armor points to up to six (6) targets. A PC may have up to six (6) magical temporary armor points at one time.

Elemental Spells: Earth, Air, Fire, Water, Arcane, Shadow
Spells from any tree must be learned in order from Level 1 to Level 4.

Earth Spells

Level 1

Root: Thrown Spell, Immobilizing Effect
When a target is hit with Root, one (1) of their legs is bound to the ground by vines that have erupted from the earth. The target is still able to pivot using their free leg, but they cannot move from their location until the spell is dispelled or dissipates. Root will last for 30 seconds, or until the target is cut free via five (5) seconds of roleplay cutting away the vines with a bladed weapon.

Level 2

Acid Blast: Thrown Spell, Damaging Effect
When the target is hit with Acid Blast, the spell will send a ball of acid at the target. If the target is struck, they will lose two (2) hit points. If the spell strikes armor or a shield, the armor will take one (1) point of damage or the shield will take one (1) point of sunder damage. This spell can melt Rune Locks.

Level 3

Petrify: Thrown or Touch, Immobilizing Effect
When hit with petrify, the target will turn to stone and is unable to move, fight, speak or take any damage until the spell has been dispelled or dissipates. Status effects are paused while the target is petrified; for example, a character who would bleed out in ten seconds at the time of petrification will still have ten seconds left to be treated once the petrification effect ends. Petrified characters cannot be killed or destroyed while petrified, but may be moved. Petrify will last for 30 seconds.

Level 4

Mass Entangle: Area of Effect (AOE), Immobilizing Effect
Mass entangle will bind anyone within a 15 foot radius around the caster to their location for 30 seconds or until the target is cut free via 10 seconds of roleplay cutting away the vines with a bladed weapon. Targets are still able to pivot using their free leg, but they cannot move their location until the spell is dispelled or dissipates. Target(s) take no damage. The caster must perform the incant and touch their hand/packet to the ground when cast, but may use the other hand normally

Air Spells

Level 1

Stun: Touch or Thrown, Immobilizing Effect
When a target is hit with Stun, their body will be electrocuted and the player must act as if they have been shocked. The player will be unable to fight or defend themselves for a duration of five (5) seconds as electricity is coursing through their body.

Level 2

Lightning Blast: Thrown, Damaging Effect
When the target is hit with Lightning Blast, the spell will send a concentrated bolt of electricity at the target. If the target is struck, they will lose two (2) hit points. If the spell strikes armor or a shield, the armor will take one (1) point of damage or the shield will take one (1) point of sunder damage.

Level 3

Wind Wall: Area of Effect (AOE), Knockback Effect
When cast, the spell creates a powerful gust of wind that hits any player(s) within 10 feet in front of the caster. The force of the wind will knock any characters within range back five (5) feet. The characters hit with wind blast must roleplay as if they have been hit with a mighty gust of wind and must quickly retreat five (5) feet and drop to one knee before once again advancing. Wind Wall does no damage.

Level 4

Whirlwind: Area of Effect (AOE), Knockback Effect
When Whirlwind is cast, anyone within a 15 foot radius of the caster is hit with an incredible gust of wind and will be knocked to the ground. Any character hit must roleplay being thrown backwards several feet and must touch their torso and elbows to the ground before standing. Characters are unable to fight or defend themselves while falling to ground due to the sheer force of the blast knocking them backwards. Target(s) takes no damage.

Fire Spells

Level 1

Scorch: Thrown or Touch, Magical Effect

When a target is hit with a scorch spell, the area hit will be set on fire and the target must roleplay trying to put out the flames. The target must beat at the flames and be unable to fight or defend themselves as they are trying to extinguish the flames. Scorch will last five (5) seconds and will do no damage.

Level 2

Fire Blast: Thrown, Damaging Effect

When a target is struck by a fire blast, the area hit will be damaged by a ball of fire. If the target is struck, they will lose two (2) hit points. If the spell strikes armor or a shield, the armor will take one (1) point of damage or the shield will take one (1) point of sunder damage.

Level 3

Searing Blade: Thrown, Magical Effect

When the target is hit with Searing Blade, the handle of the target's weapon (or shield/off hand weapon if the other limb has been lost) is instantly heated and becomes red hot. Caster must yell which item is affected. The target is forced to drop their weapon or shield and may not pick it up for 10 seconds until the handle cools down. Searing blade does not do damage.

Level 4

Incinerate: Area of Effect (AOE), Magical and Damaging Effect

When cast, incinerate instantly sets the ground around the caster on fire in a 15 foot radius and anyone within the circle will catch fire. Anyone that was in the circle will catch fire and will be unable to fight or defend themselves for 10 seconds as they are trying to extinguish the flames on their clothing. Incinerate also does one (1) point of damage to any target caught within the area of effect, except for the caster, who takes no damage. The caster must perform the incant and raise their hands to the sky or touch their hand/packet to the ground to cast.

Water Spells

Frost Armor: Self-Cast, Magical Effect

When used, the casters body is encased in a thin sheet of ice that will absorb the next hit from any weapon. The caster must call "frost armor" when hit and the spell must be recast before each use. Caster must perform five (5) second incant to activate the spell, which will last until it is dispelled or the caster is hit. An active "Frost Armor" spell must be symbolized by tying a white ribbon in a visible location on their upper body. May not be used on other players. Frost Armor cannot be stacked with itself or other defensive blocking spells (such as Spell Block or Shield). This spell does not resist the Disarm ability.

Level 2

Ice Blast: Thrown, Damaging Effect

When the target is hit with Ice Blast, the spell will send an icicle shard at the target. If the target is struck, they will lose two (2) hit points. If the spell strikes armor or a shield, the armor will take one (1) point of damage or the shield will take one (1) point of sunder damage.

Level 3

Chilled: Touch or Thrown, Magical Effect

When cast, the target is chilled to the bone and covered in a thin layer of ice. Target will have to move slowly while shivering for 30 seconds or until the spell is dispelled.

Level 4

Deep Freeze: Area of Effect (AOE), Immobilizing Effect

When cast, deep freeze will freeze any target caught within a 15 foot radius of the caster in a solid layer of ice, excluding the caster. Targets will be unable to move for 30 seconds until the spell dissipates. Targets will not take damage if struck after being frozen; instead, the hit will break the layer of ice and the target may move once again. Deep freeze does not do damage. Caster must perform an incantation and extend their arms outward as if pushing large amounts of energy away from their body when casting the spell.

Arcane Spells

Level 1

Shield: Self-Cast, Magical Effect

When cast, a barrier of magical energy will surround the caster, protecting them from the next physical attack or spell. The caster must call "shield" and recast before each use. An active "Shield" spell must be symbolized by tying a white ribbon in a visible location on their upper body. May not be used on other characters. Please note that Shield cannot be stacked with itself or other defensive blocking spells (such as Frost Armor or Spell Block). This spell does not resist the Disarm ability.

Level 2

Force Push: Area of Effect (AOE), Knockback Effect

When used, force push will knock any targets within a five (5) foot radius three steps backwards. Targets will stumble as if hit by a large amount of energy. Caster must raise their hand towards the target(s) with their palm facing forward and call "Force Push." This spell does no damage to the target.

Level 3

Gravity Trap: Area of Effect (AOE), Immobilizing Effect

When cast, Gravity Trap establishes an area of intensely strong gravity within a ten (10) foot radius of the caster, lasting for 30 seconds. Characters within the area when Gravity Trap is cast, or who enter the area while Gravity Trap is active, must drop to one knee and may not change their location while the spell is active. Affected characters are still able to fight and act normally from their position while on one knee. The caster must raise both palms towards the sky during the incantation period and bring them down towards the ground while calling "Gravity Trap." The caster is not able to move and must place at least one hand on the ground, but may use the other hand normally. If the caster removes their hand from the ground, the effect ends. Affected players may resist Gravity Trap via Spell Block or similar effects, (in which case they **must** exit the area) but will be affected by the spell if they reenter the 10 foot radius during the spell duration.

Level 4

Nullify Magic: Area of Effect (AOE), Magical Effect

When cast, anyone within a 15 foot radius of the caster will not be able to cast spells of any kind, and the caster will be unable to move from their original spot during the effect. Nullify magic will mute any spells (including spell block), magic items, or other magical effects for 30 seconds, rendering them useless until 30 seconds have passed. After the 30 second duration has ended, spells may be cast and magic may be used once again. Caster must be loud and clear to let other players know nullify magic is being used and their spells will not work for 30 seconds.

Shadow Spells

Bind: Touch or Thrown, Immobilizing Effect

When a target is hit with Bind, they are caught in a web of shadows and unable to move their body from the neck down. The target may move their head and speak, but cannot fight or defend themselves. If a target is hit by any physical attack while bound, the first hit will do no damage to the target, but will instead cut the web of shadows binding them and release them from the spell. If a target is hit by another spell, the effect of bind is broken and the target must react to the new spell they have been hit with. Bind will last for 30 seconds and will do no damage.

Level 2

Raise Dead: Touch or Thrown, Magical Effect

The caster is able to use their dark magic to raise a zombie to do their bidding. The raised character (zombie) will be under the control of the caster for 10 minutes or until killed (whichever comes first). The zombie will be a mindless shell and may still fight, but will not be able to move quickly, use their class skills, speak, or make complex decisions. The zombie will have three (3) hit points. When killed, the previously zombified character will immediately move to the resurrection point (and cannot be re-raised as a zombie by another character). If 10 minutes have passed and the zombie has not been killed, the spell will dissipate and the raised character must move immediately to the resurrection point.

Level 3

One with Death: Self-Cast, Magical Effect

Knowing the workings of shadow magic has taught the caster to harness its power, even after death. If killed, the caster is able to re-enter their body and resurrect on the spot 30 seconds after they are killed at half their base HP (rounding up). Characters do not count this death for the purposes of becoming Gravely Injured. Players must have an available Level 3 spell slot prior to death to use this skill. Priests may also prevent the caster from rising by using "banish." If a priest uses "banish" on a PC with this ability, they will not be able to revive themselves and must go to a respawning location.

Level 4

Soul Reaver: Area of Effect (AOE), Magical Effect

The caster is able to raise any deceased characters (up to five people) as zombies within a 15 foot radius of where the spell was cast. The caster may identify the players they would like to raise. All raised characters will be under the control of the caster. The zombies can still fight, but will not be able to move quickly, use their class skills, speak or make complex decisions. The zombies will have three (3) hit points. If 10 minutes have passed and the zombies have not been killed, the spell will dissipate and the body will once again fall dead to the ground.

Druids may learn Formal Spells, and spells from two (2) elemental trees of their choice up to Level 4.

Healers may learn Formal Spells, Life Spells, and spells from two (2) elemental trees of their choice up to Level 4.

Mages may learn Formal Spells and four (4) elemental trees of their choice up to Level 4.

Merchants may learn Formal Spells up to Level 2.

Monks may learn Sanctuary Spells up to Level 4.

Rangers may learn two (2) elemental spell trees of up to Level 3.

Rogues may learn one (1) Level 1 spell and one Level 2 spell from any of the elemental trees.*

Shamans may learn Formal Spells, Curses, and any two (2) elemental spell trees of their choice up to Level 4.

Templars may learn spells from one elemental tree OR the Life tree up to Level 2.

Classes	Elemental	Curses	Formal	Life	Sanctuary	Total Trees
Druid	Any 2	✗	✔	✗	✗	3
Healer	Any 2	✗	✔	✔	✗	4
Mages	Any 4	✗	✔	✗	✗	5
Merchant	None	✗	✔	✗	✗	1
Monk	None	✗	✗	✗	✔	1
Ranger	Any 2	✗	✗	✗	✗	2
Rogues	Special	✗	✗	✗	✗	Special*
Shamans	Any 2	✔	✔	✗	✗	4
Templar	Any 1 (OR Life Spells)	✗	✔	✔	✗	2

Total Trees: The total number of spell trees the class will have access to.
*Special: Rogues get any Level 1 and any Level 2 spell from any available trees.

Chronicles

Chronicles are recordings of achievements and adventures your character has been on, that can then be turned in for a variety of rewards. In order to receive credit for your Chronicle, you must write down your accomplishment and tell the story out loud from the perspective of your PC or NPC in the Echo Chamber. We suggest getting some sort of journal where you can record these achievements. The Echo Chamber will be accessible in May, July, and September. When recording your Chronicle, you must include the number and title to match the list below. If the story is an NPC Chronicle you may add "NPC" next to the title and decide which character you would like to have earned said Chronicle. Listed below are the rewards you may get from turning in Chronicles.

Once a Chronicle is used to gain a reward, that specific achievement cannot be used for another purchase. Each Chronicle may only be recorded once unless otherwise specified. Each reward may only be received once unless otherwise specified. When a Chronicle is turned in, a GM will stamp the page indicating that the Chronicle has been counted.

Chronicles must have occurred at a Solarean Adventures event. Players may write about up to three (3) Chronicles that have occurred at events prior to 2025.

Rewards

- Five (5) Chronicles - Give your Familiar a second ability
- Six (6) Chronicles - Receive an Oracle vision at a future event <u>or</u> receive an extra Oracle vision at a future event, assuming the character is already an Oracle*
- Seven (7) Chronicles - Gain an extra General Skill*
- Eight (8) Chronicles - Gain one (1) experience point*
- Nine (9) Chronicles - Gain a Familiar
- 10 Chronicles - You and another PC permanently swap Class skills of the same level (both PCs must have 10 Chronicles)*
- 15 Chronicles - Multiclass a second time

Rewards with an asterisk by them may be earned multiple times.

Character Chronicles

1. **A friend in need** - Help someone with a mod that is based on their backstory.
2. **Best not miss** - Become the champion of The Dome.
3. **Biographer** - Learn the backstory of five (5) different PCs in one day
4. **Body guard** - Escort someone (non contact PC or NPC) safely to their desired destination
5. **Can you use a sword?** - Expend all spell slots and survive without signing the book of the dead until the end of the day.
6. **Captain** - Lead a group/squad/platoon in a field battle (have others sign off on you being the leader)
7. **Champion of Evermire** - Challenge a NPC to a 1v1 duel, and have them accept the challenge.
8. **Charismatic** - Negotiate your way out of a fight without either side double-crossing the other and no one taking any damage to their HP or armor and no other skills/abilities being used.
9. **Coach** - Fully train someone in Multiclass or Specialization.
10. **Commune with the Old Gods** - Write and plan a mod with the GMs.
11. **Courier** - Deliver an in-game item or message to its intended recipient.
12. **Cryptic** - Send an encoded message to another PC (both characters may count this achievement)
13. **Cultured** - Host something at the annual Cultural Symposium.
14. **De-shelled** - Have your armor points reduced to 0 and remain at 0 for the rest of the day.
15. **Enigmatologist** - Solve an in-game puzzle.
16. **Entrepreneur** - Earn one (1) gold of coin in one day.
17. **Field guide** - A PC takes a newbie into the field to teach them how to look for resources, encounter cards, and other valuables.
18. **First blood** - Be the first player to kill an NPC on a given day.
19. **Friends in high places** - A veteran player provides a gift or service worth at least 1 silver to a newbie player.
20. **Glutton for Punishment** - Eat five (5) different foods that have poison in them in one day.
21. **Gossip** - Tell a secret about another character you weren't supposed to tell.
22. **Heroic sacrifice** - Give your life and sign the book of the dead so that the rest of your party may carry on.
23. **Hunter-Gatherer** - Collect an in-game item that is important to the story.
24. **Jack of all** - Kill 3 or more NPCs with different weapon types in the same day (bow, thrown weapon, spell, short sword, 2 handed weapon, etc).

25. **Lightning fast reflexes** - Successfully perform an intimidate using the Superior Reflexes General Skill three (3) times at one game.
26. **Lore master** - A Veteran player takes it upon themselves to teach others about relevant lore for the day's mod.
27. **Making friends** - Successfully raise five (5) other PCs as zombies.
28. **Marksman** - Land 3 hits with a bow or thrown weapon in the same encounter.
29. **Mastercrafter** - Assist in crafting 20 different items.
30. **Mentor/Mentee** - A veteran (level 3 or higher) player takes multiple newbie/lowbie players on a mod to show them the ropes. All players involved get this achievement.
31. **Monster slayer** - Land the killing blow on a boss creature (as defined by GMs).
32. **Not Today** - Avoid death using the Close Call general skill three consecutive times at one event.
33. **Performer** - Put on a performance in the Tavern
34. **Professional** - Use three (3) skills from one of your professions to aid other players.
35. **Putting down roots** - Start a guild.
36. **Scavenger** - Find 10 different material nodes in one gameday.
37. **Shield breaker** - Cause 5 or more sunder damage in a single day
38. **Soldier of Evermire** - Successfully execute a battle strategy
39. **Soul Bound** - Reunite someone with a lost familiar.
40. **Sticky Fingers** - Loot three other PCs in one day.
41. **Storyteller** - Create a performance about another player's Chronicle (song, dance, dramatic reading, etc) and perform it for a group of players
42. **Sweet and Savory** - Eat five (5) different foods that have healing effects in one day.
43. **Team player** - Successfully rally another player.
44. **Trader** - Do business with every business stall in town at one event.
45. **Trainer** - Use a familiar ability.
46. **Treasure hunter** - Find one (1) gold worth of materials in the field.
47. **Winner, Winner, Chicken Dinner** - Win a contest at the Olumyeri Festival.
48. **Yearbook** - Name every PC in town that day.
49. **You Again** - Confront a character from your past.
50. **You didn't hear it from me** - Learn about a non sanctioned god from one of their followers. (Both PCs involved get this achievement).

NPC Chronicles

1. **Big Bad** - Play the Main Boss NPC for a mod
2. **You Know Who** - Play a recurring and named NPC
3. **Remember Me?** - Play an NPC from someone else's backstory
4. **Monster** - Roleplay as a creature, monster, or beast during a mod
5. **Henchperson** - NPC as a member of a named gang/organization
6. **Cannonfodder** - Respawn three (3) times during a mod
7. **Escape Artist** - Help a boss NPC escape a battle
8. **Making Friends** - Successfully raise five (5) PCs as zombies in one game
9. **PC Slayer** - Land the killing blow on a PC
10. **Committed** - NPC an entire day
11. **Grunt** - Allow yourself to be killed in a newbie mod
12. **Finders Keepers** - Loot three (3) PCs in one day
13. **Secure That Sourdough** - Loot five (5) silver worth of materials from PCs
14. **Obtain the Grain** - Loot one (1) gold worth of coin from PCs
15. **Prepare for Trouble** - Steal or loot a familiar off of a PC
16. **Menagerie** - Kidnap three (3) Familiars and have them in your possession at the same time
17. **Forbidden Knowledge** - Learn the big secret (Kamataya/returning from the dead) about Evermire and make it out of town alive
18. **Monologue** - Deliver a long winded explanation about your purposes to PCs, perhaps to your own detriment
19. **Nefarious** - Successfully lie to a PC about your intent/mission in a way that helps you accomplish your goal
20. **Taking Care of Business -** Receive five (5) silver worth of coins from PCs for trade/goods or services
21. **Read All About It** - Have your NPC be mentioned in the Evermire newspaper

Familiars

To have a Familiar in game, it is required to have a physical representation of the creature. Characters may only have a single familiar for the sake of these rules. They may have as many companions, animals, or creatures as they like, but only one may count as their Familiar. The Familiar cannot be killed and cannot be thrown as a weapon. Familiars need to be approved by a GM before they come into play. In order to read how to gain a Familiar, check the Chronicles section of the rulebook.

Familiars cannot act independently and only know what their PC knows unless otherwise stated by the GMs.

When a character selects a Familiar, they must select its ability. Familiar abilities may not be modified or otherwise affected by any other ability of the player, including aspects, general skills, or class abilities. The Familiar must be in the player's possession for their abilities to be used. Each ability may only be used once per day. If a Familiar is not in a player's possession, they must be kept in an in-play location.

Familiar Abilities

Assistant
Your Familiar has been watching your craft and is able to assist when needed, giving you +1 to crafting rolls.

Best Friend:
Your Familiar brings out the best in you with words of encouragement in a communication style unique to you two. Your Familiar has one use of one the following bardic boons per day. When any of these skills are used, it only affects you: **Bardic Charm, Bardic Inspiration**, **Bardic Lullaby**, **Bardic Protection**.

Devious:
Your Familiar knows when you are in a sticky situation and wants to help you get away… or get away with it. This gives the player one (1) use of the General Skill Deceit once per day.

Introspection:
Your Familiar helps you feel grounded and centered, allowing you another use of your Aspect skill.

Mama Bird:

Your Familiar pre-chews the remains of an enemy before feeding it to you for +1 HP.

Pure of Heart:

If the target gazes into the innocent eyes of your Familiar, they feel compelled to tell the truth. Once per day, your Familiar can act as a Truth Serum Potion. Target must touch the Familiar for it to take effect.

Say That Again:

Your Familiar does not want you to waste spells. This allows the use of Recant for a Level 1 or Level 2 spell.

Scribe:

Your Familiar knows that sometimes it is a good idea to write things down, even if they themselves cannot write. Allows the player one (1) use of the General Skill Scribed Scroll per day.

Sharp-Eyed:

Your Familiar has keen eyesight and can see what many others cannot. This allows the player to find one (1) Ranger card regardless of class per day.

Shiny:

Your Familiar loves inspecting or collecting interesting objects. Allows the Familiar to equip a single Magic Item to be used by their PC. Does not count towards the character's Magic Item limit.

Spare Hands:

Your Familiar wants to help you forage during your travels. This allows you to take two materials from a node.

Unbreakable Bond:

If the Familiar is looted or lost, the PC or NPC who picks them up is compelled to return the Familiar to its person.

Equipment

This section outlines armor, shields, weapons, and other items used in-game.

Armor

Armor should ideally be made of realistic materials (padded cloth, leather, or metal), but the GM team reserves the right to approve the use of armor made of other materials which are immersive in appearance on a case-by-case basis, for health or other appropriate reasons. Corsets may also count as armor when made from appropriate materials and constructed in an appropriate manner.

Armor must be safe for both the wearer and other players. No armor which includes unsafe features, here defined as sharp edges, spikes, or other dangerous features as defined by the GM team, will be approved for use at any Solarean Adventures event under any circumstances. Players may wish to consult a GM before purchasing or creating expensive pieces of armor or to clarify the categorization of a particular piece of armor; any questions should be submitted to the GM team with special reference to Cian Girven and Tom Davis-Westerman.

Players are explicitly encouraged to call a 'Hold!' at any point where there is a real or potential safety risk involving dropped, thrown, shot, cast, lost, or any other category of weapon, shield, or other type of equipment.

Armor Pool:

A character's armor pool is the total number of armor points provided by the armor they wear on their chest or acquired from other sources (magical effects or the full coverage bonus).

Chest armor stacks, i.e. chainmail (4 armor points) worn over a gambeson (2 armor points) provides a total of six (6) armor points. Armor is damaged from the outside in (i.e. mail first, then gambeson). A strike to areas not covered by armor does hit point damage as normal; for example, a strike to the players' chest would deduct one (1) point from the total armor pool and do one (1) point of damage to the mail, while a strike to the player's unarmored leg would deduct one (1) point from the player's hit point total and cripple the leg, as normal for an unarmored player.

If the character does not wear any chest armor, their armor pool will be determined by the armor type they are wearing the most of (e.g. light, medium, or heavy). Hits to any worn piece of armor detract one (1) point from the character's armor pool. Even if armor is worn, a hit to a non armored area of the player counts as hit point damage, not armor damage. For example, a player wearing plate metal bracers (heavy) but no other armor would have an armor pool of five (5) points, applying only to the area covered by the bracers. A strike to the bracers would deduct one (1) point from the armor pool; a strike to the chest would deduct two (2) hit points from the player's hit point total as normal for an unarmored player.

Once armor has absorbed a number of hits equal to its point value, it is considered "broken" and provides no protection until it is repaired or until the next event. Armor is explicitly not repaired when a player respawns after death; damaged armor must be repaired using a skill which explicitly repairs armor for re-use at the same event during which it was damaged. Damaged armor is automatically fully repaired at no cost to the player at the start of each Solarean Adventures event.

Characters will receive one bonus armor point to their pool when wearing a full armor set (chest, leg, and arm coverage; does not require a helmet). Regardless of the number of full sets of armor worn, the full coverage bonus point may only be received once; for example, a player wearing a full set of padded armor (light) and a full set of plate armor (heavy) would only receive a single point of extra armor pool due to full coverage. Arm and leg pieces need not be the same type of armor as the chest piece for the full coverage bonus.

Multiple layers of the same type of armor do not stack with each other. A player may only receive the benefits of wearing a single type of armor once at any given time, and will not receive any benefit from stacking multiple layers of the same armor type. For example, a player wearing a gambeson (padded armor) and a mail shirt (medium armor) would have a total armor pool of six (6) points. A player wearing two mail shirts (medium armor) would have a total armor pool of only four (4) points, since they are both medium armor and do not stack with each other.

Padded Armor: Offers **2** armor points.
Padded armor will protect the wearer from a total of two (2) points of damage before repairs are needed. Padded armor includes leather thicker than garment-grade leather but not specially hardened, and under-armor protection such as a padded gambeson. Leather must be greater than 3oz and at most 6oz in weight to count as padded armor. Leather that is 3oz in weight or less is not armor and does not provide any armor points.

Light Armor: Offers **3** armor points.
Light armor will protect the wearer from a total of three (3) points of damage before repairs are needed. Light armor consists of very thick (greater than 6oz in weight) and/or specially hardened (such as by a wax bath and heat treatment) leather armor.

Medium Armor: Offers **4** armor points.
Medium armor will protect the wearer from a total of four (4) points of damage before repairs are needed. Medium armor includes chain mail and scale mail.

Heavy Armor: Offers **5** armor points.
Heavy armor will protect the wearer from a total of five (5) points of damage before repairs are needed. Javelins are the only thrown weapons that can damage heavy armor. Heavy armor consists of metal plate armor such as plate mail or brigandines with overlapping metal plates.

Weapons

Weapons are divided into several different categories based on length. There are many places that sell LARP weapons and a variety of brands of different levels of price and quality. It is also possible to make your own LARP weapons using foam and some kind of non-wooden core. If you need help figuring out how to make your own weapon, talk to a GM, other players, or search the internet for details. Regardless of whether your weapons are bought or made, all weapons and shields must be presented at check-in for **every** event so they can be checked by a GM to ensure that they meet safety standards. There are no restrictions regarding what weapon any specific class can use for combat.

The length-based categories listed below are general guidelines, as we cannot assess the exact technical details of every current or future LARP weapon available in this document - the GM team retains the right to make case-by-case determinations depending on the details of the specific weapon in question. Please reach out to the GM team, with special reference to Cian Girven and Tom Davis-Westerman, if you have a specific weapon whose categorization you wish to clarify. We expect these categories to cover most circumstances but acknowledge that there may be individual products which need special rulings. Any special rulings will be explicitly made by the GM team in a public format.

Multi-part, flexible weapons such as flails may be approved for use on a case-by-case basis at each Solarean Adventures event as with other equipment types, but the flexing portion (chain, rope, connector, etc.) must be made of soft materials such as leather, cloth, or foam, must be short enough that it could not reasonably pose a safety hazard to players or damage equipment, and must have a fail-safe design such that, should the flexible portion of the weapon become tangled or caught on a player or piece of equipment, the flexible portion of the weapon would be expected to break before any injury or damage could occur. For example, a flail with a flexible 'chain' portion made of leather loops (soft material) short enough that it could not wrap around a body part such as a limb or neck (safety), and whose leather loops were secured with snap rivets (fail-safe) might be approved; a flail with a flexible chain portion made of metal chain, or which was long enough to wrap around a neck or limb, or which was made of leather loops but secured with a fail-dangerous method such as stitching, Chicago screws, or glue would not be approved.

Bastard

These weapons may be dual-wielded or used with a shield. They include any weapon between 40- 45.5" from the pommel to the tip of the weapon. If the weapon has a grip or hilt suitable for use with two hands, and is being held in two hands at the time of use, a player with the Sunder general skill may utilize it with the weapon. Regardless of length, the Sunder general skill may not be used with a weapon which is not held in two hands or which is not designed for use with two hands.

Bow

'Bow' refers to any projectile weapon such as a longbow, shortbow, self bow, recurve bow, horse bow, or other type of bow which propels an arrow or bolt using the wielder's own strength rather than mechanically-assisted tension and which cannot be held in tension ('drawn') passively. Modern compound bows will not be approved for use at Solarean Adventures events under any circumstances. Homemade arrows or bolts will not be approved for use at Solarean Adventures events under any circumstances. Arrows or bolts must be purchased from professional vendors and will be checked before each game for safety. If unsure of where to purchase arrows, please speak with a GM and they can recommend several vendors to choose from. Bows may not be used to block any attacks from melee weapons. Bows can vary in length and size, but may not exceed a maximum draw weight of 35 lbs. at 28" draw length. Before being approved for use, a GM will test the pull weight of the bow with a scale to determine if it meets the guidelines and can be used. Bows may be shot at full draw at players 30 or more feet away. If a player is between 30 and 20 feet away, bows may be shot at half draw. If a target is under 20 feet away, bows and arrows may not be used, but the player may defend themselves with melee weapons or magic. Only one arrow may be shot at a time.

Crossbow

'Crossbow' refers to any projectile weapon which propels an arrow or bolt using mechanically-assisted tension or which can be held in tension ('drawn') passively. Homemade arrows or bolts will not be approved for use at Solarean Adventures events under any circumstances. Arrows or bolts must be purchased from professional vendors and will be checked before each game for safety. If unsure of where to purchase arrows or bolts, please speak with a GM and they can recommend several vendors to choose from. Crossbows may not be used to block any attacks from melee weapons. Crossbows may vary in size and/or design, but may not exceed 980 inch-pounds of force. Inch-pounds of force are defined as the draw weight of the crossbow multiplied by the length of the crossbow's draw, which is itself defined as the distance between the point where the string touches the projectile and the point where the projectile leaves the string (for example, a crossbow with a draw weight of 80lbs, a draw length of 12 inches, and a derived inch-pounds of force of 960 could be approved for use; a crossbow with a draw weight of 100lbs, a draw length of 10 inches, and a derived inch-pounds of force of 1000 would not be approved for use). Crossbows may not be shot at players closer than 30 feet under any circumstances. Crossbows present significant safety complexities relative to bows, and accordingly we strongly recommend reaching out to the GM team, with special reference to Cian Girven and Tom Davis-Westerman, prior to purchasing one. Only one bolt may be shot at a time.

Thrown Weapons

All thrown weapons besides javelins (defined below), including throwing knives, stars, axes, etc. must be flexible under minimal pressure and may not contain any core. They may not be greater than one foot (1') in length. Players may attempt to block a thrown weapon with their

own weapon or shield, but should not use excessive force as this may damage other players' equipment or cause it to be lost. No weapon which contains a core, except specifically and exclusively for javelins, may be thrown during combat. Thrown weapons may also be used in melee combat. Thrown weapons besides javelins will not damage a target player if they strike heavy armor worn by that player (see below).

Javelins

Javelins are similar to short spears constructed such that they are safe for use as projectile weapons. Javelins are longer and heavier than the thrown weapons defined above and may contain thin, light, flexible cores (e.g. golf club storage tubes), with a total length under 46". Javelins must have at least two (2) inches of open-cell foam padding on the striking surface and at least one inch of foam padding on all other surfaces. Javelins may also be used in melee combat. Javelins are the only type of thrown weapon which may damage a player wearing heavy armor (see below).

One Handed

 One handed weapons may be used with a shield or dual-wielded. One handed weapons include any weapon that is under 40" from the end of the pommel to the tip of the weapon.

Polearms

Polearms may not be dual-wielded or used with a shield. Polearms must be between 60- 90" from pommel to tip. This can include pole axes, halberds, large spears, and similar weapons. The weapon must be gripped in both hands in order to cause any damage, or to sunder shields if the player has the Sunder general skill. If the character loses an arm, they can still hold the weapon to defend themselves, but cannot cause damage with it.

Two Handed

Two handed weapons may not be dual wielded or used with a shield. The weapon must be between 45.5-60" from pommel to tip to be classified as a two handed weapon. The weapon must be gripped in both hands in order to cause any damage, or to sunder shields if the player has the Sunder general skill. If the character loses an arm, they can still hold the weapon to defend themselves, but cannot cause damage with it.

Shields

Shields can withstand any number of regular melee attacks, but can be destroyed by special damage inflicted via use of the Sunder general skill, class abilities, blast spells, or other particular sources of damage which are explicitly defined as damaging shields or causing Sunder-type damage to shields. Shields which have received equal to or greater than the amount of damage specified below for their size category are destroyed, rendering them useless and unable to provide any benefit. A destroyed shield should ideally be either dropped in a safe

location, slung behind the player's back, held away from combat, or otherwise safely removed from combat until repaired. Destroyed shields may not be used for any combat purpose until repaired.

Sunder points are determined by the shield size categories listed below. If a character's shield is destroyed, it must be repaired by someone with the appropriate profession in order to be used once again. Shields can also only block spells that do damage. Effect spells are not blocked and will still affect the character if their shield is struck with a spell. Shields cannot do damage to another character. Shield bashing another player is explicitly prohibited in this system. Shield size is measured along the longest axis of the shield.

Small - Can withstand **1** sunder point of damage and measures 14 inches and under. Most bucklers would fit into this category.

Medium - Can withstand **2** sunder points of damage and measures between 14-24 inches.

Large - Can withstand **3** sunder points of damage and measures between 24-36 inches.

Tower - Can withstand **4** sunder points of damage and measures between 36-51.5 inches.

Homemade Equipment

We do not recommend attempting to make LARP-safe, immersive weapons or shields of the quality preferred for Solarean Adventures events at home, as this requires specialized tools, materials, and skills which are not generally available more easily or cheaply than existing professionally-made equipment. However, should you already possess these tools, materials, or skills, or have a specific equipment concept not available from professional manufacturers, homemade weapons and equipment are not banned. Their construction must meet the safety standards described below. Just as with professionally-made weapons or shields, homemade equipment will be approved on a case-by-case basis at each individual Solarean Adventures event. No homemade equipment which does not meet the described safety standards, including construction documentation requirements, will be approved for use at any Solarean Adventures event. Failure to provide accurate and timely information about homemade equipment used at a Solarean Adventures event may result in disciplinary action up to and including a permanent ban on participation in Lost and Found Studios events and/or legal action. Homemade arrows, crossbow bolts, or similar projectiles will not be approved for use at Solarean Adventures events under any circumstances.

Homemade weapons must be constructed in a single piece and may not consist of separate or separable sections. For example, polearms consisting of detachable lower and upper sections are available from professional manufacturers, but will not be approved for use if homemade.

Homemade armor will be assessed using the same standards as professionally-produced

armor. No armor which includes unsafe features (defined above) will be approved for use at any Solarean Adventures event under any circumstances.

Construction Documentation

Detailed documentation of the construction process is required for any homemade equipment. This may consist of photographs or video of all stages of the construction process, plus a full explanation of all construction details and positive verification that the equipment meets all of the safety standards listed below, meets all of the materials specifications listed below, and has been maintained appropriately. Documentation should be sent to the GM team with special reference to Cian Girven and Tom Davis-Westerman. We strongly recommend reaching out to the GM team before starting construction of any equipment, regardless of whether or not you believe it will meet standards when completed, in order to avoid wasted time, effort, and resources.

Weapon Safety Standards

Accepted Core Materials

- PVC Pipe (3⁄4" diameter preferably)
  Caps need to be attached at both ends.
  The core must be wrapped in two (2) alternating layers of strapping tape. 'Alternating' in this context means wrapping the pipe clockwise for one layer, and counterclockwise for the second layer. The two alternating layers of tape should be applied at complementary angles such that the 'grain' of the tape layers form an X. The strapping tape ensures that if the core breaks, it doesn't shatter into multiple pieces. Strapping tape is an adhesive tape that has fibers running through it in order to provide extra reinforcement. It is also called filament tape.

- Fiberglass Rod (for example: orange driveway markers)
  This kind of core requires a strip of Kevlar or leather glued over the tip to keep the core from breaking free.

Accepted Foam Materials

- Pool noodle
- Blue camping mat
- 2lb foam (it takes two pounds of pressure per square inch to compress)
- EVA foam

This material is only approved for crossguards, pommels, shields, or thrown weapons besides javelins. It is not approved for melee weapon strike surfaces or javelin heads.

Blade Parameters

1. Minimum two (2) inches of non-EVA foam padding between the tip and the beginning of the core
2. Minimum one (1) inch of non-EVA foam padding on the striking edge for single handed swords/daggers
3. Minimum two (2) inches of non-EVA foam padding on the striking edge for all other weapon types
4. Minimum one (1) inch of foam padding on all other surfaces of all weapon types.

Latex Covering

A latex covering increases the durability of the weapon or shield by forming a protective waterproof sheath around the foam, and ensures that if painted, the weapon will remain compressible enough for safe use in combat. Foam blades must be covered in either:

- Non-makeup Liquid Latex
- Spray Plasti-Dip (about 4-5 layers)
- Paint-on Plasti-Dip (2 layers)

Shield Safety Standards

All shields must fit within one of the size categories listed above. Excessively floppy or unstructured shields may not be approved for use. Shields must not have any sharp edges or exposed fasteners on the outside of the shield. Shields may not have "shield spikes" but may have a shield boss. Homemade shields may have a solid core for rigidity.

Shield cores may not be made of wood or metal of any kind. Plastic must be covered by at least 2 layers of foam. Shields may use PVC pipe as a skeleton, but the pipe must have multiple alternating layers of strapping tape applied in the same way as a PVC-cored weapon would be. Blue camping mat, EVA foam, or other 2 pound foam is recommended for shield construction. All shields will be approved for use on a case-by-case basis at each Solarean Adventures event.

Shields must have a smooth covering, coating, and/or sealant applied. Non-makeup latex, plastidip, smooth leather, artificial leather ('pleather'), cloth, or duct tape are acceptable finishings for homemade shields. Bare foam shields will not be approved for use at Solarean Adventures events.

Materials

Materials can be found in the field from nodes. Nodes are places where materials are strung up for players to find. Players may collect the materials by taking the bottom-most material from the string, then waiting 30 minutes before returning to collect the next material. Characters may wish to travel with a group and collect more materials amongst themselves or a character may find a node, keep the node location a secret, and continue returning over and over. Below is a list of materials found in the game and their uses:

- **Poison herb** (Green) - These herbs are used to create poisons and other specialty potions.*
- **Healing herb** (Red) - These herbs can be used to heal physical wounds.
- **Specialty herb** (Yellow) - These are specialty herbs that are used to make a variety of potions.*
- **Magic crystal** (Blue) - These crystals can be used to enchant items and create potions.
- **Leather** (Brown) - These can be used to repair padded and light armor.
- **Ore** (Gray) - These can be used to repair chainmail and plate armor.
- **Black powder** (Black) - This material is explosive when exposed to fire and is used to make bombs.*
- **Mithril** (Silver) - This rare material can be used to reinforce armor and weapons.*
- **Pyrite** (Gold) - This rare material can be used to create bombs and acids.*

* - Indicates a rare material

Picture: *(Listed Left to Right, Top to Bottom)* Poison, Healing, and Special herbs, followed by Magic Crystal, Leather, Ore, Black Powder, and lastly Mithril and Pyrite.
Note: Previous versions of these materials are still eligible for spending and crafting. This includes light green poison herbs, small poison herbs, small speciality herbs, non-square mithril, and non-triangle pyrite.

Other Game Items

<u>Potions, Poisons, and Provisions</u>

Potions and other solutions are created by Alchemists and can have a variety of effects. Potions are often created at the Alchemy Lab station and are represented by labeled vials. If unsure what a potion or solution does during a game, ask a fellow player or a GM and they can explain it to you. When drinking a potion, roleplay drinking from the vial, then remove the label to show that it is empty. Return the vial to the alchemy station at your earliest convenience so it can be reused for crafting. If you have consumed a potion or poison without knowing, the player responsible will let you know out-of-play. If a communal source of food or drink is laced with poison, only the first character to consume that food or drink will take the poison's effect. For example, if a bottle of wine is poisoned, the first person to drink said wine would take the effect, while others who later drank wine from the same bottle would not take the effect. Likewise, if a poison is applied via spray-bottle, only one target (the first target to be sprayed) will take the effect.

<u>Magical Items</u>

Many kinds of magical items can be created, found, and interacted with in-play. Below are common types of magical items you can come across:

Amulets - Amulets are accessories, usually jewelry, created by an enchanter to ward off evil or disease. They have one (1) use of protecting against an infection, cursed item, or any other disease and you must call "Resist" when using it. Once the magic inside the amulet has been used, it once again becomes a mundane item.

Cursed Item - A cursed item has been fused with magic to create an effect on the character who possesses it. If you pick up a cursed item, you will be notified of the curse out-of-play, and will from then on take the effect from the item. Due to the nature of cursed items, you cannot "drop" or lose a cursed item, it must be given away, sold, stolen, or de-cursed. When you acquire a cursed item, your character will not be aware of the curse until you or another player notices you(rself) acting strangely, even if the character receiving the cursed item is a Shaman. Even then, it will take time to figure out which item is causing the effect, as the only in-play way to confirm that an item is cursed is by attempting a de-cursing ritual. Shamans are able to de-curse items, at which point the item will once again become mundane. Shamans are unable to verify if an item is cursed until they complete the 10-minute de-cursing ritual. If the item is not cursed, this de-cursing attempt will not count towards their daily limit. See the Shaman class section for more details.

Enchanted Item - An enchanted magical item contains three (3) uses of a spell as a touch effect. These items are created by enchanters and are identified by a blue ribbon tied to them. Only two (2) Magic Items may be equipped at once.

Scrolls - Scrolls are rolled up parchment with a one-use spell on them. They may be made by a character with the Scribe Scroll ability or may be otherwise found in the game world. In order to use a scroll, simply open it and read it out loud to cast the spell listed with its usual casting time. You will want to make sure you know what the scribed spell does and how long it takes to cast before you use it. Scrolls do not expire once made.

Plot Items

Some unusual items may enter the game for plot reasons. These may be puzzles, documents, specialty potions or poisons, weapons, chests, or other items. Usually when a plot item is introduced into the game, other plot points will help you figure out what it is or does. If you come across a strange item in-play and are not sure if it is an in-game item, ask a GM. Plot items should not be stored in out-of-play locations unless it is between events, and even then, some Plot Items will need to be returned to GMs between events.

Profession's Tools

Some professions require specific tools or kits in order to use their skills, as described in their respective Profession descriptions. These tools, such as a hammer for a smith or a needle and thread for a surgeon, will need to be provided by the player who takes those professions for their PC. These tools are used to roleplay performing skills such as smithing or surgery. One item that will be helpful for you to have is a bandage: a white strip of cloth. All characters can tie a bandage to temporarily restore the use of one (1) damaged limb (see: First Aid). Bandages are also used by characters with the nursing profession. If you would like to create another kit of tools for your PC for roleplay purposes that are not specifically required, like a lock-picking kit for a rogue, you are free to do so.

Personal Items

Some players enjoy creating rich backstories for their characters and give their characters certain personal items, such as a journal or compass. These items are in-play and thus are able to be looted, stolen, or otherwise interacted with by other players during gameplay. If you would not like these items to be interacted with, then do not bring them to games.

Chests, Locks, and Traps

All players have the ability to keep their in-play items in small boxes called "loot chests" if they would prefer not to keep all of their in-play items on their person. A loot chest is a box with a lid, no bigger than 2'x2'x2' dimensions, generally made of wood or metal. If you as a player go out-of-play during a game, any lootable items must remain in-play by placing them into a loot chest. **Loot chests must always be stored/hidden in a combat-approved area** (see

page 104 for more information). Non-combat areas are generally the space around tents, campfires, staircases, inside buildings, or any other area identified as non-combat by the GMs at the beginning of the event for safety reasons. You may not bury loot chests, but may otherwise place them in spots that are naturally difficult to see.

Loot chests may be protected in various ways. First, they can be locked with a single 3-combination lock that is designated as either a Standard or Advanced Lock. At Level 1 and Level 2, your chest may be locked with a Standard Lock. At Level 3 and 4, players will gain access to an Advanced Lock. Locked chests must have a piece of paper attached to the bottom of the chest stating the type of lock used (Standard or Advanced) and the combination according to the following lockpicking rules: All characters may attempt to pick standard locks, but only rogues are able to pick Advanced Locks. A Standard Lock will have the first two (2) numbers of the combination written in the correct order on the bottom of the chest. In order to lockpick a Standard Lock, the player will have to guess the last number of the combination. An Advanced lock will have all three (3) numbers written in a random order and the rogue will have to guess the correct order.

Loot chests may also be protected by other types of locks or can be made from specialty materials to further protect their contents. Merchants may use a Rune Lock to lock their chest closed, which cannot be picked. However, Rune Locks may be broken and rendered useless by using Acid or Acid Blast to melt them. Loot chests may also be enchanted, and therefore locked and unlocked with a password. These chests are signified by a blue ribbon tied to the outside of the chest. Enchanted chests can also be disenchanted or their protective magics temporarily dispelled in order to remove the loot without the owner's knowledge or permission. Please see the Merchant class and Enchanter profession sections for more information on Rune Locks and enchanting chests, respectively.

The highest security lock offered in this game is the Mithril Rune Lock. Rune locks can also be crafted out of mithril: a hard, nearly unbreakable ore found in our game world. Mithril Rune locks can be crafted using the combined Level 4 skills of Mithril Enhanced Weapon crafting, Mithril Enhanced Armor/Shield crafting, and the Rune Lock ability. Mithril Rune locks may be used by anyone, but must be crafted by at least two characters and by spending two (2) Mithril ore, four (4) iron ore, and four (4) mana crystal materials. Mithril Rune Locks may not be picked, disenchanted, or melted with acid, but can be broken from a strike with a Mithril Enhanced Weapon. Mithril Rune Locks are signified by a gold ribbon tied to the outside of the chest.

Lastly, chests can also be trapped to protect your loot. Characters are immune to the traps they set themselves. There are several different types of traps, which are described below:

Dye traps - These are basic traps that cause someone's hands to be covered in a colored dye. Dye traps require no materials to craft, but players using dye traps in their loot chests must provide a colored washable marker in their chest for the target to use to color their palms when the trap is tripped. Dye traps may be countered by the thief wearing gloves.

Snare traps - These traps will cause the thief to be caught in place for 60 seconds and require one (1) iron ore (gray) material to craft. Snare traps cannot be avoided.

Spike traps - Spike traps will deal one (1) HP of damage to the target and cause whatever limb was used to open the chest to become broken. Spike traps count as a physical attack. Spike traps require one (1) iron ore (gray) material to craft. They may be blocked if the player is wearing a gauntlet (a glove made of hardened leather, chain or metal).

Poison traps - These traps are spike traps that also poison the target when the chest is opened. Poison traps count as a physical attack. Poison traps require one (1) iron ore (gray) material and one (1) vial of whichever poison you would like to use for the trap to craft. They may be countered by blocking with gauntlets.

Magic traps - These traps will cause the target to take the magical effect of any Level 2 spell. They require one (1) iron ore (gray) material, one (1) blue material, and either a spell slot or scroll of the appropriate spell to craft. The magical effect may be dispelled by casting Dispel Magic on the chest, or ignored with an appropriate magic-blocking spell or ability used by the target.

To trap a chest, place an index card indicating the type of trap and its effect in your loot chest. If you open someone else's chest, take the effect listed on the card, then place the card face down underneath their chest to show that the trap has been triggered and is no longer active. Each trap has one (1) use and must be recrafted after it is triggered. When you open your own chest, you will not trigger your own trap. Only one (1) trap may be placed in a chest at a time. When you craft a trap, be sure to turn in the used materials to a lab mat box.

At the end of a game-day, when you are going out-of-play to sleep for the night, you may retrieve your personal loot chest and take it into your tent with you for safekeeping. Be sure to return your loot chest to a combat-approved area at the start of the next game-day if applicable. For more information about theft of loot chests, see the Looting/Theft section of this rulebook under the chapter titled "In the Field."

<u>Money</u>

The last item you will frequently come across is money. Money comes in three forms: copper, silver, and gold. 10 copper equals 1 silver and 10 silver equals 1 gold. Money must be kept in-play at all times, either on your character's person or in a loot chest in a combat-approved area.

Note: Varying styles of money do not impact its value. The two bronze coins have the same value as their counterpart and the three silver coins have the same value as one another.

In the Field

The last thing you need to know before you start playing is how to act in the field. This section discusses other game mechanics and things you will encounter in the game area, including roleplaying, exploring, and combat.

Roleplaying

A big part of LARP is roleplaying - interacting with plotlines, events, and people from your character's perspective. Some players do not wish to spend a lot of energy acting as someone else and thus create characters who are much like themselves in real life, while other players enjoy pretending to be someone unlike their real selves, gaining experiences from a different perspective. How in-depth you go with your character's personality and actions is up to you. An important thing to remember, however, is that you are playing a game, and the things that happen in-game occur in a controlled gaming environment. Make sure that you deal with things that happen in-game during gameplay and do not let them bleed over to your real life interactions with other players. While LARPing, do your best to create scenarios and conflict that will create a fun and interesting story for the other people around you. Do not engage in heavy or negative play with others without first making sure they are okay to engage in that kind of roleplay. By respecting each other's boundaries and working together to tell a story, LARPing can be a very fun experience. If you have engaged in roleplay that has left you with negative feelings, talk to the other players involved, bring it up during debriefing, or talk to a GM about ways to resolve these feelings.

Solarean Adventures is intended for an 18+ audience and this may lead to mature and occasionally tense scenarios. If you are roleplaying and a situation arises in which you feel upset or unsafe, you always have the option to remove yourself from gameplay without your character suffering in-game consequences. You can use the meta-techniques described below to communicate your comfort level and check on the comfort level of others whenever you react or you observe another player reacting strongly to something in-play.

You OK? - If you see another player get uncomfortable, or you are uncomfortable during a scene, call "You OK?" with a hand over your head, to alert other players that you notice not all players are comfortable with what's happening in the sequence. This gives all players a chance to adjust the scene to allow all players to remain interactive in the scene.

Bow Out - A player may bow out of a scene by putting their hand in front of their face and bowing their head forward. This leaves the character physically present in the scene, but non-interactive. Players may not be retaliated against, or their characters interacted with during a scene in which they have bowed out.

X-Out - If a scene has gotten to be too much, or you are simply not comfortable with yourself or your character being present, you may X-Out of a scene by making an X with your arms in front of your face and immediately leaving the area. Your character is considered to never have been present in the scene at all, and other characters do not remember them being there. You may return to play when you are ready in the Tavern area.

Fade to Black - If two or more players X-Out of a scene, the scene immediately ends, and the remaining present players agree on a resolution to the situation without further roleplay. Players may rejoin the game from their current location after the agreement has been made.

Guilds

Characters often prefer to work together rather than against one another. Formally recognized groups of characters are called guilds. Members of guilds generally work together towards a common goal, follow the rules set forth by their guild leaders, and oftentimes wear a shared insignia or colors indicating their affiliation. Guilds may also work with GMs to design their own quests during events for their members. Guilds have a member cap of ten (10) players and are formed by filling out the Guild Template found in the Appendix of this rulebook and submitting the form to GMs for approval. Guild members are also able to level-up within their guild by completing tasks and requirements outlined in their guild's charter. For more information about existing guilds, and how to join one, talk to the GMs or the guild leaders during gameplay.

Between Events

Some players enjoy having their character interact with other characters between events. If you discuss with another player and agree on something that happens between your characters between games, you are welcome to incorporate that into your roleplay at the next event. We also have a forum (server) on Discord, which includes a chat room where you can spend time in the town tavern. Anything that happens in this chat room is accepted by all players to have occurred in town between live games. You can join our server at https://discord.gg/b43xbxQ. Make sure you read and observe all of Lost & Found, LLC's Discord rules found on the server and in the Appendix.

Exploring

Characters may roam and explore the entire in-game area at will. There are a variety of encounters to be had, items and materials to find, and things to craft during gameplay at different locations around the site. Below are some things you may come across while roaming.

Encounter Cards

Encounter Cards are simple laminated note cards that can be found in the world. Simply pick up the Encounter Card, read the description of your character's random encounter, and follow the instructions. Put the Encounter Card back where it was found unless otherwise stated,

then react accordingly. These encounters may have positive or negative effects on your character. It is possible to encounter the same Card more than once.

Modules

Sometimes players will encounter an NPC that is looking for adventurers to assist them with a quest. These quests are also known as modules or "mods," and will take place around or outside of the town of Evermire, offering in-game rewards upon completion. There are several types of mods you may encounter during gameplay, some which may contain temporary game mechanics or rules as decided by the GMs. These temporary mechanics will be clarified at the beginning of the module. Below are descriptions of some of the modules you may encounter:

Newbie Module - All newly created PCs (regardless of player experience) will be required to complete the Newbie Mod before they are allowed to engage in regular gameplay. This module will begin directly after Pre-Game Announcements and will be led by a GM. This mod will make sure all players are familiar with the basic mechanics of the game and will reward the new characters with their starting money upon completion. New PCs may not engage in live gameplay without completing this module.

Lowbie Modules - At the start of an event day, Level 1 and Level 2 characters will have the opportunity to receive a quest from a GM-cast NPC specifically designed for lower level characters. Players with characters at Level 3 or higher do not qualify for these mods.

Tavern Night Modules - During Tavern Nights, characters may encounter opportunities to go on a non-combat adventure led by a GM-cast NPC. If a player has consumed any alcohol during Tavern Night prior to the start of a mod, they will not qualify to participate. Only sober players may go on Tavern Night Mods.

Advanced Modules - During the day, characters may have an opportunity to go on a challenging adventure that will take them outside of the boundaries of Evermire. These modules are designed to challenge higher level PCs, but are not restricted to any particular level of PC. These modules are unique because if a character dies during an Advanced Module and they are not healed, revived, or reanimated by someone in their party, they must return to the resurrection point inside of Evermire. Since the module takes place outside of town limits, a PC that returns to the in-town resurrection point will not be able to rejoin their adventuring party to continue the quest.

Resource Gathering

Materials will be strung and hung around the game area. You may collect one (1) material from each string every 30 minutes. For more information about collecting materials, see the Materials section. Materials can also be bought and sold by other players and NPCs using in-game money. If your character is short on coin, you may also barter for in-game resources.

Rubik's Cubes

While exploring the game area you may come across an artifact in the shape of an unsolved Rubik's cube. A PC may turn in a solved Rubik's cube to the GM table for an in-game reward.

The Solarean Mail System

Players may write letters to other PCs or NPCs in other parts of the world they have encountered during games. These are the rules for the mailbox and for outgoing mail that can be written and sent during games:

- The mailbox itself cannot be tampered with. Characters may open and close the mailbox in order to retrieve and dropoff mail.
- Once outgoing mail has been placed in the mailbox, that mail cannot be tampered with.
- The mailbox cannot be accessed during Tavern Night, only during the day of an event.
- Outgoing mail (from Evermire) from characters during games must adhere to the following:
    - All letters must be from game-established PCs.
    - The name of the intended reader must be visibly written on the outside of the letter.
    - Letters may be addressed to any game-established PC or NPC.
    - Letters may be turned in to GM instead of mailbox for convenience.
- Incoming mail (to Evermire) must adhere to the following:
    - All letters must be addressed to a game-established PC, guild, or organization.
    - Letters cannot be from any game-established NPCs without prior GM approval.
    - Letters cannot be from an official group, organization, or entity that is recognized or controlled by the game, and/or which may have greater implications on the plotline of the event (ie. no government agency notices, bounties from legal organizations, or letters from religious bodies.)
    - Letters CAN be from small PC-based NPCs (ie. letters from a PC's family member, friend, enemy, etc.) as long as they will not necessarily affect someone other than the PC in question. This means that they cannot threaten the town, put out an official bounty, or engage in any action that will not necessarily be able to occur "off-screen." Letters should be for flavor or for individual character development.

Any letter that you would like delivered at the beginning of the next event may be written before the day of the event and submitted electronically to a GM a week before the next event, or in person to a GM by 11pm of the Tavern Night at the next event. Letters submitted after 11pm on Tavern Night will be kept by the GMs and delivered at the following month's event.

Combat

Not every character or NPC your character meets during the game will be friendly, and this can lead to combat. Most LARP weapons are made from closed cell foam, have a fiberglass core, and are finished with a latex coating, however they are still able to sting when hit by them. Think of the foam weapon as being real and roleplay the weight and swing of the weapon you are wielding. If the hits and swings look more believable, it will help to immerse each player more into the world and bring it to life.

A hit is a strike made with the striking surface of a weapon that makes contact with your opponent's body that either stops the weapon or causes it to change direction. If you attempt to block a swing, but are still hit by your opponent's weapon, it still counts as a hit and appropriate damage must be taken.

When in combat, striking your opponent is a form of communication - hits need to have enough force to let your opponent know they have been struck, but not actually inflict damage. Players should never intentionally try to hurt another player while in combat. With this in mind, we use medium force in combat. This entails swinging from the elbow, and not following through on hits after contact is made.

Most combat strikes consist of swinging the striking surface of a weapon at an opponent, but sometimes a weapon is better used for stabbing. Stabs should be thought of as light and accurately placed hits, as they can be one of the more dangerous strikes for players. When stabbing in combat, the tip of the weapon should touch your opponent, not push through them. The following types of hits are **not** allowed:

- J-Hook: When you drop your sword-hand out of line of sight and thrust the weapon up often to the inside of the target's leg. This is also often used against an opponent wielding a shield - when you wrap your sword under your opponent's shield in an attempt to stab them in the chest.
- Rumble Hits: The rapid succession of taps by the striking surface of a weapon. Kind of like playing the drum on your opponent.
- Wrap Shot: This is where you swing your weapon around your opponent and hit their back while you are standing in front of them. Think of it like giving a hug with your sword.
- Cross Check: Shoving another player with the shaft of a polearm or other long weapon.

During combat, the following areas on the body should not be targeted: head, neck, groin, hands, and feet. If a player is hit in the head or groin area, call "Hold" and make sure they are

okay before continuing. Anyone caught purposely hitting these areas or using excessive force will be spoken to by the GMs and may be asked to leave the game.

If you ever have questions about combat, or would like a refresher on proper force, please reach out to a GM.

There is no combat after sunset. Due to lack of visibility, players are unable to properly see where they are stepping/fighting. If your character and another character get into conflict after dark, it will be up to you to figure out another way to resolve it without engaging in combat.

Characters may still use non-damaging abilities and items, such as enchanted items, poisons, and spells after dark. Waylay is also still allowed to be used to avoid combat after dark and in non-combat areas.

Some parts of the game location may be designated as non-combat areas by the GMs, even during the day. This may include areas with safety concerns, such as tripping hazards, near campfires, and around tents. The GMs will remind players of which areas are non-combat at the beginning of events.

Damage

Each character begins with a total of three (3) HP. Once you are out of HP you are dead. This number increases as the character levels up. If the character is not wearing armor, a hit to the arm or leg will deduct one (1) HP and a torso hit will deduct two (2) HP. If the character is hit in any of the limbs, they are no longer able to use the injured limb. If an arm is struck, it should be held close to the body or hang at the player's side. If the character is struck in either leg, the leg must be heavily limped on or slightly dragged behind the player. Players should not lift their leg and begin to hop as this is a safety hazard. If both legs are struck, the character should either kneel or lie on the ground. If the character is hit in the torso, they must hold their torso with one arm. If a character is hit in an already injured limb or hit in their already damaged torso, they still subtract HP as normal, but do not gain a new injury.

If an injured character only has one (1) HP remaining, they are considered "Bleeding Out:" They will be unable to defend themselves and will die if they are not healed within five (5) minutes. If a character loses their total number of hit points, the character will die.

If a player is wearing armor, the hit will deduct one (1) armor point instead of one (1) hit point. In order for the hit to deduct an armor point instead of a hit point, armor must be struck. When any part of a character's worn armor is struck, subtract one (1) point from their armor pool. They should call "Armor" when struck to show the other players that they have taken the hit and subtracted it from their armor pool. A player cannot call "armor" if struck in an unarmored location just because they are wearing armor on another area of their body. When the armor has lost all its points, it is broken. If a character is wearing broken armor and is hit, it will not protect them and they must subtract the hit from their HP as if they were not wearing armor. For more information about armor and armor points, see the "Armor" section under "Equipment."

Death and Resurrection

Death is common when adventuring, but characters can find ways back to the Realm of the Living. There are several professions and skills that allow for a character to resurrect someone within five (5) minutes of a character dying. If killed, the deceased character must remain in the area where they fell. If it is unsafe to remain in the location of your character's death, or your body would create a tripping hazard, you may move to a safer location nearby or stand/kneel with your hand over your head to indicate that your character is no longer alive. At this point, the deceased character(s) may be searched for in-game items and/or coins (see: Looting/Theft). If a character is not resurrected within five (5) minutes of death, they must move to a respawn location (usually at the Book of the Dead in town).

While walking to the respawn location, the player must hold their hand or weapon above their head to signify that they are a spirit and not able to be seen or interacted with in-play. Some characters may have the ability Speak with Spirit, which will allow them to "sense" the dead character and ask them questions about their death. The deceased character will have to wait for their presence to be sensed before they are able to talk to the other character. Because death is a traumatic experience, characters who have died will be unable to remember anything that happened during the 10 minutes leading up to their death. Once at the respawn location, the player will write their name and character name in the Book of the Dead and tally their death. Once their death has been recorded, they will be able to resurrect and re-enter the game after five (5) minutes.

Although a character's base HP is replenished upon respawning, any equipment or armor that was damaged before death will still be damaged and in need of repairs. Also, if a character self-resurrects or is resurrected by other means, they do not need to record their death in the Book of the Dead, as it does not count towards your daily death limit.

PCs may take a Portable Resurrection Point on their adventures. This is represented by a journal. If a PC makes an in-play offering at the Book of the Dead, they will be able to resurrect while on a quest without having to return to the resurrection point in town. PCs will still be unable to remember anything that happened during the 10 minutes leading up to their death. There are a limited number of Portable Resurrection Points. Once PCs are back in Evermire, they need to transfer the info from their portable resurrection record to the Book of the Dead.

Grave Injuries

If a character dies and respawns at the Resurrection Stone three (3) times, they are considered to be Gravely Injured. The character cannot participate in the rest of the event unless the player completes an NPC time slot. Players may continue to play for the rest of the day as an NPC character or a different PC instead if they wish.

Healing

If a battle ends without your character's death, odds are your character will want to be healed. There are a variety of healing methods, magical and non-magical alike. Most healing

potions and spells will be quick, but surgery and nursing tend to take longer. For more in-depth descriptions for how different methods work, see the Surgeon or Nursing profession, the Healer class, or the Provision General Skill.

Looting/Theft

In-play items belonging to fallen characters and NPCs can be taken by those who are still living. Before searching a character, you must ask "permission to loot" and wait for an answer. If "permission to loot" is given, you may ONLY search the visible pouches and/or bags of the recently fallen. If the fallen player does not want to be touched or searched, they can respond with a "No" to "permission to loot", but will simply give the searching character any in-play items that can be looted. Any in-play items that the character is carrying on them may be looted except for costume pieces, armor, weapons, and shields. This means if the character has an in-game item such as a letter or journal, this can also be looted by a searching player. Lootable items should be kept in pouches and bags. Do not loot out-of-play items such as cell phones or car keys, or out-of-play items labeled with a black ribbon. **All rules of permission to touch still apply while looting a character and no inappropriate touching or behavior will be tolerated.** After the bodies have been looted and the living characters have moved beyond sight, the character may then rise and make their way to a respawn location if they have not yet been resurrected by a fellow character.

Theft is also allowed during gameplay. Only in-play items may be stolen while looting other characters or searching character's loot chests. Weapons, shields, armor, and costume pieces cannot be stolen. If you steal an item from another character that the player themselves provided, you must return the item to the player at the end of the event. The robbed player will need to give the stolen item back to the thief at the beginning of the next event, and will continue to do so until the item is returned to its rightful owner, or the robbed player gives the thief permission to keep the item. This is to make sure that personal items of players do not get lost. GMs may act as a go-between if the thief prefers more secrecy.

Loot chests may remain in-play after dark, however combat ends at sundown. If a character catches another character thieving from a loot chest at night, the witness can call "Caught!" and the thief must stop. The thief and witness will then play a quick game of rock-paper-scissors until there is a winner. If the thief wins, they will be given a 30 second head-start in escaping with the stolen item(s), allowing them a chance to hide. If the thief loses, they must give the stolen item(s) over to the player who caught them, regardless of whether or not those items belong to the witness. The witness also has an option to seek out in-game help from a town official. If a thief is caught and arrested by a town official (such as a sheriff), they may not use physical combat to resist arrest at night, although bribery, non-damaging spells, etc. are all allowed as long as everyone is following night-time gameplay rules. If a thieving character is caught by a non-contact PC during the day, they may also use the rock-paper-scissors mechanic to attempt to catch the thief.

Rumors

Before the start of game a GM will read rumors heard around town out loud to everyone at the end of morning announcements. How do rumors start? A GM will make a post in the days leading up to an event stating that the GM team is accepting rumor submissions from players. All someone needs to do is message a GM with the rumor they would like to submit. The rumors may or may not be true. Players may also roleplay and decide how they came about learning these fun facts. Submitting a rumor to the GM team does not necessarily mean it will be selected. The GMs will choose 4-5 rumors from the rumors that were submitted by players for the upcoming event.

Taking Prisoners

If a character is knocked unconscious or has surrendered to an enemy, they may be taken prisoner. Their hands should be "bound" by having them hold a short strip of cloth or a rope with both hands, that way if the prisoner were to stumble or fall, they can still use their hands to catch themselves. No one should ever actually be restrained during a game. When taken to a location to be held by their captors, the captured character must be guarded at all times. If left alone for more than five (5) minutes, the character is able to "escape" their bindings and try to flee. Avoid holding a prisoner for an extended period of time, as it could take away from their gaming experience. Arrested characters may be required to spend some extended time in jail, but players are always allowed to choose to go out-of-play or play a different character in lieu of sitting in the cell for the entirety of their in-play arrest/sentence.

Working for the Game

It is a lot of work for Lost & Found Studios, LLC to put on their events, and Solarean Adventures is no exception. Without help from our players and volunteer staff, there is no game. Lost & Found Studios is happy to accept donations of old weapons or costuming pieces. We also need volunteers for NPCs during events. We also accept plotline proposals and suggestions.

NPCing

After you have attended a full day-game, you become eligible to sign up as an NPC (Non Player Character) for future games. NPC's are an important part of gameplay. They facilitate engaging and compelling storytelling through either roleplay or combat, help advance the overall plot or subplots, and flesh out the existing game world. There are both combat and non combat opportunities available for each NPC time slot. Roles can vary from playing an unnamed bandit, to a federal tax auditor, to the Big Bad at the end of a campaign - the possibilities are endless. Volunteering to NPC is also a great way to test out different skills/abilities before choosing them for your character and can help familiarize or re-familiarize yourself with various game mechanics.

When you sign up for an NPC time slot, you agree to follow not only the Community Guidelines and Solarean Adventures Rules, but also all GM guidance given at games. This includes following all directives, story prompts, NPC build/skill restrictions, and not improvising extra abilities, armor, or encounters beyond what has already been approved by GMs for the session. NPCs are welcome to pitch ideas ahead of events when contacted regarding their assigned roles, but players should not bring their own NPC roles to games or invent their own Plotlines on the fly without explicit GM approval prior to the game date. Failure to abide by these NPC Conduct Guidelines may result in a temporary suspension or ban from NPCing at future events.

NPC sign-ups will generally be posted on our social media at least one week prior to the event. Once you have signed up, a group chat is put together via Discord to make sure that everyone involved is prepared for the event. In order to NPC, you must be a part of the Solarean Adventures Discord server so you may receive instructions. Typically there are three (3) NPC time slots available per game day with each one lasting about two (2) hours. All time slots come with in-play rewards. Talk to a GM if you are interested in being cast for bigger NPC roles throughout the year.

<u>Plotlines</u>

      As previously mentioned, if you have character background details that you would like the GMs to consider for future plotlines. If you have something you feel like your character would have done between games, or a quest idea for a group of players or a guild, the GMs are happy to work with you to get something organized and incorporated into the games. LARPing is about telling a story together and we love getting ideas from players. If you would like to help plan the season long stories or have ideas of your own that you want to see come to life, email the contact listed below with your proposal and we will get in touch with you as soon as possible.

Helpful Links

If you have any questions or concerns about this rulebook, gameplay, or any other Lost & Found Studios, LLC events, please feel free to contact us at LostAndFoundStudiosLLC@gmail.com.

Like us on Facebook at https://www.facebook.com/LostAndFoundStudiosLLC.

Join the Solarean Adventures Facebook group: https://www.facebook.com/groups/SolareanAdventuresLARP/

Follow us on Instagram at: https://www.instagram.com/solareanadventures/

<u>Appendix</u>

Character Creation step-by-step guide

Welcome to Solarean Adventures! If you're having trouble creating your character, this step-by-step guide may be useful to you.

1) Select a Concept and Read the Rules:
    a) Figure out what broad kind of character you want to play. You might be inspired by anything or nothing - characters like Robin Hood or Luke Skywalker, groups like early-modern pirates or Tolkien's Rohirrim, or your own imagination are all valid.
    b) An important question to ask yourself: what kind of character would I want to interact with? Consider how your character concept will interact with other characters in a game setting. A loner who plays by their own rules sounds good in theory, but can lead to a lonely in game experience. You cannot dictate other players' actions - it's completely all right to be the greatest swordsman in *your home village*, or to have your character *think* they're the greatest archer in the land, but try to avoid concepts like 'the world's best swordsman' which require other players to do extra work.
    c) Reading through the full rulebook is strongly encouraged. The lore and rule descriptions may help inspire you, and you'll be much less confused on the field.
2) Select a Lineage: Pick one (1) of the lineage groupings for your character. The specifics are up to you – a fae could be a water spirit exploring dry land for the first time or a mischievous fairy; an orc could be a fierce warrior who grew up raiding rival clans or a sophisticated scholar from a cosmopolitan city.
3) Select a Class: Pick the class which best matches your character concept. Remember that you can define the source of your abilities – a Mage's spells can come from dedicated mastery of arcane formulae or from dealings with supernatural forces; a Rogue can be a trained assassin from a far-away land or a scrappy graduate of the School of Hard Knocks.
4) Select a Background Trait: Think about what kind of background your character comes from: think about where they grew up, if they come from rags or riches, or have encountered anything strange or supernatural during their life. Select a background trait that matches one of these aspects of your character's story to allow yourself a more unique gaming experience through occasional storyline boons.
5) Select Professions (2 or 3): What talents does your character have? Most characters will have two (2) professions; Merchants may select three (3). Professions will either allow you to create items using resources you find in the game, or grant you extra abilities. As

always, you can define how a particular ability works for your character, just not what it does in mechanical terms.

6) Select General Skills (2): Select two additional abilities for your character. Consider how they fit with your character concept and how you expect to play the game – for example, if you're a bard, consider General Skills which involve music or other performances, while if you don't intend to use magic often, the ability to create spell scrolls may not be very useful.

7) Select an Aspect: This is a central principle or idea that your character associates with, and grants you an additional power or ability. Again, the specifics are up to you – 'Civilization' can mean order and conformity, or diversity and the freedom to pursue one's passions.

8) Select Spells: Your selected class will determine which spells your character has access to and at which level. You may decide to pick your magic on how well it fits your character's overall vibe or theme, or by usefulness in regards to what kind of gameplay experience you'd like to have. You may also think about a casting style for your character, as the incantations for magic are open to your creativity - you might wish to use a prop wand, make grand gestures, or recite a rhyming couplet to cast your spells.

Additionally, consider writing up as much of your character's backstory as you like. You can even share it with the GMs – the more we know about your character, the more we can work their personality and history into events.

Lost & Found Studios Community Guidelines

<u>Introduction</u>

Solarean Adventures LARP focuses on core values of inclusivity, accessibility, and safety. Our spaces strive to maintain a culture that is accepting of all people, including those of all sexual orientations, gender identities/expressions, religions, races/ethnicities, and with any other characteristic. We believe in spaces that are inviting, engaging, and supportive, in which all people feel comfortable behaving genuinely and participating in gameplay. It is important that all Solarean Adventures organizers, volunteers, and participants work together to maintain these guidelines. We acknowledge that participants often have different communication styles, personalities, and opinions, and come from diverse backgrounds. In order to foster the kind of community we strive for, our players must respect others and actively support the well-being of everyone involved. Our Community Guidelines are designed to guide our community members in creating the kinds of spaces we strive for. These Guidelines apply to everyone and to all types of content and interactions. They are designed to be comprehensive and followed in good faith, and actions and/or posted content that might not be considered hateful may still be addressed for violating Community Guidelines.

As events coordinated by a privately-owned company (Lost and Found Studios, LLC), please note that Solarean Adventures organizers reserve the right to refuse entry to any participant who shows themselves to be unsafe, abusive, or otherwise detrimental to the event(s) being run or the community as a whole. This may include removal from live events and/or removal from online spaces. These choices are at the discretion of the business owners and will be made in compliance with local, state, and federal law. All community members are held to the same standards and guidelines, regardless of status or role at an event, from new player to GM. It is up to all participants to follow these guidelines and bring concerns to a GM so that appropriate action can be taken to uphold the values of our community. The consequences for violating our Community Guidelines may vary depending on the severity of the violation and the person's history with our game, and in some cases, other games. Disciplinary action that may occur from committing actions that go against our guidelines include verbal warnings, temporary or permanent removal from online spaces, removal from an event, and/or a permanent ban from the system.

<u>General Guidelines</u>
1. Solarean Adventures events are cooperative gaming environments. We believe that all players have something to offer the story.
2. Respect diverse opinions, beliefs, and points of view. Share ideas rather than judgments. Use 'I' statements as much as possible to state your reactions and experiences.

3. Assume best intent. Everyone will make unintentional mistakes. Be aware of the affects your behavior has on others and accept responsibility for it. Expect to be addressed by others if you make a mistake. Make an effort to step back, listen, and learn from those with different experiences from your own. Once a mistake has been addressed, everyone should agree to move on. Life is a learning process, and just because we may engage in a negative behavior doesn't automatically make us bad people.

4. Respect others' physical, mental, and emotional boundaries. Always ask for consent before touching someone; never assume consent. Never respond negatively IP or OOP if someone says no or needs to redirect or remove themselves from an interaction. Try to not post photos of other people without asking them and always get permission before tagging someone.

5. Respect your own physical, mental, and emotional boundaries. Stay aware of your own thoughts, feelings, and needs. Remove yourself from a scene if you don't feel comfortable - use the meta-techniques listed in the rulebook. If something doesn't feel right to you, please speak up. You may not be the only one who feels that way. If someone has posted your personal information or uploaded a photo or video of you without your consent, you can always request removal.

6. Don't assume the race, sexuality, gender, history with violence, etc. of others. Do not be offended if you are corrected or asked to dial it back. When possible, find out what pronouns people use or consider using neutral pronouns such as 'they' until you can confirm the person's preferred pronouns. Everyone has the right to be referred to as they wish. The use of someone's preferred pronouns is not optional. With that, be forgiving if a person makes a mistake and corrects themselves.

7. Respect the choices of others. We each come from different histories, backgrounds, and mentalities. It is not our job to decide what is right or wrong for other people and unless you witness someone being injured (physically or mentally) by someone's choices.

8. We do not support content that promotes or condones violence against individuals or groups based on race or ethnic origin, religion, disability, gender, age, nationality, veteran status, caste, sexual orientation, or gender identity, or content that incites hatred on the basis of these core characteristics. Solarean Adventures spaces will not tolerate the support or praise of terrorism, criminal activity, or hate groups. Encouraging or urging people to embrace self-injury is abusive behavior and will be treated as such. We will also not tolerate content referencing victims or survivors of self-injury if the content targets them for attack or humor.

9. There should be no spam or soliciting at games or on online spaces. Promotion of related businesses or games may be posted on Solarean Adventures online forums with prior GM approval. Offering sexual services, buying or selling firearms between private individuals, and buying or selling illegal or prescription drugs (even if legal in your region) are never allowed in Solarean Adventures-affiliated spaces.

10. All illegal activity is prohibited at Lost & Found Studios events and will result in a ban from the system.

<u>Anti-Harassment Policy</u>

Solarean Adventures is dedicated to providing a harassment-free experience for everyone. We do not tolerate harassment of participants in any form. This code of conduct applies to all Solarean Adventures spaces, including game events, social gatherings, and dedicated online spaces such as FB groups and Discord. Anyone who violates this code of conduct may be subject to disciplinary action up to and/or including removal from these spaces at the discretion of the GMs. Some spaces may have additional rules in place, which will be made clearly available to participants. Participants are responsible for knowing and abiding by these rules.

For the purpose of this policy, harassment includes, but is not limited to:

- Offensive and/or hateful language and comments related to gender, gender identity and expression, sexual orientation, (dis)ability, mental illness, neuro(a)typicality, physical appearance, body size/type, age, race, ethnicity, or religion.
- Unwelcome comments regarding a person's lifestyle choices and practices, including those related to food, health, parenting, and employment.
- Deliberate misgendering or use of 'dead' or rejected names.
- Unwelcome sexual attention, including gratuitous or off-topic sexual references or behavior in spaces where they're not appropriate. Please do not engage in sexual activity onsite, as there is often very little privacy offered at our venues.
- Physical contact and simulated physical contact (eg, textual descriptions like "*hug*" or "*backrub*") without consent or after a request to stop.
- Threats of violence or the incitement of violence towards any individual, including encouraging a person to commit suicide or to engage in self-harm.
- Deliberate intimidation.
- Stalking
- Harassing photography or recording, including logging online activity
- Sustained disruption of a discussion, resulting in a situation where one or more person(s) feels intimidated and/or silenced.
- Pattern of inappropriate social contact, such as requesting/assuming inappropriate levels of intimacy with others.
- Continued one-on-one communication after requests to cease.
- Deliberate "outing" of any aspect of a person's identity or the release of other personal information without their consent (except as necessary to protect vulnerable people from intentional abuse or self-harm).

- Any other repeated behavior that hurts, humiliates, or intimidates another person.

Solarean Adventures prioritizes marginalized people's safety over privileged people's comfort and GMs reserve the right not to act on complaints regarding:

- Someone setting a reasonable communication of boundaries, such as "leave me alone," "go away," or "I'm not discussing this with you."
- Criticizing racist, sexist, homophobic, or otherwise oppressive behavior, institutions, or assumptions.
- 'Reverse' -isms, including 'reverse racism,' 'reverse sexism,' and 'cisphobia'.

Sexual Harassment/Assault

The topic of sexual assault is specifically banned from all Solarean Adventures and affiliated events. There is no instance in which a plot or module will touch on this topic and any use, suggestion, allusion, or threat of it during an IP or OOP interaction is forbidden within these guidelines. This does not, however, include integration of the topic into a character's backstory, as we acknowledge some players may use roleplay to explore trauma and subsequent emotions. However, these topics should still not be brought up during gameplay, discussed publicly in a Solarean Adventures-affiliated space, or discussed privately OOP without proper trigger warnings prior to discussion. Violations of this rule will be dealt with harshly and the offender likely removed from the event, if not banned from all future events and/or Solarean Adventures spaces, depending on the severity of the infraction.

Consent

Consent is defined as two (or more) people deciding together to do the same thing, at the same time, in the same way with each other - whether it's physical, verbal, or sexual. It is the presence of a "yes", and not the absence of a "no." For the duration of an event, consent is defined as a clearly asked question followed by an enthusiastic, informed, and freely-given "yes." Please note that consent may be reversed and withdrawn at any time and this decision must be respected.

Conduct

When attending a Solarean Adventures event, attendants are expected to conduct themselves in a way that best represents both the community and themselves. We have no intent to give anyone direction in regard to how they live their personal lives outside of the Solarean Adventures community. Ultimately, we want a player base that treats one another equally and fairly, and that encourages the growth of all individuals within it.

Attendance, participation, and treatment at any Solarean Adventures LARP event will not be restricted by race, color, sex, national origin, physical or mental disability, sexuality, gender

identity, religion or experience level in the hobby. Everyone is to be treated with kindness and respect. Communications and interactions within Solarean Adventures LARP spaces and events must occur with courtesy and respect for all of those involved. This not only includes interacting with one another in friendly and civil tones, but also that when we disagree with one another we do so with courtesy and respect. This also applies to community members who are volunteers, owners or other "staffed" members. Aggressive, antagonistic, or attacking interactions are not acceptable outside of consensual in-character scenarios.

All community members are expected to abide by the law. If any community members engage in illegal activity while at a Solarean Adventures event, those members will be turned over to the local authorities in addition to having corrective and disciplinary actions handled by GMs.

In-Play and Out-Of-Play Conduct

It is important to note that these guidelines are in relation to person-to-person interaction and not character-to-character interaction. We all understand that by attending a Solarean Adventures event we accept a wide range of roleplay, and while out of character actions should always be conducted with utmost care and respect for each other, conflict between characters is a part of the game. However, every player is to be treated with the same respect: All members will be treated equally, free from harassment, and not discriminated against.

Draw a line between the game world and the real world. Characters that are portrayed by players or GMs are fictitious entities and should never take priority over real people. Character actions should be defined by a combination of what the character would do AND the concepts of fair play and sportsmanlike conduct. Sometimes characters need to do, or say, things that they normally wouldn't to ensure the emotional, mental, and physical safety of the players. Players should never participate in something they do not want to for the sake of a character. Use the meta-techniques described in the Solarean Adventures LARP Rulebook to check-in with others and redirect scenes that may be making players uncomfortable. When we interact with other people, we must understand that certain topics may be sensitive subjects. If a topic of sensitive nature is being discussed or is the focus of an in-character interaction, the people involved should make sure that the player who is least comfortable with the scenario is at ease. A scene or interaction is never more important than the players involved. Be respectful to the boundaries and limitations of other people.

It is important to note that it is the responsibility of those who feel that their limits are being reached to express their discomfort. Be it during gameplay or during an out of character event, if a topic, word, or subject matter causes distress to an individual, we ask that that individual express this to those involved in a clear and respectful manner. As much as we want people to be aware of their actions, we also need others to point out when boundaries or limits are being approached. Additionally, what is offensive or upsetting to one person might not be to another. Unless they are made aware of the issue, they cannot change or stop it. This is not a

means for individuals to remove their characters from the negative repercussions of their own actions, but a means to ensure that reasonable limitations and triggers are respected. Players should do their best to communicate their limits in an assertive and respectful way, and it is the responsibility of others to respect the boundaries that are communicated. If you need this process to be mediated, contact a GM.

Reporting

   If you are being harassed by a member of Solarean Adventures, notice that someone else is being harassed, or have any other concerns, please contact the GMs. This code of conduct applies to Solarean Adventures spaces, but if someone is being harassed by a member of Solarean Adventures outside our spaces, we still want to know about it. We will take all good-faith reports of harassment by Solarean Adventures members seriously. This includes harassment outside our spaces and harassment that took place at any point in time. Game runners reserve the right to exclude people from Solarean Adventures based on behavior outside Solarean Adventures spaces and behavior towards people who are not in Solarean Adventures.

   In order to protect employees from abuse and burnout, we reserve the right to reject any report we believe to have been made in bad faith. We will respect confidentiality requests for the purpose of protecting victims of abuse. We will not name harassment victims without their affirmative consent. Participants asked to stop any harassing behavior are expected to comply immediately. If a participant engages in harassing behavior, the game runners may take any action they deem appropriate, up to and including expulsion from all local Solarean Adventures spaces and identification of the participant as a harasser to other local gamerunners.

   In the event that you witness actions that go against the spirit of our community, we encourage you to take the following steps: If you feel comfortable doing so, approach the individual in a non-combative manner and calmly discuss the issue. Try not to use accusatory language, but do use "I" statements to express your experiences, thoughts, and feelings regarding the scenario. Do not have the conversation in front of others or in such a way as to potentially embarrass the individual. In the instance that an incident is an obvious and grievous breach of our community goals, immediately involve a GM. If you do not feel comfortable approaching the individual, please approach a GM. It is our wish to address these incidents at the time they occur, so as to best address those involved. With that, we ask that issues be brought to GM attention as soon as possible. Whenever possible, anonymity will be maintained.

   If you are approached in regard to your actions being against the spirit of our community, we ask that you follow some simple steps for considering your actions:

- Listen and be open minded. Consider what is being said to you without immediately becoming defensive. It is possible that what you are doing appears differently to others than to yourself.

- Immediately stop the activity that is against the spirit of our community, even if you do not agree that your actions are unacceptable.
- Find a GM if you cannot come to a reasonable, calm agreement. If you feel that your interaction may escalate into an argument, immediately get a GM involved.

We would like to thank everyone who has been a part of making Solarean Adventures, and larping as a hobby, a place where everyone is welcome to play pretend. We believe that larping is not a competitive hobby, but instead one where all game runners and players can benefit from a shared experience out of character and in.

Discord Rules

1. Every player's nickname for this server must be in this format: "Character Name (Player Name)". Eg: "Ragnar the Red (Joe)"

2. No inappropriate avatars or nicknames, ie. nothing referring to sexual violence, R-rated content, graphic content (sexual organs, gore, etc), self-harm, etc.

3. All content must follow the Lost & Found Studios Community Guidelines. In short: Be considerate. No aggressive, harassing, or hateful behavior is allowed.

4. There is never a need to @"everyone." Please refrain from doing so. In some smaller channels, @"here" may be appropriate.

5. Please be considerate and use content warnings and spoiler bars for potentially triggering or sensitive content. Eg. "CW: Sensitive Content Topic ||Information about or reference to previously mentioned sensitive content.||" If a GM reaches out to you to ask you to add a content warning and spoiler bars, please don't argue.

6. If you are not a GM, refrain from responding to rules questions in the #rules-questions channel. This channel is specifically for requesting official rules responses from the gamerunners.

7. The #media channel is to share media (pictures, memes, videos, etc.) in. Please keep conversation to a minimum or move it to #general chat when discussion is appropriate.

8. Breaking of any of these rules will result in a verbal warning from a GM. Further or consistent behavioral issues on the server may result in disciplinary action taken by the GMs. These may be: temporary kick from the server, banning from the server, a temporary suspension from events, or a complete ban from the Solarean Adventures system, generally in listed order, unless a serious safety issue has occurred.

Roleplay Rules:

1. This Discord server is intended for talking roleplay such as information sharing, story-telling, flirting, arguing, scheming, etc. It is not intended for major story or plot-related arcs. The GMs need to be in-the-know for IP drama, so keep it to a minimum, or keep it off Discord.

2. There is no combat allowed in #miners-roost-tavern. Minor spats are okay if you have agreed to it out of play beforehand (ie. Characters slapping, threatening, or pushing each other), but if it can take a character life at an event, even theoretically, then it is not allowed here. If you want

your character to physically fight someone, or otherwise cause physical drama, wait for a live event.

3. You may not play more than one PC at a time in the tavern. Your regular PC and alternate PC may interact with each other off-screen, but playing both at the same time confuses other players and may discourage them from joining in the conversation.

5. Buying/Selling/Bartering of any form is allowed. However, if you buy something from someone in the RP channel, you must give them the payment amount upon entering the next live event. This applies to everything *except* tavern food/drink. It wouldn't be much of a tavern if those things weren't readily available.

7. You CANNOT barter or buy with anything your character DOES NOT have as of the last session you attended (except food/drink as mentioned in 6).

8. You may cast non-damaging spells in the tavern; damaging spells are considered combat.

9. Existing enchanted or cursed items may be traded between people, but new enchanted or cursed items may not be created until a live event. Same goes with potions, bombs, and any other crafted item.

10. You CAN have forms of physical interaction. But you MUST stay PG-15 and under. This means no touching below the belt, sex, or nudity. You can shake hands, hug, kiss, etc. Innuendos are allowed until you make someone uncomfortable - be considerate and get consent.

11. If you feel uncomfortable or upset because of something someone said or did, we encourage you to first discuss that with them if you feel comfortable, otherwise please contact a GM so we can take action if needed. We are committed to making sure this server provides a positive and fun experience for everyone.

12. We ask everyone to remember that the Council, Sheriff, and Guild Leaders cannot be around all the time to solve issues in Discord like their in-world counterparts would be. However, we ask that roleplay here proceed as if they were, and that these players not be held accountable for absence and failure to act in-character. You may submit suggestions to the council/guild leaders via Discord, but please be considerate as they cannot take action regarding these suggestions until the next live event.

Guild Template

All officially-recognized guilds in the Solarean Adventures system are required to fill out documentation outlining their purpose and structure. This helps GMs incorporate existing guilds into storylines during gameplay. This document is meant to serve as a template for guild documentation. All information provided to the GMs is considered out of play, unless/until any guild members have released any information regarding their guild during gameplay or roleplay (ie. on Discord), during which time that information will be taken in-play. Any questions about guilds or guild structure should be directed to a GM. The maximum number of guild members is 10 per guild.

Template with Example:

[Guild Name]

Theme: *Guild Theme Listed Here, ie: Bard's Guild, Assassin's Guild, Knitting Guild*

Founding Members/Guild Council: *Guilds require three (3) PCs as founding members to be officially recognized. List their in-play names here.*

Current Members (Players): *A list of members should be kept, with both PC and player names included, as well as their role in the guild. Please include a narrative of how the PC came in contact with your guild. You may also include a list of pending members or recruits, if you would like.*
Example:
- Georgie Dragonborn (John Smith) - Guild Master, Master Knitter
    - Georgie was first recognized as a talented knitter after he knitted a gorgeous cable sweater for the town necromancer, hand-dyed in the blood of his enemies. Georgie was approached by the Knitting Guild and was honored to join their ranks, after completing their initiation task of perfecting the purl stitch.
- Etc.

Background: *The background section should describe what your guild does and how members may identify. This may include a list of activities that your guild partakes in, its colors, what you are looking for in members, and perhaps a narrative of how your guild interacts with the town.*

Example: The Knights of Knit is a knitting guild that recruits the best craftspeople from all over Solarea, with chapters in many towns across the land. It was founded by Sir Wooly, a retired alpaca knight. Since its founding, members of the Knights of Knit try their best to live by the mantra of "Knit Happens." Members can often be found stitching winter wear for the cold and downtrodden and bestowing "purls of wisdom" amongst those who they deem worthy. Guild members can be identified by their purple sashes and their baskets of yarn.

<u>Purpose:</u> *This section should include a mission statement of sorts for your guild.*

<u>General Guild Rules:</u>
List any general guild rules here. These should be rules that you wish all guild members to abide by. You may also wish to include in-play disciplinary action that could be taken against guild members who break these rules.

Example: 1) Do not make fun of others' choice of yarn color.
                      2) Do not stab other guild members with your knitting needles.
                      3) All guild members will pay five (5) copper in dues annually.
                      4) Etc.
          Those who break guild rules will be punished by being fed to the troll who lives outside town.

<u>Guild Ranks</u>:
Just as you can level up your PC by attending events, we would like our guilds to have a leveling system as well. Please include at least four (4) levels that your members can advance to, along with the requirements that they will need to meet in order to level.
Example:
 Guild Members have 4 Levels: Initiates, Bronze Knitters, Silver Knitters, and Gold Knitters.
- **Initiates** have perfected the basic knit and purl stitches and have completed at least 3 scarves.
- **Bronze Knitters** have knitted at least three (3) sweaters.
- **Silver Knitters** have knitted at least seven (7) sweaters and three (3) hats
- **Gold Knitters** have perfected at least one (1) advanced stitch, yarn-bombed the tavern, and have made an impressive cable-knit sweater that has been approved by the troll who lives outside town.

Guild members will advance upon approval by their guild master and through the awarding of an appropriately-colored set of knitting needles.

Glossary of Common Terms

Announcing my Presence
A call made by NPCs to indicate they have respawned as a different being than they previously were.

Area of Effect (AOE)
This describes a spell or effect that impacts everyone within a certain radius (depending on the spell)

Armor Points
The number of hits your armor can take before it is broken.

Armor Pool
The total number of armor points a character has available to them based on the type of armor they are wearing.

Broken (armor or shields)
Armor may take damage and begin the process of breaking when it is struck by a weapon. When the armor pool reaches zero, the armor is considered broken and it can no longer serve as protection of one's health points unless it is repaired by someone with the relevant profession. Players may still wear their armor before it is repaired, but it will not provide extra protection.

Channeling
The act of directing energy from an item to an intended target. With the proper skills, casters may cast a spell on an opponent by striking them with their weapon (weapon channeling).

Cores
The tough central part of many weapons. Thrown weapons may not have them (except javelins). Most cores are made of fiberglass, but homemade weapons may have PVC central cores.

Encounter Cards
Laminated note cards found in the world. They provide role-play opportunities and positive or negative effects.

Experience Points (XP)
Used to measure the progress of a player's character.

Fate of the Party
When all of the other players you are questing with have died or survived, you also accept that fate. This is primarily used for non-combat characters since they have opted out of engaging in combat.

Game Calls
Key phrases said by GMs and other players to indicate a change in gameplay (a pause, sudden difference in scenery, or effect that impacts the town).

Game Managers (GMs)
The people in charge of the game. Come to them with any questions or concerns.

Grave Injury
Once a character has reached their daily death limit of three (3) deaths, the character is said to be gravely injured and can no longer be played for the remainder of the event.

Immersion
The suspended belief that we are in this world and the acceptance of the game-world as reality.

In-Game/In-Play (IG/IP)
Used to refer to events, characters, and stories that happen in the world of Solarean Adventures.

Kit
A shorthand term for a character's costume or outfit.

Loot
A shorthand term for what can be found in a chest, or on a defeated or dead being. <u>Players must follow permission to touch rules when acquiring loot</u>

Magical Effect
Any roleplay/spell effect from the Spells section of the rulebook.

Mental Effect
Any roleplay/effect from any ability that is listed as a Mental Effect

Meta
The acknowledgement that something in-game goes beyond the means of the game (current events, new movies, or game-related information that was acquired out-of-play).

Meta Technique
Methods used to make sure the events of the game are not adversely affecting the players in real life.

Module
A short, semi-structured quest run by GMs or NPCs that takes place during an event. This quest may take characters around or outside of town, and may have special rules regarding mechanics. Completion of a module generally results in an in-game reward for the players involved.

Nodes
A resource deposit often depicted by a string with materials lined up along it. These resources can be harvested in 30-minute intervals by one (1) player or all at once by a group.

Non-Player Character (NPC)
Characters that only exist in the world as creations of the GMs for story and roleplay purposes.

Off-Screen
An event that happens in-game, but is not roleplayed by players. Characters are generally made aware of an Off-Screen event via rumors, letters, or another method of conveying news. Comes from the concept of an "Off-Screen" death in TV shows.

Out-of-Game/Out-of-Play (OOG/OOP)
Used to describe real world events.

Player-Character (PC)
A shorthand term used to describe the character a player plays as during the game.

Plot Team
The people in charge of the season's story. May or may not be GMs.

Permanent Death
This only occurs when players work with GMs to permanently end their character arc. It means the character dies permanently in game, and the character may no longer be played.

Permission to Loot
This phrase must be asked of a player who is about to be looted. If the fallen player does not want to be touched or searched, they can respond with a "No" to "permission to loot", but will simply give the searching player any in-play items that can be looted.

Permission to Touch
Players must ask others if it is alright to touch them. No player should touch another without permission from the person being touched. If you are not sure if a player wants to be touched, ask "permission to touch?" and wait for a response before starting any action.

Phys-rep
A shorthand term for physical representation. These props may appear in place of potions, large physical objects, bombs, etc.

Sunder
Literally to split apart. In this context, shields have sunder points based on their size (page 88). Normal hits do not take away sunder points. Only offensive magic spells or sunder abilities may take away sunder points. Once the points have gone to zero, the shield is "broken."

Thrown spells
Represented by spell packets. The packet acts as the energy originating from the caster towards their intended target. These spells must make physical contact with the target in order to take effect and cannot be blocked by a weapon. Damaging spells may be blocked with a shield (although the shield will take 1 point of sunder damage), but mind affecting spells cannot.

Touch spells
Spells that can only take effect if the caster physically touches the intended target with their hand or a held spell packet. <u>Players must follow permission to touch rules when casting touch spells</u>.

Waylay
The ability to simulate the act of hitting someone with the hilt of your weapon and knocking them unconscious. The character must be fully behind the intended target and cannot be in their peripheral view.

What do I see?
A meta call made by a PC to NPCs. This call will pause gameplay in the same manner as a check, allowing NPCs to describe their appearance when approached by PCs before the PCs begin interacting with them.

What's your status?
A call made by a PC to a downed character. The downed character's player will then respond with a quick description indicating if their character is unconscious, bleeding out, dead, or simply out-of-play.