

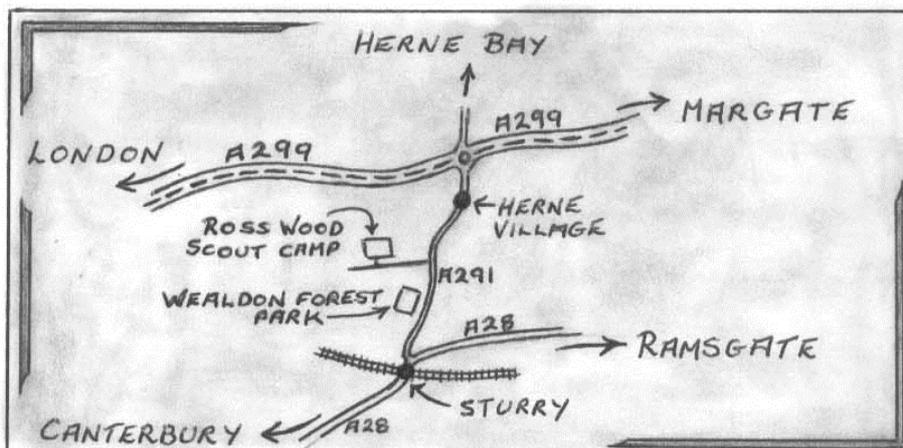
# The World of Skullduggery LARP and the Heard of Lands

Skullduggery Live Action RolePlay (LARP) games have been running for over 15 years and is a friendly community. Starting off in a field near Margate, the game has progressed a long way since the rulebook could be printed on a single sheet of A4 paper. Having used a couple of other sites in the past, Skullduggery has now settled at Ross Wood Scout Camp in Herne, Kent, although sanctioned games are sometimes run at other sites. Running multi day adventures, Skullduggery LARP now averages 6 official games per year spread from February to November, 3 of which are based around the rules described in this book. Up to date information on upcoming official and sanctioned events, including dates and event booking details, can be found via the website ([www.skullduggerylarp.co.uk](http://www.skullduggerylarp.co.uk)) and the forum (linked from the main site).

Whether you are a veteran roleplayer or new to this unique hobby, the world of Skullduggery LARP is a place you'll want to return to again and again. We take pride in our friendly reputation and strong community spirit. Our stories take place in 'The Heard-of-Lands', a fantasy land based in a realistic setting, with permanent scenery including a castle. This idyllic landscape provides the perfect roleplaying environment for you to truly challenge your imagination...

## Who can play?

Skullduggery LARP can be enjoyed by just about anyone. However, children 14 years and under must be accompanied by a paying, playing parent or other adult player (21 years and over) at all times and anyone under the age of 18 will need written parental consent to join in the games. There are a maximum of two under-age children per adult player, although exceptions will be considered on consultation.



## Join in the fun - your only limitation is your imagination!

All of our events are fully insured and for your safety we have our own, qualified, on site First Aid team. Caterers are on hand with tasty and nourishing hot and cold meals, drinks and snacks. Some of the UK's leading LARP suppliers will be in attendance at the main events to provide for all your equipment needs.

[www.skullduggerylarp.co.uk](http://www.skullduggerylarp.co.uk)

# CHARACTERS

## CREATION

A character can be broken down into two main parts, their story and the way they interact with the Heard of Lands. A backstory can be anything as long as it fits into the rules and history of the world; claiming to be the great prince of an unknown land with 100s of ships and 10,000 camels may land you in a sticky situation. A brief summary of the races and gods can be found on pages 6 and 8 respectively.

Interaction with the world is based around the skill set which is divided into four paths (page 8) and seven character levels. Unless altered by your character's background, your character will start with 3 skills at level 1 and 3 hit points (HP) per location (area of the body). At character creation your character will require a name, race, path and background (page 7), as well as initial skills.

## LEARNING NEW SKILLS

After you have created your character, you will be able to learn one new skill per full day at each event. Without taking the *Crosspath* skill you will only be able to learn new skills (above level 1) from the path that you have chosen. In order to progress to the next level you need to have 4 skills (excluding crosspath and trade skills) at your current level.

Players are encouraged to role-play learning and teaching new skills as this makes the game more interesting for all concerned. Obviously the nature of the lesson or workshop will change depending on which skill you are learning and what race you are. You will need to notify Games Control (GC) which skill you have chosen each day so that it can be updated on the database. This is the only way to register a new skill and the new skill will appear on your character card at the start of the next event. You will be able to register skills during designated times at each event. Skills must be registered on the day they are learnt, they cannot be registered the day after. You are able to use a new skill from the day after it is registered.

Once a character has learnt 39 skills (Crosspath and trade count as a skill pick for this purpose), the 40th skill may be a special skill not on the tables known as a veteran skill, or vet-pick. These skills are individual tailored to the character, and have to be discussed with the ref team before being taken. Every 10th skill thereafter may also be a vet-pick.

## TRADES

L1	L2	L3	L4	L5	L6	L7
Apprentice	Improver	Journeyman	Artisan	Craftsman	Master craftsman	Trademaster
3 Orris	6 Orris	2 Heldr	4 Heldr	6 Heldr	8 Heldr	1 Skorb

As an alternative to learning a skill, your character may decide to take or advance a trade. As a tradesperson you will receive in character (IC) money at the start of every event. You may only increase your trade level once per event. Trade levels are separate from Skill levels and have no correlation with regards to skill advancement. Trades are only meant as a means to gain IC money and as a roleplay background for your character. You can exchange coin in game at a rate of 5 Orris to 1 Heldr and 10 Heldr to 1 Skorb.

## WEAPONS REQUIRING COMPETANCIES

If you wish to use a bow, stab safe weapon or claws you must take the relevant Skullduggery competency test before you are allowed to use the weapon at any Skullduggery event. We require that players re-take their competency tests annually or as required so that we can ensure our safety standards are met.

Your bow competency will be linked to your individual bow, if you wish to use a different bow you will have to get permission to do so. The maximum pull on a bow, suitable for *Skullduggery LARP*, must not exceed 28lb.

**Under 14s are prohibited from using bows or crossbows.**

**Stab weapons must be clearly marked as tested safe with a white ribbon and are the only weapons that can be wielded in a stabbing action.**

## CROSSPATH

Crosspath is available as a skill from Level 2 and above. You may only take it when you have learnt 3 other skills from that level. Learning crosspath costs 1 skill pick; from that point on, your character can learn a skill from any path on the crosspathed level. A player may only learn a total of two skills per level from the other paths. This can be either 1 skill from each of two different paths or 2 skills from one other path. Some skills are locked to a specific path and cannot be learned by crosspath.

When you have the crosspath skill it is not possible to learn skills from other paths on any levels other than the one on which you have the crosspath skill.

## CHANGE DESTINY

When a player has exhausted their options of skills they can or want to acquire, or when they feel they want to follow a new path (without starting a new character) they can *Change Destiny*. When a player takes *Change Destiny* they must choose a new path that they wish to follow. When they move to the new path they will lose any skills that are locked to their former path. The player must start their new life at the lowest level which no longer has at least 4 skills. They must complete any prerequisites to any skill they wish to take on their new path. Once a player has moved away from a path they may not return to it or learn any more skills from it.

## SPECIAL ITEMS

Special Items are objects that have IC powers or abilities previously defined and recorded at GC. Such items may include magic swords, empowered banners and holy artefacts. These items are registered with one player as the IC owner, and GC must then be informed if the Special Item is stolen, lost or destroyed. Each Special Item has one yellow Special Item laminate clearly and firmly attached to it. If the phys rep (physical representation) of the Item is a player's personal possession, the laminate may, on ownership change, be removed from said phys rep and placed on the new player's object.

Any player who finds, steals or otherwise acquires a Special Item, after registering the Item with GC, must then find, In Character, someone who can evaluate their Item. This is the only way, barring divine guidance or knowledge from previous owners, of determining the powers or abilities of a Special Item. Special Items can only be created using Rituals, and any player intent on this course should seek guidance and assistance from the Mages Council and other Ritualists (For more information on the Mages Council see *Guilds*, page9). They may also be discovered on quests, linears and other major events.

**Note:** Special items are the main class of item that can and most likely will be stolen in character, so by agreeing to attach a laminate to one of your personal items you are agreeing to let other players attempt to steal it. If stolen, these items will be returned personally or via GC and the refs.

## CRAFTED ITEMS

Crafted Items include, but are not limited to, objects such as swords, armour and amulets that have been created in game to give additional IC benefits. They are created from IC ingredients by following recipes available in game which require a minimum amount of roleplay time. Each Crafted Item has a red Crafted Item laminate attached to its phys rep in the same way as Special Items and therefore the same rules apply should the ownership of the Crafted Item change through theft, purchase, or any other means. Where the phys rep is a player's personal possession, the red Crafted Item laminate must be transferred to a new Out Of Character phys rep and the previous phys rep returned to its OOC owner. However, unlike Special Items, Crafted Items do not require registering with GC.

If the details and the benefits of the Crafted Item are not already known to the player IC then they must find this knowledge IC from other players. Crafted items expire after a set period of time.

# DEATH, DAMAGE & HEALING

All characters are start with three hit points (base HP) per location on the body which remains constant throughout the character's lifetime (unless modified by skills, backgrounds, special items or ritual effects). The 5 locations are each leg, each arm and torso. Physical damage will be taken as per the indicated call. *Sharp* damage will do one point of slashing, *Blunt* one point of crushing, *Double* two points, *Triple* three points etc. Sharp and Blunt are optional calls which may be called by the relevant edged or bludgeoning weapon respectively. If no call is attached to a strike, then it will only do a single hit point of damage. Unless it is specific to your character, pertinent to a particular monster or special item, there is no real IC difference between the types of damage. **There are no head shots allowed in this system.**

Once a limb reaches zero that location no longer works and this **must** be roleplayed. If an arm stops working anything held in that hand **must** be dropped immediately. Once the torso reaches zero the character falls unconscious. Healing is non-magical and while a wound may be stabilised at zero, it will not work until it has been raised to at least one hit point. While the torso is at zero the character must remain unconscious even if stabilised. Healing **must** be roleplayed.

There is a two minute grace period between a torso reaching OHP and character death. During this period necessary healing may be applied. All players who are unconscious must remain lying down or at the very least, if unable to lie down, crouched until the end of their grace period, and ideally for at least 5 minutes after they have died. This allows healers to roleplay healing and those who wish to search or speak to the dead may do so.

With no further healing applied after all locations have been stabilised permanently, the player will heal one hit point, per location per day, naturally.

## SUBDUE

Any player may choose to call subdue damage. This is used to substitute knocking someone out as **we do not allow head shots in the system**. Subdue damage is bruising damage and thus it does not affect the number of hits per location a player has remaining and **must be performed with a blunt weapon**. A player must be struck on the back with a subdue blow a number of times equal to their base HP **within a 30 second period**. They will then remain in an unconscious state for *2 minutes*, during this period they cannot be awoken. A clear call of **Subdue** must be heard or the blow is treated as normal blunt damage.

The *Double* and *Triple* skills do not allow you to do double and triple subdue. The target must always be struck by a number of physical blows equal to the target's base HP.

## MORTAL BLOW

Any player may choose to kill an opponent and negate their grace period by using *Mortal Blow*. *Mortal blow* will therefore kill an opponent with no opportunity for healing before character death. Once an opponent's torso has reached OHP the player may make 10 'mortal blows' to the torso. The 10 blows must be obvious, uninterrupted and made by a single player. The player receiving the blows should be informed what has happened, and the death reported to GC as soon as the game allows.

## TORTURE

There is only one acceptable way to roleplay the act of torture in the Skullduggery LARP system. The interrogator asks a question and "scissors, paper, stone" is played. If the victim loses a round, they lose one hit point. The number of rounds played cannot exceed the number of hit points the victim has at the time the 'torture' begins. Torture **MUST** be marshalled. Under no circumstances may any handcuffs or manacles be used that require a key or combination to lock or unlock them. If using any other *Phys Rep*, including rope, they should only be loosely applied and with the agreement of the person playing the victim.

# ARMOUR

There are three grades of armour; light, medium, and heavy. Each classification requires that at least 50% of each location is covered. If the coverage is less than this the armour classification may be downgraded.

**Light** armour includes soft leather, fur and simple individual items of armour like vambraces and greaves and must be physically represented. Light armour gives 2 HP of protection on the location that it is worn.

**Medium** armour includes sturdy leather items as well as light metal pieces, thick fur and scale and must be physically represented. Medium armour gives 4 HP of protection on the location that it is worn.

**Heavy** armour includes chainmail, plate metal and metal scale/brigandine armour that must be physically represented. Heavy armour gives 6 HP of protection on the location that it is worn.

In addition, if a character wears either full plate or half plate over mail (roughly 80% coverage of metal, at least half of which should be plate), then they receive a measure of protection from arrows. Instead of doing the damage as 'through', the character takes that damage on the armour, and suffers 'knockdown'.

As there no head shots allowed at Skullduggery, there is a separate benefit to wearing a helmet. As the head is protected, a helmet will double the wearer's effective base hit points for the purposes of subdual damage only. If the character has constitution as well, the character will effectively have their base hit points trebled.

There are no skills required to wear armour but there are extra skills associated with wearing armour which can be learnt as well as skills which can damage armour. Due to the individual nature of armour we are aware that it may not be immediately apparent which class your armour would fall into. Please ask at Games Control if you are unsure.

Some crafted armour made from specialist materials may also protect the wearer from magical damage. Also any armour made from non-precious metal will interrupt the flow of magic through the caster's body making it impossible to cast spells wearing these kinds of armour. Players can increase the effectiveness of their armour by either learning the Armour Mastery Skill, joining the Armourers Guild, rituals, or by acquiring certain bonuses.

Broken armour can be repaired IC by a character with the relevant skills or by a member of the Armourers Guild (see Guilds on page 9.) Each location that armour is worn is counted separately both in terms of taking damage and of repair. If the player has heavy armour to all locations and that armour is damaged on the arm, they will still have full protection to all other locations, and only the arm of that armour needs repair.

Armour can be repaired with the relevant skill at the rate of one hit point per 30 seconds of roleplay.

From an in character perspective armour can be made of any material (bone, wood, crystal) however without approval from a ref anything other than standard materials can only give a maximum protection of light armour.



# RACES

The Heard of Lands boast a wide variety of races and creatures. Some have been around since the dawn of time, like the Elves, and others have appeared more recently. Below are the 7 playable races to choose from.

All species have been created to maximise roleplay variety and enjoyment. All players are reminded that racial descriptions and costume requirements should be read carefully are in addition to a costume appropriate for a fantasy roleplay setting. We are aware that not all races are evenly balanced in terms of their requirements but then real life isn't fair either, you should take this into account when making your choice.

## HUMAN:



One of the most numerous and successful race in the Heard of Lands, their societies found across the entire world, often around places of great power. As a people they have created global trade, and economy supported by the imperial city of Afacia and the great golden city of Turitella. Often seen as impetuous and selfish by other races, Humans have proven themselves to be adaptable, strong willed and resourceful.

**Costume requirement** – None

## ELF:



The longest lived and most insular of the races, the Elves dwell within the ancient forest of Darkwood, divided into old, stagnant nations. Patient and single-minded, the Elven peoples consider their heritage and faith to be of the upmost importance, closing their borders to protect their ways. Seen by many as condescending and arrogant, they continuously show camaraderie to their own, great skill and determination.

**Costume requirement** – Must wear prosthetic ear tips.

## DWARF:



Seldom seen above ground or out of the trade-cities, the Dwarves are a course and hardnosed people. Naturally subterranean, their home is a vast network of cities within the mountains, giving them access to gems, metals and other minerals with which to trade and craft. Thought of as materialistic, beer loving skin-flints, they are a defiantly hardy, inventive people. Due to their sturdiness dwarves have a greater constitution than their human cousins and also have an innate understanding of material value.

**Costume requirement** – All dwarves must wear beards (including women)

## FAE:



Arguably the oldest race, the Fae come from beyond the mists, gathering in the Heard-of-Lands in the most magical environments. Often capricious and playful, they have a strange fascination with the world and its people. With a rich history and strong ties to magic, they hold honesty and respect in high regard however their strange customs and contrary natures often cause them to be looked upon as difficult and uncaring. Despite this the Fae frequently are the most stalwart and passionate of races. Because of their inherent ties to magic and their natures, they often have a deeper well from which to draw power, but this comes at the cost of frailty.

**Costume requirement** – Must have unusual features such as facial markings, wings, horns etc.

## ORC:



A nomadic and tribal race found throughout the Heard-of-Lands, Orcish society is based upon a veneration of traditions and ancestor spirits. Stories, songs and shamanic ritual form the basis of life, remnants of their lost heritage. They are seen by many as slow and stupid due to their tribal ways and brutish natures, however they are a strong, proud and resilient people, continuing to survive without a home land or racial unity. Due to their hard lives Orcs are one of the toughest races but many are cursed to be illiterate.

**Costume requirement** – Orcs must have green or brown skin and pronounced facial features, prosthetics are encouraged.

**GOBLIN:**

The most unpopular of races, like vermin the Goblins can and are found in every corner of the world. Having recently re-claimed their birthright, these merciless, tribal peoples have begun to savagely claim back their home land and place. Known for being cut-throat, vindictive, calculating cannibals, it is these very qualities which make them so versatile and successful. Their sheer numbers, sharp eyes and agile nature means they can hunt anything, anywhere and well.



**Costume requirement** - Goblins must wear green face paint on any exposed area of skin, prosthetics are encouraged.

**BEASTKIN:**

The most impulsive and savage of the races, the Beastkin originate from Fid-Nemith in the north-west of Darkwood. Broken into packs they tend to follow their natures, hunting, breeding and holding territories which are also forms of worship to their creator, the Greenman. Many of the other races view them as little more than savage animals and monsters; they are however exceptionally determined and single-minded, never letting anything stand in the way of their goals. As their name suggests, Beastkin share the appearance and qualities of any animal imaginable - from slight hare to ferocious bear.



**Costume requirement** - Beastkin must have a costume which matches their animal.

### CHARACTER BACKGROUND SKILL BONUSES

When creating your character you will make a choice regarding the background for your character. Have they come from a magical background or are they a warrior? The character background allows you to individualise your character irrespective of the race you choose. You may only choose one character background and it cannot be changed after it is chosen.

Please note that claw users are required to take the "Feral" character background on character creation and only claw users are able to take the "Feral" background.

BACKGROUND	BONUSES	RESTRICTIONS
Warrior	+1 HP	None
Ranger	Hide in Shadows and Lesser Tracking	None
Merchant	Evaluate and Detect Magic (that does not require rips)	None
Magical Focus	Additional spell rips (See the section on Magic for more details)	- 1HP per location
Experienced	+1 skill at creation	None
Feral	Uses claws. Immune to Fumble and disarm. Can attack with both hands	Cannot use any other weapon

# PATHS

There are 4 paths that a character may choose to follow throughout their life.



## FORTITUDE

Fortitude is the physical path, the way of the warrior, designed for those who crave battle. The skills within will ready you to use almost any weapon and armour to its full potential, whilst teaching you to hold against the force of your enemies and resist some tricks of the other paths.



## CLARITY

Clarity is the path of magic, scholarship and patience, designed for those who seek knowledge or power. The path will grant you access to cantrips of defence, enchantment and much more. For those who choose, you may also discover the strange, potent world of the circles and ritual power.



## SOLITARY

Solitary is the path of the wily, designed for those of quick fingers, sharp eyes and silent steps. The path will lend you the skills to hide within your surroundings, help yourself to the contents of another's pocket or strike with great precision, be it with a knife or bow.



## PIETY

Piety is the path of the spirit and the body, calling to priests and healers. It is on this path that you will find skills for the arts of healing alongside the ability to inspire others. Followers of this path may call upon the gods through chants and bless others through the use of sermons.

Characters following the path of *Piety* may be forced to *Change Destiny* (see page 3) if they ever publically and repeatedly renounce their god. Renouncing a god and blasphemy, however, are not the same thing.

# DEITIES

**Akarne** - The creator of the Humans, Akarne is a god of civilisation and order. Believed to value free choice over the 'mindless religious laws' of other deities, he is often seen as hard and distant, however it is true to say Akarne helps those who help themselves - hard work and perseverance are at the heart of his worship.

**Elm** - Creator of the Elven people, Elm is a god of the cycle, embodying summer and winter, life and death. Very much seen as a 'father' to his people, he is close in every aspect of their lives, guiding them from birth. While Elm is a god of duality, there are those who only worship one of his aspects which only further serves his teaching of natural balance.

**Thor** - The creator of the Dwarves, Thor is the god of war and industry. Very much a solitary god, Thor only requires that his people live their lives in his image: with beer, violence and a stubborn headed reluctance to change their minds on any topic. Thor is seen as a god who praises materialism and strength over all else.

**Sil** - God of the Silurian people, seen as a dragon or the wolf-headed man. He was once patron of the werewolves and the people of the eastern wastes but as his people were eradicated to near extinction, he has lost much of his power and is little more than a mad beast.

**The Green Man** - The creator god of the Beastkin, The Green Man is an alternative god of the cycle, though considerably younger than Elm and is often seen as impetuous and demanding. His ways are more primal, seeing the spilling of blood and violent displays of physical prowess as much an act of worship as prayer.

**The Twins** - Rhiestevai and Viestevai, are the gods of the Nosquen people, Viestevai is the goddess of spirit and purity, while Rhiestevai is the god of soul and balance. Though seen as strict and wrathful, they inspire great fervour and devoutness in their people.

**The Degan pantheon** - Degan (the god of gods), Mudazre (the god of magic), Karak (the god of war), Shar-Teel (the goddess of the hunt and contracts), Sharia (the goddess of fire) and Xarn (the god of the damned and punishment) are the gods of the Degan Bearth. Little is known about the pantheon outside of those who worship them.

# GUILDS

There are 4 officially recognised and regulated guilds in the heard of lands, although there are many more minor and local guilds in action. You must find a guild in game to join it and benefit from its guild skills.

## ARMOURERS

Join the Armourers' Guild and learn about the properties of armour and weapons from the softest leather to the most impenetrable steel. Witness the arts of tanning, curing and smelting in the hands of a Master Smith. You will have the chance to make friends or money through the repair and provision of armour and gain the chance to be among the most respected of those who deal in trade and commerce. You will also learn the most effective use of armour, giving you more protection than the common man from the swords of your enemies!

**Guild Skill -** *Armour Repair* - You may repair armour at the rate of one point per 30 seconds of role play  
*Armoured might* - Your armour gives an extra 1hp of protection

## ALCHEMISTS

The study of Alchemy is not for the faint hearted or those who tire easily. It sometimes takes years of careful study to achieve your goal, but when you do, oh! The rewards can be great. You will learn the mysteries of the planets, herb lore and how to identify plants and mosses. Gain the knowledge to create many potions and perhaps, if you are so inclined, poisons. You will also be able to attend lectures to learn special information on alchemical potions and poisons. These lectures are only open to members of the guild.

**Guild Skill -** *Discern poison* - By examination of a victim, the alchemist can tell the name and effect of the poison affecting them, as long as it is not higher than their guild level.  
*Herb Lore* - As the level 2 solitary skill

## HEALERS

The circle of healers provides a place of healing and surgery to those in pain and suffering. Those devoting themselves to healing will have access to a combination of herbal and chirurgical remedies and techniques to deal with almost any form of harm. The healers have not as yet achieved the ability to return the dead to life, but through years of anatomical study and dissection, those most skilled can bring you from the brink of the abyss. The arts of healing are not for the faint hearted, or the clumsy as it requires strength of stomach and keenness of mind to diagnose and heal the wounded.

**Guild Skill -** *Unlocked Healing Skills* - Members of the healing guild may buy the healing skills from Piety without the need for cross path. These count towards the 4 skills required to move up a level.

## MAGES

The Mages' Guild is a must for all mages wishing to be able to control and understand the higher reaches of their power. The mages guild has two main directions; crafting monitored by the Master crafter, and ritual magic monitored by the Dean. The guild as a whole is directed by the High Mage, traditionally picked by either the Archmage or the previous High Mage. The guild claims ties back as far as the Leno, who were in their time the guardians of the world, and the guild often takes responsibility for the wellbeing of the world and its ritual circles.

**Guild Skill -** *Dowsing* - Guild members learn to dowsing for sites of power where they can replenish their magic in the form of extra spell rips, with the aid of a Dowsing Rod (mage crafted item.) Full rules available to guild members on request.  
*Ritual Knowledge* - Any ritual taking place without a member of the Mages Guild involved in the ritual is destined to fail. Your skills as a member of the Mages Guild are highly sought after.

## MAGIC

Magic in Skullduggery is based upon a number of spell rips, which are small pieces of paper indicating how many spells you may cast that day. The number of spell rips available to a player are dependent on their path and background but within these classifications the numbers remain the same for all events. The number of spell rips issued per day is described in the table below.

	Fortitude, Solitude or Piety	Clarity
All other backgrounds	4	8
Magical focus	8	12

In order to cast a spell, the mage must tear a spell rip, and perform an incantation. This incantation is in the form of **'By the power of [Chosen Focus], [Spell call], [Target if applicable]'**. For example, 'By the Power of Akarne, Firebolt level two, left arm!' The mage must have at least one hand empty to cast any spell. The spell rip must be torn as part of the incantation, not afterwards (with the exception of Explosion and Shield, as explained in their descriptions).

Every spell on the skill trees is clearly defined as a SPELL, and as such will follow these rules, except where stated.

Magical power is related to the level of focus and commitment of vocalisation, so incorrect or lacklustre spell vocals may not be responded to correctly. It is up to the caster to ensure their spell vocals are both heard and understood.

### MAGICAL ELEMENTS

Magic in the Heard of Lands is based around 4 elemental aspects. Each mage should choose one of these elements to base their casting upon. Casting calls may be different but must be based around these base elements. These are:

Fire  
Water / Ice  
Air / Lightning  
Earth

### RITUAL MAGIC

Ritual circles and portals are points on the surface of the world where it's ley lines cross, forming pockets of concentrated magical energy that can be used by mages for almost any purpose. All ritual circles and the smaller, less potent circles - called teleport circles - can be used to transport a person from a circle on one side of the world, to another on the other side of the world in the blink of an eye. These magical places should be treated with the utmost caution and used only by those with a true understanding of their power and capabilities.

Rituals are central to the lives of many in the Heard-of Lands. The Ritual Power skill tree represents the mastery of the circles which allows the manipulation of ritual and transport circles. The Contribute skill represents the ability to call on the gods to aid in the ritual being conducted. This bolsters the power of a ritual being performed by someone with Ritual Magic. The different levels of contribute and ritual skills stack with each other, however in a single ritual a player may not use both at the same time. They may use one then the other however. The use of ritual circles and the conducting of rituals is tightly bound to the mages' guild. More information about rituals can be found out in game.

# SKILL TABLES

## LEVEL 1

Shield Use (SHU)	Bow Use (BOW)	1HD Weapon (1HW)	2HD Weapon (2HW)	Contribute 1 (CO1)	Thrown (THR)
Elemental Bolt 1 (EL1)	Shield 1 (SH1)	Literacy (LIT)	Lesser Talk To Dead (TD1)	<i>Fear (FRI)</i> ☠	Spear Use (SPU)
Lesser Tracking (TK1)	First Aid (FIA)	Ambidexterity (AMB)	Bless 1 (BL1)	Ritual Power 1 (RT1)	

## FORTITUDE

L2	L3	L4	L5	L6	L7
Lesser Forage (FFO)	Disarm (DSM)	<b>Unyielding (UNY)</b> 🔒	Immune to Stun (IST)	<b>Knockback (KNB)</b> 🔒	<b>Break Grapple (BGP)</b> 🔒
Lesser Mining (LMN)	Resist Disarm (RDA)	Immune to Sleep (ISL)	<b>Resist Terror (RTE)</b> 🔒	+1HP Per Loc (1HP)	<b>+2 HP Per Loc (2HP)</b> 🔒
Resist Fumble (RFU)	<b>Battle Focus (BFO)</b> 🔒	Glancing Blow (GLB)	Greater Mining (MIN)	True Ambi (TAM)	<b>Indomitable (IND)</b> 🔒
Evaluate (FEV)	Break Shield (BRS)	Crush Armour (CRU)	Double (DOU)	Immune to Awe (IMA)	<b>Triple (TRI)</b> 🔒
Repair Shield (RPS)	Showboat (SBT)	Armour Mastery (ARM)	1HD Through (ITG)	Rallying Call (RAL)	Awe (AWE)
Resist Fear (RAF)	<b>Immune to Knockdown (IMK)</b> 🔒	<b>Constitution (CON)</b> 🔒	Feat of Strength (FOS)	Resist Crush (RCR)	Immune to Paralyse (IMP)

## CLARITY

L2	L3	L4	L5	L6	L7
Enchant (EL2)	Elemental Bolt 2 (EL3)	Elemental Wall (EL4)	Elemental Ball 1 (EL5)	Explosion (EL6)	Elemental Ball 3 (EL7)
Shield 2 (SH2)	Shield 3 (SH3)	Shield 4 (SH4)	Shield 5 (SH5)	Shield 6 (SH6)	<b>Shield 7 (SH7)</b> 🔒
<i>Fumble (FUM)</i> ☠	Mute (MUT)	<i>Sleep (SLE)</i> ☠	Resist Pain (RPA)	<b>Paralyze (PAR)</b> 🔒	<b>Quest (QUE)</b> ☠ 🔒
Mine Crystals (CRY)	<b>Command 1 (COM)</b> ☠ 🔒	+2 Mana (2MA)	Greater Crystal Mining (GCM)	<b>Dispel (DIS)</b> 🔒	<b>Shockwave (SHO)</b> 🔒
Magic Armour (MRM)	Knockdown (KNO)	Weapon Burn (WBN)	<b>Greater Detect Magic (GDM)</b> 🔒	Greater Mage Armour (GMA)	<b>Sanctuary (SAN)</b> 🔒
+1 Mana (1MA)	Detect Magic (DTM)	Mass Knockback (MKB)	<i>Terror (TRI)</i> ☠	<b>Daze (DZE)</b> ☠ 🔒	+4 Mana (4MA)
Ritual Power 2 (RT2)	Ritual Power 3 (RT3)	Ritual Power 4 (RT4)	Ritual Power 5 (RT5)	Ritual Power 6 (RT6)	Ritual Power 7 (RT7)

## SOLITUDE

L2	L3	L4	L5	L6	L7
Lesser Forage (FOR)	Archery Knockdown (AKN)	Distract (DST)	Greater Forage (GFO)	Greater Tracking (TK2)	<b>Sneak (SNK)</b> 🔒
Camo (HIS)	Detect Pickpocket (DPP)	Pickpocket (PPK)	<b>Rumour Monger (RMO)</b> 🔒	<b>Detect Concealed (DCN)</b> 🔒	Conceal 3 items (CN3)
Evaluate (EVA)	Shiv (SHV)	<b>Con Artist (CNA)</b> 🔒	Thrown Through (THT)	Detect Camo (DCA)	Arch. Triple (ATR)
Lesser Herb Lore (LHL)	Resist Command (RCO)	Greater Herb Lore (GHL)	<b>Stun (STN)</b> 🔒	Dodge (DDG)	<b>Greater Dodge (GDG)</b> 🔒
Detect Poison (DTP)	Conceal 1 item (CNI)	Through (TGH)	Arch. Double (ADO)	<b>Double Through (DTG)</b> 🔒	Resist Quest (RQU)
Petty Thief (PTY)	Hide Body & Tracks (HBT)	<b>Silence (SIL)</b> 🔒	Ranged Distract (RDS)	<b>Maggie's Eye (MPI)</b> 🔒	<b>Slug (SLG)</b> 🔒

## PIETY

L2	L3	L4	L5	L6	L7
Sermon Resist Distract (SR2)	Sermon Fear (SR3)	Sermon Immune Awe (SR4)	Sermon Resist Paralysis (SR5)	Sermon of Blessed Strength (SR6)	Sermon of Vitality (SR7)
Consecrate (CSC)	<b>Purity of Body (POB)</b> 🔒	Lesser Meditate (LMT)	<b>Sacrifice Heal (SHL)</b> 🔒	<b>Mastery of Body (MOB)</b> 🔒	<b>Miracle (MR)</b> 🔒
Divine Knockback (DKN)	Hold Undead (HUD)	<b>Judgement (JUD)</b> 🔒	Hold Monster (HMO)	<b>Greater Meditate (GMT)</b> 🔒	<b>Hold Person (HPL)</b> 🔒
Field Medic (FME)	Patch Wound (PWO)	Field Doctor (FDO)	Field Surgeon (FSU)	Greater Surgeon (GSU)	Master Surgeon (MSU)
Greater Talk to Dead (ID2)	Banish Spirit (BSP)	Prepare Incantation (PIC)	<b>Pain (PAI)</b> ☠ 🔒	Holy Triple (HTM)	<b>Smite (SMI)</b> 🔒
Bless 2 (BL2)	Bless 3 (BL3)	Bless 4 (BL4)	Bless 5 (BL5)	Bless 6 (BL6)	<b>Bless 7 (BL7)</b> 🔒
Contribute 2 (CO2)	Contribute 3 (CO3)	Contribute 4 (CO4)	Contribute 5 (CO5)	Contribute 6 (CO6)	Contribute 7 (CO7)

Skills marked in **bold** with a 🔒 are locked

Skills marked in *italics* with a ☠ are mind affects.

## One Handed Small - OSM

Allows player to use a dagger or small weapon no longer than 18 ins pommel to tip. Player may call the appropriate damage call (**SHARP or BLUNT**) with each weapon strike. A successful strike causes 1 point of damage. All characters have this skill by default it does not count towards your skill total

## Level 1

### One Handed Weapon - 1HW

Allows a player to use a weapon no longer than 42ins pommel to tip. Player may call SHARP / BLUNT on striking the target. A successful strike causes 1 point of damage.

### Two Handed Weapon - 2HW

Allows a player to use a weapon longer than 42ins pommel to tip. Player may call SHARP / BLUNT on striking the target. A successful strike causes 1 point of damage.

### Shield Use - SHU

Allows the player to use a shield. Shields can be back slung, however if they are then they are not a perfect defence. If struck with a double or triple, the bearer takes one less than the call of blunt damage to the torso. The blow must be solid, and delivered with at least a 1 handed weapon, small weapons do not work. Also, skills such as 'glancing blow' cannot be used if the shield is not held. Only 1 shield may be used at a time, this includes wearing a back slung shield and wielding another.

### Thrown - THR

Player can throw LARP safe throwing weapons. A successfully hit target takes 1 point of damage.

### Ambidexterity - AMB

Allows the player to wield two weapons of up to 60 inches combined length at the same time. For example, a 42ins sword can be paired with a dagger, or two short swords of 30ins can be used.

### Bow Use - BOW

Allows a player to use a larp-safe bow (28lb or less), providing they pass a bow-comp test. Arrows deliver 1 point of **through** damage.

### Spear Use - SPU

Allows player to use a stab safe spear up to (84 inches) after they have passed a spear competency test.

### Literacy - LIT

Player can read and understand any words written in their native tongue.

### SPELL Elemental Bolt L1 - EL1

Whilst tearing a spell rip the player calls **[ELEMENT] BOLT LEVEL ONE [LOCATION]** (e.g. LEFT ARM) and points at the target. The target takes 1 point of damage to the stated location.

**Range:** 10 metres

### SPELL Fear - FR1

Whilst tearing a spell rip the player calls **FEAR** and points to a target player. The target is overcome with fear and must flee **10 metres** or **15 seconds** whichever is greater.

**Range:** 10 metres

### SPELL Shield L1 - SH1

Whilst tearing a spell rip the player calls **SHIELD** in reaction to a level one spell being cast at them or another player within a 1 metre range. The shielded player is immune to the effects of the spell. Only one spell may be shielded at a given moment. This may be cast immediately without the usual spell vocal, instead the player merely calls SHIELD. They must rip as soon after casting as possible, ideally within a few seconds.

**Range:** 1 metre

### Ritual L1 - RT1

Grants the player one point of ritual power. See rituals for more information.

### Contribute L1 - CO1

Grants the player one point of contribute power. See rituals for more information.

### Lesser Talk to Dead - TD1

Player must point to the target and role play raising dead for 1 minute. The dead person rises, and can answer **three** questions. The target must be newly dead (5 minutes or less). The raised dead can only provide single word answers and can lie if their character would do so.

**Range:** Touch

## First Aid - FIA

Player must role play using basic phys reps to stabilise a location that is at 0HP on the target player. Whilst being attended the target's death count pauses. If the player stops administering First Aid the target's death count resumes from the point it had reached prior to being attended.

**Range:** Touch

## Lesser Tracking - TK1

After calling **TRACK** the player roleplays surveying the area for 20 seconds and will then be provided with information on what they can see. Information is disclosed at the ref's discretion and may vary depending on the current location. Tracks hidden with the *Hide Body and Tracks* skill are not visible to those with *Lesser Tracking*.

**Range:** 2 metres

## Bless L1 - BL1

Whilst wielding no weapons the player must repeatedly chant **BY THE POWER OF {DEITY}, BLESS LEVEL ONE** in order to protect themselves and an optional other from any damage caused by any Level 1 skill. No other skill may be used by the player or the optional other. In order to protect the optional other physical contact must be maintained. The chant must be repeated 3 times before the bless is effective and there is a 5 second cool down period after chanting has ceased where no other skill may be used. Bless represents the character being protected by their god and thus they must show aspects of a religious lifestyle or bless may not be effective.

# Fortitude

## Level 2

### Lesser Forage - FFO

Player is able to collect herbs. These will be given to the player with their character card before time-in. Variety and quantity of herbs will vary dependant on the current IC location.

### Evaluate - FEV

Player roleplays examining an item for **30 seconds** and is able to gain an understanding of value, properties and basic history of item evaluated. The information will be provided by a ref or games control.

### Lesser Mining - LMN

Player is able to collect metals and minerals. These will be given to the player with their character card before time-in. Variety and quantity of metals will vary dependant on the current IC location.

### Repair Shield - RPS

Player must role play mending shield for **2 minutes**. They cannot physically do anything else while they are repairing the shield. They may engage in conversation.

**Restriction:** Requires Shield Use (SHU)

### Resist Fear - RAF

Player is immune to the effects of the Fear and must call **NO EFFECT**. Not immune to Terror

### Resist Fumble - RFU

Player is able to resist the effects of the *Fumble* call. Player must call **NO EFFECT** to *Fumble* call aimed at them.

## Level 3

### Resist Disarm - RDA

Player is immune to the effects of *Disarm*. When they are targeted they must call **NO EFFECT**.

### Disarm - DSM

By striking an opponent's FOREARM with a one handed weapon and simultaneously calling **DISARM** the player will cause the opponent to immediately drop any item held by the struck arm.

**Restriction:** Requires One Handed Weapon (1HW)

### Battle Focus - BFO

Player may act up to 10 seconds into their death count, or take up to their base hit points again in damage, whichever comes first, before falling unconscious. After they have used this ability their current death count drops to 90 seconds. 1 hour cool-down.

## Immune to Knockdown - IMK

Player is not affected by *Knockdown*, and if struck by *Knockback* does not have to fall to the floor. They must still take 5 steps back however, and a call of **IRRESISTIBLE KNOCKDOWN** cannot be resisted at all. This immunity covers everything except *irresistible* forms, regardless of whether it was caused by a spell, potion, poison or other method.

**Restriction:** Requires Resist Fumble (RFU)

## Break Shield - BRS

Player must successfully strike target's shield with a large roleplayed swing and call BREAK SHIELD simultaneously. The target's shield is broken and cannot be used until it is repaired. The target must drop the shield immediately. This must be done with a *two handed* weapon.

## Showboat - SBT

Player role-plays building themselves up for a great strike for **10** seconds uninterrupted. The next strike from a weapon over 18" does one extra damage (max triple). If delivered from a weapon over 42" the player may instead call knockdown.

## Level 4

## Unyielding - UNY

As long as the player does not move from the spot they are currently standing on, they reduce all damage by 1 point to a minimum of 1. Cooldown 1 hour.

**Restriction:** Requires Battle Focus (BFO)

## Immune to Sleep - ISL

Player is immune to the effects of *Sleep*. When they are targeted they must call **NO EFFECT**. This immunity covers everything except *irresistible* forms, regardless of whether it was caused by a spell, potion, poison or other method.

## Glancing Blow - GLB

Player is able to negate the *Break Shield* skill. When targeted the player must call **NO EFFECT** and take 2 clear steps so their shield remains unbroken. If the 2 steps cannot be completed the shield breaks.

**Restriction:** Requires Shield Use (SHU)

## Crush Armour - CRU

Player must successfully strike target with a *Blunt* weapon and call **CRUSH** simultaneously. The struck location of armour is reduced to zero hit points until repaired. Character must have appropriate weapon skill.

## Armour Mastery - ARM

Player gains 1 extra HP per location covered by Armour. This hit point is counted as part of the armour for repair purposes. Player may also repair their own armour.

## Constitution - CON

Player has a stronger constitution than normal and is required to be struck double the value of their base HP in order to be subdued.

## Change Destiny - CDF

Player can choose this skill to change to one of the other paths. On changing path they will lose any skills they have which are locked to their current path, but they will have skills locked to their new path opened up to them. Once the player has moved away from a path they may not return to it.

## Level 5

## Immune to Stun - IST

Player is immune to the effects of *Stun*. When they are targeted they must call **NO EFFECT**. This immunity covers everything except *irresistible* forms, regardless of whether it was caused by a spell, potion, poison or other method.

**Restriction:** Requires Immune to Sleep (ISL)

## Greater Mining - MIN

Player goes to GC once per full day and can choose a mining resource that they wish to look for and will receive a set number of rips in return. Some resources may not be native to the current region, if so the search fails. Request must be made each day (i.e. you cannot collect yesterday's forgotten rips)

**Restriction:** Requires Lesser Mining (LMN)

## Double - DOU

Player must strike the target with a **two handed** weapon, and call **DOUBLE** simultaneously. A successful strike results in the target taking **2** points of damage to the struck location.

**Restriction:** Requires Two Handed Weapon (2HW)

## Resist Terror - RTE

Player is immune to all *fear* and *terror* calls **NO EFFECT** when targeted.

**Restriction:** Requires Resist Fear (RAF)

## 1HD Through - 1TG

Player must strike the target with a **one handed sharp** weapon, and call Through simultaneously. A successful strike results in the target taking one point of through damage to the struck location.

**Restriction:** Requires One Handed Weapon (1HW)

## Feat of Strength - FOS

Player gains the call **FEAT OF STRENGTH**. This allows the player to perform an impressive display of physical strength including breaking restraints, breaking down doors and winning arm wrestles. At ref's discretion.

## Level 6

## Knockback - KNB

Player must strike the target with a two handed weapon, and call **KNOCKBACK** simultaneously. The victim must take 5 steps back and fall to the floor for 5 seconds. Knockback has no effect if it strikes a weapon or a shield.

**Restriction:** Requires Double (DOU)

## +1HP Per Loc - 1HP

Player gains one extra hit point to their base HP, as a mark of their experience. This extra hit point can 'stack' with *+2HP Per Loc* to give a total of 3 extra hit points.

## Rallying Call - RAL

Player must be within range of a target of fear or terror and call **RALLY**. Player becomes a beacon of hope for any player affected by Terror or Fear Spell. Any player affected by Terror or Fear Spell must immediately head for Rallying Player for a pep talk.

**Range:** 5 metres

**Restriction:** Requires Resist Terror (RTE)

## True Ambidexterity - TAM

Allows the player to wield two one handed weapons of up to 84 inches combined length at the same time. For example, a 72ins spear can be paired with a 12ins dagger, or two swords of 42ins can be used. Must have the relevant weapon skills.

**Restriction:** Requires Ambidexterity (AMB)

## Immune to Awe - IMA

Player is immune to the effects of *Awe*. When they are targeted they must call **NO EFFECT**. This immunity covers everything except *irresistible* forms, regardless of whether it was caused by a spell, potion, poison or other method.

## Resist Crush - RCR

Player is able to negate the *Crush* skill. When targeted the player must call **NO EFFECT** and their armour remains intact.

**Restriction:** Requires Armour Mastery (ARM)

## Level 7

## Break Grapple - BGP

When the player is being grappled they may call **BREAK GRAPPLE** and the hold is broken for 5 seconds.

**Restriction:** Requires Knockback (KNB)

## +2HP Per Loc - 2HP

Player gains 2 extra hit points to their base HP, as a mark of their experience. This extra hit point can 'stack' with *+1HP Per Loc* to give a total of 3 extra hit points.

## Indomitable - IND

The character draws on their deep reserves of inner strength and courage, allowing them to step beyond mortality for a brief moment, perhaps by throwing themselves into a berserker rage, or by seeking a deep inner calm, the player gains the call **IRRESISTABLE KNOCKDOWN** and can shrug off all damage and mind effects for **30 seconds**, after which the moment ends, and they succumb to the damage that they have taken. Usable once an hour. Indomitable will protect you from *Knockdown* and *Knockback*, but not *Shockwave*.

**Restriction:** Requires Unyielding (UNY)

## Triple - TRI

player must strike the target with a two handed weapon, and call **TRIPLE** simultaneously. A successful strike will cause **3HP** of damage to the struck location. Alternatively, the player may now call **DOUBLE** with a one handed weapon (not small), dealing **2** points of damage. This cannot stack with one handed through.

**Restriction:** Requires Double (DOU)

## Awe - AWE

On calling **AWE** the player radiates power and fortitude due to his stature and experience. Any target nearer than **5ft** must try to take **5 paces** away from the player. Any target involved in battle will respond as if **fear** was cast (immune to fear does not protect you). Any player in conversation within earshot when the call is made must stop talking for **10 seconds** and stare at the player in awe.

## Immune to Paralyse - IMP

Player is immune to the effects of *Paralyse*, on being targeted they must call **NO EFFECT**. This immunity covers everything except *irresistible* forms, regardless of whether it was caused by a spell, potion, poison or other method.

# Clarity

## Level 2

### SPELL Enchant - EL2

Whilst tearing a spell rip and holding their hand over a weapon the player calls **I ENCHANT THIS {ITEM} WITH THE POWER OF {ELEMENT}**. The weapon has the call **{ELEMENT} DOUBLE** for the next **15** seconds.

**Range:** Touch

### SPELL Shield L2 - SH2

Whilst tearing a spell rip the player calls **SHIELD** in reaction to a level two (or below) spell being cast at them or another player within a **1 metre** range. The shielded player is immune to the effects of the spell. Only one spell may be shielded at a given moment. This may be cast immediately without the usual spell vocal, instead the player merely calls SHIELD. They must rip as soon after casting as possible, ideally within a few seconds.

**Range:** 1 metre

**Restriction:** Requires Shield L1 (SH1)

### SPELL Fumble - FUM

Whilst tearing a spell rip and pointing at the target the player calls **FUMBLE THAT {ITEM}** (e.g. SHIELD). The target must immediately drop the stated item.

**Range:** 10 metres

### Mine Crystals - CRY

This skill allows the player the opportunity to collect precious gemstones. These will be given to the player with their character card before time-in. Variety and quantity of gems will vary dependant on the current IC location.

### SPELL Mage Armour - MRM

Player must tear a Spell Rip, and cast their arms up in the air. The player calls **MAGE ARMOUR**. The caster is protected by 2 points of magic armour that cannot be repaired. Unless depleted by damage the armour lasts **10 minutes**.

**Range:** Self

### +1 Mana - 1MA

The player is entitled to 1 extra spell rip per day. Can 'stack' with other +Mana skills and effects

### Ritual L2 - RT2

Grants the player two points of ritual power. See rituals for more information.

### Level 3

#### SPELL Elemental Bolt L2 - EL3

Whilst tearing a spell rip the player calls **[ELEMENT] BOLT LEVEL TWO [LOCATION]** (e.g. LEFT ARM) and points at the target. The target takes **2** points of damage to the stated location.

**Range:** 10 metres

**Restriction:** Requires Elemental Bolt L1 (EL1)

#### SPELL Shield L3 - SH3

Whilst tearing a spell rip the player calls **SHIELD** in reaction to a level three (or below) spell being cast at them or another player within a **1 metre** range. The shielded player is immune to the effects of the spell. Only one spell may be shielded at a given moment. This may be cast immediately without the usual spell vocal, instead the player merely calls SHIELD. They must rip as soon after casting as possible, ideally within a few seconds.

**Range:** 1 metre

**Restriction:** Requires Shield L2 (SH2)

#### SPELL Mute - MUT

Whilst tearing a spell rip and pointing at the target the player calls **MUTE**, causing the target to be muted and unable to cast spells or talk for a clear count of **60 seconds**.

**Range:** 10 metres

#### SPELL Lesser Detect Magic - DTM

Allows a player to call **LESSER DETECT MAGIC**. The player immediately detects magical items within a 10 metre radius. Any player with an item must inform the caster what items of theirs are magical, though not their effects.

**Range:** 10 metres

#### SPELL Command - COM

Allows the player to call **COMMAND YOU TO [INSTRUCTION]**. The instruction must be a single word command, that the target must obey to the best of their abilities for a maximum of 10 seconds or until they complete the command. The command cannot be directly suicidal, or impossible to fulfil (a person cannot 'die' on command, nor can they backflip unless unusually agile.)

#### SPELL Knockdown - KNO

Whilst tearing a spell rip and pointing at a target the player calls **KNOCKDOWN**. The target is knocked to the ground and must remain on the ground for **5 seconds**.

**Range:** 10 metres

#### Ritual L3 - RT3

Grants the player three points of ritual power. See rituals for more information.

### Level 4

#### SPELL Elemental Wall - EL4

Whilst tearing a spell rip and stretching out their arms the player calls **ELEMENTAL WALL**. The player is surrounded by an impenetrable magic wall for **30 seconds**, radius **1 metre**. No player may enter the walled area and no magic or objects can penetrate the wall, but the player may choose to include up to two other players within the wall. Anyone not chosen to remain inside the wall is pushed back by its creation to a radius of **1 metre**. Elemental walls can be chained together if they are cast so that their radii meet. The wall is represented by the caster extending both arms out sideways.

**Range:** 1 metre

**Restriction:** Requires Enchant (EL2)

#### SPELL Shield L4 - SH4

Whilst tearing a spell rip the player calls **SHIELD** in reaction to a level four (or below) spell being cast at them or another player within a 1 metre range. The shielded player is immune to the effects of the spell. Only one spell may be shielded at a given moment. This may be cast immediately without the usual spell vocal, instead the player merely calls SHIELD. They must rip as soon after casting as possible, ideally within a few seconds.

**Range:** 1 metre

**Restriction:** Requires Shield L3 (SH3)

### **SPELL Sleep - SLE**

Whilst tearing a spell rip and pointing at the target the player calls **SLEEP** causing the target to fall asleep for **5 minutes** or until they are awoken, (shaking, loud noise etc). The target cannot be awoken in the first 2 seconds.

**Range:** 10 metres

**Restriction:** Requires Mute (MUT)

**+2 Mana - 2MA**

This entitles the player to 2 extra spell rips per day. This can 'stack' with other +Mana skills and effects.

### **SPELL Weapon Burn - WBN**

Player must tear a Spell Rip, point to the target and call **WEAPON BURN**. Any weapons held by the target begin to heat and they immediately take 1 point of through damage to the location holding the weapon. If they do not drop the weapon they take a second point of through damage. The weapon remains heated for **10 seconds**, any weapon may be targeted including bows, but not claws.

**Range:** 10 metres

**Restriction:** Requires Enchant (EL2)

### **SPELL Mass Knockback - MKB**

Player calls **MASS KNOCKBACK**. Causes all targets in a radius of **2m** to take **5 steps** back and fall to the floor for **5 seconds**. Can also be cast in a cone shape extending **2m** in front of the caster.

**Restriction:** Requires Knockdown (KNO)

### **Ritual L4 - RT4**

Grants the player four points of ritual power. See rituals for more information.

### **Change Destiny - CDC**

Player can choose this skill to change to one of the other paths. On changing path they will lose any skills they have which are locked to their current path, but they will have skills locked to their new path opened up to them. Once the player has moved away from a path they may not return to it.

**Level 5**

### **SPELL Elemental Ball L1 - EL5**

Whilst tearing a spell rip the player calls **[ELEMENT] BALL LEVEL ONE**. The target takes **one** point of through damage to all locations.

**Range:** 10 metres

**Restriction:** Requires Elemental Wall (EL4)

### **SPELL Shield L5 - SH5**

Whilst tearing a spell rip the player calls **SHIELD** in reaction to a level five (or below) spell being cast at them or another player within a 1 metre range. The shielded player is immune to the effects of the spell. Only one spell may be shielded at a given moment. This may be cast immediately without the usual spell vocal, instead the player merely calls SHIELD. They must rip as soon after casting as possible, ideally within a few seconds.

**Range:** 1 metre

**Restriction:** Requires Shield L4 (SH4)

### **Greater Crystal Mining - GCM**

Player goes to GC once per full day and can choose a specific crystals that they wish to look for. They will receive a set number of crystals rips in return. Some crystals may not be native to the current region, if so the search fails.

Request must be made each day (i.e. you cannot collect yesterday's forgotten rips)

**Restriction:** Requires Mine Crystals (CRY)

### **SPELL Terror - TR1**

Whilst tearing a spell rip the player calls **TERROR**. All targets in a **2 metre** radius are overcome with fear and must flee **10 metres** or **15 seconds** whichever is greater.

**Range:** 2 metres

**Restriction:** Requires Fear (FR1)

### **SPELL Greater Detect Magic - GDM**

Allows a player to call **GREATER DETECT MAGIC**. The player is able to detect the properties, power, and origins of an item touched.

**Range:** Touch

**Restriction:** Requires Lesser Detect Magic (DTM)

## Resist Pain - RPA

Allows the player to resist the reduction of level and inability to cast while under the effects of the PAIN skill. They must still roleplay feeling the pain effect.

## Ritual L5 - RT5

Grants the player five points of ritual power. See rituals for more information.

### Level 6

## SPELL Explosion - EL6

Allows a player to call **I EXPLODE WITH [ELEMENT]**. All players within a radius of two metres take 1 point of through damage to all locations and suffer knockback. This may be cast whilst grappled or restrained. This may be cast immediately without the usual spell vocal, instead the player merely calls **I EXPLODE WITH [ELEMENT]**. They must rip as soon after casting as possible, ideally within a few seconds.

**Range:** 2 metres

**Restriction:** Requires Mass Knockback (MKB)

## SPELL Shield L6 - SH6

Whilst tearing a spell rip the player calls **SHIELD** in reaction to a level six (or below) Spell being cast at them or another player within a 1 metre range. The shielded player is immune to the effects of the spell. Only one spell may be shielded at a given moment. This may be cast immediately without the usual spell vocal, instead the player merely calls SHIELD. They must rip as soon after casting as possible, ideally within a few seconds.

**Range:** 1 metre

**Restriction:** Requires Shield L5 (SH5)

## SPELL Paralyse - PAR

Whilst tearing a spell rip, player calls **PARALYSE** Target MUST remain completely motionless for a clear count of 120 seconds.

**Range:** 10 metres

**Restriction:** Requires Daze (DZE)

## SPELL Dispel - DIS

Whilst tearing a spell rip, the player calls **DISPEL**. This removes all temporary magical effects in place on a target person and their equipment.

**Range:** Touch

**Restriction:** Requires Greater Detect Magic (GDM)

## SPELL Greater Mage Armour - GMA

Whilst tearing a spell rip the player calls **GREATER MAGE ARMOUR**. The caster is protected by 4 points of magic armour that cannot be repaired. Unless depleted by damage the armour lasts 10 minutes.

**Restriction:** Requires Mage Armour (MRM)

## SPELL Daze - DZE

Player calls **DAZE**. The spell dazes the target, disorientating them. The affected person can only defend themselves, and will act as if stunned by a blow to the head. No skills requiring a call (except NO EFFECT) may be used, and you may only defend with weapons and shields. Lasts **30** seconds.

**Range:** 10 metres

**Restriction:** Requires Sleep (SLE)

## Ritual L6 - RT6

Grants the player six points of ritual power. See rituals for more information.

### Level 7

## SPELL Elemental Ball L3 - EL7

Whilst tearing a spell rip the player calls **[ELEMENT] BALL LEVEL THREE**. The target takes **three** points of through damage to all locations.

**Range:** 10 metres

**Restriction:** Requires Elemental Ball L1 (EL5)

### SPELL Shield L7 - SH7

Whilst tearing a spell rip the player calls **SHIELD** in reaction to a level seven (or below) spell being cast at them or another player within a 1 meter range. The shielded player is immune to the effects of the spell. Only one spell may be shielded at a given moment. This may be cast immediately without the usual spell vocal, instead the player merely calls SHIELD. They must rip as soon after casting as possible, ideally within a few seconds.

**Range:** 1 metre

**Restriction:** Requires Shield L6 (SH6)

### SPELL Quest - QUE

Whilst tearing a spell rip, and touching the target on the shoulder, the player calls **QUEST [SENTENCE] BEGIN**. The caster gives a one sentence quest to a person, who carries that out to the best of their abilities. The quest cannot be directly suicidal, and the spell ends when the player either succeeds in the quest or **20 minutes** have passed. The player remembers what he did, though through a haze, and has no memory of the spell being cast upon him or by whom. Note: being knocked out ends the quest.

**Range:** Touch

**Restriction:** Requires Command (COM)

### SPELL Shockwave - SHO

Whilst tearing a spell rip, the player calls **SHOCKWAVE**. All players within the immediate area (approximately one clearing) must fall to the ground and remain there for **60** seconds or until the caster ends the spell. A mage with **shield 7** can shield the spell once for themselves or another person as usual, and that person may move about for the duration. Shockwave trumps indomitable.

**Range:** Area

**Restriction:** Requires Explosion (EL6)

### SPELL Sanctuary - SAN

Whilst tearing a spell rip the player calls **SANCTUARY**. Player casts Sanctuary upon himself, causing ANY attack causing damage to have no effect (magical and physical). They are also immune to Pain, and any call delivered from a weapon hit. The mage cannot use any offensive skills, or cast offensive spells. An offensive spell is defined as any spell that has a negative effect. Lasts 10 minutes.

**Range:** Self

**Restriction:** Requires Greater Mage Armour (GMA)

### +4 Mana - 4MA

Entitles the player to 4 extra spell rips per day. This can 'stack' with other +Mana skills and effects.

### Ritual L7 - RT7

Grants the player seven points of ritual power. See rituals for more information.

## Solitude

### Level 2

### Lesser Forage - FOR

Player is to collect herbs. These will be given to the player with their character card before time-in. Variety and quantity of herbs will vary dependant on the current IC location.

### Camo (Hide in Shadows) - HIS

Player finds a suitable hiding place out of sight of their opponent and places their hands on their head. The player becomes invisible to anyone without *Detect Camo*. Player must remain motionless to avoid detection.

### Evaluate - EVA

Player roleplays examining an item for **30 seconds** and is able to gain an understanding of value, properties and basic history of item evaluated. The information will be provided by a ref or games control.

### Lesser Herb Lore - LHL

Player must tear a Herb Lore rip and roleplay using alchemical herbs and ointments for **30 seconds** - the target is restored by **1** hit point to all locations. The target must be stabilised prior to the use of *Herb Lore*. Also grants an additional hit with a venom weapon

### Detect Poison - DTP

Player roleplays examining the suspect item for **10 seconds** and then calls **DETECT POISON**. Player can determine if the item is poisoned but cannot necessarily determine the effects of the found poison.

## Petty Thief - PTY

Each day the player may go to Games Control and attempt to steal money. The exact effect is determined randomly by a dice roll.

### Level 3

#### Archery Knockdown - AKN

Player may shoot a blunted arrow instead of a sharp arrow. A successful strike will cause **KNOCKDOWN**, but the damage is no longer through. Player must roleplay blunting the arrow before nocking the arrow.

**Restriction:** Requires Bow Use (BOW)

#### Detect Pickpocket - DPP

Player is able to detect when someone is using the *Pickpocket* skill on them. In reaction to being pickpocketed the player calls **DETECT** and the pickpocket is caught in the act. You can only use this skill if you are the target of the Pickpocket attempt.

#### Shiv - SHV

Player enters into conversation with a target for **30 seconds**, after this period the player may strike the target with a small sharp weapon (OSM) calling **SHIV DOUBLE THROUGH** and deal **2** points of through damage from the surprise attack. Cannot be used in general combat, can only be used as a first strike in combat.

**Restriction:** Requires Conceal 1 item (CN1)

#### Resist Command - RCO

Player is able to resist the COMMAND call, and must call **NO EFFECT** when targeted

#### Conceal 1 item - CN1

Player is able to conceal one item (pocket sized) that cannot be found either by searching or the *pickpocket* skill.

#### Hide Body and Tracks - HBT

Player can role-play (15 seconds) hiding an unresisting living, unconscious or dead body in camo. The body remains hidden unless detected by Detect Camo or the body moves. Player roleplays hiding tracks for 20 seconds and is able to conceal them from those with Lesser Tracking.

**Restriction:** Requires Lesser Tracking (TK1)

### Level 4

#### Distract - DST

Player gains eye contact with target and calls **DISTRACT**, and then role plays a distracting scenario. This causes target to be distracted from their current tasks (e.g. guard duty). Target remains distracted for a maximum duration of **30 seconds**. Target will remember who the Player is, and that they've been tricked. Taking damage will break the distraction.

#### Pickpocket - PPK

After 30 seconds of normal conversation with a target, the player may call **PICKPOCKET [Item type]**. The target must **IMMEDIATELY** give the player the requested items (coins, alchemy rips etc), other than any they are holding. The target has no idea they have been robbed, and must take no action. *Pickpocket* will not find Concealed items.

**Range:** Touch

**Restriction:** Requires Detect Pickpocket (DPP)

#### Con Artist - CNA

This is an extension of the *Petty Thief* skill. It Allows the solitary character to either succeed automatically or attempt to steal valuables of greater worth. The risks are necessarily higher, and failure may result in personal vendettas, bounties or legal action.

**Restriction:** Requires Petty Thief (PTY)

#### Greater Herb Lore - GHL

Player must tear a Herb Lore rip and role play using Alchemic herbs and ointments for **30 seconds**. The target is restored by **3** hit points to all locations. The target must be stabilised prior to the use of *Herb Lore*. Also grants the ability to use a weapon based poison without the need for a venom weapon.

**Restriction:** Requires Lesser Herb Lore (LHL)

#### Through - TGH

Player must strike the target with a sharp one handed small (OSM) weapon, and call THROUGH simultaneously. A successful strike results in the target taking one point of through damage to the struck location.

## Silence - SIL

Player can call **SILENCE** when they strike an opponent on the torso. The target is muted for **10 seconds** as if they had been struck in the throat.

## Change Destiny - CDS

Player can choose this skill to change to one of the other paths. On changing path they will lose any skills they have which are locked to their current path, but they will have skills locked to their new path opened up to them. Once the player has moved away from a path they may not return to it.

## Level 5

## Greater Forage - GFO

Player goes to GC once per full day and can choose a specific herb that they wish to look for. They will receive a set number of herb rips in return. Some herbs may not be native to the current region, if so the search fails. Request must be made each day (i.e. you cannot collect yesterday's forgotten rips)

**Restriction:** Requires Lesser Forage (FOR)

## Rumour Monger - RMO

The character will either receive a random rumour to do with their current location at the beginning of the event, or information about a single topic if requested before the event.

**Restriction:** Requires Con Artist (CNA)

## Thrown Through - THT

Player can cause **THROUGH** damage with LARP safe sharp throwing weapons.

**Restriction:** Requires Thrown (THR)

## Stun - STN

Player is able to call **STUN** upon striking an opponent's torso with a small blunt weapon. The target is rendered stunned and is unable to take any action for **10 seconds** or until they are struck again. The stunning strike must be the first strike of a combat.

**Restriction:** Requires Silence (SIL)

## Archery Double - ADO

Player must strike target with an arrow and call **DOUBLE THROUGH**. A successful strike results in the target taking **2** points of through damage to the struck location.

**Restriction:** Requires Bow Use (BOW)

## Ranged Distract - RDS

Player is able to distract a target with a ranged distraction. The call is **RANGED DISTRACT [SCENARIO]**. In combat this requires the target to glance in the indicated direction, providing an opening for the player. This will work only once on the target (per player) during combat. In non combat situations, this will distract the victim for 5 seconds. The scenario must be plausible, and of a nature that would cause someone to look.

**Restriction:** Requires Distract (DST)

## Level 6

## Greater Tracking - TK2

After calling **TRACK** the player roleplays surveying the area for **10 seconds** and will then be provided with information on what they can see. Information is disclosed at the ref's discretion and may vary depending on the current location. This skill can overcome the *Hide Tracks* skill.

**Restriction:** Requires Hide Body and Tracks (HBT)

## Detect Concealed - DCN

Player calls **PICKPOCKET**, and when the target gives over any items, the player then calls **DETECT CONCEALED**. This lets player detect any concealed items not normally found by *Pickpocket*. It can also be called when searching, in which case concealed items are found.

**Restriction:** Requires Conceal 1 item (CN1)

## Detect Camo - DCA

Player is able to see those using camo (or hidden bodies) after role-play looking around the area. Detect Camo is an out of character call; those in camo are not inherently aware that they have been detected. The call does not have to be made unless the individual wishes to interact with the hiding person.

**Restriction:** Requires Camo (Hide in Shadows) (HIS)

## Dodge - DDG

An unarmoured player can call **DODGE** within **2 seconds** of being struck by a damaging melee attack reducing the damage reducing the damage by 1 point, to a **minimum of 1** point. When struck by more than one blow simultaneously the player may only dodge one.

### Double Through - DTG

Whilst striking a target with a sharp one handed small (OSM) weapon the player calls **DOUBLE THROUGH**. A successful strike causes the target takes two points of through damage to the struck location. Also grants the character the ability to call **through** using a 1 handed sharp weapon, provided that the player has the one handed weapon skill.

**Restriction:** Requires Through (TGH)

### Magpie's Eye - MPI

After conversing with a target for **30 seconds** a player can assess what they are carrying. i.e. they can hear coins, see bulges etc. The player cannot tell if an item is magical but can tell if the target is guarding it more than would be normal, and thus has some value to that player.

**Restriction:** Requires Pickpocket (PPK)

## Level 7

### Sneak - SNK

Player in *Camo (HIS)* may move for a maximum of **10 seconds**. The player may then enter Camo if they are out of sight at the end of the 10 seconds. The player may not Sneak for the next **30 seconds**. Player must move through some form of cover i.e. cannot cross open areas.

**Restriction:** Requires Camo (Hide in Shadows) (HIS)

### Conceal 3 Items - CN3

Player is able to conceal three items (each pocket sized) that cannot be found either by searching or the pickpocket skill. One of these three cannot be found even with the 'detect concealed' skill.

**Restriction:** Requires Detect Concealed (DCN)

### Archery Triple - ATR

Player must strike target with an arrow and call **TRIPLE THROUGH**. A successful strike results in the target taking **3** points of through damage to the struck location

**Restriction:** Requires Archery Double (ADO)

### Greater Dodge - GDG

Player in light or no armour can call **DODGE** within 2 seconds of being struck by a damaging attack, melee or otherwise, reducing the damage by 1 point to a minimum of 1. When struck by more than one blow simultaneously the player may only dodge one. In addition, the player can move up to 2m to move clear of any area of effect spell, such as shockwave, explosion, mass knockback and the like.

**Restriction:** Requires Dodge (DDG)

### Resist Quest - RQU

Player is able to resist the effects of the *Quest* call. They know exactly what is happening and they do not need to call **NO EFFECT**, but the opponent will not know that the quest has not worked.

**Restriction:** Requires Resist Command (RCO)

### Slug - SLG

This skill allows the player to deliver base HP amount of subdue damage in one hit, following the same rules as Subdue. This will not immediately knock out those with Constitution or a helmet, and if an opponent has both a helmet and the Constitution skill, it will require three strikes.

**Restriction:** Requires Stun (STN)

## Piety

**Path note:** Sermons can be delivered either quietly before a battle where (passively), the priest preaches a sermon to his followers, instilling them with faith and a sense of purpose that protects them for the day, or by the charismatic warrior-priest crying out on the battlefield (actively), filling his/her congregation with zeal that they might better oppose their enemies. The sermon skill can thus be used in two ways; both grant immunity to a skill/call for followers of the same faith as the priest, but in a slightly different way. A passive sermon needs to be a sermon delivered for at least 3 minutes, with the affected people listening to the preacher. At the end, they have a one use immunity that lasts until the character sleeps, either by the spell sleep or more usually when Time Out is called for the day. An active sermon requires the priest to deliver the sermon loudly on the battlefield, after 10 seconds of talk any member of their faith that can hear the sermon are immune to the skill/call as long as the priest continues the sermon and they remain within earshot. The priest should at the beginning call out what skill he is protecting against. A person can only be under the effect of one passive and one active sermon at any given time, no matter how many preachers of their faith there are.

## Level 2

### Sermon Resist Distract - SR2

This Passive Sermon grants the audience the ability to resist the first Distract Skill used on them, and make them temporarily immune to distract for a duration of 30 seconds. The effects of the Sermon wear off when the player character sleeps, which includes all Time Out calls for the day and any sleep call.

### Greater Talk to Dead - TD2

Player must point to the target and role play raising dead for **1**. The dead target rises, and is risen for 60 seconds. The target must be newly dead (5 minutes or less). The raised dead can only provide single sentence answers and cannot lie even if their character would do so.

**Range:** Touch

**Restriction:** Requires Lesser Talk to Dead (TD1)

### Consecrate - CSC

Player may roleplay purifying an area or item for one minute, at which point the area is free from taint and is considered holy. This may have a myriad of effects depending on the situation, including making a weapon holy, or repelling undead, dependant on their strength.

### Field Medic - FME

Player is able to repair 1HP damage to all locations. Player must roleplay surgical healing with phys reps for **60 seconds** this time will be halved to **30 seconds** if the skill is used inside the designated Field Hospital tent.

**Restriction:** Requires First Aid (FIA)

### Divine Knockback - DKN

Priest spends **15** seconds preparing an incantation and then chooses a target, points at them and calls **DIVINE KNOCKBACK**, causing a knockback effect on the target (takes **5** steps back, then falls over for **5** seconds).

**Range:** 10 metres

### Bless L2 - BL2

As *Bless L1* but protects from damage up to and including the level being chanted. See Bless 1 for rules/restrictions.

**Restriction:** Requires Bless L1 (BL1)

### Contribute L2 - CO2

Grants the player two points of contribute power. See rituals for more information.

## Level 3

### Sermon Resist Fear - SR3

This Active Sermon grants the audience the ability to resist the call of FEAR for as long as the Active Sermon continues and the player can hear the Active Sermon.

**Restriction:** Requires Sermon Resist Distract (SR2)

### Purity of body - POB

The piety character is immune to all poisons and potions.

### Hold undead - HUD

Player chants in order to stop a single undead monster in its tracks. The undead is held as long as the player maintains the chant. The hold prevents the undead from moving their feet, and their torso can only move at half speed. They can fight, but with difficulty, and may only cast *shield* spells.

**Range:** 10 metres

### Banish Spirit - BSP

A **15 second** incantation will banish any ghost or summoned spirit (including those summoned by talk to dead). Some more powerful may either take longer to banish, or even be immune to this skill.

### Patch Wound - PWO

Allows a patient who is being stabilised to move **slowly** with the aid of the stabiliser. No other skills can be used by either player whilst in this state.

**Range:** Touch

**Restriction:** Requires Field Medic (FME)

### Bless L3 - BL3

As *Bless L1* but protects from damage up to and including the level being chanted. See Bless 1 for rules/restrictions.

**Restriction:** Requires Bless L2 (BL2)

Grants the player three points of contribute power. See rituals for more information.

**Level 4**

**Sermon Immune to Awe - SR4**

This Passive Sermon grants the audience immunity to the first Awe Skill used on them. The effects of the Sermon wear off when the player character sleeps, including all Time Out calls for the day and any sleep call.

**Restriction:** Requires Sermon Resist Fear (SR3)

**Lesser meditate - LMT**

After **15** minutes meditation consulting with their god a player may ask a ref a simple question that can be answered yes, no or maybe. May be used once per full day.

**Judgement - JUD**

Player spends **20** seconds building an incantation, and then calls **JUDDGEMENT, THROUGH TO ALL LOCS**. The target takes one point of through damage to all locations. The player may continue to chant, if they do so after **10** seconds they may call **THROUGH TO ALL LOCS** again. This may be continued indefinitely until the target is dead or the player is interrupted or stops the chant.

**Prepare Incantation - PIC**

Player must roleplay prayer for **5** minutes to store the effects of one incantation. (Banish Spirit, Divine Knockback, Smite, Sacrifice Heal or Miracle). Only one effect can be stored at any time. Once stored, this ability can then be used instantly, with the call **PREPARED INCANTATION, [stored call]**.

**Field doctor - FDO**

Player is able to heal **2** hit points damage to all locations. Player must roleplay surgical healing with phys reps for **60 seconds** this time will be halved to **30 seconds** if the skill is used inside the designated Field Hospital tent. Cannot be used on oneself.

**Restriction:** Requires Patch Wound (PWO)

**Bless L4 - BL4**

As *Bless L1* but protects from damage up to and including the level being chanted. See Bless 1 for rules/restrictions.

**Restriction:** Requires Bless L3 (BL3)

**Change Destiny - CDP**

Player can choose this skill to change to one of the other paths. On changing path they will lose any skills locked to their current path, but they will have skills locked to their new path opened up to them. Once the player has moved away from a path they cannot return to it. **Renouncing your faith leads to a forced and immediate Change Destiny. Blasphemy and Renouncement are not the same..**

Contribute L4 - CO4

Grants the player four points of contribute power. See rituals for more information.

**Level 5**

**Sermon Resist/Remove Paralysis - SR5**

This Active Sermon grants the audience the ability to resist Paralysis and also removes Paralysis for as long as the Active Sermon continues and the player character can hear the Active Sermon.

**Restriction:** Requires Sermon Immune to Awe (SR4)

**Sacrifice Heal - SHL**

Following 15 seconds of roleplay, the character drops to a maximum of **1 HP** to all locations for the remainder of the day and they may revive 1 character from their death count to full health or simply restore them if they are not on their death count. The target is then 'Inspired' and immune to all damage for **90** seconds. This may be used only once per day and when the piety character is at full health. On use, a call of **SACRIFICE HEAL** is required.

**Range:** 2 metres

**Hold Monster - HMO**

Player chants in order to stop a single monster in their tracks. See *Hold Undead* for effect. A monster is defined as most demons, beasts, animals, and mortals of lessened will power, such as the mad.

**Range:** 10 metres

**Restriction:** Requires Hold undead (HUD)

### Field surgeon - FSU

Player is able to heal **1** hit point damage to all locations. Player must roleplay surgical healing with phys reps for **30 seconds** this time will be halved to **15 seconds** if the skill is used inside the designated Field Hospital tent. Cannot be used on oneself.

**Restriction:** Requires Field doctor (FDO)

### Pain - PAI

The player chants appropriately and identifies a target. Throughout the chant or constant role play the target is inflicted with severe debilitating pain. The target can still move at a walk but cannot move closer to the priest without the pain increasing. Can be used for torture purposes and limits the victim to not using any offensive skills above level 1. Bless level 5 will resist the effect of Pain.

**Range:** 10 metres

**Restriction:** Requires Banish Spirit (BSP)

### Bless L5 - BL5

As *Bless L1* but protects from damage up to and including the level being chanted. See Bless 1 for rules/restrictions.

**Restriction:** Requires Bless L4 (BL4)

### Contribute L5 - CO5

Grants the player five points of contribute power. See rituals for more information.

## Level 6

### Sermon Of Blessed Strength - SR6

This Passive Sermon grants the audience immunity to any skill up to level 4 used on them, granting them a single call of **NO EFFECT**. The effects of the Sermon wear off when the player character sleeps, including all Time Out calls for the day and any sleep call.

**Restriction:** Requires Sermon Resist/Remove Paralysis (SR5)

### Mastery of Body - MOB

Allows the character to choose which poisons and potions affect them.

**Restriction:** Requires Purity of body (POB)

### Greater Meditate - GMT

After 15 minutes meditation consulting with their god a player may ask a ref a question that can be answered in more depth. May be used once per full day.

**Restriction:** Requires Lesser meditate (LMT)

### Greater Surgeon - GSU

Player is able to heal **2** hit points of damage to all locations. Player must roleplay surgical healing with phys reps for **30 seconds**, this time will be halved to **15 seconds** if the skill is used inside the designated Field Hospital tent. Cannot be used on oneself.

**Restriction:** Requires Field surgeon (FSU)

### Holy Triple - HTM

Whilst chanting constantly with righteous fury the player may call **HOLY TRIPLE** causing three hit points of damage to all struck undead, demonic and spirit based opponents. The weapon must be at least 19ins in length.

**Restriction:** Requires Judgement (JUD)

### Bless L6 - BL6

As *Bless L1* but protects from damage up to and including the level being chanted. See Bless 1 for rules/restrictions.

**Restriction:** Requires Bless L5 (BL5)

### Contribute L6 - CO6

Grants the player six points of contribute power. See rituals for more information.

## Level 7

### Sermon of Vitality - SR7

This Passive Sermon grants the audience an extra hit point which cannot be healed but is lost after the character's own hit points. The effects of the Sermon wear off when the player character sleeps, including all Time Out calls for the day and any sleep call.

**Restriction:** Requires Sermon Of Blessed Strength (SR6)

### Miracle - MIR

This skill is usable once per day and requires 15 seconds of role-play. Either: The piety character sacrifices their own life and revives all characters needing healing or on their death count to full health, even from beyond their death count (a maximum of 5 minutes beyond). This can only be used if the piety character is at full health. **The piety character is then character dead.** Or: The piety character may use their sacrifice heal skill a second time in the same day. As the character will have been reduced to 1HP by the first use of this skill, the character will only have 1HP per location.

**Range:** 10 metres

**Restriction:** Requires Sacrifice Heal (SHL)

### Hold Person - HPL

Player chants in order to stop a single person in their tracks. Target is held as long as the chant is continued. See *Hold Undead* for effect.

**Range:** 10 metres

**Restriction:** Requires Hold Monster (HMO)

### Master Surgeon - MSU

The player has reached the pinnacle of surgical knowledge, and is able to attempt the most pioneering surgery. The player can attempt to resuscitate anyone who has passed their death count within the **last 10 minutes** and **not suffered Mortal Blow**. They must roleplay complex surgery, aided by somebody with at least the *Field Medic skill* (FME), for **10 minutes**. At the end of the ten minutes the player draws a chip from the Master Surgeon bag. **White** indicates success, **black** indicates failure, and **blue** allows the patient to regain consciousness until the end of the day, or a time of their choosing before then, at which point they finally pass away. Each time the surgery is attempted each day a white chip will be removed from the bag, meaning that the chances of success for all master surgeons are decreased for the rest of the day.

**Restriction:** Requires Greater Surgeon (GSU)

### Smite - SMI

Following a **20 second** incantation, a player may call **SMITE**. Smite does 2 points of holy through damage to all locations of the target, and also causes 5 seconds of *PAIN*.

**Range:** 10 metres

**Restriction:** Requires Holy Triple (HTM)

### Bless L7 - BL7

As *Bless L1* but protects from damage up to and including the level being chanted. See Bless 1 for rules/restrictions.

**Restriction:** Requires Bless L6 (BL6)

### Contribute L7 - CO7

Grants the player seven points of contribute power. See rituals for more information.

# OUT OF CHARACTER RULES & NOTES

**The Out of Character (OOC) / In Character (IC) Divide** All areas are considered *In Character* except the Toilets, Games Control, the car park, and *inside* your OOC tent. Any other OOC areas will be clearly defined. Any player outside their tent is considered IC and prepared to play the game. Deliberately and wilfully transferring from IC to OOC will be heavily penalised by the Referees. Players are reminded that areas barred by barrier tape are **OUT OF BOUNDS** both IC and OOC.

**Formal warnings, Yellow and Red cards** are issued in response to cheating, dangerous play and rule breaking and can only be issued by a member of Games Control staff. A formal warning is issued initially for minor offences, leading to a yellow card for a repeated offence. 3 Yellow cards will lead to a Red card being issued. A Red card will result in the person being asked to leave the game and may be asked to leave the site. Yellow and Red cards can be issued without a previous disciplinary for serious offences. They are recorded in GC records and will remain active for one year from their date of issue. Friendly warnings can be issued at a ref's discretion.

**Camping:** In the interests of safety and aesthetics, please make sure all OOC items (camping stoves, etc) are secured inside your tent as much as possible during *Time In*. Please ensure your campsites are fully cleared on leaving the event.

**Character Card:** Updated Character cards will be issued at Games Control on arrival. Your character card **MUST BE VISIBLE** at all times during an event - it has your player ID on it and can be used by *Skullduggery LARP* Staff in the event of an emergency.

**Manners:** Please respect the feelings of others at events. Keep your swearing in character (By the Vai!, By Anvil's sword, etc). Anyone acting in a threatening or abusive manner will be asked to leave the event.

**Alcohol etc** Anyone under 18 years of age found under the influence of or in possession of alcohol will be ejected from the event. Anyone found in possession of any illegal substance will be immediately ejected from the site and banned from any future *Skullduggery LARP* event.

**Staff/Referees:** These will be identified to you during event briefings. Staff and Referees are there to help make the game run smoothly and safely. Decisions made by a member of Games Control staff in any matter, in or out of character during the event are final, disrespect and lack of cooperation will result in cards being issued.

**Games Control:** The place on site where players can speak to staff Out of Character; in order to create a character, register new skills or new items.

**Valuables:** The organisers will not be held responsible for any loss or damage to your property. Property left behind at an event will be disposed of.

**Emergencies:** There will be a first aid post at all *Skullduggery LARP* events. **Remember to bring any medication with you.** You must inform the organisers when you arrive of any medication you are taking, and it would be wise not to leave it in a locked car in case it is needed in a hurry.

**Search:** To search or Pickpocket a player, place your hand on their arm or shoulder and inform them that they are being searched, or call the skill. A clear count of **30** seconds must be made to complete a search. Once a successful search has been made, the player being searched must hand over any IC items about their person (i.e. money, special items, potions, etc.) **ON NO ACCOUNT IS A REAL OOC SEARCH TO BE MADE.**

**Theft:** Only IC **laminated personal (special/crafted) items** can be stolen. All IC thefts must be reported immediately to a Ref or GC. All laminated items must be IC at all times from Time IN until Time OUT during an event. No IC item may be taken to an OOC area during Time IN. Any thefts not reported to Games Control will be treated as an OOC theft and be dealt with as such. All items belonging to *Skullduggery* (coins, crafting rips etc) can also be stolen.

**Grappling:** To perform a contested grapple you must outnumber the captive at least three to one and call 'GRAPPLE'. Uncontested grapples may be performed by just two people. Whilst the actions of this should be roleplayed, please ensure that the person that you are playing with at the time agrees with your interpretation of what is "acceptable struggling". Under no circumstances must wrist/arm/head locks ever be applied. This applies to both the captor and the captive

**Weapon and Object Failures:** ALL weapons and armour *Phys Reps* **MUST** pass an official *Skullduggery LARP* safety test. Failure of ANY weapon or item to pass for any reason will mean that item cannot be used in any *Skullduggery LARP* event and must be placed **IMMEDIATELY** in an OOC area.

**Photography and Video:** Please note photos and video may be taken at events, by *Skullduggery LARP* or players, these may subsequently be used online or in publications. Anyone who is not participating in the event, and wishing to take images, must obtain **prior written consent from the organisers.**

## CALL SUMMARY

### MONSTER SKILLS

#### SLOW MO

To create the effect that a Monster or NPC is moving at great speed, the players must move in slow motion. The call "Real Time" will indicate that Slow Mo has ended.

#### FATAL

The target of a Fatal call has all locations reduced to zero and they immediately begin their death count.

#### ELEMENTAL STORM

Spell is targeted at a location; everyone within a 3m radius of the spell target takes 3HP damage to all locations through armour.

#### GRAND SUMMON

Mage summons an apparition that deals 2 points of through damage to targeted area and causes a status effect. The Grand Summon is descriptively controlled by the caster.

#### IRRESISTABLE

Any call with this prefix cannot be resisted by any means.

### REFEREE CALLS

#### TIME FREEZE

Time has stood still and you are momentarily out of character. All players must stand still, close their eyes and hum a tune. This is to prevent them from being aware of what is being setup around them. The intention is to create the effect that something (in game time), has occurred instantly.

#### TIME IN

The game starts or continues after a break in play.

#### TIME OUT

The game stops for the day. You are immediately OOC from this point on.

#### MAN DOWN

On the call of "Man Down" everybody immediately stops play and gets down on one knee. Clear the way for staff to assess the situation. In the case of an injury anyone can make this call. **DO NOT** use it or the call "**MEDIC**" IC (use "healer" instead). After "Man Down" has been called, Time IN will be called by a referee.



Skullduggery would like to take the opportunity to thank all of those people who were key to developing the new rules. Without their unique insight into the way the system works in play it would not be possible to improve the existing system.