Credits

Introduction

Hello and welcome to Crestfallen LARP! Writing a rulebook is difficult because people learn in multiple different ways. People can be categorized into many different learning styles such as visual, auditory, reading/writing, and kinaesthetic (learning by doing). Each person will take the rulebook and use it in their own way. This intro is intended to give some guidance as to what LARP is, how Crestfallen LARP is intended to be portrayed, the goals of the book, and suggestions on ways to approach making a character with the book.

We hope to make it easy to jump in and play Crestfallen LARP. Our members are available to help make you feel comfortable about your choices and assist you along the way. Feel free to use our resources such as Website (www.CrestfallenLARP.com), Email (Crestfallenlarp@gmail.com), and Social Media (@CrestfallenLARPOwner on Facebook) at any time.

What is LARP

LARP stands for Live Action Role Play(ing). The short explanation of this is acting with other people in public. The thought of this can be scary to some people, but this book is here to tell you that it can be lots of fun and very rewarding. In a LARP environment that we are discussing there are number of things to keep in mind.

- The LARP game defines the world that all characters interact with.

- The rules define what players can/can't do and explains how the game works.

- The players determine what they want their characters want to do and use the game rules and their acting to do these actions.

- The player is only in charge of their character.

For more information on what LARP is or can be, feel free to check out the What is LARP article on the Crestfallen LARP website.

What is Crestfallen LARP: (Beren's Hopes)

Crestfallen LARP is intended to be a frontier fantasy LARP game. The intent is to have a feeling of exploring the game world, building a community, fighting the dangers of the wilds, making magical and scientific discoveries, recovering resources, crafting fantastical equipment, and possible danger around every corner. The rules are intended to be simple to pick up for new players but nuanced for those that wish to delve into them. We want to cultivate a culture of teamwork between combat and non-combat characters and growing together as a community both in and out of game. While player versus player conflict is allowed, the laws in game are always maintained by the plot staff. Every player has their own abilities to make decisions and act on them without other players having power over another. A character MAY attempt to order, force, or lie to another character to do what they want, but no player character will ever be granted authority over another characters actions.

Goals of this Book

This rulebook attempts to accomplish the following goals

- Clearly state the Code of Conduct that all Crestfallen LARP players are expected to follow

- Explain the core concepts of the Crestfallen LARP rules.

- Explain ways to make a Character so an Attendee can participate in a Crestfallen Event

- Describe the core story and lineage information of the world of Katalossa

- Act as a resource for clarifications on the Crestfallen LARP rules during gameplay.

Disclaimer

We understand that learning the entire rulebook is difficult and mistakes will happen. While we want everyone to understand all of the rules as much as possible, we have a very friendly and understanding community. We want to lift each other up.

Players should review the Code of Conduct and Philosophies first, as these impact the safety and expectations of all attendees. After this, the player should learn the rules systems that they will be interacting with most as their character. Next, the conditions and combat sections will be important to know for character survival. Finally, the players should review any rules they have skipped as they may be useful to know later on.

Parts of a Character

A player's character (PC for short) is how they interact with the game world and is broken into the following parts

- Backstory: This is the PC's history before coming to an event. This can include a number of items such as previous schooling, occupation, family, home town, minor/major events, etc.

- Persona: This is the PC's personality. This often times can be tied to the characters backstory, but does not have to be. Examples of persona may include the PC's temper, mannerisms, quirks, irritants, etc.

- Character Sheet: These are the abilities that the PC can perform within the rules of the Crestfallen LARP game. Items found on the Character Sheet include lineage, Body Points, Essence Points, Stamina Points, Energy Points, Skill Categories, Skills, Bank Funds, and notes regarding the character.

- Costuming and Gear: These are the physical representations that the player uses for the PC. These may include Lineage prosthetics/paint, weapons, potions, wands, and tagged items.

Character Building Advice

As mentioned before, everyone will use this rulebook differently to make characters. Here are a number of suggested ways to make a character. All players should review the Code of Conduct and Philosophies section of the book first due to their importance mentioned in the disclaimer.

Also remember that you need to leave room for your character to grow. Do not purchase skills that you do not have (or plan to have in the near future) the physical representations or ability to use.

Finally it is important to remember that you are one character in a bigger community. You cannot do everything and will often need the help of others to accomplish goals. It is not suggested to build an anti-social character or a character that is does not have a core category that helps express the characters identity.

How to make a character when focusing on story/lineage

A player who wants to focus on story should first look at all of the In Game information about the game world and lineages. These sections include Lineages, Mixed Lineages, Lineage Skill Categories, and the Persona Guide. This reading will give players basic information on Katalossa (the Crestfallen game world), the lineages of the Inspired, and the skills that are special to each lineage. After this reading, the player can determine which lineage they would like to play and different Persona and Backstory elements. Once the Backstory and Persona is established, the player may already have an idea of what style of character they want to build on their Character Sheet. The player should review the different Points Systems to understand the different types and how they work. Following this they should focus on the Combat, Magic, and Skills system to determine their categories and skills. The player will end with creating the costuming and gear based on what they require from the previous steps.

How to make a character when focusing on skills and categories

A player who wants to focus on their skills and categories will first look at the Skills list to determine what skills they wish to take. This may include reviewing the Combat, Magic, or Crafting sections to understand how these work. Once a player determines what skills they would like to have, they will usually then look that the lineage choices to find out which lineage has the most discounts or best skills to complement their skill choices. After this the player will create a Persona and Backstory based on the skills and lineage they have ultimately chosen. The player will end with creating the costuming and gear based on what they require from the previous steps.

How to make a character when focusing on physical ability

A player needs to take into account their own physical abilities. If a player is limited in what activities they wish to take part in or medically are limited on activities, the player should first review the skills list to determine their limitations. This may determine what kinds of skills the player may take, what lineage abilities or physreps they may use, and what counted actions they may need to be aware of. Once skills and lineage are determined, the player will create a Persona and Backstory based on the previous choices and limitations. The player will end with creating the costuming and gear based on what they require from the previous steps.

How to make a character when focusing on costuming and gear

A player will focus on costuming and gear that they already own if there are major budget issues. The player should focus on skills, categories, and lineage based on the gear they already posses or that do not require gear. After this the player will create a Persona and Backstory based on the skills and lineage they have ultimately chosen. The player will end with creating the costuming and gear based on what they require from the previous steps.

Code of Conduct

All members of Crestfallen LARP acknowledge during the check in process that they have read (or watched) and will abide by the Code of Conduct found below. This document (or its videos) encompasses Sportsmanship, Player Safety, and Social Contract items between the members of Crestfallen LARP, its ruling organization, and staff. All members, regardless of station within the organization, are bound by these items. Crestfallen LARP and its members will not be held accountable if a member falsely claims they have watched or read this document or its updates when they have not actually done so. This Code of Conduct extends to all interactions to pages that Crestfallen LARP manages online including social media, forums, and websites.

Content Warning: We believe that drama is important for any LARP game experience. As such, plot within our LARP may be difficult or troubling for some people emotionally. Attending members consent that the core game mechanics simulate combat which may include violence, abuse, injury, body dismemberment, kidnapping, suicide, self-injurious behavior, death, dying, blood, etc...

Real World Politics and Religion: are not depicted at our events and should not be discussed. This includes use of typical holy symbols, holidays, traditions, and dogmas. Crestfallen LARP does not include Deity-similar creatures that are all knowing/seeing in plotlines (HOWEVER, a creature may lie and say that they are). Plotlines may use Crestfallen versions of creatures found in different religions, but they are our own parody and are never intended to cause harm or insult.

Mental Illness and Mental Health Disorders: are difficult subjects to tackle. Plot will never knowingly include a Mental Illness or Mental Health Disorder as the primary catalyst for a character to be good/evil. Members may choose to use/include their own Mental Illness or Mental Health Disorder in their character backstory or roleplay. A member may include a Mental Illness or Mental Health Disorder to their character backstory or roleplay if they are very knowledgeable of the item in question and represent it authentically. A member found to be playing a Mental Illness or Mental Health Disorder inauthentically or purposely disrespectfully may be asked to remove it from the character, to make a new character, or asked not to attend events in the future (with appropriate warnings).

Pregnancy: may be discussed as part of story but may **NEVER** be depicted in game by any member (Plot or Players). (May be discussed and changed via player base vote)

Taboo Subjects: Crestfallen LARP will **NEVER** include any depictions of the following items in any portion of its story, member backstory, plot, etc. These items do not occur in our fantasy based world and it is not the intent of Crestfallen LARP to deny the existence of these themes in the real world.

- Rape
- Sexual Assault
- Slavery
- Child Abuse

Mental Health: While LARP is a great opportunity to work through personal struggles and reduce stress, Crestfallen LARP is a purely recreational game and is not a substitute for help from a mental health professional. The mental health of all members is important to us for the fun and safety of everyone involved. Additional Safety Mechanics and Consent rules are discussed later.*If you are considering suicide, please remember help is available. Call, Text or Chat 988 for the Suicide and Crisis Lifeline in the United States.*

Sportsmanship

Like other games, sports, and physical activities, good sportsmanship is vital to a LARP game.
Members should know, understand, and appreciate the rules and policies of Crestfallen LARP. The spirit of good sportsmanship depends on conformance to the intent of a rule as well as how the rule is written. If a "loophole", "work around", or other variation occurs where the intent of the rule and the written rule does not seem to match, members must make this information known to gain clarification and have the rules amended as soon as possible.

Fair play and honesty regarding Out of Game rules and discussions with staff are mandatory. Characters at Crestfallen do not need to be honest, but members must be. Playing fairly and honestly helps in building a sense of community, promote equal and equitable opportunity to access the game, and ensure that members are not targeted in a positive or negative fashion.

Recognition and appreciation of skilled performances in combat, roleplaying, crafting, and/or knowledge of the rules is expected and appreciated. LARP games are both performances and game play. Members should be respectful for the time and energy that other members put into the LARP. Recognizing and acknowledging these helps to encourage the community to grow.

Respect for staff, marshals, plot, npcs, and EMTs is vital. Marshals should be impartial arbitrators of the rules who are trained to make the best decision possible at the time to continue game in a safe, timely, and fair way. Staff, Plot, and NPCs work to ensure the LARP runs as smoothly as possible and provide as many opportunities for fun interaction as possible. EMTs are available to help determine the best medical options available if there is an emergency on site. Mistakes can be made by any member of Crestfallen LARP, but it is important for members to accept and abide by the decisions made by these members when they must be made. When it is appropriate (after emergency, during downtime, closing ceremonies, after event, etc.) the staff/safety member will review what occurred and clarify the situation to make sure things are handled appropriately next time.

Respect for all members is required. While people may not like each other, it is important to maintain a cordial and tolerant level of respect for all members. Crestfallen LARP will not tolerate any purposeful disrespect between its members.

Every member has fun in different ways and with different aspects of LARP. All members should do their best to contribute to the enjoyment of all players.

All members (including Owners/Staff/Safety members) may be questioned regarding their actions and/or the rules. If there is a discrepancy or concern regarding this, there will be a staff structure in place where questions can be raised. Crestfallen LARP and its Staff can only help if it hears concerns or complaints.

Modeling proper sportsmanship will help influence others to do the same, making a positive environment for all members to enjoy.

Illegal Drugs and Alcohol

Crestfallen LARP does not allow the use of illegal drugs and alcohol during our events. Members suspected to be under the influence of such substances may be removed from participation, asked to leave (if it is safe for them to do so), have law enforcement involved, and/or be asked to not return.

Safety Mechanics and Consent

It is our belief that storytelling requires tension and stakes. These often require members to deal with items that may make them uncomfortable out of game. The following policies and mechanics are in place for member safety physically and mentally.

Affirmative Consent – Based off of a sexual violence prevention mechanic, we at Crestfallen LARP want to ensure that all physical actions between parties are based upon clearly given consent. When taking part in any physical roleplay that is not expressly permitted within the rules, all parties must knowingly, voluntarily, and mutually agree to consent to the roleplay. This consent may be given through words, the ok hand symbol, or actions as long as they clearly convey consent. Consent may be revoked at any point, for any reason, by any party. Consent must be granted every time physical roleplay takes place unless previously negotiated and notated on a character sheet (note, this consent may also be revoked at any time).

Age Requirement – Crestfallen participants must be 18 years old to attend as we deal with mature subject matter and language.

Armband (Orange) – Orange arm/headbands denote a player who is a non-combatant. A player may be a non-combatant for any reason including but not limited to the following: Illness, Injury, Anxiety, Age, Stress, Disability, Mental Health, EMT Advisement. Additionally, players that are deemed unsafe with combat may be given non-combat status for a limited duration. Non-combat players may not be targeted with weapon or spell attacks. Ranged attacks that accidentally strike a non-combat player will be treated as a "Resist". Non-combat characters may not use any skill from any category containing the word Combat. The only exception to this is Energy which may not be used in combat, but may be used for crafting or condition removal following a battle. All players may use the Killing Blow counted action on a non-combatant by pointing their weapon at the target from an arm's length away rather than physically touching them. This action is stopped through normal means or if a combat player comes within arms reach of the attacker. A character that is feigning injury/death must make themselves known in order to prevent a Killing Blow in this fashion.

Armband (Green) – Green arm/headbands denote a member of the plot team or marshal (PC or NPC). These staff members should be contacted if there is a rules dispute, rules question, cabin thievery, pick pocket, or similar situation. Not every plot member or marshal may be able to assist in every issue, but they should be able to point a player in the correct direction for assistance.

Armband (Blue) – Blue arm/headbands denote an EMT. If there is a medical emergency an EMT is called for their medical knowledge to take charge of a situation and make the best decision possible. EMTs are volunteers and will do their best to make fair and safe judgements regarding player safety. EMTs rulings must be followed by all players to the best of their ability. If a player disregards an EMT ruling, they may be asked to leave or not be allowed to attend future events. Crestfallen LARP is a play at your own risk game. As such players should know their physical limitations and do their best to practice self-care as necessary.

Assumed Consent – While Crestfallen believes that players should ask for affirmative consent for physical actions, there is an Assumed Consent that players are taking part in a physical game and that certain touch is required. Crestfallen LARP assumes that all players consent to physical contact with all weapons, spell ammo, and approved game physical representations. Additionally, all players are assumed to consent on physical contact on the arms from the wrist to the shoulder for the purposes of spell touch casting, carrying, and counted actions. This assumed consent does NOT allow a player to grab, pull, or push forcefully. This assumed consent also does NOT allow a player to touch another player in a way to make them feel uncomfortable. This consent may be revoked at any time, for any reason.

Clothing Requirements – All attendees must be in appropriate clothing to take part in an active LARP game according to public decency requirements as well as appropriate clothing for the weather. Underwear/Shirtless gameplay is never acceptable.

EMT – If a medical emergency is taking place, a Pause must be called directly by the call of EMT which must be called and echoed until one arrives or it is known that one is in transit. EMTs wear blue armbands and make medical decisions to the best of their ability. Crestfallen LARP is a play at your own risk game. As such players should know their physical limitations and do their best to practice self-care as necessary.

Look Down – If a player has a problem with a situation that is going on in the game, they may opt out at any time by looking down and covering their eyes with a hand like a visor. The player and character leave the scene. The player should not be stopped or questioned regarding why the opt out has occurred. If there is an altercation between two PCs that causes a Look Down bow-out, the scene may need to follow a Negotiated Roleplay to ensure the story can go on in a safe but cohesive way. This should only be attempted after all parties have had a chance to analyze the situation and feel comfortable talking with all parties along with a plot representative. No player will be asked or forced to give any reasoning why the bow-out occurred, but all parties will be asked to give input to how the situation can be resolved.

12

Negotiated Roleplay – Negotiated Roleplay is where parties decide what will happen during a particular planned interaction between two or more individuals. Crestfallen LARP wishes to use this type of planned roleplay as a remedy to situations where players or characters bow-out of a scene for private personal reasons.Additionally, this mechanic is highly encouraged for any and all relationship dynamics at Crestfallen LARP. Relationships In Game and Out of Game are based upon communication. It is highly suggested that players plan these relationships well in advance and with appropriate safety checks to ensure all parties remain comfortable with the situation. This is not required, but highly recommended.

OK Check In – Players are encouraged to check on each other during stressful roleplay situations using an OK check in. A player who is concerned with a current situation should visibly show the OK hand sign to those they wish to check in with. Players may then give a thumbs up to continue, a thumbs down to show that there are issues and they wish to stop or fix the situation, or a level hand to show that they are unsure or things are starting to cause an issue. At this point roleplay may continue if all thumbs up are shown and a "Pause" should be called if there is a thumbs down to determine the problem and fix any situation before things get out of hand or to allow the player to use Look Down to walk away. A "so-so" wave is up to the asking players discretion but should indicate that a change in roleplay should occur.

Out Of Game Headband (Pink) – Sometimes a player needs to be out of game. There are many reasons for this such as a way to remove themselves from stressful roleplay, medical emergencies, phone calls, or interacting with the staff of the game. Often plot staff may need to show they are out of game to convey rulings, set up modules, or traveling without causing the other players to be alarmed. A player wearing a bright pink solid headband is out of game and should be ignored unless prompted by the wearer. A player should contact a staff member prior to going out of game if time allows. Bathrooms, vehicle, active cooking areas, restricted

medical sleep areas, and the NPC hub area are always considered out of game unless otherwise clarified.

Pause – This is how the game stops for safety, emergency, or plot reasons. To stop game a player must call out "Pause". All players must echo the call "Pause" when heard. All players must look down at the ground and kneel if possible. During the pause the person who called it and plot staff will determine the reason for the Pause and handle it appropriately. Once the reason for the pause is completed it will be asked if there is any reason the game should not continue. If there is, the pause is maintained to fix the new situation. If there is no reason the call will go out "3, 2, 1, Start". During a pause players should not look around, gather gear/items, or converse unless it is part of the Pause.

Additional Policies

Thievery

Stealing things in Crestfallen LARP must be very closely watched. A Marshal (Green Armband) must be contacted to steal from a cabin, public area, or when using game skills to steal. Characters may only steal in game cards and leaves from other players because they are the property of Crestfallen LARP and not the players themselves. To steal a weapon or other tagged item, the physical item must be taken and held by the player for at least one hour. Following this hour, the item must be given directly to a Marshall so that it may be returned to the player and the tag retrieved from the person who was robbed. A player may NEVER steal the physical property of another player.

NPC Requirements

NPCs are required to have appropriate footwear and clothing for the weather. This clothing should include neutral base layers for costuming such as plain brown, grey, or black. Additionally, NPCs must have a sealable belt pouch for carrying Leaves and Resource cards for distribution as treasure. NPCs who pre-register for an event may gain additional information regarding

characters and/or monsters that they will be playing. Players who bring additional costuming to make the character/monster more realistic or interesting may gain additional CP for their efforts.

Philosophies

While philosophies are not rules or policies that we enforce, the following are guiding forces that we use in the development, organization, and running of Crestfallen. These may change from time to time, but we feel it is important the those that attend our game are aware of these items.

Core Out of Game Philosophies

Attendees must "buy in" – Players who don't try to act as their characters, speak out of character, or discuss things out of game in front of others are a distraction for those who wish to immerse themselves in the game world.

Fair character progression – Crestfallen LARP links CP to attendance. No one gets CP for secret staff meetings, one days, or other events that only a few people are invited. All events are publicly advertised and everyone who is eligible to attend may. Additionally, all CP bonuses can be earned through work, donations or paid for. If a player does not attend an event, then they do not gain CP.

Everyone must be involved in site care – Everyone helps to clean and maintain the camps and locations we use. Players who do not do a fair cleanup will not gain CP for the event and may be asked not to attend future events.

Transparency – All funds will be recorded and available for players to see. Our primary goal is for the game to be self-sustainable. When this is possible, we will focus on investing back into the game, donating to causes, and eventually paying all staff members. No staff member (including ownership) will be paid until all can be paid.

Accountability – Crestfallen LARP wants its players to have faith in its staff and members. Players are encouraged to talk to staff with any issues and disagreements they have with rules, rulings, and the way the game is managed. There will be a yearly meeting where players can vote on new items, changes to the rules, and voice their opinions on matters that are important to them.

Low-cost barriers to entry – Costuming can be expensive. This is why the Human lineage is based on Western wear and time frame. Western wear is easy to acquire from used clothing stores and family hand me downs. Additionally, Crestfallen LARP may have opportunities to sell used or discounted items or make bulk purchases from suppliers to help lessen the costs on players.

Basic rules are easy to follow – The rulebook and its documents are written to be easy to follow and not require a ton of memorization. Most skills require the player using the ability to know what it does. Most conditions and skills are made using basic language so that new or confused players can make logical choices regarding them.

Core In Game Philosophies

Monsters are always evil – Sometimes games like to challenge character morals. Crestfallen will only do this with PC lineage NPCs. When a character is fighting a monster, they may always know both in and out of game that the character is evil.

NPC run Governments and Organizations are always good – Governments and Organizations in game are always on the side of the characters. While it is not realistic, these groups need to be idealistic to protect the players on an Out of Game level. Corrupt politicians and dispensers of justice can easily ruin the game for the players.

Plot never gives players power over other players - Just as stated above corrupt power can ruin the game for players and drive them away from the game. A player may feel they are doing the correct thing when using power over players, but instead they may be breeding hatred and anger that can cause many problems for the game and the other players overall.

Crafting and economy is in the players hands – Players should be the driving economic force. If the game artificially creates an economy, it often becomes unrealistic. Additionally, if everyone can buy things from NPC merchants that can create things because plot says so, then crafters and non-combat players feel less useful and have a harder time selling their wares.

In game laws as a guide to protect players – In game laws are written to protect players and make sense with the in game story. These laws allow characters/players who are wronged to have an outlet to treat them fairly and equitably.

Combat and non-combat players have opportunities to feel important – We are writing modules and missions to allow for roleplay and combat solutions. Additionally, we want crafters, info gatherers, and merchants to have ways to impact the story through player agency.

Fair access to story for all players - All players interact with plot differently. Often times quiet players miss out because they are unsure of what they can and can't do. We have multiple methods of gaining access to story such as plot cards in the woods, newsletter modules, lineage modules, organization modules, and tradition plot modules.

Evil characters – Evil characters can be fun IF they don't take away the player agency of other characters. We want to promote evil characters against NPCs as well as allowing PVP interactions. Crestfallen LARP wants to promote a community feel, so we always ask that an evil character has a good reason to take part in PVP. We will always do our part to ensure all players are having fun and that intentional griefing of a player or character will not be tolerated.

Persona Guide

A player's character (PC for short) is how they interact with the game world. This includes several items such as a Character Sheet, Persona, Costume, and Backstory. This section will be focusing on game world information to help a character create a persona and backstory. If you are a new player, new to Crestfallen, or just looking for some help, please check out our videos coming soon to CrestfallenLarp on Youtube and/or other social media.

So Our Story Begins

Katalossa is a small world with two continents and hundreds of islands. It thrives with Essence, the pure energy of life that fuels creation. It surges with Energy, the power to create magic with thought and intention. While life on Katalossa may be difficult at times, there is a potential within its boundaries that few can ignore.

At its creation, the lands of Katalossa were wild and dangerous. The creatures of the world fought over land, resources, and power. Greed ruled the world and chaos ran rampant. Time passed and many creatures started to come to the realization that there could be more than wealth and fighting. Several of the different lineages formed organizations and governments which helped to bring law to the world. These formations were not perfect, causing wars between them.

More time passed and these groups grew and changed. Eventually the battles between them ended and peace was achieved among them with the formation of the Inspired. This loose affiliation of lineages agreed on many fundamental principles of life and law. Each of the governments would maintain its own sovereignty in their own lands but would agree to follow these principles among them. United in vision, the Inspired created a lasting peace for those who lived among them. Additionally, they deemed any lineage who did not agree with their principles would be called monsters and banished from the lands.

Sadly, many of the remaining lineages would not agree with these thoughts, either due to ignorance or outright malice. The monsters were killed or driven out of the lands controlled by the Inspired. Conflicts became few and far between. Hundreds of years passed allowing complacency to grow. Previously learned lessons were not brought forward into the future and many things were lost. Then came the Torrent.

Countless travelers spilled onto Katalossa as an untold number of magical portals from different worlds were ripped open. While some were transported safely to land, many of the portals opened into the sky, under the water, in caverns, and in many other dangerous places around the planet. Many travelers did not survive and those who did had little to no recollection of their previous lives.

Now It's Up To You, But Where To Start?

The beginning of the Crestfallen LARP story starts a few months following the Torrent. The citizens of the Inspired have taken in the travelers they have found. Resources are thin, but the people of Katalossa are trying their best to help those in need. Danger is coming to the world, but you need to decide what part you will play.

The following pages will give you the basic information about the story, lineages, and suggestions we have for creating a character that will fit within the world.

Traveler Or Local Inspired

Inspired characters were born and raised on Katalossa and understand the basics of the world they live in. This is a great place to start for players that are new to LARP as the characters will learn about the world and its nuance as they do. The only requirement for an Inspired character is to follow the costuming requirements for their Lineage and to know the basics behind it. The player may choose to take part in the politics surrounding the Lineage but are not required to.

Traveler characters have found their way to Katalossa via a magical portal during the Torrent. These characters may have existed in a different game (LARP, Tabletop, or other similar media). These should be original characters of the players design (not copies of pre-existing characters from pop culture/media). This is a way to allow players who may have lost a character early in development, missed on story due to a game closing, or any other factor where a character did not meet the players standards to use the developed character in a new world. The character should only have a few memories from their previous life, as we don't want players to hold previous grudges or thoughts that may not work well within the new game world. Players love to tell stories of their past adventure, so we don't want to take that away. These characters should be open-minded and strive to understand their new home. These characters must be cleared with plot staff prior to introduction, to ensure they can mesh well with the game world itself.

Lineages Of The Inspired

WARNING– Racism will not be tolerated at Crestfallen. Lineages are based on genetic effects and set physical characteristics that differentiate them from one another. No Lineage is based on a coloration that is used to describe a cultural group in the real world. Kinfolk and Orc are the only Lineages currently limited to coloration, and all other Lineages must use the players real world skin tone. There are no special Lineage versions, especially based on coloration (example: Sea Elves, Dark Elves, Dark Dwarves etc). No players are limited on what Lineage they play based upon their real world skin tone.

Lineages in Crestfallen determine some costuming requirements and skill categories that a character may take. Additionally, all Lineages have a particular government that characters may interact with. Characters may interact with their own Lineage government group more easily than those they are not part of. Crestfallen uses these government groups to track and facilitate plot. Below is the basic info on the Lineages of Katalossa.

Please note, that Crestfallen does not dictate social or cultural rules for its players/characters. These government groups are guidelines for how NPCs work.

Dwarf – The Dwarves of Katalossa hail from the City of Zarn among the mountains on the Western portion of the continent. This Lineage is easily recognizable by their long flowing beards. The Dwarven government is a council-based system where the primary elder of a family is granted a vote, with each family name having a say. Every family is required to have at least one member as part of the Dwarven Militia, including weapon training and/or enchanting. Dwarves do not often gravitate to magic, but when they do, they tend to focus on effects that enhance their combat skills and enchant weapons and armor.

Elf – The Elven Kingdom of Caernarthan is ruled by a royal family with many advisors and councils to oversee the varied affairs of government. The capital is near the center of the continent and is well protected on three sides by cliffsides and strong flowing rivers. All members of this Lineage have long pointed ears, though some additionally have small horns resembling that of a goat or a ram. Elves naturally sense the Energy of Katalossa and can often innately cast magics using this sense. Additionally, Elves seem to easily understand Enchanting and Magical Research due to their innate knowledge. Magic is widely studied by this Lineage, with little being taboo save the rules of the Inspired.

Hauflin – The Hauflin are a democratic society based around the city of Port Jebbedo. Every Hauflin who is interested in a matter of government may cast a vote when one is called for. This Lineage holds this duty in high regard and will often vote only when they are knowledgeable about a subject. These folks are well known for their bushy sideburns, top knot of hair, and their inquisitive nature. Hauflin can often talk themselves out of or into a fight, and are often wily enough to get themselves out of difficult situations. Rather than focusing on magic, many Hauflin tend to turn to the science of Alchemy to entertain themselves.

Human – Humans of Katalossa are unique in the way they have developed. This adaptable and technology minded Lineage have a long history of invention. The Kingdom of Briarwood is a hub for the newest technology to protect the Inspired. While ruled by a Royal Family, there are many businesses and groups that give council to the current ruler. Humans have been at the forefront of technology and scientific advancement in the creation of Firearms and Medical Training. Humans study any magic that may interest them, but often focus on combat magics and the melding of magic and technology. Additionally, Humans have also created innovations in fashion such as suits, overalls, and other clothing of "Western" style. (Please note: Human characters may wear western era style clothing, but may never wear items that are deemed problematic culturally or based in political portions of that time period such as military uniforms. This clothing is not limited to only American clothing of the time, but please remember to be considerate of others.)

Kinfolk – The Kinfolk are tied to the natural Essence of Katalossa and have taken on different animalistic traits based upon it. The Kinfolk do not have one Lineage based homeland due to their varied lifestyles and traditions. The members of this Lineage gather once per year to nominate a Speaker to act as their leader among the Inspired. This Speaker takes council from those of their Lineage to ensure the will of the people is met appropriately. Kinfolk gravitate toward magics that preserve the natural world and manipulate it for the betterment of their people.

Orc – The Orcs of Katalossa are green skinned humanoids that often have tusks. This Lineage tends to favor strength and honor above magical pursuits due to their homes being closer to monster controlled lands. The Orcs hold a yearly tournament in their capital of Imshcran to decide who will become their Marshal. This tournament includes physical and tactical contests, ultimately deciding who is the most fit to lead the Lineage. This Lineages is often very direct in their actions and use their natural strengths to their best advantage. Orcs that cast magic usually focus on healing their wounded allies or dealing damage directly to their enemies.

Monsters Of Katalossa

Gnoll - The Gnolls of Katalossa were believed to once be members of the Kinfolk Lineage. These creatures resemble monstrous versions of hyenas with a dangerous hunger and claws to match. They wear cobbled together armor of varying types to protect themselves in battle, but rarely care for each other in a fight. Gnolls will often feed on their enemies once they have been dropped, usually resulting in broken limbs for the victims. These monsters cannot be reasoned with and do not attempt to communicate other than through threats.

Goblin - The Goblins of Katalossa have no idea of honor or holding to promises. Peace has been attempted many times, with these monsters however it has never lasted more than three days. Goblins are tactical, crafty, and greedy to their core. They are never content with what they have and always covet more. This means that they can sometimes be paid or tricked to not fight for short periods of time. Goblins stick together and protect one another if they can. They will never fight one of their own for payment, but they are not opposed to lying about that fact to get what they want. Goblins rarely kill their enemies outright, however they usually remove some leaves or resources to add to their loot.

Undead - The Undead of Katalossa had not been seen for hundreds of years, up until the Torrent occurred. These walking dead can complete complex actions and seem to understand speech and tactical fighting. While they do not have discussions, some undead can cast spells. All undead seem to have a sense for energy and magical items causing them to target foes with these abilities first. These creatures have no remorse for the living, almost always killing their foes when they have been dropped.

Magic Of Katalossa

Energy is the source of all magic on Katalossa. This power is drawn from two separate locations around the plane. The source of Ice, Lightning, and Healing magics come from the inner core of the plane while Fire, Stone, and Harming magics come from the space above Katalossa. Spells that do not channel a particular element may be fueled by either source.

Essence of Katalossa

Essence is the source of life on Katalossa and is said to come from the inner core of the plane itself. Essence is a resource that can be used for a variety of purposes. The most common use is the ability to come back to life from death. A spirit may return to life by giving one essence back to Katalossa, allowing their body and items to reform. The body may reform in several ways such as receiving guidance from a willing person, being rebuilt by a machine, being shunted into a new body, etc.

The Unified Principles Of The Inspired

- All people of lineages of the Inspired are considered equal under the law regardless of station, physical ability, and thought.

- All people of lineages of the Inspired are entitled to speak freely of their thoughts. This ability to speak freely is only restricted when knowingly used to speak falsely of another member of the Inspired. All Inspired should be sure in their words and never use them to throw accusations against each other without consideration for their actions.

- All people of lineages of the Inspired may defend themselves from harm. This may be by weaponry, magic, and/or technology.

- All people of lineages of the Inspired may claim ownership of physical property such as housing, weaponry, resources, and other personal effects. No living creatures may ever be claimed as property.

- All lineages of the Inspired maintain governance of their own territory or capital.

- Any transgressions regarding the Laws of the Inspired of Katalossa will be handled by a member of the Protectorate of Katalossa. This organization is maintained by the Dracon lineage as an impartial force of law.

The Laws Of The Inspired Of Katalossa

Accomplice – Someone who willingly and knowingly aids or assists another in breaking a law of the Inspired of Katalossa is guilty of this crime.

Assassination – Someone who actively plans the murder of a person belonging to a lineage of the Inspired is guilty of this crime. This planning may include written or verbal information.

Assault - Someone who willingly and without provocation attacks another person belonging to a lineage of the Inspired with weapon, spell, and/or technology is guilty of this crime. Assault may only occur if the person being assaulted wishes to bring charges against the attacker.

Bribery - Someone who willing and knowingly offers leaves, resources, and/or other payment in order to avoid consequences for breaking a law of the Inspired of Katalossa is guilty of this crime.

Conspiracy – Someone who actively plans to break a law of the Inspired of Katalossa is guilty of this crime. This planning may include written or verbal information.

Destruction of Property – Someone who willingly and knowingly causes the destruction of an individuals personal property including housing, weaponry, resources, and other personal effects is guilty of this crime.

Kidnapping – Someone who willingly and knowingly holds a member of the Inspired in captivity by restraint, threat, spell, or word is guilty of this crime. This captivity must be for the use of ransom, tactical benefit, or planned violence against the captured or those that may come to their rescue.

Libel – Someone who willingly and knowingly presents a prejudicial or false statement or accusation to another Inspired by use of print, writing, picture, sign or any combination is guilty of this crime.

Murder – Someone who willfully and knowingly takes the life of a member of the Inspired is guilty of this crime. This includes death via weapon, spell, and/or technology.

32

Necromantic Undeath - Someone who willfully and knowingly creates a creature of undeath using the remains of any suitable body or part is guilty of this crime.

Slander - Someone who willingly and knowingly presents a prejudicial or false statement or accusation to another Inspired by word of mouth is guilty of this crime.

Theft – Someone who willingly and knowingly takes the property of a member of the Inspired is guilty of this crime.

Treason – Someone who willingly and knowingly attempts to destroy or take over the duly determined political power of a particular lineage or the power of the Inspired of Katalossa is guilty of this crime.

Dispensation Of Justice

The Protectorate of Katalossa is charged with the dispensation of justice among the populace of Katalossa. They will do so in the following ways.

Investigation – Including speaking with the accused, the victim, and any possible witnesses. This may also be influenced by previous investigations and crimes.

Trial by Combat – If a crime is brought to the Protectorate, the parties may choose to hold a Trial by Combat to determine the outcome of a crime. This must be overseen by the Protectorate, but the terms and conditions are chosen by the parties involved.

Trial by Challenge – This is similar to a Trial by Combat but uses a game of chance or skill rather than a physical altercation.

Decision of the Protectorate – The Protectorate may choose to dispense justice after completing an investigation into a crime. This dispensation may include the following punishments and must be agreed upon by the victim of the crime prior to being fulfilled.

- Fine of Leaves/Resources – Split evenly between Victim and Inspired for Taxation.

- Loss of Property – Object of value determined by Protectorate and granted to Victim.

- Private Execution – Private exchange leading to the death and loss of Essence. Victim may be present.

- Public Execution – Public exchange leading to the death and loss of Essence.

- Monster Status – Status among the Inspired is removed. No protection under the law and treated as a Monster publicly.

Member Lineages Of The Inspired

The following Lineages are under the protection of the Governments of the Inspired and as such are bound by the Unified Principles, Laws, and Dispensation of Justice found here. Individuals may lose this protection for crimes committed against members of the Inspired. Lineages may be added to this list if they have proven that they will agree with the writings outlined here.

- Dwarf
- Dracon
- Elf
- Hauflin
- Human
- Kinfolk
- Orc

Monstrous Enemies Of The Inspired

The following Lineages have been deemed Monsters and as such have no protection of the Laws of the Inspired. Additionally, these Monsters actively go against the Principles of the Inspired and as such are to be killed on sight.

- Goblin

- Gnoll

- Undead (all types)

Regarding Unknown Lineages

Lineages and creatures that are found outside our members and enemies may be treated as necessary on a case-by-case basis. While they may not be protected by our laws currently, with appropriate diplomacy, we may find common ground and add them to our ranks. Likewise, it may be determined that they go against our beliefs and may become permanently at odds with us.

How to Forge Your Character

A player's character (PC for short) is how they interact with the game world. This includes several items such as a Character Sheet, Persona, Costume, and Backstory. This section will be focusing on the game specific Character Sheet that is required for play. If you are a new player, new to Crestfallen, or just looking for some help, please check out our Character Builder document and videos (coming soon to CrestfallenLarp on Youtube).

How to Build Your Character Sheet

The first physical thing that a person needs to play Crestfallen is a Character Sheet. Creating a sheet is very simple to do, however, it can require a lot of forethought. Remember to keep your persona and backstory in mind when completing your Character Sheet. Please note that players may only have two characters in the Crestfallen Database at one time. If a character is permanently killed, the player may create a new character to replace it.

How to Complete a Character Sheet – A Step by Step Guide
- Choose the lineage of the character.

- Spend Your CP (Character Points) on categories and skills .

- Finalize your character sheet with Crestfallen Staff.

Please note that we are available to assist with Character Sheet creation during our Discord Hangouts (schedule on CrestfallenLARP.com), private discord discussions, email, or scheduled meetings. We prefer to have Character Sheets completed before events so we can focus on the event itself.

Lineages

In Crestfallen there are currently six different character lineages. Each of these lineages have different costume requirements for play and skills they may learn. A player should take these items into account prior to choosing a lineage to play. Chart 1.1 lists all the current lineages, as well as their prop requirements and a basic description of the lineage. Chart 2.1 thru 2.7 list the lineage categories and skills involved with them.

All Lineages are our own version of fantasy characters from folklore. Each Lineage group has a particular political and military point of view. It is up to the player to decide if they wish to take part in these viewpoints or distance themselves from them. The Lineages do not enforce any particular social or cultural viewpoints. Each player is allowed to determine these viewpoints without influence from the game world itself and should be based on the players own comfort level.

Mixed Lineage

Please note, it is acceptable for a character to be of mixed lineage, however the character may only benefit from one Lineage Category and must follow all costume requirements matching this Category. Both Lineages must be listed on the Character Sheet for story purposes and may not be altered after character creation.

Points Systems

Character Points/CP Cost

Every character in Crestfallen starts the game with 60 CP (Character Points) and gains additional through attendance. Characters use these CP to purchase Categories and Skills , which grant characters additional options throughout the course of the game. Characters start with access to the General and the characters lineage Category for free. Other than these, the first Category a Character purchases will cost 5 CP. Each additional Category will cost 5 more than the last purchased. (1st is 5, 2nd is 10, 3rd is 15, etc). Once a Category is purchased, a Character may then purchase skills at their listed cost. Skills found on multiple lists may have different costs. The cost of a skill will always be the cost when purchased. No CP will be refunded if a Category is later unlocked with a different cost unless stated in a particular skill.

Gaining CP

Characters gain 4 CP for attending an event (2CP for a One-Day). In addition, they may receive up to 4 CP bonus for the character they are playing and an additional 4 CP bonus for their secondary character (also reduced to 2 and 2 for One-Day events). These bonus CP can be gained in the following ways.

- Preregistration – If the site cost for an event is met before the preregistration deadline, all players who preregister for that event will be granted 1 CP. (limit 1 per event)

- Leaves – Turning in 100 Leaves during an event grants a player 1 CP. (limit 1 per event)

- In Game Space – Bringing, maintaining and allowing other players to access an In Game decorated space such as a Tavern, Lab, Workshop, Store, Library, etc will grant the player 1 CP. This area must be set up prior to game and approved by plot to receive this CP.

- Monster NPC Shift – A player may spend 4 hours doing an NPC shift as a side story monster. This will be 100% combat based and grant the player 1 CP.

- NPC Additional Costuming – A player may bring their own extra costuming and gear to make their NPC more distinct. If an NPC shows exceptional costuming, they will be granted 1 CP.

- Roleplay NPC Shift – On a limited basis, plot may need a particular NPC for roleplay reasons. If a player is pulled out of game to play a particular NPC for such reasons, they will be granted 1 CP. (Limit 1 per event)

- Full NPC Shift – A player who NPCs for a full event will be granted 4 CP as well as leaves/ resources based on the current attendance policy.

- Staff – A player who is on staff will be granted 4 CP as well as leaves/resources based on the current attendance policy. (This may stack with Full NPC Shift)

- Merchants – A player who brings costuming, food, or other items for sale (Out of Game) that build the ambiance of the game world may be granted 1 CP. This may be in addition to In Game Space as well. This area should be set up prior to game and approved by plot to receive this CP. (Limit 1 per event)

- Clean Up – A player who goes above and beyond in assisting with cleanup during or following the event may receive 1 CP.

- Carpool – A player who brings 2 additional players or more may be granted 1 CP. (Limit 1 per event)

- Purchase – A player may purchase any additional outstanding CP at the values listed on the website at time of preregistration or registration at the door.

- EMT/First Aid – A player who has a first aid or EMT certificate and agrees to act in this capacity may be granted 1 CP. To receive the CP the certificate must be verified and valid during the course of the event.

Stamina

Every character in Crestfallen starts the game with 5 ST (Stamina) and may purchase additional ST with their CP. A Character starts every game with their max ST and may use these ST to fuel skills according to their ST Cost. When purchasing skills these ST Costs should be kept in mind, and as such, are listed on the charts for ease of use. ST may be regained in many ways and is described in greater detail later in this document.

Energy

Some Character's in Crestfallen may choose to use magic. Most of this magic is fueled by Energy which may be purchased with CP in the Magical Combat Skill Category and/or some Lineage Skill Categories. A character starts every game with their max Energy and may use these to fuel spells according to their Energy Cost. Energy may be regained in many ways and is described in greater detail later in this document.

Essence

Characters in Crestfallen do not die the way that people do in real life. Each character has an amount of life energy known as Essence that they may use to return to life (or for additional uses found in game). All characters start with 5 Essence and may gain additional points on rare occasions. Occasions may include yearly rule voting meetings (open to all attendees), special events, and currency turn in.

Body

A character's health is determined by the amount of Body the character has. All characters start with 5 Body and may purchase additional based on their General Skill Category and Lineage Skill Categories. Also, a character's costume may add an additional 10 Body based on its rating.

Costuming grants a character a maximum of 10 body that is entirely in period. They will reduce a costume value to 5 for minimal visible anachronistic items, such as logos, cargo pants, sweatpants, modern technology, and brightly colored or clearly modern footwear. A marshal will grant 0 for costumes that are blatantly anachronistic. This is reserved for players that put forth little effort to cover or alter their regular attire such as wearing jeans and a t-shirt with a tabard. A player exhibiting poor costuming on multiple occasions may be asked to leave for detracting from the game for other players but will be warned.

Armor

A character may wear armor, which protects their body from harm. To use armor, the character must purchase the ability to wear armor from the general skill category or some lineage skill categories. A character may only use as much Armor as purchased through skills, though they may always wear armor that is worth more points than this. Armor is important in building immersion in our imaginary world. These props grant characters armor points after they have received a rating from a marshal prior to game start. New players should email pictures of their armor to staff prior to attending an event.

Armor grants a character a maximum of 40 armor points. There may be skills, spells, and items that grant armor exceeding these amounts. This is allowable within the system and will be judged appropriately by the staff during check in and throughout the course of events. A character gains 5 armor by covering most of a body area with armor made of/appearing as in period materials. A marshal may decide that the armor appears too modern or harms immersion and reduce this total to 2 for the body area. Body areas are

- Head

- Front Torso

- Back Torso

- Upper Right Arm

- Lower Right Arm

- Upper Left Arm

- Lower Left Arm

- Upper Right Leg

- Lower Right Leg

- Upper Left Leg

- Lower Left Leg

Combat

Melee Damage – Melee weapons may be used by any character. If the character is not proficient, the weapon will deal 1 damage and may not benefit from any skills that increase the damage of that weapon. If the character is proficient, a one handed weapon will deal 2 damage plus any skills that may add to the weapon. If the character is proficient, a staff will deal 2 points of damage plus any skills that may add to the weapon. If the character is proficient, all other two handed melee weapons will deal 4 points of damage. Damage may be altered with appropriate skills and/or item tags. Brawlers and Claws are one handed boffer weapons that are green or red in color and represent natural weapons such as claws, wings, tails or fists.

Flurry Rule - While taking part in melee combat, a combatant may swing their weapon and call damage a maximum of three times in rapid succession before resetting. This reset must be a short pause and may include stepping back or setting up defensively. Some skills or items may allow characters to increase the number of swings they may make during the course of a flurry. If there is ever confusion regarding this, a marshall may be contacted to ensure the rules are being followed appropriately.

Pinning/Trapping - A character may not trap another characters weapon against a stationary target (tree, door frame, etc.). Additionally, a character should not attempt to trap a weapon with their own weapons, shields, or costuming. These maneuvers are considered dangerous and may cause damage to the weapons themselves.

Weapon Swings - All weapon swings should be limited to between 45 and 90 degrees, be controlled, and at a speed to match the appropriate weapon damage call.

Turtling - A character may not hide in a way where their head is the only valid target to attack. This includes hiding around doorways with no valid targets, using a shield to cover the entirety of a body, or similar tricks to prevent damage due to unsafe fighting conditions.

Ranged Damage – Ranged weapons may not be used unless the character is proficient in the weapons use. Thrown weapons will deal 1 damage plus any skills that may add to the weapon. Bows and Crossbows will deal 2 damage plus any skills that may add to the weapon. Damage may be altered with appropriate skills and/or item tags. *Please note that Firearms do not follow these rules and are discussed below.*

Firearms - Using a firearm in Crestfallen is supposed to be difficult. The technology is new and evolving and should be roleplayed as such. A character must have Proficiency in Firearms to use any dart based weapon. Additionally, a character must over embellish the act of aiming at a target for 3 seconds before calling damage and discharging the blaster. Firearms will deal "Unblockable 5 Damage" and may not be used with any other skills unless specifically noted. Firearms with different damage amounts and abilities may be created using the crafting system.

Illegal Targets – Combat at LARP events can become frantic at times. Players should fight with as much control as possible to avoid injuring other attendees. In melee combat the head/face and groin areas are considered illegal targets. Players are not allowed to target these areas on purpose with melee, ranged, or firearm attacks. Ranged attacks that make incidental contact with these areas count, however, it should be noted that if these areas are hit on a regular basis, a characters ability to use melee or ranged combat may be removed by staff at any time.

Magic

Magic in Crestfallen is controlled by the acquisition and use of energy. This is a generic term as the players can determine what their source of energy may be, such as

- familial bonds

- traumatic events

- rigorous study

- experimental magics or surgeries

- teacher/student relations.

The magic system always works in the following ways, regardless of how the character views magic.

Gaining Spells

Every time a character purchases Energy* with CP, they gain access to a new basic spell from the spell list. This spell is added to the spells known section of the character sheet.

Creating New Spells

A character may create a new spell. To do so, the player contacts plot staff between events to discuss what their new spell will do, determine its energy cost, and decide if the spell will be a prototype or added directly to the rules system. A character may only have one prototype spell at a time. This spell is being tested and may only be used by that character. Prototype spells cannot be copied, turned into items, or be taught to other characters. Every year, prototype spells will be reviewed and voted on by the player base to decide if they will be included to the permanent spell list, discarded, or revised for additional testing. Once a spell is approved for use, the creator is given an approved project design card. This allows the character to add the spell to their spells known, teach the spell to other characters for addition into their spells known, and grant access to the guilds to distribute the spell to other characters.

Casting a Spell

Before casting a spell, a character must have an open hand with a spell physrep in it and enough spell energy to cast the spell. Spell energy is represented by wooden tongue depressors that are acquired from Logistics at the beginning of game or when recovered. The character then says the spells incantation, breaks the appropriate amount of energy, and either touches or throws the physrep at the intended target. A spell cast via touch may be resisted by the target with the appropriate call of "Resist". A thrown spell that hits the target, including any items that the target was carrying or wearing at the beginning of the incantation must take the spell effect. Following this, the Energy/Spell is spent and may then be recovered. Please note, that if the incantation is not completed or said properly, then the Energy/Spell has not been spent and may be attempted again. Players may create their own spell incantations with a minimum of 5 words, but must include the spell name/effect as the last statement of the incantation.

Recovering Energy

Once a character has used Energy through the casting of a spell, they may then take time to rest and recover the spent Energy. To do so the player must take part in a restful activity tied to their viewpoint on magic. Examples of these activities include but are not limited to the following: Meditation, Study, Reading, and Napping. A character recovers 1 Energy for every 30 minutes spent completing these activities. Items and Plot Effects may exist that increase or decrease the amount of time spent to recover Energy or increases or decreases the amount of Energy that can be recovered at one time. There are also Items that can instantly restore Energy to a Character. A Character may only benefit from these Items once per event. Recovered energy must be tracked on the character sheet and physreps will be supplied by logistics once completed.

Counted Actions

Counted actions are generic actions or specific skills that take a longer amount of time to complete. Counted actions for skills are described in their entries. Most counted actions take 3 seconds and have a specific call in order to use them. Longer counted actions may not be counted out loud or have a call, but the character completing the action must track the duration of these actions. A counted action starts at the beginning of the count and only completes when the correct call or duration has completed. If the character doing the counted action takes damage, uses a game skill, uses a game spell, uses a magic item, or loses contact with the target, the counted action does not complete.

A counted action that harms a character, such as killing blow, is treated as an attack during the entirety of the count. As such, conditions that end on being attacked are ended during the beginning of the counted action, allowing the character to react.

Below are a list of counted actions that are not tied to specific skills and that any character may do.

Carrying - A character or characters may carry another character by placing one hand on each arm of the target and walking with them. If two characters are carrying a target or a character with strength carries a target, they may choose to run if the target is physically able and willing to do so. The call for this is "I/we carry you 1, I/we carry you 2, I/we carry you 3" before moving. While moving, if anyone taking part in this action takes damage, the target is instantly dropped.

Forcing a door - Two characters or a character with Strength may force a door open when being held, barricaded or locked. If a character(s) with strength attempts to move the door, characters must state the levels in Strength to determine who is stronger or compare to the barricade or lock. Treat two characters without Strength as Strength 1. The character(s) attempting to force the door open must be stronger for the door to open. The call for this is "I/we force the door 1, I/we force the door 2, I/we force the door 3" while the character(s) are touching a single door.

Holding a door – Two characters or a character with Strength may hold a door shut. If a character(s) with strength attempts to move the door, characters must state the levels in Strength to determine who is stronger. Treat two characters without Strength as Strength 1. The character(s) attempting to force the door open must be stronger for the door to open. The call for this is "I/we hold the door 1, I/we hold the door 2, I/we hold the door 3" while the character(s) are touching a single door.

Killing Blow – A character may deal a lethal blow to a target causing them to instantly gain the Dead Condition. The call for this is "I kill you 1, I kill you 2, I kill you 3" while touching the characters arm or holding a weapon to the torso of the character. Firearm representations should not be used for safety reasons.

Recovery Energy - A character may take 30 minutes to recover 1 Energy point. This time should be used for mental self-care for the player such resting, reading, meditating, or similar activities. This duration may be changed due to plot effects, items, or other game effects and should be tracked appropriately. Players who endanger themselves or others by not taking proper care of themselves or by preventing others from doing so may be asked to not attend future events.

Recovery Stamina – A character may take 30 minutes to recover 1 ST point. This time should be used for self-care for the player such as eating, hydrating, and resting. This duration may be changed due to plot effects, items, or other game effects and should be tracked appropriately. Players who endanger themselves or others by not taking proper care of themselves or by preventing others from doing so may be asked to not attend future events.

Restraining – A character may use rope/chain to restrain a character. The target gains any of the Entangled Conditions and can be moved using the carrying action described in this section. This restraint should be roleplayed only. No physical bond should be in use for players safety. The target should carry the binding rope/chain with them to represent the restraint. The call for this is "I restrain you 1, I restrain you 2, I restrain you 3"

Search – A character may be searched for any leaves they may have on their person. The call for this is "I search you 1, I search you 2, I search you 3" while touching the targets arm.

Search (known item) – A character may be searched for an item that they are known or be suspected of having on their person. The call for this is "I search you for [described item] 1, I search you for [described item] 2, I search you for [described item] 3" while touching the targets arm. A character may ask for a clarification regarding the search but should not try to actively deceive another player to prevent the item from being found. Players found to do this are in violation of the Sportsmanship policy and Code of Conduct and may be asked not to attend future events. A character may use the Sense ability to pinpoint specific items for use in this search.

Limited Counted Actions

Limited Counted Actions follow the same rules as counted actions but are usually completed by NPCs or must be prompted by a plot member for a Character to use.

Module Specified – This counted action will be specific to the module and described prior to the module or will be negotiated with the marshal during the module. All information such as calls or duration will be discussed at that time.

Transportation (Teleportation) – This counted action simulates magical transportation such as portals and Teleportation. The call for this is "I vanish 1, I vanish 2, I vanish 3" followed by "I appear 1, I appear 2, I appear 3" after arriving at the appropriate spot. Characters are considered spirits during all Teleportation.

Currency

Leaves – These are the main money source within Crestfallen. Leaves were originally created through an Alchemical and Enchantment technique that solidified Essence inside of a trees leaves. This made them highly sought after. 100 leaves may be turned in during the course of an event to gain 1 bonus CP or 500 leaves may be turning in once a year to gain 1 bonus Essence. Please note that players are restricted to how many bonus CP they may gain during the course of an event.

Resources – These are in game items that allow characters to build tagged items, develop new designs, and maintain tagged items that are starting to deteriorate.

Essence - This is the amount of life force found within the character at the time. This can be used to survive a character death, help bring another character back to life, fuel magic in unexpected ways, to infuse crafted items and more.

Time - Time is a vital resource that is not tracked the same way that Leaves, Resources, and Essence are. Counted actions that restore Stamina and Energy or the Gathering and Crafting skills all have a component based on time. It is important that players keep these mechanics in mind. We are currently not strict in the tracking of time on sheets for these uses. If a player sits and has a conversation that has lasted a half hour, they may count this as resting to restore Stamina or Energy (even if this was not the original intent). These items may be tracked more in future if cheating or abuse is noticed.

Research

Research is a valuable portion of our game as it allows characters to figure out story beats and world lore on the players terms rather than plots. This makes the skills difficult to manage at times. To make things easier, we have formulated the following system.

1. Pre-Event Questions – A character may ask 1 question per research skill on their sheet. These questions must be turned in at least 2 weeks prior to an event. Each question will be treated as the character has been spending off time researching the specifics of the question. Each question will receive a response of at least 1 sentence to a maximum of 1 page depending on time available prior to the event.

2. During Event Questions – A character may ask 3 Yes or No questions based on the specific research type and as it relates to the current event. These Yes or No questions are based on plot as it is progressing, and not necessarily cannon for overarching plot. These skills should help guide players in decisions but are not intended to give large amounts of information during the course of the event.

3. During Event Crafting Assistance – A character may use a research skill to help determine what resource costs and effects may occur in creating a design prior to its actual construction. This helps to reduce failures and unforeseen negatives that may occur.

Crafting, Science, & Technology

Crafting items in Crestfallen have four specific levels, which are Basic, Augmentation, Mastery, and Technology.

Basic Build items and uses

All basic build items last for the duration of the event, until used, or until destroyed. A break effect will destroy a basic build item. These items are marked on the character sheet and cannot be traded between characters after creation. All Basic Build items require an appropriate physical representation in their description. This item is required to use the effect of a Basic Build Item. One Basic Crafting Component and 30 minutes of roleplay (acting out the brewing, building, or enchanting) creates 5 items or the Craft effect from one appropriate craft.

Alchemy Basic Build Items
- Alchemical Grenade: Spell Ammo - A character may throw a ranged attack with the verbal of "5 damage".

- Alchemical Flashbang: Spell Ammo - A character may throw a ranged attack with the verbal of "Knockback".

- Tangle Bag: Spell Ammo – A character may throw a ranged attack with the verbal of "Entangle Foot"

- Alcohol: Potion Bottle – A character may drink or grant another a drink that grants the Distracted effect.

- Craft Effect Weapon Poison +1: Purple Ribbon – A character may deal 1 additional point of damage with a weapon that has the craft effect until the item is broken or destroyed. This may not be used on Firearms.

- Healing Potion: Potion Bottle - A character may drink or be fed this potion with the verbal of "5 healing".

- Heartiness Potion: Potion Bottle – A character may drink or be fed this potion with the verbal of "5 Body" This potion grants 5 additional Body points which are lost before costuming and normal Body points. A character may only have additional Body points from one source at a time. The highest value will take precedence.

- Enchanted Armor Wand: Wand Representation and Spell Ammo – A character may touch Spell Ammo to a Wand Representation while using the verbal "5 Enchanted Armor". The caster may then snap the Wand Representation and throw or touch the Spell Ammo to a target. This grants the target 5 additional Armor points if they are already wearing armor. They may use these additional points over the maximum amount granted by the Wear Armor skill. A character may only have additional Armor points from one source at a time. The highest value will take precedence.

- Mana Potion: Potion Bottle - A character may drink or be fed this potion with the verbal of "1 Energy". This potion grants 1 Energy to the character who drinks it. A character may only drink 5 Mana Potions per event.

- Craft Effect Rune of Protection: Wearable Rune – A character may wear one Rune of Protection at any given time. The first spell that hits a character wearing a Rune of Protection, is negated with the call of "Resist". This "Resist" must be used, regardless of the spell being thrown. A spell that is cast via touch does not trigger this "Resist".

- One Handed Weapon: One Handed Weapon under 46" (116.84 Cm) - A character may use any One Handed Weapon that fits the appropriate size and safety requirements. These weapons are put on to the character sheet and are destroyed with a Break or Destroy Condition.

- Two Handed Weapons: Two Handed Weapon 46.1" to 75" (190.5 Cm) - A character may use any Two Handed Weapon that fits the appropriate size and safety requirements. These weapons are put on to the character sheet and are destroyed with a Break or Destroy Condition..

- Ranged Weapon: Any Thrown Weapon (Small/ Coreless), Crossbow Min/Max Dimension 12"/24" (30.48Cm/60.96 Cm) or Bow Min/Max Length 34"/44" (86.36Cm/111.76Cm) - A character may use any Ranged Weapon that fits the appropriate size and safety requirements. These weapons are put on to the character sheet, and are destroyed with a Break or Destroy Condition.

- Shield and/or Buckler Shield: Shield Maximum 36" (91.44 Cm) Tall at longest dimension. Maximum 24" (60.96 Cm) Wide at longest dimension shield. Buckler Maximum 20" diameter. May Hold or Strap to Arm - A character may use any Shield that fits the appropriate size and safety requirements. These shields are put on to the character sheet and are destroyed with a Break or Destroy Condition.

- Armor: Physical Representation Evaluated By Staff - A character may use any Armor that fits the appropriate size and safety requirements. This armor is put on to the character sheet and is destroyed with a Break or Destroy Condition.

- Craft Effect Repair Item: A tagged Item and Physical Representation – A character may repair a Broken item, allowing it to be used once more. To repair a tagged item, the crafter must put their character number on the durability box to show that it has been repaired.

Crafting: Augmentation

An Augmentation item is a tagged item with a set durability and different game effects. To craft an Augmented Item, a character must either have an Approved Project Design Card OR they must create one. The creation of an Approved Project Design Card takes time based on the items complexity. Crafters should discuss their plans with Plot prior to events, and attempts will be tracked on character sheets for open transparency between plot and players. Players may use their Research skills and other resources to attempt to speed up the production of a Design Card. Plot may ask for a character to Playtest a design prior to approval. Final approval for Playtest Design Cards will go to the Player Base Votes at the end of each season.

If the character has the appropriate skills and an Approved Project Design Card, they may spend the resources listed on the card and 30 minutes of roleplay (acting out the brewing, building, or enchanting) to create the item.

All Augmented Items will have the following standardized limiting rules.

- Durability starts at 1 and may be no more than 16.

- Charged items use 1 durability per use.

- Items granting bonuses to damage may not exceed +1

- Items dealing spell damage or healing may not exceed 20 points

- Items will have a set resource cost in Basic and Common Resources only

- Rare resources may be used but will have no additional effect items.

Crafting: Mastery

Mastery items are also tagged items but have different restrictions and more game effects possible. An Approved Project Design Card is still required to create a Mastery item and follow all the other rules set forth in the Augmentation section.

If the character has the appropriate skills and an Approved Project Design Card, they may spend the resources listed on the card and 30 minutes of roleplay (acting out the brewing, building, or enchanting) to create the item.

All Mastery Items will have the following standardized limiting rules.

- Durability starts at 1 and may be increased to 32.

- Unlimited Durability items are possible to craft at this level.

- Items granting bonuses to damage may not exceed +3

- Items dealing spell damage or healing may not exceed 60 points

- Items will have a set resource cost in Basic, Common, and/or Rare Resources

- Additional currency or resources may be required

- Additional currency or resources may be used to modify effects during creation based on the resources and plot based effects (percentile role for possible effects)

Crafting: Technology

Technology items are the combination of two or more Crafting Skills with additional input from other skills within the game. These tagged items are wild and varied and will always require a Playtest period as described in the Crafting: Augmentation section.

If the character(s) has(have) the appropriate skills and an Approved Project Design Card, they may spend the resources listed on the card and 30 minutes of roleplay (acting out the brewing, building, or enchanting) to create the item.

All Technology items will have the following standardized limiting rules.

- Durability starts at 1 and may be increased to 32.

- Technology items may never be made with Unlimited Durability.

- Items granting bonuses to damage may not exceed +6

- Items dealing spell damage or healing may not exceed 100 points

- Items will have a set resource cost in Basic, Common, and/or Rare Resources

- Additional currency or resources may be required

- Chance of failure or unforeseen outcomes and plot based effects will occur (percentile role for possible effects)

Medical Training and Surgery

Roleplay – While magic exists, it is often very specific and heavily rationed. With large battles and many characters being wounded and under the effects of varying conditions, it makes sense that trained medical professions are still required and sometimes preferred. Characters trained in the Medical Training and Surgery skills should roleplay their abilities such as bandaging wounds, making sutures, resetting bones, applying salves/ ointments, etc.

Experimental Surgery – The basic Surgery skill allows a character to be healed of multiple conditions and damage very quickly, but with a risk. Experimental Surgery is much more challenging and open ended. Experimental Surgery is handled similar to the crafting of items. A character must either have an Approved Project Design Card OR they must create one for Experimental Surgery. The creation of an Approved Project Design Card takes time based on the complexity of the Surgery. Surgeons should discuss their plans with Plot prior to events, and attempts will be tracked on character sheets for open transparency between plot and players. Players may use their Research skills and other resources to attempt to speed up the production of a Design Card. Plot may ask for a character to Playtest a design prior to approval. Final approval for Playtest Design Cards will go to the Player Base Votes at the end of each season.

If the character has the appropriate skills and an Approved Project Design Card, they may spend the resources listed on the card and 30 minutes of roleplay (acting out completing the surgery on a target) to grant the effect. The effect lasts until the limb that was targeted by the surgery is destroyed or the character dies.

Completing either form of Surgery requires a percentile dice role on the Surgery chart to determine its success. The chart is based on the overall danger level for the event (which can be found on the schedule page of the website or during check-in).

Guilds and Governments

Guilds and Governments are used to assist characters in their roleplay, resource management, and organization within the game. A Guild is a business tied to a skill found in the more roleplay intensive skill categories. These businesses include the Craft, Merchants, Research and Thieves Guilds. The only requirement to join a Guild is taking its appropriate skill. A Government is an organization run by the ruling members of a particular Lineage. The only requirement to join a Government is to be a member of that particular Lineage.

Other than the requirements for entry, Guilds and Governments function in a similar fashion. Each organization will have a folder found in the town hub. If a character meets the membership requirements, they will be allowed to have access to this folder. Characters may be members in multiple organizations, however, they may be limited on how far they may advance within multiple organizations. It should also be noted that advancement within an organization will NEVER give a character power over another character.

Organization Folders

Organization folders will have the following items within them to help players interact with the gameworld and plot.

Module List

Each organization will have several jobs or modules that they would like their members to complete throughout the course of an event. Many of these will be at set times of the day and characters may sign up for them on the module list found within.

Market Value Chart

Each organization has a chart of items they are selling, as well as looking to purchase. This list may change from event to event. Only members of the appropriate organization may see this chart, unless the character has an additional skill (such as Going Rate) that grants access. This is a great way to stockpile some items or to make a profit selling items to the organization.

Rumors List

The organization has its own interests and NPCs. As such, they may have information regarding current events, locations, monsters, and other rumors that may or may not be true. These rumors may give insight on what may go on during an event, tips on items that may sell well or be bought cheap in the future.

Guild Features

(Guilds only) Each guild has a way of making money for their organization in addition to the buying and selling of items and sending members on missions.

Craft Guild
Project Library

The Craft Guild maintains the Project Library which houses all publicly available Approved Project Designs. When a member of the Craft Guild develops an Approved Project Design, they may sell the rights of the design to the guild. The guild will buy designs that use Basic and Common resources for 10 leaves and designs that use Rare resources for 20 leaves. Additionally, the guild will rent out designs in the Project Library for 5 leaves for Basic and Common resource designs and 10 leaves for rare resource designs. Advancement in the guild will grant members reduced costs on these rental rates. These amounts may change, but will be detailed in the Craft Guild folder.

Merchants Guild
The Bank

The Merchants Guild maintains the Bank. Characters can store their leaves in the Bank to ensure its safety. In addition to this service, the Bank offers loans to characters. The bank will loan leaves in increments of 10 at the rate of 1 leaf interest per event. (example: Your character borrows 30 leaves from the bank. If you pay this loan back during the same event, you must repay 33 leaves. If you repay the following event, you must repay 36 leaves....39...42...45, etc.) If a character ever reaches an amount owed of two times what was borrowed, the character may be put up for bounty to the Thieves Guild. These amounts may change, but will be detailed in the Merchants Guild folder.

The Research Guild maintains the Research Library which houses all publicly available Research Documents granted via the Research Skills as well as Plot In Game Documents and Character created documents. Some documents found in this Library are confirmed to be accurate with the game world by the plot staff and will be clearly marked as such. Characters may submit documentation to the Research Library for payment as well as possible advancement with the guild. Researchers will be paid 2 leaves per page (8.5x11 paper, double spaced, 12 font standard) submitted. This price will be doubled for any document that is verified as accurate from plot prior to submission. The Research Library may be rented at 5 leaves per hour, with the rental cost being reduced by guild membership and rank within the guild.

Thieves Guild
The Stockpile

The Thieves Guild is in charge of handling the Stockpile which houses emergency Resources and items. The Stockpile has different items, availability, and rates depending on the skills and/or rank within the guild. Additionally, members may donate or sell items to the Stockpile in order to advance within the guild. Rare Resources will **NEVER** be sold by plot unless they are found here.

Bounties

Bounties are also handled by the Thieves Guild. These are contracts against player characters who have either failed to repay their debts to the Merchants Guild or broke an In Game Law (see Rules of Law for more details). These bounties are always optional to players (No PVP will intentionally be forced). These bounties are always structured in order to repay the characters debt and to prevent grief to the character at all costs. A member of the Thieves Guild will be authorized to subdue (never kill) the target character and retrieve the amount of leaves owed on the characters debt or a specific fine amount from their person. This amount is then returned to the Thieves Guild. The member may not keep any additional money from this bounty, otherwise they may lose access to the Bounty system and may lose status within the guild. A character will always be notified that a bounty is active against them prior to the bounty being available to members of the guild.

Guild Advancement

Character advancement within each organization is based on donations and modules completed. Every 10 leaves, 10 resources, 5 items or 1 module brought to a satisfactory completion will grant a character 1 point within the guild.

Points	Guild ranks	Government ranks
0	Apprentice	Citizen
10	Journeyperson	Councilperson
30	Master	Lord/Lady
60	Grand Master	Chancellor

These ranks do not confirm any powers of law or justice to the character, but instead shows their influence with the particular organization and its NPCS. Holding a higher title may grant the character more Roleplay with NPCs and grant the characters some sway with the organization as a whole. Additionally, these titles may grant additional voting ability to direct how an organization may proceed.

Charts

Gathering Chart

Danger Level --> Items Found	1	2	3	4
Fine	00-05%	00-10%	00-15%	00-20%
1 Basic	06-10%	11-20%	16-25%	21-30%
2 Basic	11-15%	21-30%	26-35%	31-40%
3 Basic	16-20%	31-40%	36-45%	41-50%
4 Basic	21-25%	41-50%	46-55%	51-60%
5 Basic	25-30%	51-60%	56-65%	61-70%
1 Common	31-40%	61-65%	66-70%	71-75%
2 Common	41-50%	66-70%	71-75%	76-80%
3 Common	51-60%	71-75%	76-80%	81-85%
4 Common	61-70%	76-80%	81-85%	86-90%
5 Common	71-80%	81-85%	86-90%	91-94%
5 Common + 5 Basic	81-90%	86-90%	91-95%	95-98%
5 Common + 5 Basic + 1 Rare Basic	91-100%	91-100%	96-100%	99-100%
1 Rare+	98-100%	98-100%	98-100%	98-100%

Rare increases by 2% each event a rare is not found.

Surgery Chart

Danger Level --> Success Rate	1	2	3	4
Failure - Character Dies	00-05%	00-05%	00-05%	00-10%
Failure - Dying - Stamina	06-15%	06-15%	06-20%	11-25%
Success	16-75%	16-75%	21-80%	26-85%
Success + Stamina	76-90%	76-90%	81-90%	86-95%
Succeess + Stamina + Surgery ST returned to surgeon	91-100%	91-100%	91-100%	96-100%

Lineage Skill Categories

Notes:

* = Skill may be purchased multiple times

x = Exponential Cost (example: 1st Body = 1 Point, 2nd Body = 2 points, 3rd Body = 3 points)

= Requires Prerequisite

Dwarf Lineage Skill Category

Costume Requirements: Prop Beard (real beards do not count)

Dwarves pride themselves on their family history and traditions as well as their love of fine weapons and battles.

Only Dwarf Characters may purchase skills from this Category.

Body +2 [0 CP] When Category is purchased, character gains 2 Body

Family Stockpile [8 CP] Character gains currency at check-in

Forging [8 CP] Character is trained in Forging

Historical Research [8 CP] Character is trained in Historical Research

Immune Poison# [15 CP] Character is immune to the Poison Condition (all delivery methods)Must have Resist Poison and 30 CP in Dwarf Category to purchase

One Handed Axes/Hammers [3 CP] Character is trained with One Handed Axes/Hammers

Resist Fear [10 CP] Character may resist a Fear Condition

Resist Poison [10 CP] Character may resist a Poison Condition

Two Handed Axes/Hammers [4 CP] Character is trained with Two Handed Axes/Hammers

Wear Armor* [3 CP] Character may wear 5 Additional Armor. May only be purchased once from this Skill Category

Elf Lineage Skill Category

Costume Requirements: Pointed Ear Tips

Elves are innately attuned to magic in its many forms as well as the attentiveness tolearn and retain knowledge.

Only Elf Characters may purchase skills from this Category.

Enchanting [8 CP] Character is trained in Enchanting

Immune Charm# [15 CP] Character is immune to the Charm Condition (all delivery methods) – Must have Resist Charm and 30 CP in Elf Lineage Skill Category to purchase

Immune Sleep# [15 CP] Character is immune to the Sleep Condition (all delivery methods) Must have Resist Sleep and 30 CP in Elf Lineage Skill Category to purchase

Innate Energy [0 CP] When Category is purchased, character gains 2 Energy

Magical Research [8 CP] Character is trained in Magical Research

One Handed Swords [3 CP] Character is trained with Swords

Ranged Weapon Bows [3 CP] Character is trained with Bows

Resist Charm [10 CP] Character may resist a Charm Condition

Resist Sleep [10 CP] Character may resist a Sleep Condition

Stealth,Woodlands [8 CP] Character may use Stealth in wooded areas

Hauflin Lineage Skill Category

Costume Requirements: Top Knot and Bushy Sideburns

Hauflin are often fun loving and inquisitive. These traits often get them both into and out of trouble rather quickly.

Only Hauflin Characters may purchase skills from this Category.

Alchemy [8 CP] Character is trained in Alchemy

Buckler [4 CP] Character is trained with Buckler Shields to block weapon attacks

Diplomacy [8 CP] Character may use Diplomacy to distract targets

Flesh Wound [12 CP] Character may use Flesh Wound

Gathering [8 CP] Character is trained in Gathering of resources from nature

Immune Entangle# [15 CP] Character is Immune to the Entangle Condition (all delivery methods) Must have Resist Entangle and 30 CP in Hauflin Category to purchase

Remove Poison [10 CP] Character may spend a resource to remove the Poison Condition

Resist Entangle [10 CP] Character may resist an Entangle Condition

Stamina+2 [0 CP] When Category is purchased, character gains 2 ST

Thrown Weapons [1 CP] Character is trained with Thrown Weapons

Human Lineage Skill Category

Costume Requirements: None

Humans are highly adaptive and enterprising, causing their influence to spread without many of the older lineages obstructions.

Only Human Characters may purchase skills from this Category.

Adaptable[0 CP] When Category is purchased, character gains 2 Body, 2 Energy, or 2 ST

Firearms [10 CP] Character is trained in Basic Firearms (single shot only)

Know-A-Guy [12 CP] Character knows a guy to help assist them

Medical Training [8 CP] Character may stabilize and heal Characters through natural means

Scientific Research [8 CP] Character is trained in Scientific Research

Weapon of Choice [3 CP] Character is trained in the use of one weapon of their choice, not including Firearms.

Kinfolk Lineage Skill Category

Costume Requirements: Must appear as an animal type associated with the Kinfolk. May include/but not limited to Mask, Skin Color, Hair Color, Prosthetics

Kinfolk tend to feel close to nature and a strong urge to protect it when possible. Their superior senses often make them great hunters, researchers, and warriors.

Only Kinfolk Characters may purchase skills from this Category.

Alchemy [8 CP] Character is trained in Alchemy

Berserk Augmentation [10 CP] Character deals additional damage while Berserk and may stalk target of their choosing.

Claws [4 CP] Character is trained with Claws

Cower [4 CP] Character may cower to prevent being attacked by intelligent creatures

Immune Knockback# [15 CP] Character is Immune to the Knockback Condition (all delivery methods)Must haveResist Knockback and 30 CP in Kinfolk Category to purchase

Parry [12 CP] Character may use Parry

Resist Knockback [10 CP] Character may resist a Knockback Condition

Search Area [8 CP] Character can use their heightened senses to gain information on a module or area

Thrown Weapons [1 CP] Character is trained with Thrown Weapons

Variable [0 CP] When Category is purchased, character gains 2 Body or ST

Orc Lineage Skill Category

Costume Requirements: Mask or Green Makeup (Tusks built into jawline of armor/mask suggested)

Orcs are innately bloodthirsty and ready for battle. While some choose to fight these feelings, they are always present.

Only Orc Characters may purchase skills from this Category.

Body +2 [0 CP] When Category is purchased, character gains 2 Body

Conceal Object [2 CP] Character may hide a single object on their person

Demand [5 CP] Character may demand half price for one guild item

Harvesting [8 CP] Character may harvest resources from enemies

Immune Knockdown# [15 CP] Character is immune to the Knockdown Condition (all delivery methods) Must have Resist Knockdown and 30 CP in Orc Category to purchase

One Handed Bladed Weapons [3 CP] Character is trained with One Handed Bladed Weapons

Rage [2 CP] Character may use Rage to deal more damage

Resist Bleed [10 CP] Character may resist a Bleed Condition

Resist Knockdown [10 CP] Character may resist a Knockdown Condition

Two Handed Bladed Weapons [4 CP] Character is trained with Two Handed Bladed Weapons

Skill Categories

Buying Skill Categories

Characters start with access to the General and the characters lineage Category for free. Other than these, the first Category a Character purchases will cost 5 CP. Each additional Category will cost 5 more than the last purchased. (1st is 5, 2nd is 10, 3rd is 15, etc). Once a Category is purchased, a Character may then purchase skills at their listed cost. Skills found on multiple lists may have different costs. The cost of a skill will always be the cost when purchased. No CP will be refunded if a Category is later unlocked with a different cost unless stated in a particular skill.

Abbreviations

* = Skill may be purchased multiple times

x = Exponential Cost (example: 1st Body = 1 Point, 2nd Body = 2 points, 3rd Body = 3 points)

= Requires Prerequisite

General Skill Category

All characters may buy skills from this Category.

Body* [X CP] Character gains 1 Body.

Stamina* [X CP] Character gains 1 ST.

Wear Armor* [4 CP] Character may wear 5 Additional Armor. May onlybe purchased to a maximum total of 40 Armor.

Magical Combat Skill Category

This category includes skills that combine magic with combat.

Energy* [X CP] Character gains one energy used to fuel spells and other magic

One Handed Weapons [4 CP] One Handed Weapon under 46" (116.84 Cm).

Ranged Weapon [4 CP] Crossbow Min/Max Dimension 12"/24" (30.48Cm/60.96 Cm). Bow Min/Max Length 34"/44"(86.36Cm/111.76Cm).

Specialization [10 CP].

Specialization Augmentation# [15 CP] Must Have Specialization

Specialization Mastery# [20 CP] Must Have Specialization Augmentation.

Staff [6 CP] Two Handed Weapon under 78" (198.12 Cm) may not have a blade or hammer head.

Thrown Weapons [2 CP] Character may use coreless thrown weapons.

Direct Combat Skill Category

This category includes skills that benefit a direct melee combatant.

Ambidextrous# [4 CP] Character can swing additional damage in both hands.

Break Weapon [15 CP] Character may deliver the Broken Condition to one weapon or shield.

Buckler [6 CP] Maximum 20" diameter. May Hold or Strap to Arm.$

Favored Target [5 CP] Character may deal extra damage against one creature type.$

Florentine [2 CP] Character may use a one handed weapon in each hand, but one only does base damage.

One Handed Weapons [4 CP] One Handed Weapon under 46" (116.84 Cm).

Parry [15 CP] Character may negate one weapon attack.

Physical Talent [10 CP] Character may deal 1 additional damage at all times (Crafted Weapons Only).

Physical Talent Augmentation# [15 CP] Character may deal 1 additional damage at all times (Crafted Weapons Only) (CP 40 in this category).

Physical Talent Mastery# [20 [0 [may deal 1 additional damage at all times (Crafted Weapons Only) (CP 80 in this category).

Quarry [5 CP] Character may deal additional damage against one foe for one fight.

Rage [5 CP] Character may deal additional damage against all foes for one fight.

Ranged Weapon [4 CP] Crossbow Min/Max Dimension 12"/24" (30.48Cm/60.96 Cm). Bow Min/Max Length 34"/44"(86.36Cm/111.76Cm).

Shield [10 CP] Maximum36" (91.44 Cm) Tall at longest dimension. Maximum 24" (60.96 Cm) Wide at longest dimension shield..

Slam [10 CP] Character may deliver the Knockback Condition on a target.

Slay [10 CP] Character may deal a large amount of damage for one swing.

Thrown Weapons [2 CP] Character may use coreless thrown weapons.

Two Handed Weapon [6 CP] Two Handed Weapon under 75" (190.5 Cm).

Group Combat Skill Category

This category includes skills that benefit stealthy or tactical style combatants.

Ambidextrous# [4 CP] Character can swing additional damage in both hands.

Assassinate [10 CP] Character may deal a large amount of damage.

Buckler [6 CP] Maximum 20" diameter. May Hold or Strap to Arm.

Counter [15 CP] Character takes a melee attack and deals the same damage back at target.

Flesh Wound [15 CP] Character may reduce the damage of a weapon attack to 1 and avoid additional Conditions from the attack.

Florentine [2 CP] Character may use a one handed weapon in each hand, but one only does base damage.

Hamstring [10 CP] Character may deliver the Slowed Condition to a target.

One Handed Weapon [4 CP] One Handed Weapon under 46" (116.84 Cm).

Opportunist [10 CP] Character may deal 1 additional damage while attacking an opponent with an ally's assistance (Crafted Weapons Only).

Opportunist Augmentation# [15 CP] Character may deal 1 additional damage while attacking an opponent with an ally's assistance (Crafted Weapons Only) (CP 40 in this category).

Opportunist Mastery# [20 CP] Character may deal 1 additional damage while attacking an opponent with an ally's assistance (Crafted Weapons Only) (CP 80 in this category).

Ranged Weapon [4 CP] Crossbow Min/Max Dimension 12"/24" (30.48Cm/60.96 Cm). Bow Min/Max Length 34"/44"(86.36Cm/111.76Cm).

Stagger [10 CP] Character may deliver the Dazed Condition to a target.

Thrown Weapons [2 CP] Character may use coreless thrown weapons.

Two Handed Weapon [6 CP] Two Handed Weapon under 75" (190.5 Cm).

Waylay [10 CP] Character may deliver the Sleep Condition to a target.

Unarmed Combat Skill Category

This category includes skills that benefit stealthy or tactical style combatants..

Ambidextrous# [4 CP] Character can swing additional damage in both hands.

Block [15 CP] Character may negate one weapon attack.

Breakthrough [5 CP] Character may deliver a standard weapon attack that cannot be blocked with shields (May not be used with other skills).

Fighting Prowess [10 CP] Character may deal 1 additional damage while attacking with claws or brawlers.

Fighting Prowess Augmentation# [15 CP] Character may deal 1 additional damage while attacking with claws or brawlers (CP 40 in this category).

Fighting Prowess Mastery# [20 CP] Character may deal 1 additional damage while attacking with claws or brawlers (CP 80 in this category).

Florentine [2 CP] Character may use a one handed weapon in each hand, but one only does base damage.

Grapple [10 CP] Character may deliver the Entangle Body Condition to a target while holding the target with two claws or brawlers.

Haymaker [10 CP] Character may deal a large amount of damage with claws or brawlers.

Intimidate [10 CP] Character may deliver the Fear Condition to a target.

Pain Tolerance [15 CP] Character may negate the effects of a Condition until the end of a fight.

Strength [10 CP] Character gains 1 Strength.

Strength Augmentation# [15 CP] Character gains 1 Strength.

Strength Mastery# [20 CP] Character gains 1 Strength.

Thrown Weapons [2 CP] Character may use coreless thrown weapons.

Thievery Skill Category

This category includes skills suitable for a rogue, thief, spy, or similar character.

Black Market# [15 CP] Character may purchase from the Thieves Guild Stockpile without limit.

Conceal Object [5 CP] Character may hide a single object on their person.

Cower [5 CP] Character may act helpless to dissuade others from attacking.

Diplomacy [10 CP] Character may use Diplomacy to distract targets.

Disguise [15 CP] Character may disguise themselves as another character.

Escape Artist [10 CP] Character may escape from bindings or bypass barriers.

Pick Lock [10 CP] Character may pick locks on containers or doors.

Pick Pocket [10 CP] Character may pick another characters pocket for goods.

Poison Use [15 CP] Character may poison food or drink.

Stealth [10 CP] Character may become hidden despite real world skill (Night Only).

Stealth Augmentation# [15 CP] Character may become hidden despite real world skill (Movement).

Stealth Mastery# [20 CP] Character may become hidden despite real world skill (Day).

Thieves Guild Member# [10 CP] Character gains the benefits of joining the guild.

Merchant Skill Category

This category includes skills suitable for a merchant, banker, investor, or similar character

Cower [5 CP] Character may act helpless to dissuade others from attacking.

Diplomacy [10 CP] Character may use Diplomacy to distract targets.

Equal Trade [10 CP] Character may trade one item for its market value with the Guild.

Going Rate [5 CP] Character may inquire how much the guild will pay for an item.

Haggle [10 CP] Character gains or reduces cost of a sale by 1 currency.

Holdings [10 CP] Character gains currency at check in.

Holdings, Augmentation# [15 CP] Character gains currency at check in.

Holdings, Mastery# [20 CP] Character gains currency at check in.

Know A Guy [15 CP] Character knows a guy to help assist them.

Merchants Guild Member# [10 CP] Character gains the benefits of joining the guild.

Requisition# [15 CP] Character may gain free items from the guild.

Supply [10 CP] Character gains production resources at check in.

Supply,Augmentation# [15 CP] Character gains production resources at check in.

Supply,Mastery# [20 CP] Character gains production resources at check in.

Academic Skill Category

This category includes skills suitable for a doctor, researcher, historian, or similar character

Analysis [10 CP] Character may gain information on a specific item.

Consultation [10 CP] Character may gain a hint or reduction in difficulty on a puzzle.

Cower [5 CP] Character may act helpless to dissuade others from attacking.

Deduction [10 CP] Character may gain information of a specific person.

Historical Research [10 CP] Character may gain information on previous events.

Magical Research [10 CP] Character may gain information on magic and its uses.

Medical Training [10 CP] Character may stabilize and heal Characters through natural means.

Medical Training: Augmentation# [15 CP] Character may remove the Dazed, Sleeping, Slowed, and Weakness Conditions through natural means..

Medical Training: Mastery# [20 CP] Character may remove the Bleed, Poisoned, and Silenced Conditions through natural means, and increase in healing value.

Research Guild Member# [10 CP] Character gains the benefits of joining the guild.

Scientific Research [10 CP] Character may gain information on technology and scientific items.

Search Area [10 CP] Character may gain information on a physical location.

Surgery# [15 CP] Character may perform procedures to heal or enhance Characters.

Craftsman Skill Category

This category includes skills suitable for a crafter, farmer, resource manager, or similar character

Alchemy [10 CP] Character may craft poisons, gases, and other alchemical items.

Cower [5 CP] Character may act helpless to dissuade others from attacking.

Craft Guild Member# [10 CP] Character gains the benefits of joining the guild.

Crafting: Augmentation# [15 CP] Character may craft Augmented items.

Crafting: Mastery# [20 CP] Character may craft Masterwork Items.

Crafting Theory [10 CP] Character may gain information on advanced crafting.

Enchanting [10 CP] Character may craft potions and scrolls.

Forging [10 CP] Character may craft weapons, armor, and shields.

Gathering [10 CP] Character is trained in Gathering of resources from nature.

Guild Stockpile [15 CP] Character gains currency at check in.

Harvesting [10 CP] Character may harvest resources from enemies.

Maintenance# [10 CP] Character may extend an items durability.

Technology Crafting# [20 CP] Character may craft Technology Items.

Skills

* = Skill may be purchased multiple times

x = Exponential Cost (example: 1st Body = 1 Point, 2nd Body = 2 points, 3rd Body = 3 points)

= Requires Prerequisite

Adaptable

CP Cost: None

ST Cost: None

Restrictions: Human Lineage

Skill Categories: Human Lineage

This skill is instantly purchased for characters using the human lineage. This grants the character 2 body, 2 energy, **or** 2 stamina to their maximum total. The player must choose and document which points they are receiving prior to game start. Additionally, when choosing energy, the player may add 2 spells to the characters spell list. These choices may not be changed once documented.

Alchemy

CP Cost: 10 (Craftsman) or 8 (Kinfolk Lineage, Hauflin Lineage)

ST Cost: 1

Restrictions: None

Skill Categories: Craftsman, Kinfolk Lineage, Hauflin Lineage

This skill allows a character to craft poisons, brews, and similar items using resources. In addition, this skill allows a character to understand approved project design of the alchemy type or technology type that include alchemy resources.

Ambidextrous#

CP Cost: 4

ST Cost: None

Restrictions: Must have Florentine

Skill Categories: Direct Combat, Group Combat, Unarmed Combat

This skill allows a character to use all weapon damage enhancements in both hands rather than just one if they are applicable. These enhancements may come from class skills such as physical talent, opportunist, fighting prowess, and all of their enhancements. A magic weapon's damage enhancement may only be used for the hand that the weapon is actively being wielded in. Additional boons may add to damage in this way, but must be clearly stated in their descriptions.

Analysis

CP Cost: 10

ST Cost: 1

Restrictions: None

Skill Categories: Academic

This skill allows a character to ask 3 yes or no questions from plot staff regarding an Item as it relates to the current event. This allows plot staff to give information that may be relevant to a current plot line but does not necessarily impact the overall story of the game world. Plot may substitute pre-generated information or more detailed information at their discretion. Emails regarding questions prior to an event are encouraged to ensure that all information granted to players is accurate. If plot cannot give the character appropriate answers within a reasonable time frame (max 30 minutes), then the ST cost is refunded to the character as if the skill was not used.

Assassinate

CP Cost: 10

ST Cost: 2

Restrictions: None

Skill Categories: Group Combat

This skill allows a character to deal a large amount of damage to a target with a valid weapon attack. To use this skill, a character must call "Assassinate 20 Damage" and strike the target with a valid weapon strike. This skill does 10 additional points of damage if the character has opportunist, opportunist augmentation, and opportunist mastery, to a maximum of 50 damage. The character may continue to call this additional damage until it hits the target, the attack is negated with a resist condition, or three attacks are made, whichever comes first.

Berserk Augmentation

CP Cost: 10

ST Cost: 1

Restrictions: Kinfolk Lineage

Skill Categories: Kinfolk Lineage

This skill allows a character who gains the berserk condition to use the following description instead of the normal effect.

Duration: 10 Minutes or Until Removed – The target becomes enraged and attempts to kill all characters and creatures near them. The target may choose who to attack first but MUST attack all characters and creatures within line of site. The character must deal the maximum damage plus 2 with all attacks and plus 5 spell damage. This damage increase does not increase the damage of firearms. This does not force the character to use any ST or energy based skills.

Black Market#

CP Cost: 15

ST Cost: 1

Restrictions: Must have Thieves Guild Member

Skill Categories: Thievery

This skill allows a character to purchase in game items from the thieves guild stockpile without any limit to the number of items purchased. Additionally, the character may use 1 ST to look at a guild or lineage item list that they normally would not have access to and may purchase items from them for two times the cost.

Block

CP Cost: 15

ST Cost: 4

Restrictions: None

Skill Categories: Unarmed Combat

This skill allows a character to negate one weapon attack. When a character uses this skill, the appropriate call is "Resist".

Body*

CP Cost: X

ST Cost: None

Restrictions: None

Skill Categories: General

This skill may be purchased multiple times at increasing costs (1st = 1CP, 2nd = 2CP, 3rd = 3 CP, Etc). This skill grants the character 1 body to their maximum total.

Body +2

CP Cost: None

ST Cost: None

Restrictions: Dwarf Lineage or Orc Lineage

Skill Categories: Dwarf Lineage , Orc Lineage

This skill is instantly purchased for characters using the dwarf lineage or orc lineage. This skill grants the character 2 body to their maximum total.

Breakthrough

CP Cost: 5

ST Cost: 1

Restrictions: Claws or Brawlers Only

Skill Categories: Unarmed Combat

This skill allows a character to strike a target so hard that they cannot block the damage with a weapon or shield. To use this skill, a character must call "Unblockable" and up to their maximum damage with their claws or brawlers. This skill may not be used in tandem with other skills. This damage may still be negated with any skill or ability that allows a character or creature to use the "Resist" condition to prevent damage. Unblockable damage is otherwise treated as normal damage, removing armor points and then body points.

Break Weapon

CP Cost: 15

ST Cost: 4

Restrictions: None

Skill Categories: Direct Combat

This skill allows a character to inflict the broken condition onto one claw, limb, shield, weapon, or plot directed item that they strike. To use this skill, a character must call "Break Weapon" and strike it. This skill will not inflict the broken condition onto any other items unless otherwise directed by the plot staff. (Example: Using a research skill, it may be possible to use break weapon to target a plot effect such as restraints, pillars, doors, or similar objects. This is up to the marshal in charge of the encounter and should not be argued once a ruling is made.)

Buckler

CP Cost: 6 (Direct Combat, Group Combat) or 4 (Hauflin Lineage)

ST Cost: None

Restrictions: None

Skill Categories: Direct Combat, Group Combat, Hauflin Lineage

This skill allows a character to be proficient in the use of a buckler.

Claws

CP Cost: 4

ST Cost: None

Restrictions: Kinfolk Lineage

Skill Categories: Kinfolk Lineage

This skill allows a character to be proficient in the use of claws. These are natural weapons but still may be targeted with conditions such as break and destroy. Damaged claws are fixed with medical training augmentation or any other similar spell or ability that fixes the limb or claw of a character or creature.

Conceal Object

CP Cost: 5 (Thievery) or 2 (Orc Lineage)

ST Cost: None

Restrictions: None

Skill Categories: Thievery, Orc Lineage

This skill allows a character to place a pink ribbon on one object, granting it the hidden condition. This object is not found when searched and cannot be removed from the character. The character may choose to remove the object or remove the hidden condition at any time.

Consultation

CP Cost: 10

ST Cost: 1

Restrictions: None

Skill Categories: Academic

This skill allows a character to receive a hint regarding a puzzle, riddle, or similar plot point from plot staff. Alternatively, staff may decide to reduce the difficulty of a puzzle, put another puzzle in its place, or allow the character to "Solve" the puzzle by a certain time frame (3 count, 1 minute, 5 minutes, etc). If plot cannot give the character appropriate answers within a reasonable time frame (max 30 minutes), then the ST cost is refunded to the character as if the skill was not used.

Counter

CP Cost: 15

ST Cost: 4

Restrictions: None

Skill Categories: Unarmed Combat

This skill allows a character that is struck by a valid weapon strike to call "Counter Unblockable" and the damage amount they just received and make one valid weapon strike against the attacker. This attack is always made, regardless of if the initial damage would drop the character to the Dying Condition. This does not prevent the condition, but instead, delays it until the counterattack is made. Following this, the character would drop as normal. A character may not negate the original damage dealt using a skill along with Counter.

Cower

CP Cost: 5 (Thievery, Merchant, Academic, Craftsman) or 4 (Kinfolk Lineage)

ST Cost: 1

Restrictions: None

Skill Categories: Thievery, Merchant, Academic, Craftsman, Kinfolk Lineage

This skill allows a character to drop prone (flat on the ground or dropping to one knee) and call "Cower" to gain the cower condition. The player may restate "Cower" as needed if new combatants arrive.

Craft Guild Member#

CP Cost: 10

ST Cost: None

Restrictions: None

Skill Categories: Craftsman

This skill grants a character membership in the crafting guild as an apprentice member. As such, a character may have access to purchase items directly from the guild, take part in guild missions, gain guild contacts, and may advance within the guild structure. Additionally, the craft guild oversees handling the project library which houses all publicly available approved project designs. The approved project designs found within the project library may be rented, with the rental cost being determined by guild membership and rank within the guild.

Crafting Augmentation#

CP Cost: 15

ST Cost: 1

Restrictions: Must have Alchemy, Enchanting or Forging

Skill Categories: Craftsman

This skill allows a character to create approved project designs and/or tagged items based on the appropriate crafting skills that they already possess. Approved project designs made with this skill may only use basic and common resources. Rare resources are reserved for the crafting: mastery skill only. All tagged items created in this way will have a base durability of 8.

Crafting Mastery#

CP Cost: 20

ST Cost: 1

Restrictions: Must have Crafting Augmentation

Skill Categories: Craftsman

This skill allows a character to create approved project designs and/or tagged items based on the appropriate crafting skills that they already possess. All tagged items created in this way will have a base durability of 16.

Crafting Theory

CP Cost: 10

ST Cost: 1

Restrictions: None

Skill Categories: Craftsman

This skill allows a character to ask 3 yes or no questions from plot staff regarding crafting an item. This allows plot staff to give information that may be relevant to a current plot line but does not necessarily impact the overall story of the game world. Plot may substitute pre-generated information or more detailed information at their discretion. Emails regarding questions prior to an event are encouraged to ensure that all information granted to players is accurate. If plot cannot give the character appropriate answers within a reasonable time frame (max 30 minutes), then the ST cost is refunded to the character as if the skill was not used.

Deduction

CP Cost: 10

ST Cost: 1

Restrictions: None

Skill Categories: Academic

This skill allows a character to ask 3 yes or no questions from Plot Staff regarding a character or creature as it relates to the current event. This allows plot staff to give information that may be relevant to a current plot line but does not necessarily impact the overall story of the game world. Plot may substitute pre-generated information or more detailed information at their discretion. Emails regarding questions prior to an event are encouraged to ensure that all information granted to players is accurate. If plot cannot give the character appropriate answers within a reasonable time frame (max 30 minutes), then the ST cost is refunded to the character as if the skill was not used. This skill may determine the true identity of a creature/character using the disguise skill. If plot cannot give the character appropriate answers within a reasonable time frame (max 30 minutes), then the ST cost is refunded to the character as if the skill was not used.

Demand

CP Cost: 5

ST Cost: 2

Restrictions: None

Skill Categories: Orc Lineage

This skill allows a character to pay half price or be paid double price for one object at a guild.

Diplomacy

CP Cost: 10 (Thievery, Merchant) or 8 (Hauflin Lineage)

ST Cost: 2

Restrictions: None

Skill Categories: Thievery, Merchant, Hauflin Lineage

This skill allows a character to distract targets by talking with them. To use the skill, a character must begin a conversation. If the conversation has not escalated to violence (no attacks have been made), the character may call "Diplomacy" (an out of game statement) while continuing to speak. Once diplomacy is stated, all characters involved in the conversation are considered the targets and gain the distracted condition. While distracted, the character and targets must maintain the conversation, and all targets must only pay attention to the character using the skill or any other character pulled into the conversation. This ability ends if there is a 10 second break in the conversation, a target is attacked, or the skill user is attacked.

Disguise

CP Cost: 15

ST Cost: None

Restrictions: Must have alternate costuming In Game

Skill Categories: Thievery

This skill allows a character to act as another persona. A character with the deduction skill may determine, that the imaginary persona is linked to a specific character. NPCs will always view the character as the persona they are attempting to portray. It is possible that some NPCs will have the appropriate skill to determine the characters true identity, however this will not be common. Plot may warn a disguised character regarding their persona being noticed.

Energy*

CP Cost: X

ST Cost: None

Restrictions: None

Skill Categories: Magical Combat

This skill may be purchased multiple times at increasing costs (1st = 1CP, 2nd = 2CP, 3rd = 3 CP, Etc). This skill grants the character 1 Energy to their maximum total and an additional spell from the basic spell list.

Enchanting

CP Cost: 10 (Craftsman) or 8 (Elf Lineage)

ST Cost: 1

Restrictions: None

Skill Categories: Craftsman, Elf Lineage

This skill allows a character to craft potions, scrolls, and similar items using resources. In addition, this skill allows a character to understand approved project design of the enchanting type or technology type that include enchanting resources.

Equal Trade

CP Cost: 10

ST Cost: 1

Restrictions: None

Skill Categories: Merchant

This skill allows a character to trade one item for its market value to a guild or lineage. These prices will be listed in the appropriate binder on the market value chart granted by the going rate skill.

Escape Artist

CP Cost: 10

ST Cost: 2

Restrictions: None

Skill Categories: Thievery

This skill allows a character to escape bindings and the entangle condition as well as bypass barricades or similar structures without damaging them.

Family Stockpile

CP Cost: 8

ST Cost: None

Restrictions: Dwarf Lineage

Skill Categories: Dwarf Lineage

This skill grants the character 4 leaves at check-in.

Favored Target

CP Cost: 5

ST Cost: 2

Restrictions: None

Skill Categories: Direct Combat

This skill allows the character to target a particular group of characters or creatures, allowing them to deal 1 additional point of damage against the group for an entire battle. This skill does 1 additional point of damage if the character has physical talent augmentation, and 1 additional point for physical talent mastery. While this skill is in effect, the user has the weakness condition on them against all other targets. Current valid groups are animals, characters (all PC lineages), gnolls, goblins, lizardfolk, and undead.

Fighting Prowess

CP Cost: 10

ST Cost: None

Restrictions: Claws or Brawlers Only

Skill Categories: Unarmed Combat

This skill allows a character to be proficient in the use of brawlers and also adds 1 additional point of damage with claws or brawlers they are proficient with. This skill does not apply to weapons. This skill does not stack with physical talent or opportunist and their enhancements.

Fighting Prowess Augmentation#

CP Cost: 15

ST Cost: None

Restrictions: Must have Fighting Prowess, Must have 40 points in Unarmed Combat Skill Category prior to purchase.

Skill Categories: Unarmed Combat

This skill allows a character to deal 1 additional point of damage with claws or brawlers they are proficient with. This skill does not apply to weapons. This skill stacks with fighting prowess. This skill does not stack with physical talent or opportunist and their enhancements.

Fighting Prowess Mastery#

CP Cost: 20

ST Cost: None

Restrictions: Must have Fighting Prowess Augmentation, Must have 80 points in Group Combat Skill Category prior to purchase.

Skill Categories: Unarmed Combat

This skill allows a character to deal 1 additional point of damage with claws or brawlers they are proficient with. This skill does not apply to weapons. This skill stacks with fighting prowess and fighting prowess augmentation. This skill does not stack with physical talent or opportunist and their enhancements.

Firearms

CP Cost: 10

ST Cost: None

Restrictions: Human Lineage

Skill Categories: Human Lineage

This skill allows a character to be proficient in the use of firearms. Additionally, this skill grants the character the knowledge and ability to craft a single shot firearm without having the appropriate crafting skills. Crafting a firearm in such a way has an ST Cost of 5 and takes 1 hour.

Flesh Wound

CP Cost: 15 (Group Combat) or 12 (Hauflin Lineage)

ST Cost: 4

Restrictions: None

Skill Categories: Group Combat, Hauflin Lineage

This skill allows a character to reduce the damage of a weapon attack to 1 point and avoid any conditions linked to the attack. When a character uses this skill, the appropriate call is "Resist".

Florentine

CP Cost: 2

ST Cost: None

Restrictions: One weapon must be between 12" and 36"

Skill Categories: Direct Combat, Group Combat, Unarmed Combat

This skill allows a character to use a one handed weapon, claw and/or brawler in each hand. Without this skill, a character may not wield two weapons at the same time.

Forging

CP Cost: 10 (Craftsman) or 8 (Dwarf Lineage)

ST Cost: 1

Restrictions: None

Skill Categories: Craftsman, Dwarf Lineage

This skill allows a character to craft weapons, armor, and similar goods using resources. In addition, this skill allows a character to understand approved project design of the forging type or technology type that include forging resources.

Gathering

CP Cost: 10 (Craftsman) or 8 (Hauflin Lineage)

ST Cost: 1

Restrictions: None

Skill Categories: Craftsman, Hauflin Lineage

This skill allows a character to gather resources for one of the three main crafting skills. The character must spend 30 minutes acting out gathering these resources however they wish. Examples include, but are not limited to: farming, mining, logging, and foraging. Additionally, players may use this time to gather loose darts, spell ammo, litter, and lost items to keep the game site clean and organized. Following this time period, the character will return to the gathering hall to make a percentile dice role to determine the rarity and amount of resources found. The amount of time and roll may be modified by several factors but will be clearly defined every event prior to the dice roll.

Going Rate

CP Cost: 5

ST Cost: 0

Restrictions: None

Skill Categories: Merchant

This skill allows a character to view a guild or lineage market value chart without being a member.

Grapple

CP Cost: 10

ST Cost: 2

Restrictions: Claws or Brawlers Only

Skill Categories: Unarmed Combat

This skill allows a character to restrict the movement of a character or creature by holding them in place. To use this skill a character must call "Entangle Body" and strike both sides of the target with valid weapon strikes. If the claws or brawlers continue touching the target, it is entangled. This skill may be negated by any ability that negates weapon strikes using the resist condition. The grappler may carry the target at a walking pace while maintaining the entangle condition. Additionally, a character or creature with strength 3 may rip its way out of the condition on a 3 count.

Guild Stockpile

CP Cost: 15

ST Cost: 0

Restrictions: None

Skill Categories: Craftsman

This skill allows a character to receive 4 leaves at check in.

Haggle

CP Cost: 10

ST Cost: 1

Restrictions: None

Skill Categories: Merchant

This skill allows a character to raise or reduce the cost of an agreed upon sale by 1 currency, to a minimum of 1 currency. To use this skill, a character calls "Haggle" following an agreed sale of goods.

Hamstring

CP Cost: 10

ST Cost: 1

Restrictions: None

Skill Categories: Group Combat

This skill allows a character to slow another character down. To use this skill, a character must call "Hamstring Slow" and strike the target with a valid weapon strike. The character may continue to call this condition until it hits the target, the attack is negated with a resist condition, or three attacks are made, whichever comes first.

Harvesting

CP Cost: 10 (Craftsman) or 8 (Orc Lineage)

ST Cost: 1

Restrictions: None

Skill Categories: Craftsman, Orc Lineage

This skill allows a character to gather resources from characters or creatures when searched. When a character uses this skill, the appropriate call is "I harvest from you 1, I harvest from you 2, I harvest from you 3" while touching the targets arm. Harvesting from a character will only reveal basic and common resources. All rare resources will remain with the searched character.

Haymaker

CP Cost: 10

ST Cost: 2

Restrictions: Claws or Brawlers Only

Skill Categories: Unarmed Combat

This skill allows a character to deal massive damage to a target with a valid weapon attack. To use this skill, a character must call "Haymaker 20 Damage" and strike the target with a valid weapon strike. This skill does 10 additional points of damage if the character has fighting prowess, fighting prowess augmentation, and fighting prowess mastery, to a maximum of 50 damage. The character may continue to call this additional damage until it hits the target, the attack is negated with a resist condition, or three attacks are made, whichever comes first.

Historical Research

CP Cost: 10 (Academic) or 8 (Dwarf Lineage)

ST Cost: 1

Restrictions: None

Skill Categories: Academic, Dwarf Lineage

This skill allows a character to ask 3 yes or no questions from plot staff regarding an event from in game history as it relates to the current event. This allows plot staff to give information that may be relevant to a current plot line but does not necessarily impact the overall story of the game world. Plot may substitute pre-generated information or more detailed information at their discretion. Emails regarding questions prior to an event are encouraged to ensure that all information granted to players is accurate. If plot cannot give the character appropriate answers within a reasonable time frame (max 30 minutes), then the ST cost is refunded to the character as if the skill was not used.

Holdings

CP Cost: 10

ST Cost: None

Restrictions: None

Skill Categories: Merchant

This skill allows a character to receive 2 leaves at check in.

Holdings, Augmentation#

CP Cost: 15

ST Cost: None

Restrictions: Must have Holdings

Skill Categories: Merchant

This skill allows a character to receive 4 leaves at check in. This is in addition to the currency granted by holdings.

Holdings, Mastery#

CP Cost: 20

ST Cost: None

Restrictions: Must have Holdings Augmentation

Skill Categories: Merchant

This skill allows a character to receive 6 leaves at check in. This is in addition to the currency granted by holdings and holdings augmentation.

Immune Charm#

CP Cost: 15

ST Cost: None

Restrictions: 25 CP in Elf Lineage, Must have Resist Charm

Skill Categories: Elf Lineage

This skill allows a character to become immune to the charm condition. When a character is dealt this condition, the appropriate call is "Resist".

Immune Entangle#

CP Cost: 15

ST Cost: None

Restrictions: 25 CP in Hauflin Lineage, Must have Resist Entangle

Skill Categories: Hauflin Lineage

This skill allows a character to become immune to the entangle condition (feet, arms, and body). When a character is dealt this condition, the appropriate call is "Resist".

Immune Knockback#

CP Cost: 15

ST Cost: None

Restrictions: 25 CP in Kinfolk Lineage, Must have Resist Knockback

Skill Categories: Kinfolk Lineage

This skill allows a character to become immune to the knockback condition. When a character is dealt this condition, the appropriate call is "Resist".

Immune Knockdown#

CP Cost: 15

ST Cost: None

Restrictions: 25 CP in Orc Lineage, Must have Resist Knockdown

Skill Categories: Orc Lineage

This skill allows a character to become immune to the knockdown condition. When a character is dealt this condition, the appropriate call is "Resist".

Immune Poison#

CP Cost: 15

ST Cost: None

Restrictions: 25 CP in Dwarf Lineage, Must have Resist Poison

Skill Categories: Dwarf Lineage

This skill allows a character to become immune to the poison condition. When a character is dealt this condition, the appropriate call is "Resist".

Immune Sleep#

CP Cost: 15

ST Cost: None

Restrictions: 25 CP in Elf Lineage, Must have Resist Sleep

Skill Categories: Elf Lineage

This skill allows a character to become immune to the sleep condition. When a character is dealt this condition, the appropriate call is "Resist".

Innate Energy

CP Cost: None

ST Cost: None

Restrictions: Elf Lineage

Skill Categories: Elf Lineage

This skill is instantly purchased for characters using the elf lineage. This skill grants the character 2 energy to their maximum total as well as 2 spells to the characters available spell list from the basic spell list.

Intimidate

CP Cost: 10

ST Cost: 2

Restrictions: None

Skill Categories: Unarmed Combat

This skill allows a character to strike fear in a target. To use this skill, a character must call "Intimidate Fear" and strike the target with a valid weapon strike. The character may continue to call this condition until it hits the target, the attack is negated with a resist condition, or three attacks are made, whichever comes first.

Know-A-Guy

CP Cost: 15 (Merchant) or 12 (Human Lineage)

ST Cost: 4

Restrictions: None

Skill Categories: Merchant, Human Lineage

This skill allows a character to speak with plot to petition for access to information, items, or materials through an acquaintance or friend of a friend. Use of this skill is plot controlled and may require additional actions in game such as doing work for the acquaintance, paying for the petitioned item, or possibly no luck whatsoever. Having knowledge of actual NPCs within the game world may allow the character a better chance for their petition to be successful. Plot may, at its discretion, refund the characters ST for use of this skill whenever it is deemed unsuccessful.

Magical Research

CP Cost: 10 (Academic) or 8 (Elf Lineage)

ST Cost: 1

Restrictions: None

Skill Categories: Academic, Elf Lineage

This skill allows a character to ask 3 yes or no questions from plot staff regarding in game magic knowledge as it relates to the current event. This allows plot staff to give information that may be relevant to a current plot line but does not necessarily impact the overall story of the game world. Plot may substitute pre-generated information or more detailed information at their discretion. Emails regarding questions prior to an event are encouraged to ensure that all information granted to players is accurate. If plot cannot give the character appropriate answers within a reasonable time frame (max 30 minutes), then the ST cost is refunded to the character as if the skill was not used.

Maintenance#

CP Cost: 10

ST Cost: 2

Restrictions: Must have Alchemy, Enchanting, or Forging

Skill Categories: Craftsman

This skill allows an item to have its durability extended or a destroyed item to be remade for half the material cost of making a brand new item (rounded down). This skill takes 30 minutes of acting out the repair/replacement of items using appropriate crafting equipment) and requires use of the approved project design card.

Medical Training

CP Cost: 10 (Academic) or 8 (Human Lineage)

ST Cost: 1

Restrictions: None

Skill Categories: Academic, Human Lineage

This skill allows a character to inspect, stabilize, and heal characters or creatures for different conditions. To use this skill, the character must state "Using Medical Training". While medical training is in effect, a dying character may pause the counter for the dying condition. Following this, there are a number of options the character may use.

The character may act out an inspection of the character or creature. After 1 minute, the character may state "Sense Condition", at which point the target must state all conditions currently on the character or creature.

The character may act out bandaging wounds and stabilizing a character or creature with the dying condition. After 1 minute, the character may state "Stabilize", at which point the character or creature loses the dying condition, gains 1 body, and gains the unconscious condition.

The character may act out bandaging wounds and heal a character or creature. After every minute that Medical Training is administered the character may grant a character or creature healing by stating "5 Body".

While this skill is maintained, no additional ST Cost is required. This skill may be used at the same time as Medical Training: Augmentation or Medical Training: Mastery without an additional ST Cost.

Medical Training Augmentation#

CP Cost: 15

ST Cost: 1

Restrictions: Must have Medical Training

Skill Categories: Academic

This skill allows a character to remove broken, dazed, sleep, and weakness conditions through non-magical means from a character or creature. The character must spend 10 minutes acting out the removal of a condition followed by the statement "Remove (Condition Name)". Multiple characters may remove conditions on the same target at the same time.

Medical Training Mastery#

CP Cost: 20

ST Cost: 1

Restrictions: Must have Medical Training Augmentation

Skill Categories: Academic

This skill allows a character to remove the bleed, poisoned, silenced and slowed conditions through non-magical means. The character must spend 5 minutes acting out the removal of a condition followed by the statement "Remove (Condition Name)". This also reduces the time to remove conditions from medical training augmentation to 5 minutes. Additionally, this skill increases the healing of medical training to "10 Body". Multiple characters may remove conditions on the same target at the same time.

Merchants Guild Member#

CP Cost: 10

ST Cost: None

Restrictions: None

Skill Categories: Merchant

This skill grants a character membership in the merchants guild as an apprentice member. As such, a character may have access to purchase items directly from the guild, take part in guild missions, gain guild contacts, and may advance within the guild structure. Additionally, the merchants guild oversees handling the bank. Merchant guild members may take out larger loans and may pay less interest depending on their rank within the guild.

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One Handed Axes/ Hammers

CP Cost: 3

ST Cost: None

Restrictions: Dwarf Lineage

Skill Categories: Dwarf Lineage

This skill allows a character to be proficient in the use of one handed axes and one handed hammers.

One Handed Bladed Weapons

CP Cost: 3

ST Cost: None

Restrictions: Orc Lineage

Skill Categories: Orc Lineage

This skill allows a character to be proficient in the use of one handed swords and one handed axes.

One Handed Swords

CP Cost: 3

ST Cost: None

Restrictions: Elf Lineage

Skill Categories: Elf Lineage

This skill allows a character to be proficient in the use of one handed swords.

One Handed Weapons

CP Cost: 4

ST Cost: None

Restrictions: None

Skill Categories: Magical Combat, Direct Combat, Group Combat

This skill allows a character to be proficient in the use of all one handed weapons.

Opportunist

CP Cost: 10

ST Cost: None

Restrictions: Weapons Only

Skill Categories: Group Combat

This skill allows a character to deal 1 additional point of damage with any weapon they are proficient with as long as another character or creature is attacking the same target. This skill does not apply to claws or brawlers. This skill may stack with physical talent and its enhancements. This skill may not stack with fighting prowess and its enhancements.

Opportunist Augmentation#

CP Cost: 15

ST Cost: None

Restrictions: Must have Opportunist, Must have 40 points in Group Combat Skill Category prior to purchase.

Skill Categories: Group Combat

This skill allows a character to deal 1 additional point of damage with any weapon they are proficient with as long as another character or creature is attacking the same target. This skill does not apply to claws or brawlers. This skill stacks with opportunist. This skill may stack with physical talent and its enhancements. This skill may not stack with fighting prowess and its enhancements.

Opportunist Mastery#

CP Cost: 20

ST Cost: None

Restrictions: Must have Opportunist Augmentation, Must have 80 points in Group Combat Skill Category prior to purchase.

Skill Categories: Group Combat

This skill allows a character to deal 1 additional point of damage with any weapon they are proficient with as long as another character or creature is attacking the same target. This skill does not apply to claws or brawlers. This skill stacks with opportunist and opportunist augmentation . This skill may stack with physical talent and its enhancements. This skill may not stack with fighting prowess and its enhancements.

Pain Tolerance

CP Cost: 15

ST Cost: 4

Restrictions: None

Skill Categories: Unarmed Combat

This skill allows a character to ignore one condition that is currently active on their character. To use this skill, a character must call "Pain Tolerance" and acting out the blocking out pain or somehow overcoming the condition for 3 seconds. This skill lasts for the duration of a battle and upon its end, the condition returns to the character.

Parry

CP Cost: 15 (Direct Combat) or 12 (Kinfolk Lineage)

ST Cost: 4

Restrictions: None

Skill Categories: Direct Combat, Kinfolk Lineage

This skill allows a character to negate one weapon attack. When a character uses this skill, the appropriate call is "Resist".

Physical Talent

CP Cost: 10

ST Cost: None

Restrictions: Weapons only

Skill Categories: Direct Combat

This skill allows a character to always deal 1 additional point of damage with any weapon they are proficient with. This skill does not apply to claws or brawlers. This skill may stack with opportunist and its enhancements. This skill may not stack with fighting prowess and its enhancements.

Physical Talent Augmentation#

CP Cost: 15

ST Cost: None

Restrictions: Must have Physical Talent, Must have 40 points in Direct Combat Skill Category prior to purchase.

Skill Categories: Direct Combat

This skill allows a character to always deal 1 additional point of damage with any weapon they are proficient with. This skill does not apply to claws or brawlers. This skill stacks with physical talent. This skill may stack with opportunist and its enhancements. This skill may not stack with fighting prowess and its enhancements.

Physical Talent Mastery#

CP Cost: 20

ST Cost: None

Restrictions: Must have Physical Talent Augmentation Augmentation, Must have 80 points in Direct Combat Skill Category prior to purchase.

Skill Categories: Direct Combat

This skill allows a character to always deal 1 additional point of damage with any weapon they are proficient with. This skill does not apply to claws or brawlers. This skill stacks with physical talent and physical talent augmentation. This skill may stack with opportunist and its enhancements. This skill may not stack with fighting prowess and its enhancements.

Pick Lock

CP Cost: 10

ST Cost: 1

Restrictions: None

Skill Categories: Thievery

This skill allows a character to pick locks on doors and containers over times. The character may spend 5 minutes acting out the removal of a basic lock, 10 minutes for an augmented lock, and 20 minutes for a mastery lock unless otherwise stated on the item card. Picking the lock does not break or destroy it, allowing it to be reset or taken at characters discretion.

Pick Pocket

CP Cost: 10

ST Cost: 2

Restrictions: None

Skill Categories: Thievery

This skill allows a character to pick the pocket of a character or creature. To use this skill, the character must have a wooden clothes pin rep that is clearly tied to their character (character name/number listed at minimum). The character must attach the clothes pin to the target or any items the target is carrying. Following this the character must contact a marshal to acquire 1 basic or common resource or currency from the target. Additionally, this skill may be used to steal item cards or plot items from NPCs.

Poison Use

CP Cost: 15

ST Cost: None

Restrictions: None

Skill Categories: Thievery

This skill allows a character to mix poison into food or drink. To use this skill, the character must have a marshal observe the mixing of the poison and attaching the item card to the container of the food. This skill should not be used on a player's meal, as it is vital that all attendees take care of their physical needs without fear of game intrusion. Snacks, public offerings, and hand outs are the most acceptable for this skill.

Quarry

CP Cost: 5

ST Cost: 1

Restrictions: None

Skill Categories: Direct Combat

This skill allows the character to target a particular character or creature, allowing them to deal 1 additional point of damage against the individual for an entire battle. This skill does 1 additional point of damage if the character has physical talent augmentation and 1 additional point for physical talent mastery. While this skill is being used, the character has the hex condition on them from all other targets. A character can have 1 quarry at a time.

Rage

CP Cost: 5 (Direct Combat) or 2 (Orc Lineage)

ST Cost: 2

Skill Categories: Direct Combat, Orc Lineage

This skill allows the character to become enraged, allowing them to deal 1 additional point of damage against all opponents for an entire battle. This skill does 1 additional point of damage if the character has physical talent augmentation, and 1 additional point for physical talent mastery. When the rage has ended, the character gains the dazed condition.

Ranged Weapon

CP Cost: 4

ST Cost: None

Restrictions: None

Skill Categories: Magical Combat, Direct Combat, Group Combat

This skill allows a character to be proficient in the use of ranged weapons.

Ranged Weapon Bows

CP Cost: 3

ST Cost: None

Restrictions: Elf Lineage

Skill Categories: Elf Lineage

This skill allows a character to be proficient in the use of bows.

Remove Poison

CP Cost: 10

ST Cost: 1

Restrictions: Hauflin Lineage

Skill Categories: Hauflin Lineage

This skill allows a character to spend one minute acting out the removal of a poison condition from a character by sacrificing a resource. When a character uses this skill, the appropriate call is "Remove Poison".

Requisition#

CP Cost: 15

ST Cost: 4

Restrictions: Must have Merchants Guild Member

Skill Categories: Merchant

This skill allows a character to gain 1 item from a guild or lineage item list for free.

Research Guild Member#

CP Cost: 10

ST Cost: None

Restrictions: None

Skill Categories: Academic

This skill grants a character membership in the research guild as an apprentice member. As such, a character may have access to purchase items directly from the guild, take part in guild missions, gain guild contacts, and may advance within the guild structure. Additionally, the research guild is in charge of handling the research library which houses all publicly available research documents granted via the research skills as well as plot in game documents and character created documents. Some documents found in this library are confirmed to be accurate with the game world by the plot staff and will be clearly marked as such. Characters may submit documentation to the research library for payment as well as possible advancement with the guild. The research library may be rented, with the rental cost being determined by guild membership and rank within the guild.

Resist Bleed

CP Cost: 10

ST Cost: 2

Restrictions: Orc Lineage

Skill Categories: Orc Lineage

This skill allows a character to resist the bleed condition once per ST usage. When a character is dealt this condition, the appropriate call is "Resist".

Resist Charm

CP Cost: 10

ST Cost: 2

Restrictions: Elf Lineage

Skill Categories: Elf Lineage

This skill allows a character to resist the charmed condition once per ST usage. When a character is dealt this condition, the appropriate call is "Resist".

Resist Entangle

CP Cost: 10

ST Cost: 2

Restrictions: Hauflin Lineage

Skill Categories: Hauflin Lineage

This skill allows a character to resist the entangle condition once per ST usage. When a character is dealt this condition, the appropriate call is "Resist".

Resist Fear

CP Cost: 10

ST Cost: 2

Restrictions: Dwarf Lineage

Skill Categories: Dwarf Lineage

This skill allows a character to resist the fear condition once per ST usage. When a character is dealt this condition, the appropriate call is "Resist".

Resist Knockback

CP Cost: 10

ST Cost: 2

Restrictions: Hauflin Lineage

Skill Categories: Hauflin Lineage

This skill allows a character to resist the knockback condition once per ST usage. When a character is dealt this condition, the appropriate call is "Resist".

Resist Knockdown

CP Cost: 10

ST Cost: 2

Restrictions: Orc Lineage

Skill Categories: Orc Lineage

This skill allows a character to resist the knockdown condition once per ST usage. When a character is dealt this condition, the appropriate call is "Resist".

Resist Poison

CP Cost: 10

ST Cost: 2

Restrictions: Dwarf Lineage

Skill Categories: Dwarf Lineage

This skill allows a character to resist the poisoned condition once per ST usage. When a character is dealt this condition, the appropriate call is "Resist".

Resist Sleep

CP Cost: 10

ST Cost: 2

Restrictions: Elf Lineage

Skill Categories: Elf Lineage

This skill allows a character to resist the sleep condition once per ST usage. When a character is dealt this condition, the appropriate call is "Resist".

Scientific Research

CP Cost: 10 (Academic) or 8 (Human Lineage)

ST Cost: 1

Restrictions: None

Skill Categories: Academic, Human Lineage

This skill allows a character to ask 3 yes or no questions from plot staff regarding an scientific knowledge as it relates to the current event. This allows plot staff to give information that may be relevant to a current plot line but does not necessarily impact the overall story of the game world. Plot may substitute pre-generated information or more detailed information at their discretion. Emails regarding questions prior to an event are encouraged to ensure that all information granted to players is accurate. If plot cannot give the character appropriate answers within a reasonable time frame (max 30 minutes), then the ST cost is refunded to the character as if the skill was not used.

Search Area

CP Cost: 10 (Academic) or 8 (Kinfolk Lineage)

ST Cost: 1

Restrictions: None

Skill Categories: Academic, Kinfolk Lineage

This skill allows a character to ask 3 yes or no questions from plot staff regarding the current scene as it relates to the current event. This allows plot staff to give information that may be relevant to a current plot line but does not necessarily impact the overall story of the game world. Plot may substitute pre-generated information or more detailed information at their discretion. Emails regarding questions prior to an event are encouraged to ensure that all information granted to players is accurate. If plot cannot give the character appropriate answers within a reasonable time frame (max 30 minutes), then the ST cost is refunded to the character as if the skill was not used.

Shield

CP Cost: 10

ST Cost: None

Restrictions: None

Skill Categories: Direct Combat

This skill allows a character to be proficient in the use of a shield and buckler.

Slam

CP Cost: 10

ST Cost: 2

Restrictions: None

Skill Categories: Direct Combat

This skill allows a character to knock another character away from them. To use this skill, a character must call "Slam Knockback" and strike the target with a valid weapon strike. The character may continue to call this condition until it hits the target, the attack is negated with a resist condition, or three attacks are made, whichever comes first.

Slay

CP Cost: 10

ST Cost: 2

Restrictions: None

Skill Categories: Direct Combat

This skill allows a character to deal massive damage to a target with a valid weapon attack. To use this skill, a character must call "Slay 20 Damage" and strike the target with a valid weapon strike. This skill does 10 additional points of damage if the character has physical talent, physical talent augmentation, and physical talent mastery, to a maximum of 50 damage. The character may continue to call this additional damage until it hits the target, the attack is negated with a resist condition, or three attacks are made, whichever comes first.

Specialization

CP Cost: 10

ST Cost: None

Restrictions: None

Skill Categories: Magical Combat

This skill allows a character to choose one of the following elements as their specialization: Fire, Ice, Earth, Lightning, Heal(ing), Harm(ing). Specialization allows a character to deal damage or heal using the verbal as listed an unlimited number of times per day. "By Flames Fury, 1 Fire" "By Arctic Wind, 1 Ice" "By Crushing Earth, 1 Stone" "By Thunders Crash, 1 Lightning" "By Natures Light, 1 Heal" "By Creeping Darkness, 1 Harm". The character may only ever have one specialization.

Specialization Augmentation#

CP Cost: 15

ST Cost: None

Restrictions: Must have Specialization, Must have 40 points in Magical Combat Skill Category prior to purchase.

Skill Categories: Magical Combat

This skill allows a character to raise their specialization ability by 1 point for all castings. Example "By Flames Fury, 2 Fire."

Specialization Mastery#

CP Cost: 20

ST Cost: None

Restrictions: Must have Specialization Augmentation, Must have 80 points in Magical Combat Skill Category prior to purchase.

Skill Categories: Magical Combat

This skill allows a character to raise their specialization augmentation ability by 1 point for all castings. Example "By Flames Fury, 3 Fire."

Staff

CP Cost: 6

ST Cost: None

Restrictions: None

Skill Categories: Magical Combat

This skill allows a character to be proficient in the use of staves.

Stagger

CP Cost: 10

ST Cost: 2

Restrictions: None

Skill Categories: Group Combat

This skill allows a character to deal the dazed condition to a creature. To use this skill, a character must call "Stagger Dazed" and strike the target with a valid weapon strike. The character may continue to call this condition until it hits the target, the attack is negated with a resist condition, or three attacks are made, whichever comes first.

Stamina*

CP Cost: X

ST Cost: None

Restrictions: None

Skill Categories: General

This skill may be purchased multiple times at increasing costs (1st = 1CP, 2nd = 2CP, 3rd = 3 CP, Etc). This skill grants the character 1 ST to their maximum total.

Stamina +2

CP Cost: None

ST Cost: None

Restrictions: Hauflin Lineage

Skill Categories: Hauflin Lineage

This skill is instantly purchased for characters using the hauflin lineage. This skill grants the character 2 ST to their maximum total.

Stealth

CP Cost: 10

ST Cost: 2

Restrictions: Night time only

Skill Categories: Thievery

This skill allows a character to gain the hidden condition following ST usage and is restricted to night time use. Additionally, a hidden character may shift or re-position oneself if they do not take more than two steps from the position where originally used.

Stealth Augmentation#

CP Cost: 15

ST Cost: 4

Restrictions: Must have Stealth, Night time only

Skill Categories: Thievery

This skill allows a character to gain the hidden condition following ST usage and is restricted to night time use. While using stealth augmentation, the target may move while in cover and traveling along dark locations. Traveling into well-lit areas will cause the character to lose the hidden condition.

Stealth Mastery#

CP Cost: 20

ST Cost: 6

Restrictions: Must have Stealth Augmentation

Skill Categories: Thievery

This skill allows a character to gain the hidden condition following ST usage and is restricted to night time use or daytime use while in cover (wooded areas, behind/under buildings, behind/in brush,etc). While using stealth mastery, the target may move while in cover and traveling along dark locations. Traveling into well-lit areas at night or over open ground during the day will cause the character to lose the hidden condition.

Stealth Woodlands

CP Cost: 8

ST Cost: 2

Restrictions: Wooded Areas Only

Skill Categories: Elf Lineage

This skill allows a character to gain the hidden condition following ST usage and is restricted to wooded areas (day or night). Additionally, a hidden character may shift or reposition oneself if they do not take more than two steps from the position where originally used.

Strength

CP Cost: 10

ST Cost: None

Restrictions: None

Skill Categories: Unarmed Combat

This skill allows a character to perform feats of strength. A character with strength may rip free from the entangle foot condition on a 3 count, as well as removing this condition from other characters or creatures. A character or creature may hold a door closed. This may be contested by other characters or creatures with strength. Finally, a character or creature with strength may break locks and barricades that are of basic craft level. See counted actions for additional uses.

Strength Augmentation#

CP Cost: 15

ST Cost: None

Restrictions: Must have Strength

Skill Categories: Unarmed Combat

This skill allows a character to perform feats of strength. A character with strength augmentation may rip free from the entangle foot and entangle arms conditions on a 3 count, as well as removing this condition from other characters or creatures. A character or creature may hold a door closed. This may be contested by other characters or creatures with strength. Finally, a character or creature with strength augmentation may break locks or barricades that are of basic or augmentation craft level. See counted actions for additional uses.

Strength Mastery#

CP Cost: 15

ST Cost: None

Restrictions: Must have Strength Augmentation

Skill Categories: Unarmed Combat

This skill allows a character to perform feats of strength. A character with strength mastery may rip free from all forms of the entangle condition on a 3 count, as well as removing this condition from other characters or creatures. A character or creature may hold a door closed. This may be contested by other characters or creatures with strength. Finally, a character or creature with strength mastery may break locks or barricades that are of basic, augmentation, or mastery level unless they have been augmented to specifically resist this ability or is unbreakable. See counted actions for additional uses.

Supply

CP Cost: 10

ST Cost: None

Restrictions: None

Skill Categories: Merchant

This skill allows a character to receive 2 basic resources at check in.

Supply Augmentation#

CP Cost: 15

ST Cost: None

Restrictions: Must have Supply

Skill Categories: Merchant

This skill allows a character to receive 2 common resources at check in. This is in addition to the basic resources granted by supply.

Supply Mastery#

CP Cost: 20

ST Cost: None

Restrictions: Must have Supply Augmentation

Skill Categories: Merchant

This skill allows a character to receive 2 common and 4 basic resources at check in. This is in addition to the basic resources granted by supply and common resources granted by supply augmentation . Additionally, a character may trade all of these resources for 1 random rare resource of a crafting type of the characters choice.

Surgery#

CP Cost: 15

ST Cost: 4

Restrictions: Must have Medical Training Mastery and Research Guild Member

Skill Categories: Academic

This skill allows a character to attempt surgery on a target.

Basic surgery takes 20 minutes of acting followed by a percentile roll on the appropriate surgery chart. If successful, basic surgery removes all negative conditions and heals all body points.

Experimental Surgery takes 30 minutes of acting and functions similarly to crafting master items.

Technology Crafting#

CP Cost: 20

ST Cost: 4

Restrictions: Must have Scientific Research, Crafting Mastery and either Crafting Theory or Firearm

Skill Categories: Craftsman

This skill grants a character proficiency with all firearms and the ability to craft technology items that blend multiple crafts and science.

Thieves Guild Member#

CP Cost: 10

ST Cost: None

Restrictions: None

Skill Categories: Thievery

This skill grants a character membership in the thieves guild as an apprentice member. As such, a character may have access to purchase items directly from the guild, take part in guild missions, gain guild contacts, and may advance within the guild structure. Additionally, the thieves guild is in charge of handling the stockpile which houses emergency resources. Members may purchase or trade resources from the stockpile as necessary for the benefit of the local community. Rare resources will **NEVER** be sold by plot unless they are found here.

Thrown Weapons

CP Cost: 2 (Magical Combat, Direct Combat, Group Combat, Unarmed Combat) or 1 (Kinfolk Lineage, Hauflin Lineage)

ST Cost: None

Restrictions: None

Skill Categories: Magical Combat, Direct Combat, Group Combat, Unarmed Combat, Kinfolk Lineage, Hauflin Lineage

This skill allows a character to be proficient in the use of thrown weapons.

Two Handed Axes/ Hammers

CP Cost: 4

ST Cost: None

Restrictions: Dwarf Lineage

Skill Categories: Dwarf Lineage

This skill allows a character to be proficient in the use of two handed axes and two handed hammers.

Two Handed Bladed Weapons

CP Cost: 4

ST Cost: None

Restrictions: Orc Lineage

Skill Categories: Orc Lineage

This skill allows a character to be proficient in the use of two handed swords, two handed axes, and two handed spears.

Two Handed Weapon

CP Cost: 6

ST Cost: None

Restrictions: None

Skill Categories: Direct Combat, Group Combat

This skill allows a character to be proficient in the use of two handed weapons.

Variable

CP Cost: None

ST Cost: None

Restrictions: Kinfolk Lineage

Skill Categories: Kinfolk Lineage

This skill is instantly purchased for characters using the kinfolk lineage. This skill grants the character 2 body **or** 2 stamina to their maximum total. The player must choose and document which points they are receiving prior to game start. These choices may not be changed once documented.

Waylay

CP Cost: 10

ST Cost: 2

Restrictions: None

Skill Categories: Group Combat

This skill allows a character to put another character to sleep. To use this skill, a character must call "Waylay Sleep" and strike the target with a valid weapon strike. The character may continue to call this condition until it hits the target, the attack is negated with a resist condition, or three attacks are made, whichever comes first.

Weapon of Choice

CP Cost: 3

ST Cost: None

Restrictions: Human Lineage

Skill Categories: Human Lineage

This skill allows a character to be proficient in the use of one chosen weapon type from the following list. one handed swords, one handed axes, one handed hammers, two handed swords, two handed axes, two handed hammers, two handed spears, bows, crossbows, staff, thrown weapons.

Wear Armor*

CP Cost: 4 (General) or 3 (Dwarf Lineage)

ST Cost: None

Restrictions: None

Skill Categories: General, Dwarf Lineage

This skill may be purchased multiple times and grants the character 5 armor to their total, up to a maximum of 40 armor.

Area

Duration: Instantaneous

Valid Targets: Defined Prop, Physical Structure

The target of this condition must take the effect of any damage or condition attached to it when touching or within the defined area during any part of the call.

Battle

Duration: While combat is ongoing or for 1 minute of downtime following. A battle ends for a character if they gain the spirit condition, combat ends with at least 1 minute of downtime for all participants, or after being out of sight and range of the battle for 1 minute. A character that is being guarded or carried off by a hostile creature is still considered in battle for the purposes of conditions that end following a battle.

Valid Targets: Characters, Creatures

A battle occurs when 2 or more characters or creatures are attacking each other. Some skills use the end of a battle as a condition for the skill to end. A Character or Creature is not allowed to hide at the edge of a fight to end such a skill on themselves.

Berserk

Duration: Until Removed or End of Battle

Valid Targets: Character, Creature

The target becomes enraged beyond control and attempts to kill all characters and creatures near them, starting with what they consider to be the closest, regardless of line of sight. The character must deal the maximum damage with all attacks and spell damage. This does not force the character to use any ST or energy based skills.

Bleed

Duration: Until Removed

Valid Targets: Character, Creature

The target is bleeding constantly and cannot benefit from any type of healing effect. This includes all effects that heal damage, bring characters back to life after becoming dead, and effects that extend death and dying counts.

Broken (Break)

Duration: Until Repaired

Valid Targets: Armor, Claw, Item, Limb, Shield, Weapon

The target is broken and must be repaired before it can be used properly.

- Weapons that gain this condition may only deal 1 point of damage.

- Shields that gain this condition do not fully protect its owner, dealing 1 point of damage to its wielder every time it is struck. Additionally, a broken shield will not protect its wielder from a condition attack such as waylay.

- Armor that gains this condition loses all armor points until repaired.

- Limbs that are broken may not be used (No hopping while in combat for player safety please).

- Claws and limbs that are broken may be fixed by medical training augmentation#.

- Any other item that gains this condition is not usable. Items can be repaired to remove this condition using the appropriate crafting skill. Basic items that become broken are destroyed at the end of a battle. All tagged items lose one durability when repaired from the broken condition.

Charmed

Duration: Until Removed, Attacked by the caster

Valid Targets: Character, Creature

The target views the character that charmed them as their best friend. This target will listen and follow most suggestions, if they are things the character would normally do for a friend such as protect them, share information with them, lend basic items, and attack hostile creatures if they are unknown to the target. This will not force the target to go against their normal behaviors including breaking laws, killing friends, giving away all of their items, allowing themselves to be defenseless, or killing themselves. The charmed target does not remember being charmed after the duration ends or when it is removed.

Cower

Duration: Until Removed by standing, Being Attacked, Target Attacks or 5 minutes

Valid Targets: Character, Creature

The target must fall prone or drop to one knee. During this time the target may call "cower". All intelligent creatures view the cowering target as harmless and will not attack them. Primal creatures (animals) and unintelligent creatures (most undead) may disregard the cower condition at the discretion of plot. Characters with the deduction skill may also use it to ignore the cower condition.

Damage

Duration: Instantaneous

Valid Targets: Character, Creature

The target of this conditions takes the amount of damage said along with it. Taking damage should be acted out.

Dazed

Duration: Until Removed, Attacked, or 5 minutes

Valid Targets: Character, Creature

The target stares off into space, not noticing or remembering anything that happens during the duration of the condition. If the target is attacked, they instantly remember everything that has occurred during the condition, including the character that put the condition on them if seen or heard. If the condition lasts the full 5 minutes, the target believes that nothing is wrong and tries to go back to what they were doing, assuming that they were sleepy or zoned out for a moment. There is no way to regain memories once the 5 minutes has been completed.

Dead

Duration: Until Removed or 5 Minutes

Valid Targets: Character, Creature

The target of this condition is lifeless and retains no sensory knowledge of anything. When a target gains this condition, all active spells end with the exception of bleed. If the target retains the dead condition for 5 minutes, then the target loses 1 essence point, the body vanishes, and gains the spirit condition. All in game and out of game items are retained by the player.

Destroyed

Duration: Permanent

Valid Targets: Armor, Claw, Item, Limb, Shield, Weapon

The target item is destroyed and cannot be repaired. If the target is a basic item, it should be removed from the character sheet as soon as possible. If the target item is a common or rare craft item, then all durability must be removed from the tag, but it may be fixed with the maintenance# skill or rebuilt with its full craft cost. Claws and Limbs targeted with this condition are treated as if they have the broken condition and may be fixed by medical training augmentation#. (No hopping while in combat for player safety please).

Distracted

Duration: Until Removed, Being Attacked, or Effect Ends

Valid Targets: Character, Creature

The target of this condition is distracted by the character or creature that used the ability. While that character is speaking with the target or keeping their attention, the target must only pay attention to the distraction. The target does not hear other people talking unless they are part of the conversation/act. The target does not see anything unless it is about the character or others taking part in the conversation.

Dominate

Duration: Until Removed

Valid Targets: Character, Creature

The target views the character that dominated them as their best friend. This target will listen and follow all suggestions and orders. This will not change the targets normal tendencies or tactics, unless specifically ordered to do so. The target can be ordered to do anything; however, this does not give the player who used the dominate condition the right to be offensive or hateful. If at any point any player is uncomfortable with how an interaction is going out of game, a "pause" should be called, and a staff member contacted at once for everybody's safety.

Dying

Duration: 1 Minute, Until Stabilized, or Until Healed

Valid Targets: Character, Creature

The target of this condition is on the verge of death and retains no sensory knowledge of anything. One minute after entering the dying condition, the target dies (gaining the dead condition and losing the dying condition). If a character starts using the medical training# skill on the target, the dying count freezes at its current number. If the target is stabilized, it loses the dying condition and gains the unconscious condition with 1 body. If the target is healed, they lose the dying condition immediately and is conscious.

Elemental (Fire, Ice, Stone, Lightning)

Duration: Instantaneous

Valid Targets: Character, Creature

The target of these conditions takes the amount of damage said along with it. There are some creatures or effects that may allow the target to take double the amount of damage, take no damage, or even be healed by the damage of these elemental types. Taking damage should be acted out, while healing may be difficult to notice.

Entangled

Duration: Until Removed

Valid Targets: Arms, Body, Feet of Character or Creature

A character or creature with entangled feet cannot walk, run, or move in any way from where they are currently positioned. A character or creature with Entangled arms cannot move their arms and cannot attack with them, but do not have to drop what they are currently holding and may walk/run. A character or creature with entangled body may not move at all, except to speak. The entangled body condition acts as both entangled feet and arms at the same time.

Fear

Duration: Until Removed

Valid Targets: Character, Creature

The target of this condition becomes irrationally scared of the character or creature that used the ability. While under the effects the target should attempt to remove themselves from visual range of the character or creature that used the ability. The character or creature may act out this fear in whatever way they wish including silence, screaming, zoned out appearance, etc. A character or creature under this condition is not restricted regarding speed.

Greater Undead

Duration: Permanent

Valid Targets: Character with 0 Essence, Creature with 0 Essence

The target of this condition becomes a sentient undead with their own thoughts and decision-making abilities. Greater Undead are healed by all harm conditions and harmed by all heal conditions.

Harm/Harming

Duration: Instantaneous

Valid Targets: Character, Creature

The target of this condition takes the amount of damage said along with it. There are some creatures or effects that may allow the target to take double the amount of damage, take no damage, or even be healed by the damage. Taking damage should be acted out, while healing may be difficult to notice.

Heal/Healing

Duration: Instantaneous

Valid Targets: Character, Creature

The target of this condition is healed by the amount said along with it. There are some creatures or effects that may allow the target to take damage, take double the amount of damage, or not take any effect to the condition. Taking damage should be acted out, while healing may be difficult to notice.

Hex

Duration: Until Removed

Valid Targets: Character, Creature

The target of this condition takes double the damage from all sources until it is removed. This does not have an effect on healing in any way.

Hidden

Duration: Until Dropped or Until Removed

Valid Targets: Character, Creature, Item

A character or creature using this condition must hold one arm over their face, covering their mouth, to denote the condition is in effect. An item with this condition must have a yellow ribbon attached to it to denote the condition is in effect. While this condition is in effect, the target is invisible and cannot be noticed by normal means. An invisible item may not be removed from a character or creature.

Knockback

Duration: Until Action Completed

Valid Targets: Character, Creature

The target of this condition must immediately take 5 steps directly away from the player delivering the condition. If the target cannot safely move straight away from the player, they must move as safely and quickly away from them as possible but are moved 10 total steps. Following either movement, the target may not move closer to the player for 5 seconds (though the player may move closer to the target). While moving away from the character and during the 5 seconds of non-advancement, the target may not attack the player in any way, though they may defend themselves, attack others, and use abilities on themselves.

Knockdown

Duration: Until Action Completed

Valid Targets: Character, Creature

The target of this condition must immediately fall flat onto the ground OR drop to one knee for at least 10 seconds. During either of these motions, the target cannot attack other targets, defend themselves or use any abilities other than cower. Please take others safety into consideration when acting out this condition.

Poisoned

Duration: Until Removed

Valid Targets: Character, Creature

The target is fatigued due to poison and all ST, energy, and resource costs are doubled until the poison is removed.

Proficiency

Duration: Permanent

Valid Targets: Character, Creature

The target of this condition may use weapons, bucklers, and shields they are proficient with to maximum effectiveness. If a character or creature uses a weapon, buckler, and/or shield that they are not proficient with, they must treat it as if it had the broken condition, though it will not need to be repaired (unless it gains the broken condition while it is used). Firearms may ONLY be used if the character or creature is proficient with them.

Repel

Duration: Effect Ends or 5 minutes

Valid Targets: Armor, Character, Creature, Defined Prop, Item, Shield, Structure, Weapon

The target of this condition is immediately compelled to leave an area and remain at least 5 feet away. This area should be defined by the area and/or voice conditions. If the target is within the defined area, they must immediately leave and may not make any attacks until they are 5 feet from it (though they may still defend themselves, use resist calls, and non-hostile counted actions).

Resist

Duration: Instantaneous

Valid Targets: Attacks, Character, Creature

The resist condition signifies that some or all of an attack has been negated, dependent on the skill used. This is a frequent call.

Search (Harvesting)

Duration: 1 minute

Valid Targets: Character, Creature

A character or creature may impose the search or search harvesting condition upon another character or creature. While this condition is taking place, all available currency (and resources if harvesting) must be given to the character or creature that is imposing the search. If this condition is imposed on a character, only basic and common resources must be given. It is up to plot discretion if additional tagged items or rare resources are given from NPCs.

Sense

Duration: 10 Seconds

Valid Targets: Character, Condition, Creature, Item, Lineage, Magic

The sense condition simulates heightened or magical senses above normal perception. This condition is typically combined with a phrase of what is being sensed. The target of this condition must raise their hand if they meet the description of what is being sensed. It is up to the user of this ability to notice if a character raised their hand or not. This condition should not be used to gain an advantage in combat, but instead, used outside of combat to direct acting and investigations.

Silenced

Duration: Until Removed

Valid Targets: Character, Creature

The target of this condition may not speak or cast spells until removed.

Sleeping

Duration: Until Removed or Battle, whichever occurs first

Valid Targets: Character, Creature

The target of this condition falls asleep and retains no sensory knowledge of anything until removed.

Slowed

Duration: Until Removed

Valid Targets: Character, Creature

The target of this condition cannot run and must double all counted actions until removed.

Spirit

Duration: Special

Valid Targets: Character, Creature

The target of this condition is noticeable in game as a spirit but cannot be interacted with unless an ability may specifically target a Spirit. This condition is represented by the player crossing their arms over their chest (and holding/wearing a blue glowstick or light at night if possible). A character who has transitioned into a spirit from having the dead condition must walk directly to a resurrection point to determine their characters fate. Spirits have the same knowledge as their player/character, so they may avoid resurrection locations that they may feel is dangerous. The target of this condition retains no sensory knowledge while in this condition.

Unblockable

Duration: Instantaneous

Valid Targets: Armor, Character, Creature, Item, Shield, Weapon

The target of this condition must take the effect of any damage or condition attached to it when struck with a weapon blow or ranged projectile, regardless of blocking with an item, shield, or weapon. This damage still damages armor first and body second. Resist calls may still negate unblockable conditions.

Unconscious

Duration: 5 minutes, Until Healed, or Until Removed

Valid Targets: Character, Creature

The target of this condition is unconscious due to damage and retains no sensory knowledge of anything. The target has 1 HP and retains the unconscious condition until they receive additional healing or 5 minutes has passed.

Undead

Duration: Until Removed

Valid Targets: Character with Dead Condition, Creature with Dead Condition

The target of this condition becomes a mindless undead without their own decision-making abilities. Undead are healed by all harm conditions and harmed by all heal conditions. Undead have the dominate condition and can be controlled by greater undead. Undead will follow the orders of its creator if there is a discrepancy in orders.

Voice

Duration: Instantaneous

Valid Targets: Armor, Character, Creature, Defined Prop, Item, Shield, Weapon

The target of this condition must take the effect of any damage or condition attached to it when heard out loud. This condition is used to mimic areas of effect (fireball) or sound based effects (bardic music/curses by word alone). A character may not negate these conditions by covering ears or pretending that they do not hear the condition.

Weakness

Duration: Until Removed

Valid Targets: Character, Creature

The target of this condition becomes clumsy when attacking causing all damage dealt to be reduced in half.

Basic Spell List

Berserk/Remove Berserk

Energy Cost: 1

This spell causes the target to gain or remove the Berserk Condition.

Charm/Remove Charm

 Energy Cost: 1

This spell causes the target to gain or remove the Charm Condition.

Elemental Bolt

 Energy Cost: Variable (5 damage per 1 Energy)

This spell causes the target to take 5 damage per Energy point used of the appropriate elemental damage.

Entangle/Remove Entangle Foot

Energy Cost: 1

This spell causes the target to gain or remove the Entangle Foot Condition.

Entangle/Remove Entangle Arms

Energy Cost: 2

This spell causes the target to gain or remove the Entangle Arms Condition.

Entangle/Remove Entangle Body

Energy Cost: 4

This spell causes the target to gain or remove the Entangle Body Condition.

Healing/Harming Touch

Energy Cost: Variable (5 healing/harming per 1 Energy)

This spell causes the target to heal/harm 5 damage per Energy point used.

Hex/Remove Hex

Energy Cost: 1

This spell causes the target to gain or remove the Hex Condition.

Natural Weapon

Energy Cost: 1

This spell causes the target to gain a claw. (green weapon physical representation) that they are proficient with and swings 2 damage. This claw may increase in damage with game skills that target Claws/Brawlers.

Shatter

Energy Cost: 1

This spell causes the target to gain the Broken Condition. If the target is a Basic Build Item, it is Destroyed instead.

Silence/Remove Silence

Energy Cost: 1

This spell causes the target to gain or remove the Silence Condition.

Sleep/Remove Sleep

Energy Cost: 1

This spell causes the target to gain or remove the Sleep Condition.

Slow/Remove Slow

Energy Cost: 1

This spell causes the target to gain or remove the Slow Condition.

Weakness/Remove Weakness

Energy Cost: 1

This spell causes the target to gain or remove the Weakness Condition.

Props

Props are used in Crestfallen LARP to represent effects that cannot exist in the real world and to represent weapons to allow us to simulate combat in a safer way. Props can be bought, modified, and built in many different ways. This guide is written to give players a starting point on the props that we use.

All weapon props must be checked for safety prior to gameplay. Using this guide does not guarantee that props will be deemed safe for use in game. We recognize that this can be discouraging, but crafting props is often a skill that requires practice and guidance. As such, our staff will make ourselves available before events and outside of events upon request to answer questions, make suggestions, and to check items. We also intend to have some props available to be borrowed in case a personal prop is deemed unsafe.

Below are a list of different types of props, guidelines for construction, suggestions for purchase, and if they can be supplied by Crestfallen LARP. All links are examples of items and not a price comparison or guarantee of quality.

Ammo, Blaster

Blaster ammo is used to represent ranged attacks in a safe way. Blasters may use spherical ammunition in the form of 7/8" (22.2mm)"rival compatible", "long" foam darts, or "mega" foam darts. Blaster ammo is supplied for NPCs but may be supplied to PCs upon special request/reasoning.

- We suggest bright colors to make retrieval easier.

- Dart blasters may not use suction cup, whistler, or any similar dart with hard plastic cap that may cause injury

- Dart blasters may not use "short" or cut sized foam darts

- Long dart and mega dart ammo may be of official or "off brand" type

- We suggest off brand "waffle head" long darts for best pricing.

- Due to cheap "rival compatible" ammo causing damage to spring powered blasters, we ask that only Nerf/Adventure Force/Zuru brand ammo is used.

- We highly suggest the Adventure Force 150 Round Refill pack for best pricing on rival ammo (as of 4/12/23)

Ammo, Spell

Spell ammo is used to represent ranged attacks in a safe way. Spells may use spherical ammunition in the form of 7/8" (22.2mm) "rival compatible" or 1.68" (42mm) foam golf balls. Spell ammo is supplied for NPCs but may be supplied to PCs upon special request/reasoning.

- We suggest bright colors to make retrieval easier.

- Due to cheap "rival compatible" ammo causing damage to spring powered blasters, we ask that only Nerf/Adventure Force/Zuru brand ammo is used.

- Golf size ammo may be customized (lightly painted/colored)

- We highly suggest the Adventure Force 150 Round Refill pack for best pricing (as of 4/12/23).

Armor

Armor is a protective covering used to protect vital areas in combat. Crestfallen LARP armor may be made of authentic materials such as gambesons (padded cloth), leather, chainmail, and metal plates as well as costume armor made from cloth, plastics, and foam crafted to have the appearance of authentic materials. We have the following suggestions regarding all armors. Armor is supplied to NPCs only. PCs must supply their own armor and should have it rated by staff prior to the start of an event (virtually or in person).

- Plate armor is not suggested but is not banned - Players may not feel some weapon blows and plate armor can cause additional damage to weapon reps that strike the surfaces. Additionally due to this armor weight it is more likely to cause heat stroke.

- No armor should have sharp edges that may damage other props or cause harm to participants

- Armor should not appear as modern materials, but may be modified to be useable.

Armbands

Armbands are used to clearly notate non-combatants (Orange), plot/marshals (Green), and EMTs (Blue). This is important to make sure that these attendees are easily accessible for safety and subtle game interactions. Crestfallen LARP will supply these armbands as possible, but highly suggests that if a player intends on attending and will be part of one of these groups to supply their own.

Crestfallen LARP uses these orange, green, and blue armbands

Blasters

Blasters are used to replicate ranged combat as safely as possible. Blasters are currently limited at an average of 100fps over three tests of a chronograph. All blasters must be chronographed, safety tagged, and approved for use prior to game. Please keep in mind the following. Blasters will be supplied to NPCs as needed. PCs may borrow blasters upon special request/reasoning. If a player supplied blaster fails safety check, we will do our best to supply a blaster for PC use.

- Blasters that replicate Bow/Crossbows but fire dart/ball ammo are not considered firearms. These are treated as a Bow or Crossbow but may not be used to block melee weapons.

- ALL blasters MUST have clearly ORANGE barrel to ensure that it meets all rules and regulations for toys.

- Blasters should be painted neutral colors to fit the genre of the game including browns, blacks, greys, and silvers. For player safety, blasters may have additional areas painted orange at the players discretion.

- All blasters must be spring operated (aka, no electronic blasters unless approved by staff for special use).

- Blasters that are mechanically complicated and approved by staff may ignore the 3 second aim rule for blasters. These blasters will have MC written on their safety tag. Current approved MC blasters are

    1. B3 Imagination Studio - Flintlock Musket

    2. B3 Imagination Studio - Flintlock Pistol

    3. B3 Imagination Studio - Blunderbuss (special crafted item)

    4. Nerf Rival Pilot

Clothing/Costuming

Clothing/Costuming is an important part of keeping in character. Clothing/Costuming is supplied by the player. Standard costuming will be provided for NPCs playing particular characters/lineages. All clothing/costuming should keep in mind the following things.

- Have enough clothing/costuming available in case of inclement weather

- Base clothing/costuming choices on the season and predicted weather.

- Do not wear modern colored shoes. Brown, Black, and Green boots are allowed. Genre boots and shoes are preferred but not required due to cost. Make sure that treads are useful for outdoor use.

- Bring a waterproof container for item tags (destroyed/lost tags will not be reprinted)

- You don't need to buy expensive costuming! Thrift items from Goodwill and other thrift stores is a much more cost effective strategy when starting out. Western/farmer wear is generally cheap and easy to find. Need suggestions? Email us or join a Discord Hangout for help!

Additional suggestions for PC clothing/costuming

- Characters may base their clothing/costuming on the fantasy, medieval, and/or western genres.

- Clothing should not include any historical references to the real world such as tabards with crosses, military uniforms, or religious symbols.

- Bring some type of in genre water container or a bag to hide modern snack/water containers.

Additional suggests for NPC clothing/costuming

- Bring black, brown or grey clothing for base layers to costuming.

- If you know you are playing a particular lineage or character, bring additional costuming flair (get bonus CP!)

- ALWAYS bring a belt and belt pouch for giving out leaves, resources, and other treasures.

Energy

Energy are jumbo sized craft sticks that are used to track how much spell energy a character has at a particular time. When characters cast spells, they must snap the wooden sticks in the casting of the spell. These props will have markings on one or both sides of the stick. Crestfallen LARP supplies the Energy props, but players may bring their own. Energy props brought by a player must be activated by staff by attaching the appropriate markings to one or both sides of the prop.

Glasses

Any and all glasses are allowable at Crestfallen LARP. While we would love for people to have in period style glasses, we would never ask people to make such an expensive purchase for our game. We highly suggest bringing and extra or old pair in case of emergency such as damage or loss of your primary pair. It is highly suggested that players who can wear contacts, do so.

Light Source

Light sources are important for player safety and ambiance. We hightly suggest lanterns that look in genre such as modified oil lamps and flickering travel lamps. These types of lights should not include real glass in their construction if possible. Modern lanterns can be modified to appear more in genre. Ultimately, player safety is the primary concern.

Potion

Potion props are clear plastic vials with stoppers (either attached or separate) that can hold 5 to 10 ml of liquid at at time. These props may have colored liquid added to them or be painted to look more authentic. Crestfallen LARP will supply limited quantities of 10ml centrifuge vials as potion props, but it is suggested that players provide their own.

Shield, Custom/DIY

There are many ways to produce a shield for use at Crestfallen LARP. We currently accept shields made of plywood, corrugated plastic, or foam cores. All of these shields should have hard edges covered with foam. Even foam core shields should have a thin layer of open cell foam around the edge for safety.

Buckler Shields should have a maximum diameter of 20"

Shields should be a maximum of 36" tall at its longest dimension and 24" at its widest dimension.

We highly suggest looking for tutorial videos or groups until we have produced our own videos regarding these props.

All shields must be checked, safety tagged, and approved for use prior to game. Shields will be supplied to NPCs as needed. PCs may borrow shields upon special request/reasoning. If a player supplied shield fails safety check, we will do our best to supply one for PC use.

Shield, Mass Produced

There are a number of companies that mass produce shields in Latex or Hybrid foam varieties.

Buckler Shields should have a maximum diameter of 20"

Shields should be a maximum of 36" tall at its longest dimension and 24" at its widest dimension.

Just because a company uses the term Buckler or Shield, does not mean that it will conform to our rules regarding sizing. Our current rules are based upon a review of multiple products produced by Epic Armory.

All shields must be checked, safety tagged, and approved for use prior to game. Shields will be supplied to NPCs as needed. PCs may borrow shields upon special request/ reasoning. If a player supplied shield fails safety check, we will do our best to supply one for PC use.

Wand

Wands are similar to Energy props as they are jumbo size craft sticks, but are colored rather than bare wood. These props are used to replicate single use magical items that hold spell energy within them. Any character may use a wand and the prop acts as its own item tag. The wand prop must include a spell incantation of at least 5 words (one of which may be the condition that the spell causes.) To use the prop, the spell incantation must be read/said aloud, the prop must be snapped, and then the spell energy must be thrown or touched to its target. Crestfallen LARP currently supplies the Wand props, but players may bring their own when planning to craft wands through the game rules.

Weapon, Custom/DIY

There are many ways to produce a weapon for use at Crestfallen LARP. We currently accept weapons made of CPVC, PVC, or Fiberglass cores. Weapons with metal or ratan cores are not accepted. All of these weapons should have their striking edges covered with foam and core points capped with plastic and/or foam. The only portion of a weapon that is not covered in foam is its handle. Below is a list of the breakdown of different weapons and their parts. Additional pieces such as axe blades and hammer heads should be made of open cell foam and constructed in such a way as to easily appear as the weapon it is trying to represent. Melee Weapons may have a crossguard attached as part of the weapons Grip Length. This crossguard may have a maximum length of 18 inches.

Cored Melee Weapon Type	Pommel Length	Grip Length (Includes Crossguard)	Striking Length	Min/Max Size
Claw/ Brawler	2"	1"- 14"	18" - 24"	27" - 34"
One Handed Weapon	2"	1" - 14"	18" - 36"	27" - 46"
Two Handed Weapon	2"	1" - 14"	38" - 44"	48" - 72"

Cored Ranged Weapon Type	Grip Length	Min/Max Size
Bow	5" - 14"	34" - 44"
Crossbow	1" - 8"	12" - 24"

Non-Cored Ranged Weapon	Min/Max Length	Min Dimension
Thrown Weapon	6" - 18"	2"

Here are a few tips to make your custom built weapons more likely to pass.

- Core ends should be capped and covered with 2" open cell foam tip that can compress 1" when pressure is applied. This is to prevent cores from tearing through foam and minimize the chance of injury from a thrusting attack.

- All weapons should be flexible but should not act like a whip. A weapon should not bend more than 6 inches when weight is applied to the tip while being held level.

- Crossguards should not contain a core.

- Make sure to tape the foam loosely to allow the foam to flex.

- NEVER tape foam sections in a spiral pattern. This adds a sizeable amount of weight and doesn't allow the foam to flex.

- Tape foam sections lengthwise to maximize coverage and minimize weight.

- To secure foam at key points such as the tip or where the blade meets the crossguard/grip, you may use crosshatched tape sections or width wise taping.

We suggest tutorial videos or groups until we have produced our own videos regarding these props.

Live fire bows, crossbows, arrows, bolts, and wand reps are not legal combat weapons in Crestfallen LARP.

Blasters that replicate Bows or Crossbows but fire dart or ball ammo are not considered firearms. These are treated as a bow or crossbow. These may not be used to block melee weapon attacks.

All weapons must be checked, safety tagged, and approved for use prior to game. Weapons will be supplied to NPCs as needed. PCs may borrow weapons upon special request. If a player supplied weapon fails safety check, we will do our best to supply one for PC use.

Weapon, Mass Produced

There are many ways to produce a weapon for use at Crestfallen LARP. We currently accept weapons made of CPVC, PVC, or Fiberglass cores. Weapons with metal or ratan cores are not accepted. All of these weapons should have their striking edges covered with foam and core points capped with plastic and/or foam. The only portion of a weapon that is not covered in foam is its handle. Below is a list of the breakdown of different weapons and their parts. Additional pieces such as axe blades and hammer heads should be made of open cell foam and constructed in such a way as to easily appear as the weapon it is trying to represent. Melee Weapons may have a crossguard attached as part of the weapons Grip Length. This crossguard may have a maximum length of 18 inches.

Cored Melee Weapon Type	Min/Max Size
Claw/Brawler	27" - 34"
One Handed Weapon	27" - 46"
Two Handed Weapon	48" - 72"

Non-Cored Ranged Weapon	Min/Max Length	Min Dimension
Thrown Weapon	6" - 18"	2"

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