



# THRUNE

Live Action Role Playing

# CORE RULEBOOK

RELEASE DATE: 2025-03-10

# credits

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To all those who freely dedicated their time to the development of this game, we thank you from the bottom of our dark hearts, this wouldn't have been possible without you. Thank you.

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*Some placeholder artwork provided by Artificial Intelligence.  
Replacements will be inlaid through Beta Release.*

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Death and destruction had ravaged the realm for nearly a generation, fields once bountiful were barren wasteland, and cities had been bombarded into rubble. The War of the Charlatan had raged on, but after nearly a decade, Arthur the True and his forces broke through the walls of the Ebon Tower. But they were deceived, for in his final breath, the warlock king Vaerlys uttered a curse which called forth a terrible stain upon the world.

The Corruption. The stain which haunts the world. In places the shadows gather and the world grows thin, allowing horrors to claw their way forth from beyond. Ever since the end of the War, the realm bears these wounds torn fresh. While mystics can summon forth the energy to knit closed these tears, it often takes blades and bullets to lay low the monsters birthed from the darkness.



# No Discrimination

We at Thrune wish to have an environment that focuses on the game and community itself. Thus, in order to promote a healthy environment we do not tolerate bigotry or discrimination.

This includes, but is not limited to:

- Race or Ethnicity
- Sexual Orientation
- Gender
- Religion or Spirituality
- Political Affiliation

# No Harassment

Unwelcome verbal, physical, or written conduct that seeks to harm, intimidate, or coerce another person on an out-of-game level is not welcome at Thrune.

# player expectations

Thrune is a fantasy larp with a considerable amount of influence from the western and horror genres. Players may encounter intentionally frightening or shocking content, and while it may not be to everyone's taste, it is used to tell the stories that players interact with.

That being said, the following are a list of what players should expect, and what is expected of them.

## Safety First

Safety is the utmost priority at all Thrune events.

If you notice a safety issue, do not hesitate to call "Hold" or "Safety" and point out the hazard. If the current play space becomes unsuitable for a scene or combat, the players should do their best to relocate to a safer location OOG, and resume play when all active participants have relocated.

All weapons and armor will be checked to ensure that they adhere to safety guidelines. Further information on weapons, armor, packets, etc. can be found later in this book.

## Player Age

Players must be at least 18 years or older. No exceptions.

## Opting Out

Any player encountering a situation that they feel is highly uncomfortable may remove themselves from active play by making the OOG (Out-of-Game) gesture of placing their hand or weapon over their head and stating that they are Opting Out of the scene. They should seek out the nearest Marshal and inform them. A reason or excuse is not needed.

However, at that point the character enters a state of limbo, and the character's fate is determined by what happens to those involved in the scene. When the player is comfortable with reentering play, they should proceed to the NPC building and speak with staff members there to receive a determination as to their character's fate.

This policy is in place so that players who have issues with certain scenarios are not forced to be engaged with them, but it should not be a method to avoid consequences of their actions.

## **Consent and Physical Touch**

For any and all actions that involve physical contact with another player, consent should always be asked before touching someone. Otherwise the only physical contact that should be made is lightly touching the top of another player's shoulder in order to garner their attention.

## **Alcohol, Smoking, and Drugs**

No alcohol or drugs should be consumed at the event or prior to an event where combat will be present. Those who are visibly intoxicated will be asked to leave, and subsequent instances will result in a ban.

No cigarettes will be allowed due to conflicts with site ownership.

Any use of vapes and electronic cigarettes must be done outside of cabins.

Hookahs and other pipes are not allowed to be smoked inside cabins or other permanent structures.

Circumstances permitting, we will have "tavern nights" which will alleviate the bans on legal intoxication. Such events will likely occur at a separate site from what is normally used.

Prescribed drugs and medicines should be kept in a safe location that is easily accessible to the individual who requires it. If you notice that your medication is missing, please alert staff immediately.

## **Food and Drink**

Each player is responsible for bringing or arranging their own sustenance.

While we try to minimize allergens in the environment, we cannot completely control the site. If you have any allergens that you may feel would impact your involvement in the game, please reach out to staff members.

To ensure that our players remain hydrated without fear of In-Character ramifications, we will never utilize tainted, poisoned, or diseased water sources in our stories.

Do not place any contaminants in anyone else's food or drink.

## **Costuming**

Players are required to wear costuming throughout the entire event, save for in private areas. Costuming should be genre appropriate, and modern clothing should be avoided, with any zippers being hidden, no logos, etc. Shoes are an exception, but typically should be a muted or dark color to avoid attracting attention to any modernity.

Costumes should not have unsafe protrusions such as spikes or sharp edges that can cause harm to players or foam weapons.

## **Basic Rules Knowledge**

Players are required to have at least basic rules knowledge, and an understanding of the safety rules if they are going to engage in combat. If you ever have a rules question, feel free to quickly indicate that you are OOG and ask your nearest Marshal, or Player.

## **The Use of Props**

Real world weapons are not permitted to be carried by players or stowed in a building on site. Small blades used for utility purposes are permitted, provided the player handles them responsibly and informs other nearby players beforehand.

Item cards for props that are currently in use or in possession of the PC, such as weapons, armor, tools, potions, etc. should be kept on the player. All other item cards owned by the PC that are brought to site should be kept in an In Game location.

Real locks should never be used to bar entry to any In Game location or In Game storage. This obviously excludes such private areas as bathrooms.

We also strongly urge that fragile props and glass should not be brought into the game area. Despite attempts at being careful, accidents do occur.

## **NPC Duty - Portraying Non-Player Characters**

All Players are expected to portray an arrangement of Non-Player Characters during a particular scheduled timeframe chosen when they purchase their ticket for an Event.

Players should arrive at their NPC shift wearing black clothes without any logos or designs upon them. It is highly recommended to be sufficiently hydrated and ready to jump into a role as a NPC.

If you have any physical or medical issues that might impact a NPC role, please notify the Storyteller and Marshal when you arrive for your NPC shift, and they will work with you to ensure that you are not putting yourself in undue danger.

Staff members running NPC shift will do their best to communicate with you the roles you are undertaking, as well as looking out for your wellbeing. If you ever have an issue with a role, or with an interaction you had as a NPC, such as if you encounter someone swinging too hard, please bring it to the attention of Staff members at your earliest opportunity.

Failure to attend your NPC shift can result in loss of XP or temporary suspensions from playing Thrune if they become a habit. Everyone takes their turn at entertaining others, unless they have sufficient reason to opt-out that they have already cleared with the game owners. If you fail to attend your NPC shift, without good reason, your XP earning will be placed on hold until you fulfill those hours.

## **In-Game Expectation**

It is expected that all Players remain In-Character throughout the entire event, except for when at NPC, during a Hold, or during brief clarifications. Other Players should be able to engage with you In-Character at all times from the signal for “Game On”, to the signal for “Game Off”.

## **Out-of-Game Areas**

Players cannot not attempt to hide in OOG areas like NPC/Logistics, bathrooms, or parking lots for the purpose of avoiding In-Game situations. If players linger in these areas for too long without sufficient reasons (such as medical issues), a staff member may be called on to adjudicate their fate. Generally this should involve the player being given a minute to collect themselves before returning to an In-Play area.

## **No-Combat Areas**

The following areas are not open for combat to take place: NPC/Logistics and the area immediately surrounding it, the parking lot, Medical Cabin, Bathrooms, and Kitchens. If combat threatens to spill into those locations, a “Hold” should be called and combatants should reposition themselves at least 10 paces from those places. Players cannot use those locations to escape into.

## **Marshal Rules Calls**

If there is any discrepancy during play of a rule, the Marshal has the authority to adjudicate. If there is any discrepancy, please feel free to submit an email or message to staff after the game. If the rule call is of grievous error that would be the only reason for a character being severely disadvantaged or dead, the Lead Storyteller and game owners have the ability to alter the outcome, at their discretion.

Players are expected to maintain their cool and act in a civil manner when interacting with Marshals and other staff members. Remember that everyone is just human, and mistakes can occur. Additionally, a situation may be ongoing that you are not aware of that requires slight rules adjustments, although those should always be announced ahead of time.

## **Fire and Open Flame**

All open flames must be attended to by at least one player.

If combat occurs near an open flame, one player must shift to OOG to ensure that safety is maintained around the fire and that the fire is attended regardless of the outcome of the combat.

## **Cleaning**

Players are required to clean up after themselves throughout the event. There are no staff members designated to clean up after players.

At the end of each event, players will be required to clean up their sleeping areas and potentially a portion of the site.

We take maintaining a clean site very seriously, as it is our goal to maintain a positive relationship with the owners of the campground. We encourage players to leave the site better than we found it. If there is ever an issue of broken facilities or utilities, or a problem with a building, or anything else wrong with the site, please bring it to the attention of staff as soon as possible.

## **Early Departure**

If a player needs to leave an event early, they should notify the Storyteller on duty if reasonably possible (i.e. not in the case of a medical emergency that requires immediate departure). They will be requested to perform a modicum of cleaning before departing.

## **Waivers**

Players must fill out a waiver before participating in live action play at a Thrune event.

# staff roles

## Owner

The Owners are responsible for Thrune in a business sense and handle all business-to-business related affairs at their discretion. They coordinate with the Loremaster to provide the appropriate experience at Thrune.

## Loemaster

The Loemaster oversees all plot, ensuring local continuity and setting lore as a whole. They engage with staff members both during and in between Events.

Loemaster is a paid position during their tenure and does not portray a PC.

## Storyteller

Storytellers are appointed positions that write modules and give direction to Marshals and NPCs (Non-Player Characters).

During their shift, they arrange costuming changes and dictate mods and NPCs that go into the play space to interact with the other players. Between Events, they write modules, coordinating with other Storytellers and staff.

There are two types of STs. The first are full Storytellers who spend the entire game event fulfilling their role. They do not portray a PC during their tenure and are in a paid position.

The second are part-time Storytellers who have more limited duties. They have a more limited scope of knowledge of plot, and still portray a PC while they are not in their role.

The role of a Storyteller fulfills the normal NPC shift requirement for some tickets.

## Marshal

A Marshal has been appointed by the game staff to handle rules disputes in the play space. They work closely with the Storytellers to handle mods and give direction to NPCs.

During their NPC shift, they are unlikely to be portraying a NPC, but instead will be wearing their NPC black clothes, and a hat to signify that they are a Marshal. They will also have a bag with a number of game aids to assist them.

Their primary job is to act as a guide for the NPCs, using their judgment to handle respawns or any stat changes to the NPCs under their oversight. They are also available to answer various questions and handle some overlying mechanics.

Their duty fulfills the normal NPC shift requirement for some tickets. When not on duty, they portray a normal PC. When they are not on their normal shift, they are capable of overseeing PvP actions, Rituals, and other needs of rules adjudications.

## **New Player Marshal**

A New Player Marshal works to acclimate new players to the game, generally during a short orientation and new player module held at the beginning of an Event.

Their duty during Check-In fulfills the normal NPC shift requirement for some tickets. When not on duty, they portray a normal PC. When they are not on their normal shift, they are capable of overseeing PvP actions, Rituals, and other needs of rules adjudications.

## **Depot Clerk**

At the Trade Depot, these individuals are responsible for writing item cards, printing schematics, and handling various logistical processes. They portray an NPC for the period of time in which they fulfill their duties.

Their duty during Check-In fulfills the normal NPC shift requirement for some tickets. When not on duty, they portray a normal PC.

## **Safety Marshal**

At Check-In, all weapons must be checked to determine if they are safe to use, and armor coverage is rated. A Safety Marshal is an individual who is entrusted to have superior judgment when it comes to determining the safety of a weapon and armor coverage. They have an understanding of weapon policies and are capable of performing limited stress tests on weapons. After they process a weapon, they issue a colored adhesive band with appropriate information written upon it, which must be attached to the weapon.

Their duty during Check-In fulfills the normal NPC shift requirement for some tickets. When not on duty, they portray a normal PC.

## **Face NPC**

Some players will be given options to portray Face NPCs during an Event. These NPCs are recurring characters complete with their own stat blocks and short histories. Often they will have specific costumes. They are usually sent into the play space without the need for a Marshal to oversee them.

## **Photographer**

To showcase the amount of work put into Thrune to an audience outside of attendees, photographers will sporadically appear around the site and take pictures of interesting situations. They will attempt to be unobtrusive and should be ignored if they are wearing a white headband signifying that they are Out-of-Game.

Their duties throughout an event fulfill the normal NPC shift requirement for some tickets. When not on duty, they portray a normal PC.

# The Character

# character creation

Each player in Thrune will be portraying a character of their own. While some characters are near-identical on paper, they may be wildly different in play. Following are the mechanics by which you can create a character.

## Step 0: Form a Concept

Perhaps the most important part of a character is their base concept.

Who are they as a person, who are their family (if they have one) and how do they relate to them, what do they do to make money, how far are they willing to go to help others, are they a hero or a villain?

Once you have your base concept, you should start picking out aspects that will breathe life into the character.

## Step 1: Choose a [Heritage](#)

Five options are available, each one a different collection of peoples within the realm of Thrune.

## Step 2: Select a [Culture](#)

Each Heritage has a collection of Cultures that further defines your character's lineage.

## Step 3: Pick an [Archetype](#)

Many Archetypes are provided to showcase your character.

## Step 4: Spend 25 Experience Points

Each Archetype has a list of Primary and Secondary Skills available.

Each Heritage has a list of Secondary Skills available.

Additionally, you may purchase Body and Stamina.

See the [Character Advancement](#) section for more information.

All Characters begin with the following skills:

[Weapon Proficiency \(Unarmed\)](#)

[Weapon Proficiency \(Small\)](#)

**Literacy** - all characters are able to read and write unless the player chooses otherwise.

# Starting Equipment

Each character comes into play with a collection of equipment, assembled over the course of their life leading up to this point.

## Armor

Each character begins with up to 10 points of armor, if it is appropriately represented. This set of armor expires in 6 months.

## Weapons

Characters begin with up to two starter weapons, if they have the appropriate representations. These expire after 3 years. Alternatively, one weapon may be traded out for a shield.

## **Money**

Each character begins with 10 copper coins.

## **Blueprints, Formulae and Recipes**

Characters that begin play with the Alchemy, Armor Smithing, Blacksmithing, Cooking, Trapper, or Weapon Smithing skills begin with 2 sets of instructions to create items appropriate to their skills, chosen randomly.\*\*

## Spells

In addition to being able to cast the Cantrips of their chosen Path, a character with any of the Magic Path skills will start with 2 Spell Scrolls for their appropriate Path and Skill level. Thus, Apprentice grants 2 spell scrolls of the Apprentice level, Journeyman grants 2 spell scrolls from the Journeyman level, and Master begins with 2 spell scrolls from the Master level of spells (for a possible total of 6 spell scrolls). All of these are chosen randomly\*\*.

*\*If a character enters play with more XP on their sheet, they only receive benefits from the skills purchased from the initial 25 XP.*

*\*\*If neither scroll or schematic are interesting to you, you may exchange one for an applicable one of the same type of your choice from the Library.*

## **Character Ties**

Two or more of your own characters cannot have background ties with each other. It's advised to create diverse and distinct backgrounds for each of your characters to enhance storytelling and immersion.

# character advancement

## Attendance

Each game that you attend, you will receive an amount of Experience Points (XP) according to the chart below, depending on how many Events that your character has on their sheet. Experience Points will be available for character advancement at the beginning of the Event.

<u>Event Number</u>	<u>XP Gain:</u>
0 - 10	6
11 - 20	5
21 - 30	4
31 +	3

## Extra Experience Points

Each game you will also be given the opportunity to purchase up to 2 extra Experience Points to apply to your character. This option will be available when you purchase a ticket.

Additionally, you may trade in Candles to purchase up to 2 additional Experience Points per game.

## Spending Experience Points

Primary Skill	5 xp
Secondary Skill	10 xp
Non-Archetype Skill	20 xp
Purchase New Archetype*	50 xp
Body and Stamina	(see below)

\*when you purchase access to a new Archetype, you keep all skills from your previous Archetype and are still able to purchase skills from their list.

<u>Current Body/Stamina</u>	<u>XP per Point</u>
<20	1
21-40	2
41-60	3
61-80	4
81-100	5
101-120	6
121-140	7
141-160	8
161-180	9
181+	10

*\*Body and Stamina costs are counted separately.*

## Learning Skills and Archetypes

In order to learn any new Skill or Archetype, a PC must learn it from another PC or NPC who possesses the Skill or Archetype. This is done simply by finding a teacher in-play and after having a short training session with no set duration, they write the skill on your sheet along with their player number.

With skills that have multiple levels, such as Weapon Focus or Wealth, you only need a teacher for the introductory level.

Skills are usable immediately upon being taught, while purchasing new skills from an Archetype must be done at the next Event.

## End of an Event

Character sheets must be submitted either at the end of an Event or before you leave. Failure to turn in character sheets at the end of an Event may result in Experience Points not being recorded.

## Retirement and Final Death

New characters cannot be linked to former characters or created solely to seek revenge. It's important to preserve the integrity of each new character, separate from any emotions related to previous character resolutions.

## Reweaving

Before your third event, you may rewrite your character by sending in an email to staff to have them reset your character in the database. You may change your Heritage, Culture, Archetype, and reallocate your initial 25 Experience Points. You may also apply Experience Points to any skills already learned.

To receive new starter gear and prints, you will need to turn in all starter gear and uncopied prints.

# heritage and culture

Each character must choose a Heritage and a Culture from that Heritage. There are no such things as half-breeds, nor can you choose a Culture from a different Heritage.

## **Costuming Requirements**

Most Heritages have a costuming requirement, and the Culture has a requirement which is in addition to the Heritage requirement. For example, Skraata have horns in addition to the grey or green skin that all Ughol possess.

## **Benefits**

Much like their Costuming Requirements, each Culture has a Benefit in addition to the Benefit of their parent Heritage.

## **Secondary Skills**

Each Heritage has a number of Secondary Skills that they may purchase with XP regardless of the skills presented on their Archetype. These skills are inherent to all members of the Heritage.

# Ar-Nura

(Ar-Nur-ah)  
Heritage

Body 8, Stamina 12

The Ar-Nura claim to be the eldest, often calling themselves “firstborn”, and that they had vast empires and kingdoms that stretched across the realms, long before humanity were putting walls around their villages of mud huts. They claim that their ancient cities held vast libraries that contained the history of the world stretching back to the very beginning.

However, tragedy befell this once great people. A great schism formed between them, leading to a war among brethren. Those that would even acknowledge their fall from greatness call it the War of the First Blood, and speak of a conflict which lasted for centuries. The Ar-Nura were forever divided, and forever diminished to a point where their kind disappeared from parts of the world, leaving behind ruined cities and ancient monuments.

In more recent times, the Ar-Nura have been intermingling among the younger peoples, dwelling in small conclaves scattered across the realms. They regularly trade with others, and are not an uncommon sight in most villages and towns. While they try to maintain an aloof separation, they find themselves pulled more and more into the conflicts and tribulations of others.

## Costuming Requirements

Pointed ears

### ***Benefit - Corruption Resistance***

*Any time you would suffer a point of Corruption, except when returning from death, you may spend 10 Stamina to negate the effect.*

### ***Weakness - Arcane Susceptibility***

*You take double damage from attacks which inflict “Magic” damage.*

### **Secondary Skills -**

First Aid, Bard, Herbalism, Meditation

# Eisolae

(Eye-so-lay)  
Culture

The First of the Elder Race, they hold that they are the true Ar-Nura, and that their brethren are descendants of traitors and bastards, those that turned their back on the First.

Others often believe the Eisolae to be overly haughty and arrogant, although there are exceptions, most prove the stereotype at least partially true. They often look down on the level of craftsmanship performed by members of other heritages, and some take every opportunity to wistfully remark about a golden time of ages before, when the Ar-Nura were at their height. There are some who almost blend in with non-Ar-Nura, often being mistaken for Saroneans, but those are few.

It is an often held belief by the Eisolae that the War of the First Blood began when the ancestors of the Viskela made a pact with a creature of the Outer Darkness. In doing so, they forever tainted the Ar-Nura, and condemned them to impending ruin.

The Eisolae also seem to be at one with the mystical world. Many are accomplished spellcasters, while almost all are at least capable of casting a few spells. Due to their extended lifespans, many become more adept at manipulating the weave of magic than those of other heritages.



## Costuming Requirements

Pastel face makeup, focused around the eyes. Shiny clothing.

## *Benefit - Secrets of the Elder Race*

*All Eisolae may inherently sense the presence of the mystical. You may spend 2 Stamina and declare "Sense Active Magic, 20 feet". Anyone with arcane creations, ritually created magic items, or active spell effects should respond "Here!"*

# Jhani'ada

(Jawn-ee-ah-da)  
Culture

Rather than engage in a bloody affair, the ancestors of the Wildlings decided to abandon the ancient Ar-Nura cities and travel to the wilderness, establishing small villages and roving caravans. While they mostly avoided the ancient war that tore their brethren apart, the Eisolae forever cursed their name, calling them disloyal and cowardly.

In time the Jhani'ada would become more attuned to the wilderness, preferring instead to exist in the deep forests, or tend to their crops on the edges of civilization. They became not only protectors of the wild, but also one with the wilderness.

Over the ages, they have become so entwined with the wild that they have become nearly immune to the poisons and toxins from various beasts. Alchemists are also extremely puzzled about the unique properties of their physiology, and many have studied the Jhani'ada for decades trying to determine how they are so resistant.



When the Wildlings involve themselves in the affairs of the rest of the world, it is typically to trade for goods and supplies that their tribes cannot make themselves. Others set up small encampments on the edges of established towns, and use their survival skills to act as guides for caravans, or routinely venture into the wilds to harvest wild fruits and hunt animals for their pelts and meat.

## Costuming Requirements

Green ear tips, feathers and bones scattered throughout costuming

## Benefit - Poison Resistance

*Any call that includes "Poison" only inflicts a maximum of 1 damage, and you are immune to the Poisoned condition.*

# Viskela

(Viss-kay-la)  
Culture

Long ago, they were the persecuted people, scapegoats for a crumbling civilization. The Eisolae refused to believe their great empire was coming to an end, and that the world had moved on. Thus, the Viskela fled to the dark corners of the world, seeking refuge in catacombs, caverns, and long forgotten temples.

Many rumors persist about the origins of the Viskela. Some claim that a cabal of Ar-Nura called forth a creature from the Outer Darkness and made a pact that still taints the blood of their descendants. Others speak of an ancient ritual in which the Eisolae sacrificed the spirits of a third of the Ar-Nura to eradicate an ancient threat, and the Viskela were those born with marks of darkness.

In modern times, the Viskela still prefer to remain on the edges of civilization, or haunting ancient ruins from kingdoms fallen and forgotten. Their tribes often dwell in crumbling castles and abandoned fortresses, or have long ago carved their way deep into the sides of cliffs and places where Stoneborn fear to tread.

Due to their proclivity for darkness and their hidden nature, those of the Whispers occasionally hire themselves out as assassins and spies, taking their payment and disappearing into the night. Others become masters of the Path of Shadows and become truly frightening warlocks.



## Costuming Requirements

Dark eye makeup, darker clothing and armor

## *Benefit - Whispers in the Dark*

*The Viskela are but a whisper in the mystic world. Any time a "Sense" call is made, you may choose to not answer.*

# Human

## Heritage

Body 10, Stamina 10

The most populous of peoples throughout the Realm, humans were the most widespread, thriving almost everywhere, from fishing villages on the shores, to mining camps in the high mountains, from the Great Cities of Saronae to the hill forts of the Erdanian Plains. Most civilized places before the Curse were predominantly populated by humanity, save for the underhalls of the Stoneborn and the forest sanctuaries of the Ar-Nura.

According to ancient records, humanity arose and began cultivating civilization in a dozen places across the world. The oldest recorded history speaks of the ancient lands of Akhera, and how it was once filled with verdant plains, long before it turned to sand and ashes. However, the tales of the Ar-Nura also speak of human cities to the far north, now in lands gripped by ice in a forever winter.

Since the Curse, most of the settlements and outposts in the Frontier seem to have a fair mixture of the different peoples, but humans are still well represented. Humans are also the most likely to be less exclusionary toward the other refugees from the darkness.

### Costuming Requirements

None

### *Benefit and Weakness - Human*

*Unlike other Heritages, Humans have no inherent Benefit or Weakness.*

### Secondary Skills -

First Aid, Farming, Lumberjack, Mining

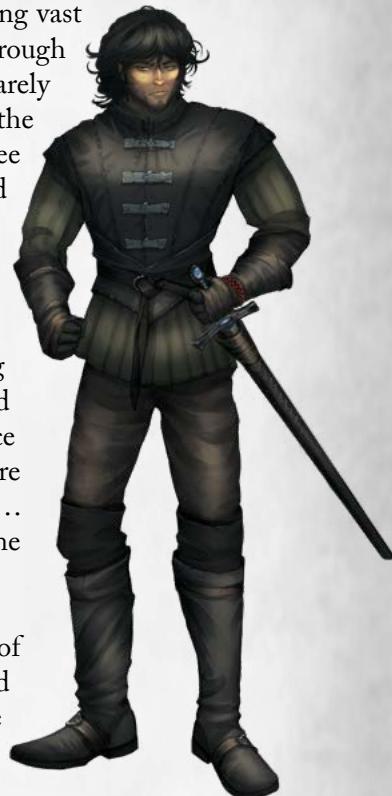
# Erdanian

(Err-day-nee-an)

## Culture

Before the coming of darkness, these proud and insular folk dwelled in villages perched on small hills overlooking vast swaths of rolling plains. They made their way through existence as simple farmers and herdsmen, and rarely interacted with travelers that ventured through the pathless wilds. However, the Curse forced them to flee their ancestral lands, as a sea of shadows engulfed their livestock, and creatures of untold horror emerged to prey upon both herd and herdsmen.

It was commonly believed that the plains dwellers were simple folk, toiling in the fields or chasing after their goats. However, when they were roused to action, their mounted warriors were seen as fierce and insurmountable. With lances and bows they were often seen as a devastating force upon the battlefield... when you could keep them from fighting among one another over some family or village grudge.



One tradition that stretches back into the mists of time is for Erdanians to wear a single braided cord around one wrist if they are single. Often these braids will contain strands of particular materials or colors that represent their village or family. When an Erdanian is bonded to another, they wear a braid similar to that of their partner on the opposite wrist.

### Costuming Requirements

Earth tone clothing, simple jewelry, and a braided cords around one or both wrists.

#### *Benefit - Day's Labor*

*At Check-In, you may spend 1 Stamina to receive 1 Resource of your choice, from either the Farming or Hunting list (even Out-of-Season). You may spend up to 10 Stamina this way, but all Resources must be identical.*

# Khemasuri

(Kem-ah-sur-ee)

## Culture

From the ancient and antique lands of Akhera, comes a people who have migrated north to flee the horrors that arose from cities and tombs that had long been lost beneath the sands.

They are often seen as shrewd negotiators and wise storytellers, calling back on tales that have been passed down for countless generations of decisions both wise and foolish. They have a strong oral tradition of reciting nearly a thousand tales to their children, stories which always have a strong lesson woven into their words. Due to this, the Khemasuri are also seen as slow to come to a decision, taking many days or weeks to conclude a plan of action on important matters. Additionally, many seek out the elders of their people to weigh in on situations, seeking to utilize the wisdom of their people.



One strong tradition of the people of Akhera is elaborate painted designs that decorate their faces and often hands and other exposed skin. Because of this tradition, they have often been called “The Painted People” or referred to as living embodiments of art. Amid most groups of Khemasuri, there is at least one person, generally a revered elder, who spends their time painting their kin.

Traditionally, the Khemasuri wear loose and flowing clothing, the better to mitigate the heat of their ancestral homeland. Most of their people also prefer bright and vibrant colors from a wide range of the color spectrum. As they are often migratory, they tend to carry their wealth on their person, rather than store it in places they might never return, preferring to invest in jewelry that can be worn and easily converted to coin when needed.

## Costuming Requirements

All Khemasuri wear some form of elaborate makeup design on their face and hands, loose and flowing clothing. Large amounts of jewelry is recommended, but not necessary.

### *Benefit - Wisdom of Thousand Tales*

*Once per day, you may spend an additional 5 Stamina to use one of the following Skills if you do not have it already on your sheet; Alchemy, Cooking, First Aid, Herbalism, Lore (History, Monsters, or Religion), or Scavenging*

# Saronean

(Sar·oh·nee·an)  
Culture



The Great Cities of Saronae, before they fell, housed tens of thousands of people, until they were reduced to rubble during the War of the Charlatan. What remained became nightmarish ruins housing wounds of Corruption.

Those that either fled the darkness, or found themselves outside the walls when the cities fell, still retain connections to many of their old trade networks. Their cosmopolitan nature makes others assume that Saronean's are cunning politicians and negotiators, more interested in spreading rumors and manipulating others rather than getting their own hands dirty.

For those Saroneans who do seek to engage in combat and warfare, many become well armed and armored knights, tying themselves to oaths of loyalty and chivalry because their money and influence allows for it.

Those with such fine bloodlines often speak very highly of their ancestors, and the accomplishments of those in their line several generations passed. Of course, due to the passage of time and lack of existing records, it is often difficult to verify such tales. Many duels have been fought over snide comments or claims of dishonesty.

Saroneans often find themselves in positions of authority, while others gravitate to the courts of nobility, mostly to exchange gossip and rumors.

## Costuming Requirements

At least one piece of gaudy jewelry or finer clothing.

## Benefit - Old Investments

*At Check-In, you may spend 10 Stamina to trade 1 copper coin for 1 silver coin. You may spend an additional 10 Stamina to trade a second coin in this manner.*

# Vyaldur

## (Vi-al-dur)

### Culture

Far to the north, there are lands where winter seems to hold the realm in its icy grasp for much of the year. Dwelling in the cold were the hardy northerners who ventured forth in their longboats, both to raid coastal villages and trade at various coastal outposts.

The scattered Baronies of the north are vast provinces with rocky soil that is poor for farmland, and combined with the lengthy winters, not much grows in the north. Thus, most Vyaldur dwell near the coasts or along a few rivers that weave through the lands. Most Vyaldur know what it is like to survive on lean months with little to eat beyond tough roots and fish that were dried before the rivers froze over.

The Vyaldur venerate circles and spirals, believing that the world constantly goes through cycles.

While the seasons constantly rotate, the northerners

also look at other cyclical patterns that emerge again and again throughout their own lives. During the harshest cold of winter, elders will often sit around the fires in the longhouse and weave stories from their youth that seem to be repeating themselves in current events.

Many Vyaldur enjoy the thrill of the hunt, often likening themselves to great wolves that stalk the cold and bitter lands of the north. They are quick to volunteer to hunt down anything, man or beast, and bring it back to show their accomplishments. Many Vyaldur respect great hunters, and few of their leaders are without tales of great beasts that they brought down.

#### Costuming Requirements

Braided hair or beard, fur, spiral pattern jewelry or motifs on clothes and armor.  
*(Choose two)*

#### **Benefit - Lean Metabolism**

*When you ingest or consume a potion or food that heals Body, double the amount of Body regained. For example, a Potion of Healing grants 10 Body instead of the normal 5.*



# STONEBORN

## Heritage

Body 15, Stamina 5

Hailing from beneath the mountains and hills of the world, the Stoneborn are a sturdy and stoic people. They have a strong affinity for the earth, and some cultures even go so far as to eschew the sun whenever possible.

Stoneborn are also known for their craftsmanship, and while many are talented blacksmiths, others spend considerable hours laboring over cooking pots. Others spend their time brewing up alchemical concoctions made from pulverized minerals, mushrooms, and things best left to the imagination. Their crafters also take great pride in their work, and are often known for taking insult against those that do not appreciate their skills.

All genders of the Stoneborn typically have long beards, which is a pride among many of their people. They tend to keep their beards well trimmed and often adorn them with beads and bits of metal, although some outcasts have been known to let their beards grow disheveled and unkempt.

### Costuming Requirements

A full beard a minimum of 6 inches long, for all genders.

### *Benefit - One More Hammer*

*When using the Alchemy, Armor Smithing, Cooking, Blacksmithing, Weapon Smithing, or Trapper skills, reduce the crafting time by 5 minutes. Additionally, you may spend 1 Stamina to assist another character using those skills and reduce the crafting time by 5 minutes. This time reduction may only be used once per project, and still follows all rules for crafting time reduction. A Stoneborn may assist another Stoneborn already benefiting from One More Hammer, for a maximum of 10 minutes reduced.*

### *Weakness - Arcane Disruption*

*You must spend double the amount of Stamina to cast spells.*

### **Secondary Skills -**

Blacksmithing, Cooking, Lumberjack, Mining

# DARGADIAN

(Dar-gay-dee-an)  
Culture

When most people speak of the Stoneborn, they speak of the Dargadians, as they are the most common of the mountain people. They are often the embodiment of resourceful craftsmen and resolute guardians of their traditions. Beneath the mountains they dwell in great halls, vast chambers, and make their merriment in huge feasthalls with roaring fires while consuming all manner of roast beast and heavy mead.

When venturing forth in the world above, the Dargadians often serve as merchants or craftsmen, setting up their trade and establishing themselves over long years of trade and toil. They are traditionally known for their hard work ethic and ability to work stone and steel in ways that make others envious.

Dargadians often have long memories, and share tales of those who have betrayed them. Those that have done wrong to one often find themselves shunned by all Dargadians. They often find that the services and capabilities that are regularly taken for granted suddenly disappear, as Stoneborn craftsmen refuse to work for them, and merchants simply refuse to sell them more than the most meager of scraps. Woe to those that betray a Dargadian!

## **Benefit - Hardiness**

*Once per day, a Dargadian may spend 1 Stamina when struck with physical damage that does Normal, Poison, or Body damage, and reduce the amount of damage inflicted to 1. You must declare "Hardiness" when doing so.*



# AKHUNRASI

(Ah-kun-rah-see)

Culture

Long ago, in the darkness beneath the mountains, the Stoneborn known as the Akhunrasi sought to become like great spiders, weaving webs to bind the world together. It was in the darkness, among the things that skitter under the world that their people spent countless ages, only recently emerging to once again join their Stoneborn cousins.

The Akhunrasi compose themselves in strange ways. They tend to avoid having their bare flesh exposed to the scorching rays of the sun, and would rather remain in darkened places when possible. While not entirely silent as others would believe, they speak only when necessary, and would rather speak to individuals or small gatherings, rather than large crowds.

All children of the great web are driven by curiosity, seeking to learn as much as they can. They often bring their findings back to clutches of other Akhunrasi, and share their knowledge with one another... although they seek to maintain secrecy from others, even going as far as to avoid answering questions directly. One old adage is

*“Never expect a straight answer from an Akhunrasi.”*

## Costuming Requirements

Dark clothing, hoods, stray bits of webbing and perhaps fake spiders.

Also, choose one from the following list - additional prosthetic eyes, monstrous hands (shown by gloves), monstrous feet (crafted by shoes), or some other representation of being part-spider.

## Benefit - Toxic Secretions

*Once per hour, you may spend 2 Stamina to exude a single-use poison that inflicts 5 Poison damage. You may add this to a melee weapon to inflict +5 Poison on the next weapon swing, or you may throw a packet and declare “5 Poison”. Alternatively, you may exude it from your skin and afflict a target already touching you. After 1 hour this poison becomes inert.*



# KAHNUUTHAEN

(Car-new-thay-en)

## Culture



A rather reclusive people, they tend to inhabit the dark tunnels deep below the mountains, and are occasionally seen in the company of their Stoneborn brethren. They are often employed as guards and hired muscle, and are seen as a status symbol to have them within your personal retinue. Like most other Stoneborn, they are often stoic people, saving their merriment for the mead halls and for times of celebration.

The exact origins of the Horned Ones is a matter of much debate. Ancient texts speak of a mighty curse which was laid upon the Stoneborn by an unnamed foe, although some believe it to be the Ar-Nura, which caused half of a generation to be born with the bestial horns, and all of their descendants to

bear the curse. Another, darker story circulates that a clan of Stoneborn dug to the roots of a mountain and either made a terrible pact for power, or had children with an unknown race that remains hidden from the world above.

## Costuming Requirements

### Horns

#### ***Benefit - One with the Mountain***

*Once per day you may spend 2 Stamina while touching a stone or dirt surface and call "One with the Mountain". You may use the signal for being OOG as your character melds with the surface. Until such time you wish to emerge, you may remain merged and OOG. Your character maintains a minimal amount of consciousness and senses nearby creatures that are not hidden. However, you may not make out sounds or words spoken nearby.*

# Ughol

(Ew-goal)  
Heritage

Body 12, Stamina 8

War chants, brutality, and bloodthirst are images that are evoked when most people speak of the Ughol. Commonly referred to as “greenskins” the Ughol often band together in motley crews and disarrayed hordes, both for protection and strength in numbers.

Ughol rarely settle in one place for long, often migrating while following after herd beasts. They relish the hunt, and celebrate every time they return to camp with meat in tow. Their celebrations often last days, and are riotous and bloody affairs, with occasional fights breaking out.

Due to their migration, the Ughol tend to travel light, owning only what little they can carry with them. While they have stories of great warchiefs who sit on hordes of gold, such tales often have tragic endings, as the warchiefs meet their endings because of their horde.

Others often see the Ughol as cunning brutes, as they commonly reuse what others have discarded, or succeed with tactics that others would not dare. Broken weapons and scrapped armor are commonly scavenged by the greenskins, and turned into serviceable equipment.

Their biggest weakness is their quick descent into darkness. Some point to their rapid decline into decay and corruption as proof of horrid acts, while others are curious as to why their people suffer so easily.

## Costuming Requirements

Green or grey skin

## Benefit - Regeneration

*As long as you are not in Bleed Out, you regain 1 Body per minute.*

## Weakness - Weak to Corruption

*Any time you would take a point of Corruption, you take 2 points instead.*

## Secondary Skills:

Quick Search, Scavenging, Taunt, Trapper

# Gragrimn

(Grah-grim)

## Culture

Sly and cunning, they are often seen as fringe members of the Ughol hordes, bending knee to the other cultures that are more prone to enforce their will through acts of violence. However, it is unwise to discount them due to their less violent nature, as they often use other unwitting members of the horde to ensure that they get what they want.

They are often seen dealing with non-greenskins, as the Gragrimn take delight in making deals and trade. Some say that if it wasn't for the migration of the greenskins at large, the Gragrimn would likely take over all trade in whatever regions and markets they chose to focus on.

Gragrimn are known to be cowardly, and often flee from a fight rather than engage in combat, except when they outnumber their foes. While others might see this as a lack of honor, most Gragrimn would argue that it is wise to not engage in a fight unless they are assured they can win.

Unfortunately, the Gragrimn are also known as “plague dogs” among certain circles, and the Ar-Nura often refuse to associate with them due to their inclination to be disease carriers. Of course, in turn the Gragrimn enjoy schemes and plots to bring misery to those who would disparage them.



## Costuming Requirements

Pointed ears, diseased look (patches of blisters, a rash, pustules, etc)

## Benefit - Fire of Pestilence

*Even though you can be infected by a Disease, and might still be contagious, you suffer no ill effects of any Disease.*

# Skraata

(Skra-ta)  
Culture

Often larger than their Ughol cousins, the Skraata distinctively stand out due to the horns that adorn their head. While a few have small horns that are only as long as a finger, others have large curved saber-like protrusions, and on occasion some have horns that split into what look like antlers.

Unlike the other Ughol, the Skraata seem to be more evenly tempered and more likely to spend time contemplating their actions. Some Ughol tribes are led by Skraata elders and sages. However, woe to those who bring a Skraata to the point of rage, as they are often nigh unstoppable.

Most Skraata can be found in tribes and clans of their Ughol cousins, serving equally as either wise counsel or as brute force. When they are found on their lonesome, they are often those whom have sought to distance themselves from the shortsighted views of their heritage, and instead seek out a life of scholarly pursuits.



## Costuming Requirements

Horns

### ***Benefit - Iron Bones***

*With your dense bones and strong grip, you are immune to being Disarmed, and your limbs cannot be Severed. Reply "Immune" when hit with these effects.*

# Voruk

(Vor-ook)

## Culture



The most common of the Ughol, they are often what is conjured to people's minds when people speak of the greenskins.

The Voruk take pride in ruthlessness and brutality, and respect those that are willing to go to great lengths to ensure that their will is done. While many resort to violence to solve their problems, the wisest among them only see it as the quickest tactic to overcome foes who are unwilling to engage in violence. Of course, if something cannot be easily solved with violence, then negotiation is needed.

While most Voruk are nomadic by nature, a few find their place in towns and cities ruled by others. They often sell their services as mercenaries and bodyguards when possible, and most people should think twice before tangling with a well armed Voruk guard.

### **Benefit - Rancid Appetite**

*The Voruk are used to eating spoiled food and rotting carrion. Any expired Food or Alchemical Item Card still gives half of any numerical benefit when you consume it (rounded down), and any durations are also halved. All other benefits or drawbacks are unaltered. (Note that you don't actually need to eat spoiled or rotten food for this benefit).*

# Rystarri

(Ris-ta-ree)

Heritage

Body 12, Stamina 8

A nomadic feline people, many outsiders have long been puzzled about the origins of the Rystarri and their customs. What little historical texts that remain on the subject say of their people is that they began to appear from the East several hundred years ago, in several waves of migration, and they were already familiar with the common tongue.

While some Rystarri choose to settle in one location, most are semi-nomadic, roaming around a large area and regularly visiting the same places on occasion. Many choose to travel in caravans of their own people, although there are just as many who venture off on their own, or who ride along with a group of mixed heritages. It is not uncommon to also find a handful of Rystarri traveling along with a Khemasuri troupe.

There are few written records carried by the Rystarri, and much of their history has been passed down in tales and stories that are often conflicting or said to be allegorical. However, they speak of a time long ago when their people were happy and dwelled in a land of endless reeds and stone towers that touched the stars. In time though, the ground turned sour and the rivers turned black, and the Rystarri had to walk toward the sunset to find food.

In their travels, the Rystarri acquire goods and trinkets made by the hands of others. While they do not often have an immediate need for such things, they will often carry them along, knowing that such things will eventually find a home with someone else. Thus, they often refer to themselves as the "*Bringers of the Lost*".

## Costuming Requirements

Cat ears or a mask which clearly denotes a feline appearance, with a tail attached to the exterior of clothing.

## *Benefit - Claws*

*You are always equipped with unarmed claws that inflict a base of 2 damage. Claws may have no permanent enchantments.*

## *Weakness - Call of the Far Realms*

*As the souls of the Rystarri are called to other places, their Bleeding Out period is only 1 minute long.*

## Secondary Skills:

Herbalism, Intercept, Mercantile, Scavenging

# Maolawki

(Ma-oh-law-key)  
Culture

The most common of the Rystarri peoples, they are also the most varied in appearance. While some may have strong feline features, others may appear much more like humans, with only a few notable features speaking of their lineage.

Many Maolawki engage in the merchant business, and for the brief time while in a settlement, they set up stalls selling a wide variety of goods and items of interesting origin. Others of their kind make use of their abilities to hunt down unique items at the behest of others, charging a premium for their service.

Before the War of the Charlatan, many Maolawki were seen as nuisances, and unless a caravan also contained Yarowi, they were barred from entering the great cities of the Realm. However, out on the frontier, at the edge of civilization, the Rystarri of all breeds are welcome in the small towns and villages, since even before the fall of the great cities.



## ***Benefit - Collector***

*In their travels, the Maolawki have learned to scrape together resources when they can. You may spend 1 additional Stamina when using the Herbalism or Scavenging skills to reduce the amount of time required by 5 minutes. When used in combination with other mechanics that reduce the time of such skills, the required time can be reduced to a minimum of 2 minutes.*

# Yarowi

## (Yar-oh-wee) Culture

Often seen as seers and oracles among the Rystarri, the Yarowi elders are often consulted about the future by other Rystarri. They are often referred to as the “Messengers”, as it is believed that their ancestors speak to the Yarowi from the Far Realms. Thus, they are often revered and venerated among their people.

Most Yarowi are cautious and hesitant to commit to a course of action, often looking for signs and omens to tell them what path would be most prudent to take. Some even consult bones or listen to the wind in order to catch a glimpse of their ancestor’s wisdom, while others spend much of their time ingesting hallucinogens and search for meaning in smoke ripples.

Outsiders normally would be unable to tell the difference between the Yarowi and the Maolawki, save for that the Yarowi often paint or dye their fur with various symbols and strange patterns, using a wide assortment of hues when doing so. They have long claimed that by doing so, they make it easier for their ancestors to find them from the Far Realms and give them guiding wisdom.

### Costuming Requirements

Their fur is pale in color, often white and cream colored.

### *Benefit - Whispers from the Far Realms*

*Sometimes the worlds afar reach out and give you a glimpse of things to come in a prophetic dream. When going through Check-In, you may expend 5 Stamina to receive a short cryptic description of your dreams which will have some bearing on the current plot. Additionally, you may negate a single non-damaging effect during the next 5 days by calling “Premonition, No Effect”*



## **Archetypes**

## Adviser

*I give council where it is most needed.*

All wise leaders seek advice from those who are educated in matters of state, from economic theory to warfare. Advisers are often sought for their understanding of complex matters, or for their experiences in particular situations. Thus, such individuals often grace halls of power and throne rooms, being entrenched in politics and are often entrenched in the local rumor mills and web of spies.

The Adviser Archetype is good for those players who wish to engage in the social and political aspects of the game, and for those who would rather someone else get their hands dirty fighting monsters and rushing into combat.



### Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Alertness	-
Courage	-
Hide	-
Intimidation	-
Lore (History)	-
Plead for Mercy	-
Quick Search	-
Socialite	-
Taunt	-
Withdraw	-

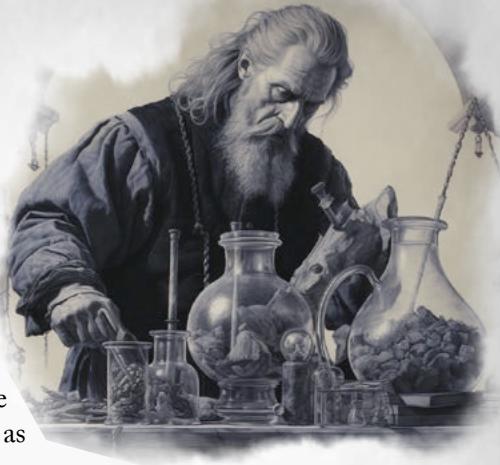
### Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Backstab	Weapon Focus (Any)
Dodge	-
Weapon Focus (Small)	-

# Apothecary

*All things may be transformed.*

Mixing reagents and distilling concoctions into useful potions, elixirs, and other substances, Apothecaries are often sought after for their creations. Not only do they hold the power to create beneficial substances, but their knowledge and abilities confer the capacity to create things which are terribly harmful , such as poisons and explosives



As the only true masters of Alchemy, Apothecaries are capable of brewing up concoctions and creating substances far beyond the capabilities of other “dabblers” in the art. Additionally, they are capable of refining many of the basic alchemical creations to increased levels of potency.

## Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Alchemy	-
Alchemy Master	Alchemy
Blinding	-
First Aid	-
Herbalism	-
Mercantile	-
Scribe	-
Wealth	-

## Secondary Skills (10 XP each)

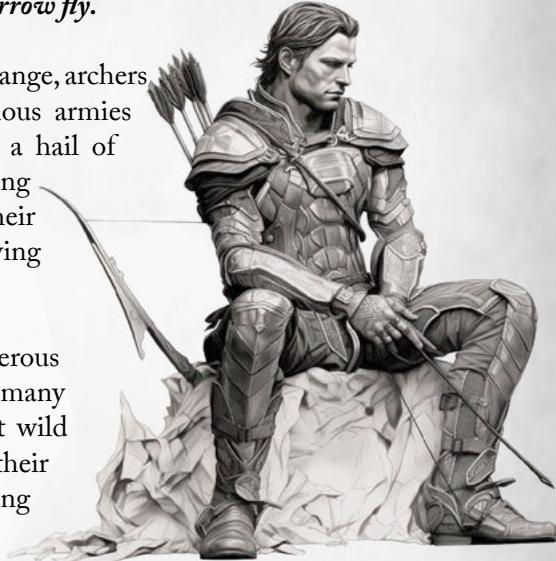
<u>Skill Name</u>	<u>Requirement</u>
Plead for Mercy	-
Trader	-
Weapon Proficiency (Staff)	-

# Archer

*Aim straight, aim true, and let your arrow fly.*

Focusing on felling their enemies at range, archers are common sights among the various armies and militias of Thrune. Unleashing a hail of arrows, they are capable of dispatching foes at a distance, often long before their targets are aware that an archer is laying in wait.

When not hunting down dangerous creatures or criminal bandits, many Archers also use their skills to hunt wild game, tracking down animals for their meat and hides, or simply building traps to catch their prey.

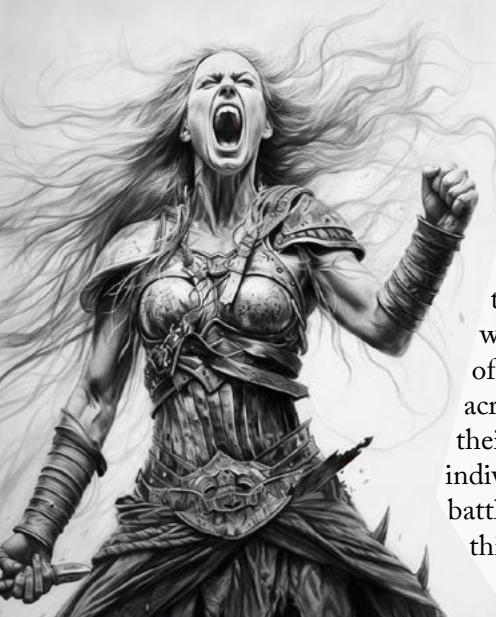


## Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Armor Training (Light)	-
Dexterity Armor	-
Dodge	-
Hide	-
Knockback	-
Marksmanship	-
Rapidfire	-
Weapon Proficiency (Bow or Crossbow)	-
Weapon Focus (Bow or Crossbow)	Weapon Proficiency (Bow or Crossbow)
Withdraw	-

## Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Hunting	-
Stealth	Hide
Trapper	-



## Berserker

### Rage...

Some revel in the chaos of combat and the litany of bloodshed, they enter an animalistic state where they only crave more violence, lashing out at those who they would see as a foe, and only stopping when they are forced to. They are whirlwinds of destruction, tempests of slaughter, sprinting across the battlefield to throw themselves at their enemies. Throughout the realm, such individuals are often revered for their fervor in battle and their ability to turn the tide when things look grim.

The Berserker is an Archetype for those who enjoy lightly armored combat, for sprinting around the field and engaging in battle.

#### Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Alertness	-
Ambidexterity	-
Brutal Blow	Weapon Focus (Any)
Courage	-
Frenzy	Courage
Intercept	-
Intimidation	-
Knockback	-
Weapon Proficiency (Medium, Large)	-
Weapon Focus (Unarmed, Small, Medium, Large)	Weapon Proficiency ( <i>Specific</i> )

#### Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Armor Training (Light)	-
Dexterity Armor	-
Shield	-

## Brute

*I don't have time to bleed...*

Splitting skulls and cleaving opponents with massive weapons, the Brute is often a sight to be feared on the battlefield. Little sways them from engaging their targets, and opponents often would rather run than face their brutality.

They often find themselves acting as mercenaries, or working in tandem with bandits, where their mere presence and large weapons are enough to force others into submission. When not in combat, they often take employment performing rough physical labor.

The Brute is an Archetype for those who enjoy the thick of combat and dishing out damage with large weapons.

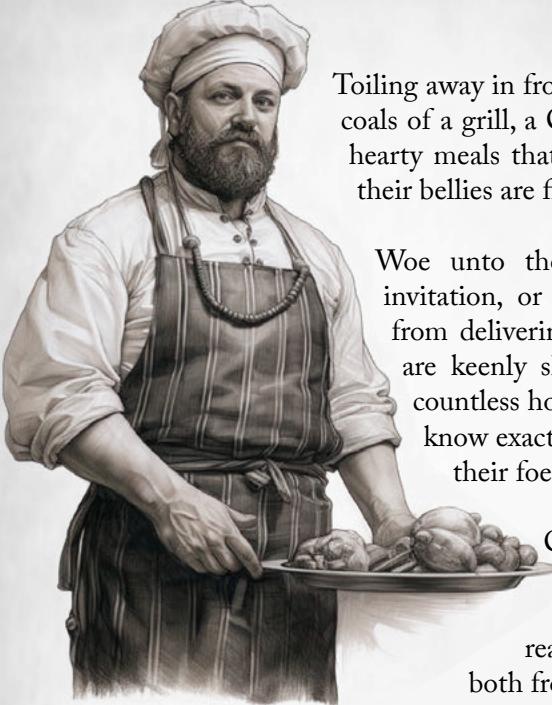


### Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Brutal Blow	Weapon Focus (Any)
Courage	-
Hamstring	-
Intercept	-
Iron Will	-
Knockback	-
Power Through	Brutal Blow
Toughness	-
Weapon Proficiency (Medium, Large, or Polearm)	-
Weapon Focus (Medium, Large, or Polearm)	Weapon Proficiency ( <i>Specific</i> )

### Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Blinding	-
Dexterity Armor	-
Lumberjack	-



## Chef

Toiling away in front of a hot stove or over the glowing coals of a grill, a Chef is a master of cooking, creating hearty meals that keep people going by making sure their bellies are filled.

Woe unto those that enter a kitchen without invitation, or those that seek to waylay a Chef from delivering their culinary skills. Many Chefs are keenly skilled with the blade, having spent countless hours carving meat and vegetables, and know exactly how to use those skills to carve up their foes.

Chefs are a great Archetype to choose if you plan on making food at an event, because you can infuse your real creations with mechanical benefits, both from the Cooking and Alchemy skills.

### Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Alchemy	-
Alertness	-
Cooking	-
Courage	-
Disarm	Weapon Focus (Any)
First Aid	-
Hamstring	-
Intimidation	-
Mercantile	-
Wealth	-

### Secondary Skills (10 XP each)

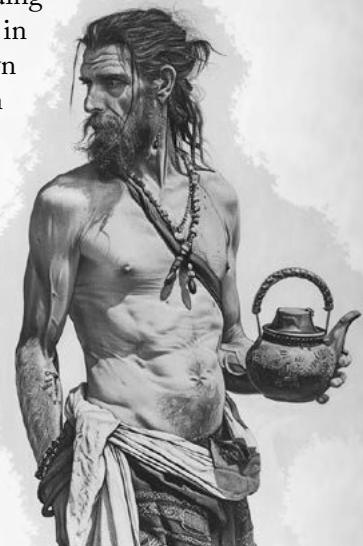
<u>Skill Name</u>	<u>Requirement</u>
Herbalism	-
Trader	-
Weapon Focus (Small)	-

## Courtesan

*“Serving others is a delight.”*

Skilled in the social arts, conversation, and providing companionship in dark times, Courtesans are often in the center of a hub of society, and are often known for their wit and charm. They are often found in the company of others where their skills are most beneficial. Many find employment in taverns or in the company of wealthy patrons who are grateful for their abilities.

They often expand upon their skills to provide comfort to others, be it singing a relaxing tune, cooking a meal which warms the belly and soothes the soul, and even providing medical aid. While some focus on their physical allure and presence, most simply wish to alleviate the suffering they see in the world.



### Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Bard	-
Cooking	-
First Aid	-
Healing	First Aid
Meditation	-
Plead for Mercy	-
Scribe	-
Socialite	-
Wealth	-
Withdraw	-

### Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Dodge	-
Herbalism	-
Mercantile	-

## Ecomancer

*Nature is red in tooth and claw.*

There are cycles in nature, and Ecomancers seek to preserve such cycles of the passing seasons, and of birth, growth, and death. They realize all things must be maintained in equilibrium, and take offense to those seeking to subvert the natural order.

Ecomancers tend to despise the Corruption and how it disrupts the natural cycle. They are often the first to rise up to fight against such unnatural darkness, and it is not unheard of for them to hunt those that exhibit signs of advanced Corruption.

Some mistake Ecomancers for simple healers and backwoods mystics that like to frolic with the wildlife... it is a mistake which often has fatal consequences.



### Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Alchemy	-
First Aid	-
Healing	First Aid
Herbalism	-
Hide	-
Lore (Nature)	-
Magic Path (Apprentice): Path of Flesh	-
Magic Path (Journeyman): Path of Flesh	(Apprentice): Path of Flesh
Magic Path (Apprentice): Path of Thorns	-
Magic Path (Journeyman): Path of Thorns	(Apprentice): Path of Thorns
Meditation	-
Weapon Proficiency (Staff or Bow)	-

### Secondary Skills (10 XP each)

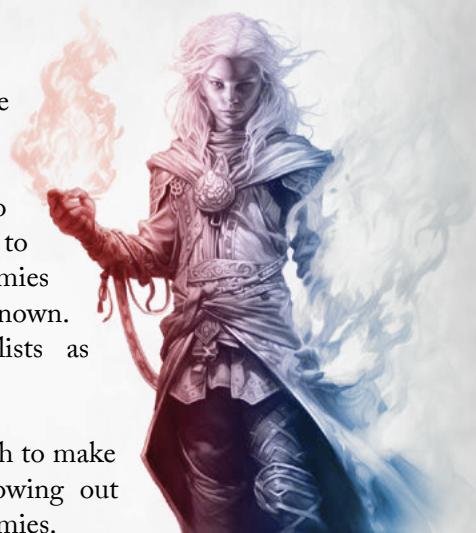
<u>Skill Name</u>	<u>Requirement</u>
Stored Spell	Magic Path (Apprentice)
Magic Path (Master): Path of Flesh	(Journeyman): Path of Flesh
Magic Path (Master): Path of Thorns	(Journeyman): Path of Thorns

# Elementalist

*Fire and ice shall bend to my will.*

Calling forth the primeval forces of the elements and shaping them to devastating effect, Elementalists tend to be the most destructive of spellcasters. Some refer to them as “War Wizards” as their abilities to call upon explosive fire and freeze their enemies in their tracks are more commonly known. Other spellcasters often see Elementalists as temperamental and prone to destruction.

This Archetype is great for players who wish to make the most of their spells in combat, throwing out damaging effects and obliterating their enemies.



## Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Armor Training (Light)	-
Magic Path (Apprentice): Path of the Chill Wind	-
Magic Path (Journeyman): Path of the Chill Wind	(Apprentice): Path of the Chill Wind
Magic Path (Apprentice): Path of the Eternal Flame	-
Magic Path (Journeyman): Path of the Eternal Flame	(Apprentice): Path of the Eternal Flame
Meditation	-
Socialite	-
Stored Spell	Magic Path (Apprentice)
Toughness	-
Weapon Proficiency (Staff)	-

## Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Counterspell	Magic Path (Apprentice)
Magic Path (Master): Path of the Chill Wind	(Journeyman): Path of the Chill Wind
Magic Path (Master): Path of the Eternal Flame	(Journeyman): Path of the Eternal Flame

## Entertainer

*Perhaps you would like to hear a song?*

In taverns and mead halls across the realm, the sounds of music and bawdy lyrics fills the air, as the folk make merriment to momentarily forget their worries and the horrors that lurk in the night. Meanwhile, in courts and great halls bards play instruments to soothe the mood of local rulers.

All throughout the land, entertainers soothe the weary souls of those who toil in the fields as well as those who weigh on matters of state. Their arts lift the dour moods of those who would otherwise see nothing but bloodshed and destruction.



The Entertainer is an Archetype for those who enjoy performing music, reciting poetry, or creating any type of artwork during a game session.

### Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Bard	-
Cheat	-
Dexterity Armor	-
Disarm	Weapon Focus (Any)
Dodge	-
Hide	-
Play Dead	-
Plead for Mercy	-
Socialite	-
Taunt	-

### Secondary Skills (10 XP each)

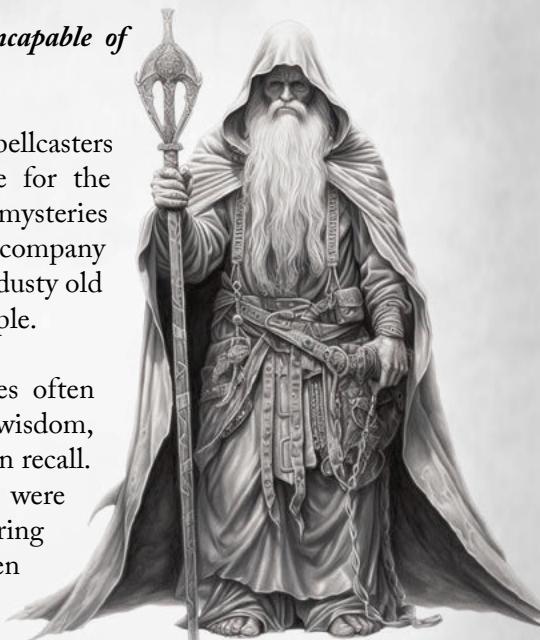
<u>Skill Name</u>	<u>Requirement</u>
Backstab	Weapon Focus (Any)
Weapon Focus (Small)	-
Wealth	-

## Erudite

*Speak not wisdom to those that are incapable of understanding.*

Erudites are often regarded as haughty spellcasters that seem to have little time or care for the common person as they delve into the mysteries of the unknown. They often prefer the company of crumbling tomes of ancient lore and dusty old scrolls to the company of breathing people.

However, in their studies, the Erudites often come across profound bits of forgotten wisdom, not to mention spells that few others can recall. They often bring to light things that were thought lost to time... but often they bring to light things that should have been forgotten.



### Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Counterspell	Magic Path (Apprentice)
Lore (Magic)	-
Magic Path (Apprentice): Path of Arcane Mind	-
Magic Path (Journeyman): Path of Arcane Mind	(Apprentice): Path of Arcane Mind
Magic Path (Apprentice): Path of Chill Wind	-
Magic Path (Journeyman): Path of Chill Wind	(Apprentice): Path of Chill Wind
Magic Path (Apprentice): Path of Eternal Flame	-
Magic Path (Journeyman): Path of Eternal Flame	(Apprentice): Path of Eternal Flame
Stored Spell	Magic Path (Apprentice)
Wealth	-
Weapon Proficiency (Staff)	-

### Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Magic Path (Master): Path of Arcane Mind	(Journeyman): Path of Arcane Mind
Magic Path (Master): Path of Chill Wind	(Journeyman): Path of Chill Wind
Magic Path (Master): Path of Eternal Flame	(Journeyman): Path of Eternal Flame

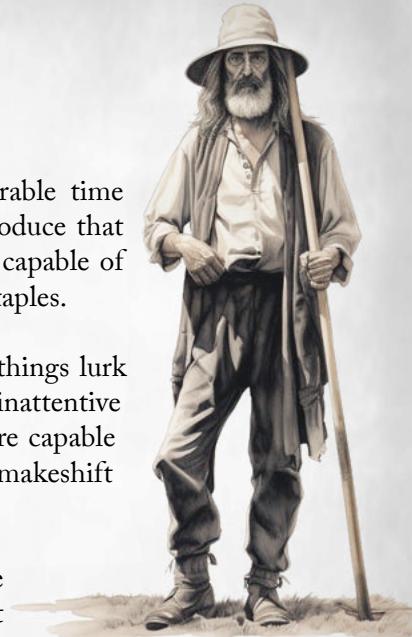
# **Farmer**

***It's honest work.***

Farmers tend to their crops, spending considerable time toiling away in the soil, and harvesting fresh produce that goes to feed the masses. Many farmers are also capable of hunting and fishing, adding fresh meat to their staples.

Crop tending is often dangerous work, as dark things lurk in the forests at the edge of fields, waiting for an inattentive farmer to turn their back. Thus, many farmers are capable of turning their tools into quick deterrents and makeshift weapons.

As a Farmer, what you produce is likely to be highly sought after, as it is the primary component for several other skills.

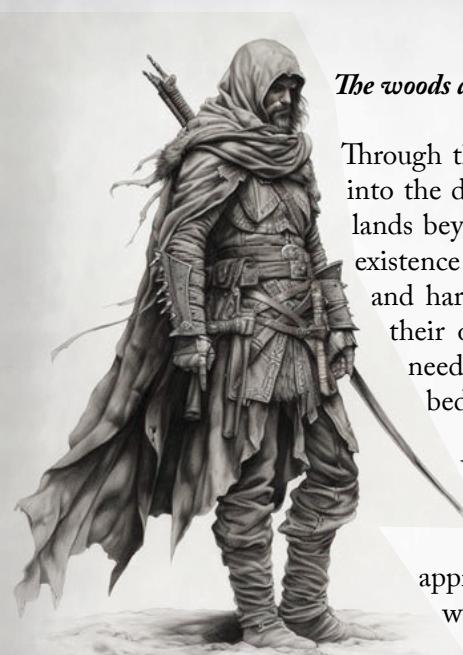


## **Primary Skills (5 XP each)**

<u>Skill Name</u>	<u>Requirement</u>
Bard	-
Dodge	-
Farming	-
First Aid	-
Herbalism	-
Hunting	-
Intimidation	-
Knockback	-
Plead for Mercy	-
Weapon Proficiency (Polearm)	-

## **Secondary Skills (10 XP each)**

<u>Skill Name</u>	<u>Requirement</u>
Trader	-
Trapper	-
Weapon Focus (Polearm or Unarmed)	Weapon Proficiency ( <i>Specific</i> )



## Forester

*The woods are lovely, dark and deep...*

Through the wilds, there are those who dare to venture into the darker parts of the forest, those who brave the lands beyond the light of civilization. They spend their existence hunting down wild animals for fur and pelt, and harvest trees for their valuable lumber, dragging their offerings back to town regularly to trade for needed tools or to simply spend a few nights in a bed not made of sticks and dirt.

While they may make their living as a hunter or through felling trees, these rough outdoor types are often the first to see signs of approaching trouble approaching through the wilderness. Often they race ahead of impending doom to warn townsfolk, or make themselves scarce to avoid dealing with such problems.

### Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Courage	-
First Aid	-
Herbalism	-
Hunting	-
Intimidation	-
Lore (Nature)	-
Lumberjack	-
Rapidfire	Weapon Focus (Bow or Crossbow)
Weapon Proficiency (Bow, Crossbow, or Medium)	-
Weapon Focus (Bow, Crossbow, or Medium)	Weapon Proficiency ( <i>Specific</i> )

### Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Hide	-
Stealth	Hide
Trapper	-

# Forgewright

*My hammer sings on steel, and crushes bone.*

Steel is more valuable than gold when it is the only thing that stands between you and the horrors of the night. The Forgewart is one of those who spends their time laboring at the forge, crafting weapons and armor for the brave souls that would fight the darkness. They also craft valuable tools that keep civilization running, as everyone needs nails and hammers to build homes and fortifications.



Forgewrights are an Archetype for those who wish to heavily invest in the crafting aspects of the game, as they are one of the few that can create needed weapons, armor, and building augments.

## Primary Skills (5 XP each)

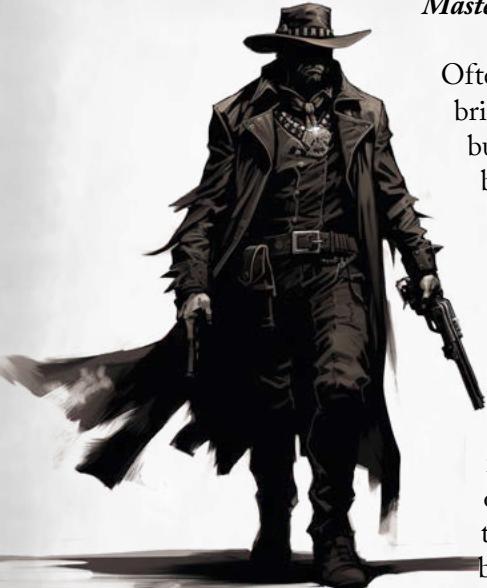
<u>Skill Name</u>	<u>Requirement</u>
Armor Smithing	Blacksmithing
Armor Training (Medium)	-
Blacksmithing	-
Fortify Armor	-
Mercantile	-
Mining	-
Scavenging	-
Wealth	-
Weapon Proficiency (Medium)	-
Weapon Smithing	Blacksmithing

## Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Toughness	-
Weapon Focus (Small or Medium)	Weapon Proficiency ( <i>Specific</i> )
Shield	-

# Gunslinger

*Masters of firearms, a Gunslinger deals in lead.*



Often mercenaries who travel the realm, bringing low horrid creatures with a hail of bullets, or solving problems at the end of a barrel, Gunslingers are a fairly common sight in more rural areas. While many people might carry a trusty pistol at their hip, a Gunslinger is able to do truly wondrous things with a loaded revolver.

While most Gunslingers have a trusty pistol or two, others prefer other firearms, from shotguns to rifles. Regardless of what sort of instrument of leaden sounds they prefer, their talents are rarely hindered by a well-kept weapon.

## Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Alertness	-
Ambidexterity	-
Armor Training (Light)	-
Dexterity Armor	-
Hunting	-
Marksmanship	-
Rapidfire	-
Weapon Focus (Medium, Crossbow, or Firearm)	Weapon Proficiency ( <i>Specific</i> )
Weapon Proficiency (Medium, Crossbow, or Firearm)	-
Withdraw	-

## Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Armor Training (Medium)	-
Courage	-
Iron Will	-

# Juggernaut

*Trust your steel.*

Heavily armored knights, shieldwardens, and guards for wealthy nobles, they are warriors who encase themselves in unyielding armor and rely upon the strength of steel and iron for protection. Their training is to allow foes to hammer upon their armor, letting it to take the brunt of abuse. Meanwhile the juggernaut seeks openings and whittles away their opponents. After all, armor can be repaired after a fight.

Many juggernauts can be found among their brethren, forming companies that operate in shield walls that bring down greater foes than any single one of them could handle alone. Others can be found as enforcers and guardians of those who can pay for their services and the upkeep of their armor.

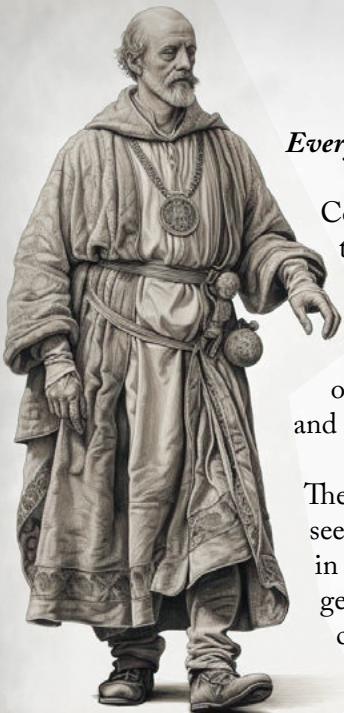


## Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Armor Training (Medium)	-
Armor Training (Heavy)	-
Brutal Blow	Weapon Focus (Any)
Courage	-
Fortify Armor	-
Knockback	-
Shield	-
Toughness	-
Weapon Proficiency (Medium, Large, or Polearm)	-
Weapon Focus (Medium, Large, or Polearm)	Weapon Proficiency ( <i>Specific</i> )

## Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Intimidation	-
Iron Will	-
Shield Master	Shield



## Merchant

*Everything and everyone has their price.*

Constantly moving goods between those who create and those who need, merchants always keep an ear to the ground, so they can figure out who needs what... and what they are willing to pay to get it. While some may set up shops and have people come to them, others are a bit more energetic in hunting down goods and services, and prospective customers.

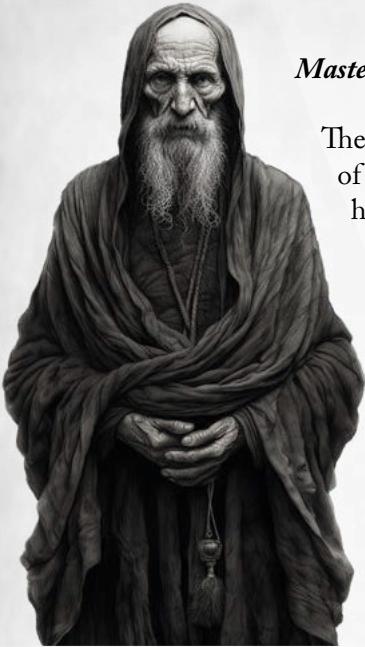
The Merchant is a good Archetype for those who are seeking to play a character who is entrenched heavily in the economic aspects of the game. Their abilities to generate wealth and get their hands on rare items and components give them a definite edge.

### Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Courage	-
Intimidation	-
Knockback	-
Mercantile	-
Plead for Mercy	-
Trader	-
Wealth	-
Weapon Proficiency (Staff)	-
Weapon Focus (Small)	-
Withdraw	-

### Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Scavenging	-
Trapper	-
Weapon Focus (Staff)	Weapon Proficiency (Staff)



# Mystic

*Master that which lies within.*

There are those who would seek out the mysteries of the universe, looking to understand magic and how it flows through them. These mystics spend considerable time looking inward, in deep meditation and reverie on how the eldritch energies of the universe weave through every living thing and the world beyond.

Hidden away in remote monasteries and temples to learning, mystics often learn how to master their own minds and physical forms before they seek to alter the world beyond. They are often unaffected by spells and effects which would seek to subvert their will or cause their flesh to betray them.

## Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Alertness	-
Dexterity Armor	-
Iron Will	-
Lore (Magic, Nature)	-
Magic Path (Apprentice): Path of Arcane Mind	-
Magic Path (Journeyman): Path of Arcane Mind	(Apprentice): Path of Arcane Mind
Magic Path (Apprentice): Path of Flesh	-
Magic Path (Journeyman): Path of Flesh	(Apprentice): Path of Flesh
Meditation	-
Scribe	-
Stored Spell	Magic Path (Apprentice)
Weapon Focus (Unarmed)	-

## Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Courage	-
Magic Path (Master): Path of Arcane Mind	(Journeyman): Path of Arcane Mind
Magic Path (Master): Path of Flesh	(Journeyman): Path of Flesh



## Physician

*Save lives and tend to the wellbeing of others.*

Bedside doctors as well as battlefield medics, the Physician is often the first person that people go to for their aches and pains. They are those who spend countless hours tending to the wounded, sewing closed grievous injuries and performing surgeries to save lives.

With their knowledge of anatomy, they are also capable of defending themselves against those who would seek to do them or their patients harm.

### Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Alertness	-
Blinding	-
Chirurgeon	Healing
Courage	-
First Aid	-
Hamstring	-
Healing	First Aid
Herbalism	-
Lore (Nature)	-
Weapon Focus (Small)	-

### Secondary Skills (10 XP each)

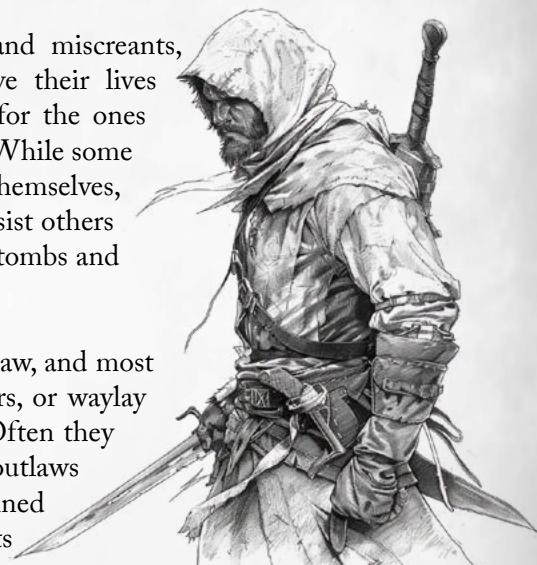
<u>Skill Name</u>	<u>Requirement</u>
Mercantile	-
Trader	-
Wealth	-

# Rogue

*It's only wrong if you get caught.*

Often seen as thieves, cutthroats and miscreants, Rogues are more the type that live their lives according to no rules or laws save for the ones that they can use to their advantage. While some are often selfish and think only of themselves, others use their skills of larceny to assist others in their journeys into long forgotten tombs and ruins.

Rogues are rarely on the side of the law, and most use their abilities to steal from others, or waylay unsuspecting travelers on the road. Often they find themselves in bands with other outlaws and nefarious types, using their combined might and knowledge to pull off heists and burglaries.



## Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Ambidexterity	-
Armor Training (Light)	-
Backstab	Weapon Focus (Any)
Dexterity Armor	-
Hide	-
Lockpicking	-
Parry	Weapon Focus (Small)
Stealth	Hide
Weapon Proficiency (Firearms, Medium, or Thrown)	-
Weapon Focus (Small, Medium, or Thrown)	Weapon Proficiency (Specific)

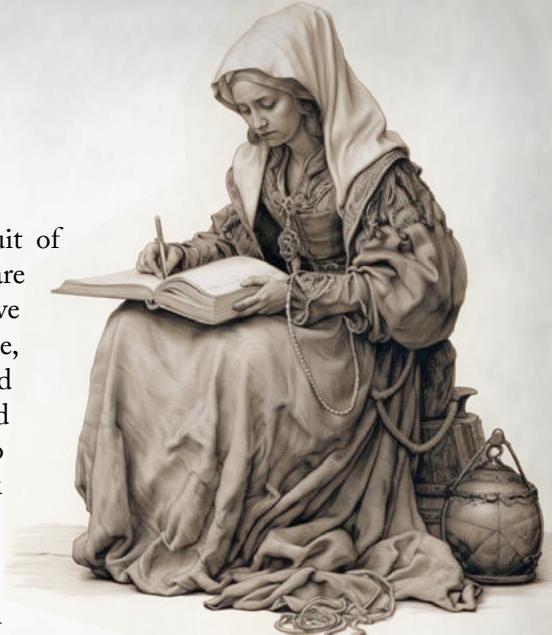
## Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Quick Search	-
Knockout Strike	-
Herbalism	-

## Scholar

*Knowledge is power.*

Dedicating their lives to the pursuit of knowledge and learning, they often are highly educated and are likely to have expertise in at least one subject of lore, if not many. Not only do they spend their time studiously poring over old tomes and accounts, but they also duplicate their findings, using ink and parchment to make recordings of their findings.



Scholars are one of the few Archetypes that are capable of duplicating blueprints, recipes, formulae, and magic scrolls. Since all crafters need them to craft more than just the basic goods, and spellcasters need scrolls to perform their magic, Scholars will always be in high demand.

### Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Alertness	-
Cheat	-
First Aid	-
Herbalism	-
Hide	-
Lore (Any)	-
Meditation	-
Scribe	-

### Secondary Skills (10 XP each)

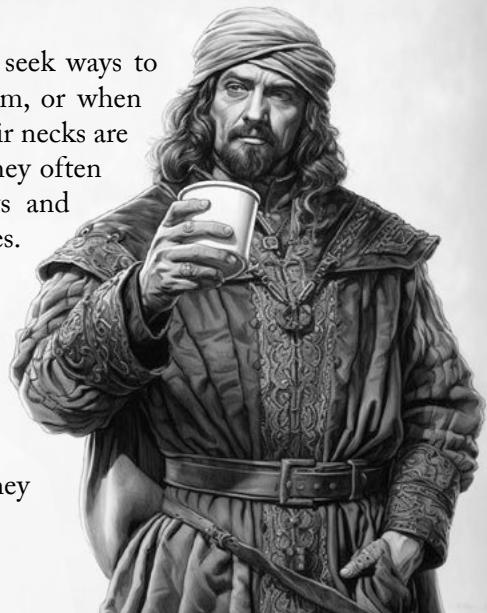
<u>Skill Name</u>	<u>Requirement</u>
Play Dead	-
Wealth	-
Withdraw	-

# Scoundrel

*All is fair in love and war... and cards.*

Scoundrels don't play by the rules, they seek ways to bend and break them when it suits them, or when there is something to gain... or when their necks are on the line. Nothing is forbidden, and they often have contacts among the illicit markets and with various smugglers, fences, and thieves.

While they often avoid a fair fight, Scoundrels always keep a trusty knife or two at hand, just in case things go sideways. They prefer to end a fight quickly with a well placed blade, and if things seem to be going against them, they aren't above running away.



## Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Alertness	-
Armor Training (Light)	-
Backstab	Weapon Focus (Any)
Cheat	-
Hide	-
Lockpicking	-
Quick Search	-
Stealth	Hide
Weapon Proficiency (Medium or Thrown)	-
Weapon Focus (Small, Medium, or Thrown)	Weapon Proficiency ( <i>Specific</i> )

## Secondary Skills (10 XP each)

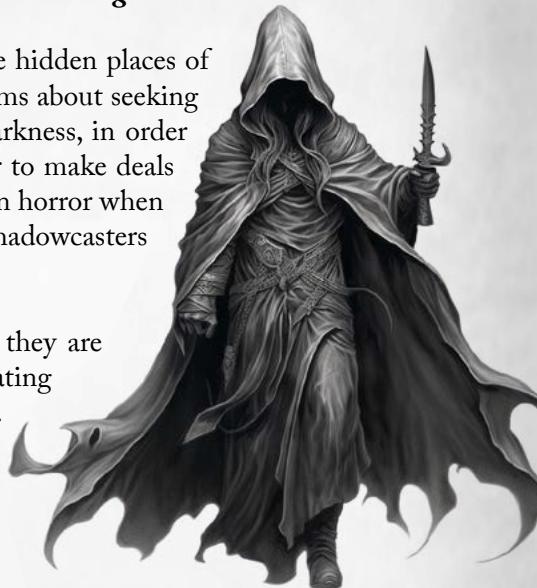
<u>Skill Name</u>	<u>Requirement</u>
Dexterity Armor	-
Scavenging	-
Withdraw	-

# Shadowcaster

*In shadows are the lost treasures of hidden knowledge.*

Seekers of arcane knowledge among the hidden places of the world, Shadowcasters make no qualms about seeking out eldritch things that dwell in the darkness, in order to either steal knowledge from them, or to make deals for tutelage. When others would recoil in horror when encountering those ancient things, Shadowcasters see opportunity.

Many Shadowcasters are distrusted, as they are seen as agents of darkness, manipulating shadows to their own dark purposes. Many also utilize their talents in the realm of assassination, emerging from the shadows to plant a knife in someone's back.



## Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Courage	-
Hide	-
Knockout Strike	-
Lore (Magic)	-
Magic Path (Apprentice): Path of Shadows	-
Magic Path (Journeyman): Path of Shadows	(Apprentice): Path of Shadows
Meditation	-
Stealth	Hide
Weapon Focus (Small)	-
Withdraw	-

## Secondary Skills (10 XP each)

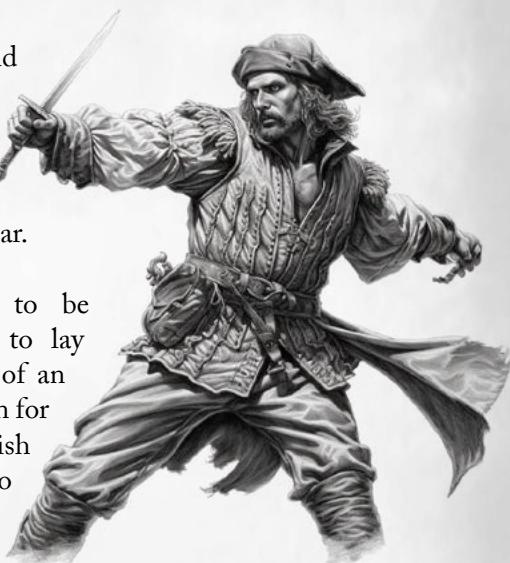
<u>Skill Name</u>	<u>Requirement</u>
Counterspell	Magic Path (Apprentice)
Stored Spell	Magic Path (Apprentice)
Magic Path (Master): Path of Shadows	(Journeyman): Path of Shadows

# Skirmisher

*Keep your wits as sharp as your steel.*

Duelists, fencers, swashbucklers, and warriors who focus on speed and skill to win a fight, instead of wearing burdensome armor. They often rely upon speed and elegance, or failing that, having a second blade to bring to bear.

Skirmishers may show what seems to be overconfidence in their abilities, only to lay low their opponents with a quick flash of an unexpected maneuver. It is not uncommon for skirmishers to wear distinctive and stylish clothing which draws attention, while also carrying exquisite weapons that are of the finest quality.



## Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Ambidexterity	-
Armor Training (Light)	-
Dexterity Armor	-
Disarm	Weapon Focus (Any)
Dodge	-
Intercept	-
Parry	Weapon Focus (Any)
Piercing Strike	Weapon Focus (Any)
Riposte	Parry
Weapon Proficiency (Medium, Staff, or Polearm)	-
Weapon Focus (Small, Medium, Staff, or Polearm)	Weapon Proficiency ( <i>Specific</i> )

## Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Brutal Blow	Weapon Focus (Any)
Hamstring	-
Taunt	-

## Slayer

*Sometimes you must become a monster to hunt the monsters.*

Terrible things threaten the safety of civilizations, from roving monsters to beasts tainted by corruption. The Slayer is someone who spends time and effort preparing themselves for confronting these monsters and bringing them to an end.

Some Slayers are callous and hardened warriors who keep everyone at arm's length, while others are integral members of society, only taking up the mantle when called upon to put down a beast. Most are more than willing to charge for their services, citing that their abilities and equipment don't come cheap.



### Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Armor Training (Light)	-
Armor Training (Medium)	-
Courage	-
Hide	-
Intercept	-
Iron Will	-
Lore (Monster)	-
Parry	Weapon Focus (Any)
Weapon Focus (Medium, Large, Polearm, or Thrown)	Weapon Proficiency (Specific)
Weapon Proficiency (Medium, Large, Polearm, or Thrown)	-

### Secondary Skills (10 XP each)

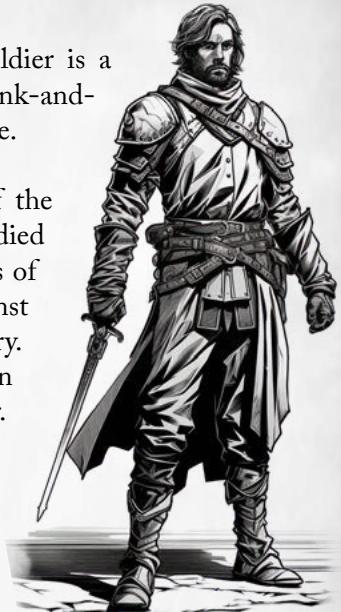
<u>Skill Name</u>	<u>Requirement</u>
Alchemy	-
Hunting	-
Stealth	Hide

## Soldier

One of the more common warrior types, the soldier is a trained combatant, often filling the roles of the rank-and-file within the various armies and militias of Thrune.

While many soldiers are veterans of the War of the Charlatan, others are fresh trained recruits, readied to fight the horrors that emerge from the Wounds of Corruption. Others have prepared to fight against bandits and brigands that prey upon the unwary. Many serve in roles of being combatants in the town guard, seeking to maintain some semblance of order.

The Soldier is unique in that they are the only Archetype that has the capability to effectively use all weapon and armor types.



### Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Armor Training (Light)	-
Armor Training (Medium)	-
Brutal Blow	Weapon Focus (Any)
Courage	-
Disarm	Weapon Focus (Any)
Parry	Weapon Focus (Any)
Shield	-
Weapon Focus (Any)	Weapon Proficiency ( <i>Specific</i> )
Weapon Proficiency (Any)	-
Toughness	-

### Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Armor Training (Heavy)	-
Dexterity Armor	-
Scavenging	-

# Spellblade

*By steel and sorcery I slay my foes.*

Long ago, the Ar-Nura mastered the art of fighting with sword and spell, using such devastating combinations to become whirlwinds of death on the battlefield. Over the ages, others have either stolen their techniques or developed their own to emulate such styles.

Spellblades are an interesting Archetype, as they use both the power of melee weapons and magic to fight their enemies. They often seek out spells to enhance the weapons they wield, and are often notable for their weapons which erupt into flame or hold an icy keen sharpness.



## Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Ambidexterity	-
Armor Training (Light)	-
Dexterity Armor	-
Disarm	Weapon Focus (Any)
Magic Path (Apprentice): Path of the Chill Wind	-
Magic Path (Apprentice): Path of the Eternal Flame	-
Parry	Weapon Focus (Any)
Weapon Proficiency (Medium, or Polearm)	-
Weapon Focus (Small, Medium, or Polearm)	Weapon Proficiency ( <i>Specific</i> )

## Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Magic Path (Journeyman): Path of the Chill Wind	(Apprentice): Path of the Chill Wind
Magic Path (Journeyman): Path of the Eternal Flame	(Apprentice): Path of the Eternal Flame
Intercept	-

# Sorcerer

*The eldritch power of the arcane flows through my blood.*

Practitioners of the mystical arts, sorcerers are those who cast a wide net over the various Paths of magic, yet they do not seek to master any particular Path. Sorcerers rarely spend their time in extensive study of the deeper truths behind the mystical, instead choosing to devote their time to practical applications of their abilities.

While others take their time unlocking the steps in calling forth the arcane, often spending years in diligent study of dusty tomes, Sorcerers often find their first steps to be innate. Other spellcasters have often called them “the untrained” as they merely channel the arcane initially, calling forth cantrips with no formal schooling.



## Primary Skills (5 XP each)

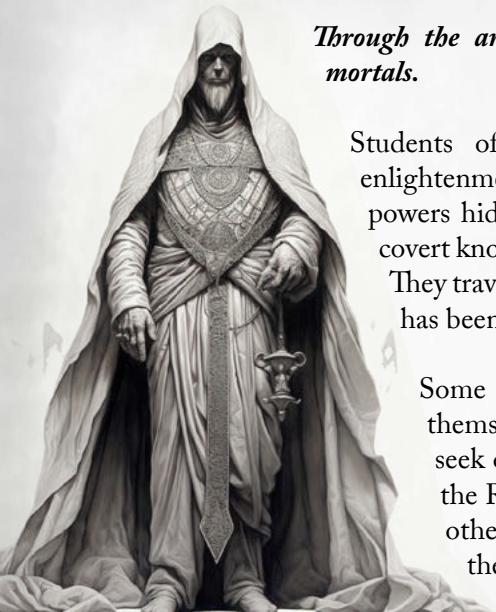
<u>Skill Name</u>	<u>Requirement</u>
Counterspell	Magic Path (Apprentice)
Magic Path (Apprentice): Path of Arcane Mind	-
Magic Path (Journeyman): Path of Arcane Mind	(Apprentice): Path of Arcane Mind
Magic Path (Apprentice): Path of Eternal Flame	-
Magic Path (Journeyman): Path of Eternal Flame	(Apprentice): Path of Eternal Flame
Magic Path (Apprentice): Path of Flesh	-
Magic Path (Journeyman): Path of Flesh	(Apprentice): Path of Flesh
Meditation	-
Scribe	-
Stored Spell	Magic Path (Apprentice)

## Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Magic Path (Apprentice): Path of Shadows	-
Magic Path (Apprentice): Path of Thorns	-
Weapon Proficiency (Staff)	-

## Thaumaturgist

*Through the arcane, I unlock powers unknown to other mortals.*



Students of the mystical arts, Thaumaturges seek enlightenment at any cost. They pursue whispers of powers hidden in esoteric formulae and symbols and covert knowledge unlocked only through incantations. They travel to the furthest reaches, seeking that which has been lost or buried.

Some other spellcasters distrust those who call themselves Thaumaturges, believing that they seek out esoteric knowledge that is dangerous to the Realm as a whole. In their pursuit for power, others see the potential for sinister dealings with the hidden realm.

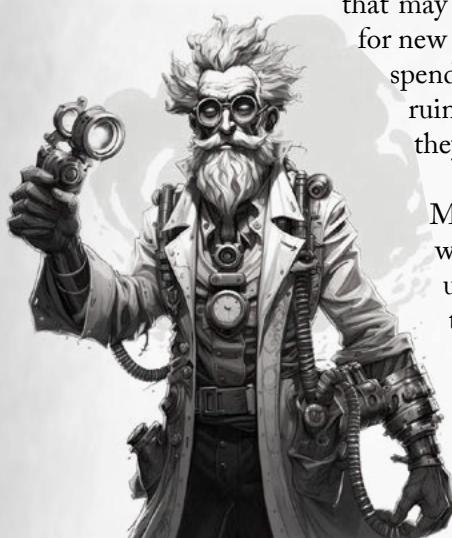
### Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Alchemy	-
Lore (Magic)	-
Magic Path (Apprentice): Path of Arcane Mind	-
Magic Path (Journeyman): Path of Arcane Mind	(Apprentice): Path of Arcane Mind
Magic Path (Apprentice): Path of Chill Wind	-
Magic Path (Journeyman): Path of Chill Wind	(Apprentice): Path of Chill Wind
Magic Path (Apprentice): Path of Shadows	-
Magic Path (Journeyman): Path of Shadows	(Apprentice): Path of Shadows
Scribe	-
Weapon Proficiency (Firearms, Staff)	-

### Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Magic Path (Master): Path of Arcane Mind	(Journeyman): Path of Arcane Mind
Magic Path (Master): Path of Chill Wind	(Journeyman): Path of Chill Wind
Magic Path (Master): Path of Shadows	(Journeyman): Path of Shadows

# Tinker



Always seeking to make something new to solve problems that may or may not exist, the Tinker is always looking for new blueprints for various gadgets and gizmos. They spend their time in workshops, or in the wilds and ruins trying to find old and abandoned projects that they can learn from, or scavenge useful parts from.

Many people seek out Tinkers due to their wide array of abilities in creating unusual or uncommon devices. Additionally, they are also the most likely to be able to determine how something works.

The Tinker is an interesting Archetype in that they have access to a number of different creation skills, allowing them to always have something unusual or unexpected up their sleeves.

## Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Alchemy	-
Alertness	-
Blacksmithing	-
First Aid	-
Fortify Armor	-
Lockpicking	-
Lore (Engineering)	-
Scavenging	-
Trader	-
Trapper	-

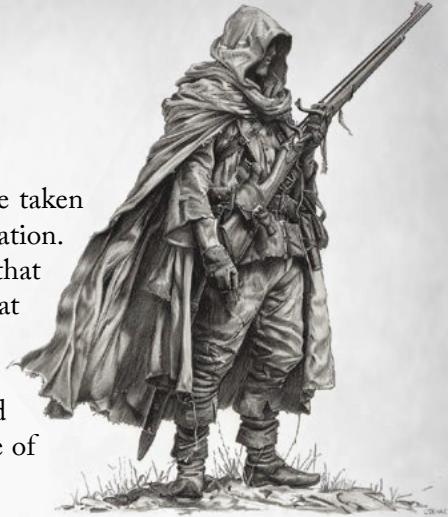
## Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Armor Smithing	Blacksmithing
Weapon Smithing	Blacksmithing
Weapon Proficiency (Firearms)	-

## Warden

*The world is a dangerous place...*

Wardens are one of the few people who have taken up the call to patrol around the edges of civilization. Wherever there are people, there are things that will seek to prey upon them, from cutthroat bandits to fell beasts that dwell in the dark places in the wild. Wardens seek to safeguard pockets of civilization on the frontier, and make a valiant attempt to keep the roads free of danger.



In their treks into the wilds, some Wardens also learn the mystical arts of nature. They find that being able to call upon oak and rose as allies is often more beneficial than being able to call upon less reliable allies.

Wardens are often the first to rise and venture forth when they hear of danger. Most travel light and are ready to rouse themselves to action at a moment's notice.

### Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Alertness	-
Armor Training (Light)	-
Courage	-
Dexterity Armor	-
First Aid	-
Herbalism	-
Intercept	-
Parry	Weapon Focus (Any)
Weapon Proficiency (Medium, Staff, or Firearms)	-
Weapon Focus (Medium, Staff, or Firearms)	Weapon Proficiency ( <i>Specific</i> )

### Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Magic Path (Apprentice): Path of Thorns	-
Magic Path (Journeymen): Path of Thorns	(Apprentice) Path of Thorns
Mercantile	-

## Wizard

Wielders of the arcane arts, Wizards are capable of calling forth spells that alter the world around them. Such individuals range from the traditional old wizened man wearing robes and carrying a staff, to the unassuming well dressed lady who seems to be at every social event.

Many wizards form Cabals with others, sharing their knowledge with one another, and with those apprentices who wish to study under their tutelage. While a single wizard might be a difficult challenge, the might and resources of an entire Cabal are often frightening.



### Primary Skills (5 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Counterspell	Magic Path (Apprentice)
Lore (Magic)	-
Magic Path (Apprentice): Path of Arcane Mind	-
Magic Path (Journeyman): Path of Arcane Mind	(Apprentice): Path of Arcane Mind
Magic Path (Apprentice): Path of Eternal Flame	-
Magic Path (Journeyman): Path of Eternal Flame	(Apprentice): Path of Eternal Flame
Magic Path (Apprentice): Path of Thorns	-
Magic Path (Journeyman): Path of Thorns	(Apprentice): Path of Thorns
Scribe	-
Stored Spell	Magic Path (Apprentice)

### Secondary Skills (10 XP each)

<u>Skill Name</u>	<u>Requirement</u>
Magic Path (Master): Path of Arcane Mind	(Journeyman): Path of Arcane Mind
Magic Path (Master): Eternal Flame	(Journeyman): Eternal Flame
Magic Path (Master): Path of Thorns	(Journeyman): Path of Thorns

# skills

## **Alchemy**

By expending the resources and Stamina listed upon an Alchemical recipe, you are capable of creating Alchemical concoctions.

## **Alchemy Master**

*Requirement: Alchemy*

You are capable of using items and crafting recipes that require Alchemy Mastery.

## **Alertness**

Spend 5 Stamina and loudly declare “*Alertness*” while pointing at or indicating a target that is attempting to conceal themselves. This removes the Hidden condition.

## **Ambidexterity**

You may use a Small Weapon or Pistol in your off-hand during combat, as long as you have Weapon Proficiency with the weapon.

This skill may be taken a second time, which allows you to use a Medium Weapon in either hand.

## **Armor Smithing**

*Requirement: Blacksmithing*

While using appropriate tools and expending Stamina, you are capable of crafting Armor formulas. You may also repair Armor and Shields, by spending 1 Stamina and 2 minutes, you are capable of repairing up to 20 points of Armor or repairing a Shield.

## **Armor Training (Light)**

You may use any special abilities of armor of the Light category, which is traditionally things like padded and leather armor. *For further information on Light Armor, see p.94*

## **Armor Training (Medium)**

You may use any special abilities of armor of the Medium category, which is traditionally things like chain mail. *For further information on Medium Armor, see p.94*

## **Armor Training (Heavy)**

You may use any special abilities of armor of the Heavy category, which is traditionally things like plate mail. *For further information on Heavy Armor, see p.94*

## **Backstab**

*Requirement: Weapon Focus (Any)*

While behind a target, spend 5 Stamina to call “*Backstab X*” with your strike, where X is double the amount of damage that you would normally inflict with the weapon. This skill only works with melee weapon.

## **Bard**

Spend 5 Stamina and 15 minutes while playing an instrument, singing a song, reciting a poem, or performing entertainment. Once completed, declare “*Bard, 20 foot radius, restore 5 Stamina*”

*Note that the Bard does not benefit from activating this skill.*

## **Blacksmithing**

Through use of appropriate tools and expending Stamina, you are capable of crafting tools and resources on Blacksmithing formulas.

Additionally, by taking weapons, armor, and shields to a Forge, spending 1 Stamina and 2 minutes, you may render them down to reclaim 1 Resource from their creation process.

## **Blinding**

Spend 5 Stamina and call “*Blind 10 second*” while striking with a weapon or packet. While Blinded, the target should shut their eyes if it is safe to do so, cannot call skills, cannot attack, and cannot move. They may still defend themselves with weapons.

## **Brutal Blow**

*Requirement: Weapon Focus (Any)*

Spend 5 Stamina. Your next melee strike with a weapon you have Weapon Focus with is “*Brutal +20*”.

The base damage of Brutal Blow may be modified by skills, abilities, spells and other effects.

## **Cheat**

While playing a game of skill, you may spend 2 Stamina and call “*Cheat*” and turn a single card or die into a wildcard, giving it a value that is most beneficial to you. Everyone else keeps the original value for that card or die.

## **Chirurgeon**

*Requirement: Healing*

You may utilize advanced healing techniques to treat patients, which are outlined on [Healing Procedures](#) on p.87

## **Cooking**

By expending the resources and Stamina listed upon a Cooking recipe, you are capable of creating food which has mechanical effects.

## **Courage**

Spend 5 Stamina to call “*No Effect*” on a Fear-based effect, including the Intimidation skill. You are further immune to any Fear-based effects for 1 minute.

## **Counterspell**

*Requirement: Magic Path (Apprentice)*

A well versed spellcaster is capable of shielding themselves from spells they know. By spending 5 Stamina and calling “*Counterspell*” you may nullify a single spell that struck you. You may only do this against spells of a Path your character knows and has the scroll for.

## **Dexterity Armor**

While wearing predominantly Light or No Armor, you gain +5 Armor which stacks with any worn armor, without need for additional physical representation. To replenish this armor you need to spend 1 Stamina per 5 Armor and a total of 5 minutes (regardless of armor amount).

This skill may be taken up to 5 times.

While Fortify Armor is in effect, you may not benefit from the Dexterity Armor skill.

## **Disarm**

*Requirement: Weapon Focus (Any)*

Spend 5 Stamina. When you strike an opponent’s weapon or arm, you may call out “*Disarm*” and the target must drop the weapon or wand held in that hand. If safety would prohibit the item being dropped, or if it is attached to their person, they must drop their arm to their side for a 10-count.

## **Dodge**

Spend 5 Stamina. Avoid a single ranged physical attack.

## **Faction Membership**

This skill allows a character to gain all the benefits (and penalties) of belonging to a specific in-game faction. Note that most factions have in-game requirements that must be met before this skill may be purchased.

## **Farming**

At Check-In, you enter with 1 Resource from the Farming list (chosen at random). Additionally, spend 1 Stamina and 15 minutes roleplaying farming to harvest 1 Resource from the Farming list. *The Farming List is included in the Item Catalogue.*

## **First Aid**

Spend 1 minute to quickly bandage or patch up a target which is Bleeding Out. After completing First Aid, the target regains 1 Body. First Aid requires both hands, and any damage on the person using First Aid interrupts the process and requires that it be restarted. While First Aid is being administered, Bleeding Out is paused

Additionally, spending 1 minute investigating a target without being distracted allows you to call “*First Aid, are you living*” and receive a suitable response.

See the Healing Procedures section for more uses of this skill.

## **Fortify Armor**

While wearing predominantly Medium or Heavy Armor, you gain +5 Armor which stacks with any worn armor, without need for additional physical representation. To replenish this armor you need to spend 1 Stamina per 5 Armor and a total of 5 minutes (regardless of armor amount).

This skill may be taken up to 5 times.

## **Frenzy**

*Requirement: Courage*

Spend 30 seconds working yourself into a frenzy, such as beating your chest, and stomping your feet. Spend 5 Stamina, and for the next 10 minutes all of your melee strikes inflict +3 damage. You may expend multiple Stamina for increased damage, up to your maximum Stamina, and you must wait for one instance of Frenzy to end before beginning another.

Additionally you ignore the Plead for Mercy skill, and may resist Fear-based effects. Reply “*No Effect*” when hit with these effects.

## **Hamstring**

Spend 5 Stamina and make a melee attack against a target’s leg, and call “*X Hamstrung*” where X is the damage you inflict with the weapon. If the strike is successful, the target may only move at a slow walk until they receive healing to specifically fix their leg.

## **Healing**

*Requirement: First Aid*

Spend 1 Stamina and 10 minutes roleplaying patching up a target, after which the target heals 10 Body. During this time the target must be stationary and neither of you may be interrupted by damage or being the target of Skills or Spells, or else the use of Healing fails.

Additionally, you may spend 1 minute inspecting someone while within arms reach, and then quietly ask them “*Healing, how much Body are you missing?*”

See the [Healing Procedures](#) section for more uses of this skill.

## **Herbalism**

You are knowledgeable about various plants, herbs, and fungus. At Check-In, you enter with 1 Resource from the Herbalism list (chosen at random). Additionally, during play, you may pick up found Harvest cards by spending 1 Stamina and 5 minutes, and you may choose the result from the Seasonal Herbalism list, which can be found in the Item Catalogue.

## **Hide**

While within a darkened area, and outside of immediate line of sight, you may spend 2 Stamina and declare “*Hiding 1, Hiding 2, Hiding 3*”, and place one of your hands on the opposite shoulder to represent being Hidden. For as long as you do not move from that location or interact with any other person, you remain Hidden. This skill can be countered by the Alertness skill or a Sense ability.

If the Hidden condition is removed you must wait one minute until you may use this skill again.

## **Hunting**

At Check-In, you enter with 1 Resource from the Hunting list (chosen at random). Additionally, spend 1 Stamina and 15 minutes roleplaying tracking animals to harvest 1 Resource from the Hunting list, which can be found in the Item Catalogue.

With a bladed weapon, you may also use this skill on a target. Spend 1 Stamina and call “*Skinning 1, Skinning 2, Skinning 3...*” to a 60 count. Visit the Trade Depot to collect your choice of Bone, Leather, or appropriate Meat or Blood.

## **Intercept**

Spend 10 Stamina, indicate a target by pointing at them and call “*Intercept*”. Count out up to 20 paces while holding your hand above your head to signify that you are OOG. During the time you are counting these paces, when you arrive at your target, or after 10 seconds (whichever comes sooner) no one may follow or pursue you.

You may also activate this skill in response to someone declaring Withdraw.

Once you have entered melee combat with your target, your first physical swing against that target with a melee weapon inflicts double damage.

## **Intimidation**

Spend 5 Stamina and indicate a target, call “*Intimidate, Fear 5 minutes*”. For the next 5 minutes, the target attempts to keep you out of their line of sight, and will leave any area they know you are in. They may not target you with any skills. If your or your allies attack them or use any other skills on them, the effects of Intimidation ends.

This counts as a Fear-based effect.

## **Iron Will**

Spend 5 Stamina and declare “*Iron Will*” to negate any use of Plead for Mercy or Taunt that you are a target of, as well as any Mind-control effects. Additionally, you may call “*No Effect*” to those skills and effects for the next minute.

## **Knockback**

Spend 5 Stamina and indicate a target within melee reach. Declare “*Knockback 5*”. The target should take five steps backward if able to do so safely. For every additional 5 Stamina spent, the target is knocked back an additional 5 steps.

## **Knockout Strike**

Spend 10 Stamina while striking a target from behind with a weapon and call “*Knockout, Unconscious 1 minute*”. The target should either kneel or fall to the ground, and they are effectively unconscious and unable to move, act, or speak. Any further damage or starting First Aid immediately rouses them.

## **Lockpicking**

Spend 5 Stamina and the appropriate amount of time indicated on the Lock card to pick a lock. You may spend an additional 5 Stamina to pick the lock in half the time.

See the section on [Lock Picking](#) for more information.

## **Lore (Specific)**

This skill covers in-depth knowledge of a particular subject or area of study.

While researching, you may spend 20 minutes and 2 Stamina to fill out a Lore questionnaire and turn it into the Trade Depot, who will return the questionnaire with answers at their earliest opportunity.

This skill may be used once per event, per purchase of the Lore skill.

This skill may be purchased multiple times, and each purchase covers a particular field of study which are outlined in the [Lores](#) section.

## **Lumberjack**

At Check-In, you enter with 1x Wood. Additionally, spend 1 Stamina and 15 minutes roleplaying cutting down trees to harvest 1x Wood.

## **Magic Path (Apprentice)**

You may cast Cantrips and Apprentice level Spells from a single [Path of Magic](#), which are outlined on [p.97](#).

## **Magic Path (Journeyman)**

*Requirement: Magic Path (Apprentice)*

You may cast Journeyman level Spells from a single [Path of Magic](#)

## **Magic Path (Master)**

*Requirement: Magic Path (Journeyman)*

You may cast Master level Spells from a single [Path of Magic](#)

## **Marksmanship**

Spend 5 Stamina. You may indicate a target and call “*Aim (Indicate)...*” and declare an attack with a ranged weapon against them, without need to actually fire or throw a projectile.

This Skill is countered by Dodge.

## **Meditation**

Spend 15 minutes in calm meditation, and regain 5 Stamina. During meditation you may not use any other skills or magic and you may not leave an area with a 5 foot radius. Additionally, taking any damage also negates the use of this skill.

## **Mercantile**

At Check-In, you may purchase Resources and Items from a specific list made available at the beginning of each game.

## **Mining**

At Check-In, you enter with 1 Resource from the Mining list (chosen at random). Additionally, spend 1 Stamina and 15 minutes roleplaying mining to harvest 1 Resource from the Basic Mining list, which can be found in the Item Catalogue.

## **Quick Search**

Spend 1 Stamina to halve the amount of time it takes to search a target.

## **Parry**

*Requirement: Weapon Focus (Any)*

While holding a melee weapon, when you are struck by a melee attack from the front, you may spend 5 Stamina and call “*Parry*” to negate the damage or effect delivered.

## **Piercing Strike**

*Requirement: Weapon Focus (Any)*

Spend 5 Stamina while attacking with a weapon, and call “*X Body*” where X is the normal damage you inflict with the weapon. This attack ignores Armor, and goes straight to the Body points of a target. This skill may be used in conjunction with other skills to deliver additional effects.

## **Play Dead**

Immediately after being struck by an attack, you may spend 1 Stamina and pretend to be dead. All characters and creatures will treat you as if you are truly dead.

This can be countered by the First Aid skill.

## **Plead for Mercy**

Spend 5 Stamina drop to one knee, drop any weapons, and call “*Plead for Mercy, cannot attack!*” As long as you remain down and take no aggressive action (such as picking up a weapon), intelligent creatures cannot attack you. Note that this does not work on mindless undead, rabid animals, or characters using the Frenzy skill.

## **Power Through**

*Requirement: Brutal Blow*

Spend 10 Stamina to call “*Power Through*” when a target physically blocks your attack with a weapon. The attack still inflicts any damage and effects it normally would, and cannot be countered by any Skill (such as Parry or Shield Master).

## **Rapidfire**

Spend 10 Stamina. You may indicate up to three targets within 20 feet of you and call “*Rapidfire (Indicate), (Indicate), (Indicate), ...*” and declare a single attack with a ranged weapon against them, without need to actually fire or throw a projectile. This attack uses a single shot of ammo, regardless of number of targets.

This Skill is countered by Dodge.

## **Riposte**

*Requirement: Parry*

While holding a melee weapon, when you are struck by a melee attack from the front, you may spend 10 Stamina and call “*Riposte*” and the target instead suffers the effects of the attack.

## **Scavenging**

At Check-In, you enter with 1 Resource from the Scavenging list (chosen at random), which can be found in the Item Catalogue. Additionally, during play, you may pick up found Scavenge cards by spending 1 Stamina and 5 minutes. Results from Scavenging are determined randomly.

## **Scribe**

You may copy any formula, recipe, spell, or schematic that you have access to, and that you meet the prerequisite to copy by spending 5 Stamina and 20 minutes roleplaying writing or copying the work by hand.

## **Shield**

You may use a shield while in combat to deflect attacks. Characters without this skill may use a shield, however, it requires both hands to do so. See the section on [Shields](#) for more information.

## **Shield Master**

*Requirement: Shield*

Spend 5 Stamina, and call “*Shield*” to automatically deflect a single physical attack that strikes you or a target within arm’s length. You must have your shield in hand to use this skill.

## **Socialite**

Whenever in a group of 10 or more people who are relaxing, you may spend 5 Stamina to call “*Socialite, 20 foot radius, restore 5 Stamina*”. You may perform this action once per hour. Characters may only regain Stamina from Socialite once per hour.

*Note that the Socialite does not benefit from activating this skill.*

## **Stealth**

*Requirement: Hide*

You may now move around while using the Hide skill. Moving into a brightly lit area without cover immediately ends use of this skill, as does opening doors.

All other restrictions apply.

## **Stored Spell**

*Requirement: Magic Path (Apprentice)*

Cast a single spell from a spell scroll, using all of the normal resources and Stamina the spell would require, plus an additional 1 Stamina. This spell does not immediately activate, instead being stored to be released at will. This spell should be recorded on your character sheet at the time of casting, and remains until used or for five days.

This skill may be taken up to three times.

## **Taunt**

Through challenges or degrading statements, you are capable of causing an intelligent target that can hear you to change the focus of their aggression to you. Spend 5 Stamina, and declare “*Taunt, 1 minute Focus*” for the next minute, they will largely ignore any other targets and only seek to attack you.

## **Toughness**

When in Bleedout, you may expend 5 Stamina to call “*Toughness*” and immediately regain 2 Body.

## **Trader**

At Check-In, you may exchange 2 Resources for 1 Resource from any list. These lists can be found in the Item Catalogue.

## **Trapper**

Through use of appropriate tools and expending Stamina, you are capable of crafting traps listed on Trapping schematics. You may also disarm traps using this skill by spending 1 Stamina and 2 minutes.

## **Wealth**

Your abilities to generate money extends beyond what you can gather during a game session. During Check-In you receive 5 copper coins for every level of this Skill you possess.

This Skill may be taken up to 5 times.

## **Weapon Focus**

Choose a specific weapon category that you already have Proficiency in. Attacks with that weapon deal an additional point of damage.

This skill may be taken up to 10 times for a single weapon category.

## **Weapon Proficiency**

*Choose one of the following categories: Medium, Large, Staff, Polearm, Thrown, Bow, Crossbow, or Firearm.*

You are capable of using weapons that fall within the chosen category, and you may use the special feature of crafted weapons in that category.

See the back of the book for Weapon specifics.

## **Weapon Smithing**

*Requirement: Blacksmithing*

While using appropriate tools and expending Stamina, you are capable of crafting Weapon formulas. You are also capable of repairing broken Weapons, by spending 1 Stamina and 2 minutes at a forge.

## **Withdraw**

Spend 5 Stamina, and call “*Withdraw*” and count out 10 paces while holding your hand above your head to signify that you are OOG. During the time you are counting these paces, or after 10 seconds (whichever comes sooner) no one may follow or pursue you, unless they have the Intercept skill. This skill cannot be used to enter combat, and you may Carry a single character with you.

# lores

The following are the most commonly represented Lore skills. While you are not limited to the following lores, you may find that others have more limited applications.

## **Engineering**

You understand how mechanical objects and processes work. By taking a few minutes to study a mechanical object, you are able to ask a Marshal about its purpose and functions.

## **History**

The world is old, and much was recorded about the events which transpired. Even though many of the great libraries were swallowed when cities fell into darkness, you have managed to learn enough from old texts to discern a decent understanding of how things transpired in the past.

## **Magic**

In regards to the various Paths of spells, you have enough of an understanding to identify lingering spell effects. When entering a scene with a Marshal, you may spend 1 Stamina and ask if you can identify any obvious spells or magical effects.

## **Monsters**

When encountering a monstrous creature, or evidence of their passing, you may ask the Marshal if there are any known strengths or weaknesses of the creature. Note that sometimes this Lore is difficult to use during a combat scene.

## **Nature**

Through knowledge of the wilderness, you are capable of discerning natural hazards, determining if certain plants or fungi are edible or poisonous, and any particulars about an animal.

## **Religion**

Many people honor the Divines and devote prayers and sacrifices to them. You have an understanding of the stories surrounding the divines, know of many of the rituals, and can discern the various religious organizations focused on their worship.

# corruption

The darkness taints everything it touches. While the Ar-Nura have tales of dark times from thousands of years ago, it was the curse of the warlock king Vaerlys that caused the stain to seep forth and plague the Realm.

Characters may gain Corruption via a variety of means, from Corrupted Spells, creature abilities, and even story effects. While gaining Corruption is often easy, removing it is often extremely difficult, requiring difficult rituals or rare magic items.

Each character has a Corruption rating of 0 to 10, showing how much they have been tainted by the curse, and how susceptible they are to certain magic and effects.

## Corruption

### Rating:    Effects:

- |       |   |
|-------|---|
| 0 - 3 | No visible effects.   |
| 4     | <b><i>Darkness Takes Hold.</i></b> Visible effects include dark veins in patches on the flesh.  |
| 5     | <b><i>Sight of the Darkness.</i></b> The character may sense the presence of Darkborn and can call " <i>Sense Darkborn</i> ".   |
| 6     | <b><i>The Withering.</i></b> The character only gains half-healing from magical sources, such as <a href="#">Path of Flesh</a> and Chords, rounded down.  |
| 7     | <b><i>Draining Touch.</i></b> Spending 2 Stamina, the character can indicate a target within arms reach and call " <i>Draining Touch. 5 Body Drain</i> " The character heals 5 Body from this.  |
| 8     | <b><i>Plagued by Darkness.</i></b> The character is permanently afflicted with a particular disease, and can never cure it as long as they have a Corruption rating of 8+.  |
| 9     | <b><i>Touch of Decay.</i></b> The character may afflict others with their Plague of Darkness by spending 10 Stamina, indicating a target within arms reach and declaring " <i>Touch of Darkness, afflicted with (disease name)</i> "  |
| 10    | <b><i>Taken by the Darkness.</i></b> The character cannot gain any benefit from magical healing, such as <a href="#">Path of Flesh</a> and Chords, and the next time they are reduced to 0 Body, they immediately rise as a Darkborn. |

# health and dying

The Realm of Thrune is often a dangerous place, with monsters lurking in the darkness, bandits waylaying travelers, and Wounds of Corruption splitting the world open and disgorging horrors. While some seek to run and hide from such dangers, others pick up a weapon and choose to fight.

Body is an abstract method of representing a character's overall physical health and life force. Characters begin every event with full Body, unless a plotline reason says otherwise. Over the course of an event, characters may find and utilize many methods to replenish their Body, including using alchemical potions, eating specifically prepared food, being the target of certain spells or effects, or having medical skills used on them.

While players are encouraged to portray their pain from lingering wounds, and even use prosthetics and fake blood for more horrific and grievous injuries, it is not a requirement.

## Bleeding Out

Upon reaching 0 Body, a character is "**Bleeding Out**". The player should immediately fall to the ground, if they can do so safely and without injuring themselves, possibly pantomiming receiving a horrid wound. If ongoing combat or an unsafe environment would prevent this, the player may instead go down to one knee.

For the next 2 minutes, or until healed of 1 Body or more, the player should act like they are in extreme pain, wailing, groaning, and crying out. More stoic characters may choose to grit their teeth and suffer in silence.

During this time, characters are unable to move at more than a slow crawl, cannot use any Skills, and are unable to cast any magic spells, cannot attack or defend themselves. While their wounds are so terrible that they cannot consume potions on their own, they may be fed potions, and they may use Ampoules.

## Killing Blow

Any time a character is Bleeding Out, anyone may expedite the process to Death by lightly touching them with a weapon boffer or holding a spell packet within close proximity and stating at a normal volume “*Killing Blow 1, Killing Blow 2, Killing Blow 3...*” and then stating the amount and type of damage that they are inflicting. If the damage type overcomes any passive defenses the character has, they immediately proceed to the state of Death.

## Death

Once a character has been in Bleed Out for 2 minutes, or been the recipient of a Killing Blow, they are Dead. Nothing can bring them back from that state except for powerful spells or items.

The player should remain where they died for 5 minutes. They should not talk or gesture unless a spell or ability would allow them to do so.

After that time, they should remove any item cards, coins, and tagged physical representations from their possession and leave those where their body was last. Their body disintegrates into ashes.

The player should then indicate they are OOG and proceed to NPC/Logistics for the next step on their journey. Any Marshal involved in the scene should accompany the player and any NPCs on the return trip.

## The Afterlife

After arriving at NPC/Logistics and informing the Storyteller on duty of the character's fate, the player should wait patiently for the Storyteller to assist them. The Storyteller may be in the midst of dealing with a situation and need a few minutes to wrap that up.

The Player and Marshal should inform the Storyteller of the events surrounding the death. At which point the death will be logged, and the Player makes a choice.

The Player may choose to retire the Character, who then passes peacefully into the Afterlife.

Alternatively, the Player may choose to continue playing the Character, at which point the Character gains 1 point of Corruption.

Upon a character's third death and all subsequent deaths, the Player must make a roll on a 10-sided dice (or generate a result of 1-10 in another manner). If the result is equal to or greater than the character's current Corruption, the character may return to the world of the living. If the result is less than their Corruption rating, the character is forever dead.

The Character undergoes a nightmarish journey through a realm or dimension that is only dimly lit at the best of times. While this journey can be narrated, it is best if the player comes up with whatever horrors they witnessed while passing through the nightmarish realm.

## Rebirth

A character returning to life is a harrowing experience. While the Corruption gives them another chance at living, it does not come free.

The character emerges from a Wound of Corruption at full **Body** and **Stamina**, but without any possessions. Additionally, they are rarely the only thing that emerges from the Wound, which may cut their newfound life short if they do not have any allies nearby.

# healing procedures

While administering any of the following procedures, the target must be stationary and if the target or administering character are interrupted by damage or being the target of Skills or Spells, the use of First Aid, Healing or Chirurgeon fails.

Any items used to reduce the time it takes to administer aid can never reduce the time to less than 2 minutes.

## Checking a Target

*Requirement: First Aid*

Spend 1 minute investigating a target without being distracted allows you to call “*First Aid, are you living*” and receive a suitable response.

*Requirement: Healing*

Spend 1 minute inspecting someone while within arms reach, and then quietly ask them “*Healing, how much Body are you missing?*” or “*Healing, are you suffering from any Addictions, Diseases, or Poisons?*”

*Requirement: Chirurgeon*

Reduce the time of Checking a Target by 30 seconds.

## First Aid

*Requirement: First Aid*

Spend 1 minute to quickly bandage or patch up a target which is Bleeding Out. After completing First Aid, the target regains 1 Body. First Aid requires both hands, and any damage on the person using First Aid interrupts the process and requires that it be restarted. While First Aid is being administered, Bleeding Out is paused.

*Requirement: Chirurgeon*

Reduce First Aid time by 30 seconds.

## Healing Injuries

*Requirement: Healing*

Spend 1 Stamina and 10 minutes roleplaying patching up a target, after which the target heals 10 Body.

*Requirement: Chirurgeon*

You may reduce the amount of time spent to only 5 minutes, after which the target heals 5 Body.

## **Fixing Limbs**

*Requirement: Healing*

Spend 1 Stamina and 10 minutes to fix a broken limb, or to remove the Hamstrung condition.

*Requirement: Chirurgeon*

You may reduce the amount of time spent to fix a broken limb or remove the Hamstrung condition to only 5 minutes.

Additionally, if you have a freshly Severed limb that was removed within the past hour, you may spend 5 Stamina and 15 minutes to attach the limb to the injured stump. Note that the limb does not need to be from the target, but it does need to be the appropriate limb (no switching sides or arms for legs, etc.).

## **Treating Poison**

*Requirement: Healing*

Use 2x Fennel, and spend 15 minutes administering to a target to remove the Poisoned condition. Roleplay should involve having the target drink fluids.

*Requirement: Chirurgeon*

Reduce the amount of time required to treat poison to 10 minutes.

## **Treating Addiction**

*Requirement: Healing*

Using the Curative Substance outlined in the specific Addiction, you may spend 15 minutes to remove a Mild Addiction. This roleplay should involve having the target drink fluids and talk about their addiction.

*Requirement: Chirurgeon*

You may now reduce a Severe Addiction to a Mild Addiction using the above process.

## **Treating Disease**

*Requirement: Healing*

Spend 15 minutes administering to a target to prevent a Disease from progressing from the Initial Stage to the Advanced Stage at the beginning of the next Event.

See the section on [Disease, p.89](#) to find the methods of curing each disease.

*Requirement: Chirurgeon*

Reduce the amount of time required to prevent the progress of a Disease to 10 minutes. Additionally, the target removes the Sick condition.

# Diseases

Each disease has two stages, Initial and Advanced. The Initial stage is generally mild and has only a few lasting impairments that sporadically crop up. The Advanced stage is often crippling and more difficult to cure.

When a disease is contracted, the Marshal overseeing the mod should note on your character sheet that your character has contracted the disease. The Marshal should have handouts which describe the ailment, however, if a player is ever in doubt, you should go to Logistics or the Trade Depot and get clarification.

All Disease effects are renewed each day, even if conditions have been removed. For instance, if the Sick condition has been removed, it returns at dawn.

Once a character has a disease, the player should roleplay accordingly, depending on the specifics of the disease.

## Disease Progression

Almost all diseases remain at the Initial stage until the end of the event in which the disease was contracted. At the beginning of the next event, the disease progresses to the Advanced stage.

Once contracted, a character cannot be infected a second time while the disease is still active.

## How to Cure?

While there are certain spells and alchemical potions which will heal some or all diseases the more common method is via someone trained in the Healing skill. Through their perseverance and training, they are able to cure most diseases, although the specific methodology depends entirely upon the disease. The cure should always be listed on the disease handout, or will be available through a Healing check.

Unless otherwise specified all Diseases require the healing character to roleplay administering aid within arms reach, potentially causing them to catch the Disease unless they take precautions such as wearing a face mask and gloves.

Also, all non-magical Diseases are cured when a character goes through the Rebirth process.

Once you have been cured of the disease, a staff member will sign off on your sheet indicating that the disease has been cured.

# Sample Diseases

## The Crux

One of the most common diseases in the realm, it spreads through proximity, causing it to ripple through a town like wildfire. While not particularly dangerous on its own, the fatigue is often debilitating.

### Initial Stage

Affected by the Sick condition. Once every hour, spend 30 seconds roleplaying coughing (please cover your mouth when doing so).

*Cure:* A character with the Healing skill may use 2x Sage, and spend 20 minutes to cure the disease. The Chirurgeon skill reduces this process to 15 minutes.

### Advanced Stage

Roleplay being afflicted with fever, chills, aches, fatigue, and coughing.

Your Stamina total is halved, and you have the Sick condition.

Every ten minutes, you should raise their hand and declare "*20 foot Radius, Contract the Crux Disease*"

*Cure:* At the end of the event, the Crux is automatically cured (regardless if the character was in attendance). A character with the Healing skill may use 2x Sage, and spend 20 minutes to cure the disease. The Chirurgeon skill reduces this process to 15 minutes.

## The Withering

A terrible wasting disease that causes a target to rot from the inside out, until they are little more than walking cadavers.

### Initial Stage

Affected by the Sick condition.

*Cure:* A character with the Healing skill may use 2x Rosemary, and spend 20 minutes to cause the disease to be cured at the next Dawn. The Chirurgeon skill reduces this process to 15 minutes.

### Advanced Stage

Costuming should include pale or ashy patches of skin, and if possible makeup which makes the eyes and cheeks appear sunken.

Whenever someone touches you or you touch someone, or someone uses a Skill or Spell with arm's reach that targets you, or you target them with such, declare "*Contract the Withering Disease.*"

You are affected by the Sick condition. Every hour, Stamina and Body totals are halved, to a minimum of 1.

*Cure:* A character with the Healing skill may use 5x Rosemary, and spend 20 minutes to cause the disease to be cured at the next Dawn. The Chirurgeon skill reduces this process to 15 minutes.

## The King's Touch

A horrid affliction which has been blamed on the warlock king Vaevelys, who is said to have been the origin of the disease. The diseased soon have large boils and lesions covering their body, sapping their health.

### Initial Stage

Affected by the Sick condition.

*Cure:* A character with the Healing skill may use 5x Silverberry, and spend 20 minutes to cause the disease to be cured at the end of the Event. The Chirurgeon skill reduces this process to 15 minutes.

### Advanced Stage

Costuming should include large boils or areas of redness representing raw and weeping sores.

Whenever someone touches you or you touch someone, or someone uses a Skill or Spell with arm's reach that targets you, or you target them with such, declare "*Contract the King's Touch Disease.*"

You cannot move faster than a walk, and you suffer double damage from all attacks. At Dawn, your maximum Body is halved, to a minimum of 1.

*Cure:* A character with the Healing skill may use 10x Silverberry, and spend 20 minutes to cause the disease to be cured at the end of the Event. The Chirurgeon skill reduces this process to 15 minutes.

# Addictions

Various substances, often created via alchemy and cooking, cause a character to become dependant upon regular ingestion of the substance.

## Effects

Characters that are Addicted must ingest substances specific to their Addiction, or they suffer the Withdrawal effects of their current Addiction Stage and all previous Stages until they do.

## Addiction Progression

If an Addicted character does not ingest the specific substance, their Addiction Stage increases by 1 at the end of the Event. If attending multiple Events within a single month, this increase is only applied once.

After the Severe Addiction Stage, an Addiction cures itself.

## Blitz Fever

<u>Addiction Stage</u>	<u>Withdrawal Effects</u>
Mild	Roleplay minor craving for Blitz Ampoules/Tonic, as well as being increasingly aggressive and mildly paranoid.
Moderate	Half maximum Body and Stamina. Roleplay outbursts of anger and violence, as well as having hallucinations and visions.
Severe	Suffer the Sick condition. Roleplay intense cravings for Blitz Ampoules/Tonic, must engage in fighting once per hour while awake or lose 10 Body.

## Curative Substance - Fangs

## Bloodlust

<u>Addiction Stage</u>	<u>Withdrawal Effects</u>
Mild	Roleplay minor craving for Bloodlust Tonic, as well as being slightly irritable and mildly paranoid.
Moderate	Half maximum Body and Stamina. Roleplay being highly irritable and having vivid dreams.
Severe	Suffer the Sick condition. Roleplay extreme paranoia and lowered empathy.

## Curative Substance - Vial of Beast Blood

## Jester's Joy

<u>Addiction Stage</u>	<u>Withdrawal Effects</u>
Mild	Roleplay minor craving for Jester's Joy Tonic, as well as smiling and laughing intermittently without cause.
Moderate	Half maximum Body and Stamina. Roleplay regular bouts of extreme laughter, and desire to avoid violence.
Severe	Suffer the Sick condition. At the end of any combat, immediately lose 10 Body. Roleplay intense cravings for Jester's Joy Tonic.

## Curative Substance - Fool's Gold

## Fiery Brew

<u>Addiction Stage</u>	<u>Withdrawal Effects</u>
Mild	Roleplay minor craving for Fiery Brew, as well as being slightly irritable.
Moderate	Half maximum Body and Stamina. Roleplay being highly irritable, and any provocation causes you to resort to combat.
Severe	Suffer the Sick condition. Roleplay intense desire for combat.

## Curative Substance - Ginger

# armor and damage

Most people who choose to engage in combat, and some who don't, find that armor protects their physical wellbeing from harm. At the very least, a leather vest might protect you from an attack which would otherwise leave you wounded, although there are those who choose to gird themselves with heavier protections.

Armor provides Armor Points which functionally work the same as Body, in that they are depleted by incoming damage. However, Armor Points are depleted first, and generally you must reach 0 Armor Points before you begin suffering damage to your Body Points.

*Body Damage – there are some attacks which inflict damage straight to a character's Body, ignoring Armor Points. These attacks are generally evident as they state "Body" after the amount of damage inflicted.*

Armor Items are generally crafted in play, usually by those with the Armor Smithing skill. Most of these items will specify what type of armor (Light, Medium, or Heavy), what general piece of armor it represents (for example, a chain shirt, or plate bracers) as well as giving a minimum percentage of coverage required. In order to gain any benefit from an Armor Item, you must have minimum coverage and be wearing an appropriate physical representation.

Some Armor Items have special abilities and benefits. In order to use these benefits, you must have the appropriate Armor Training skill. Otherwise the Armor Item only grants Armor Points.

Armor Items generally do not stack coverage, and only the item with the highest point total is counted. Therefore, when wearing something like a metal breastplate over a padded gambeson, only the points of the metal breastplate are counted.

When determining what type of armor takes damage first, remove Temporary before Permanent, Bonuses before Base. Thus damage would be removed from Special bonuses, Magic bonuses, Skill bonuses, and finally Base Armor, in that order.

The different types of physical armors and their general representations are listed below. Note that the lists are not exhaustive.

## Light Armor

Padded armor and leather.

Light armor counts 0.5 Armor Points per percentage of coverage (i.e. maximum 50 Armor Points)

## Medium Armor

Flexible hardened armor, such as chainmail, brigandine, scalemail. Some inflexible and exceedingly thick leather may also count.

Medium armor counts 1 Armor Point per percentage of coverage (i.e. maximum 100 Armor Points)

## Heavy Armor

Rigid and inflexible armors, such as plate.

Heavy armor counts 2 Armor Points per percentage of coverage (i.e. maximum 200 Armor Points)

## Repairing Armor

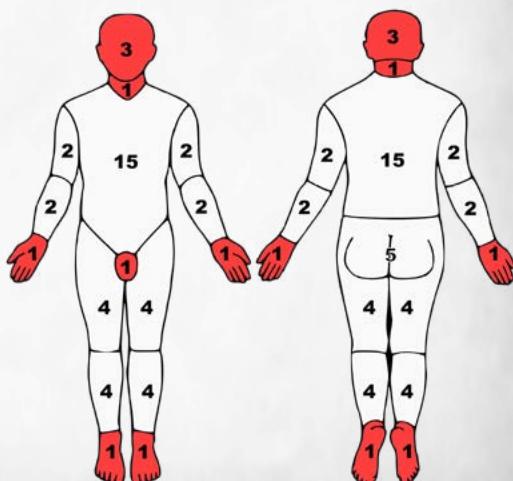
Once you reach 0 Armor Points, your armor is considered “Broken”. You may not use any mechanical benefits or special abilities of Armor once it is broken.

If armor is broken or destroyed, it must be repaired. This is traditionally done with Armor Repair Kits, or by someone with the Armor Smithing skill. Alternatively, some spells or magic effects may replenish some number of Armor Points.

Armor is considered fully repaired at the beginning of each event.

## Determining Coverage

The following graphic is a rough guideline to determine body percentage coverage of armor (*special thanks to the Lund-Browder Chart*)



# **magic and spellcasting**

There are those that exist within the Realm that are capable of manifesting mystical energies and shaping it to their will. Some are born with the ability, a natural affinity of their birth, but generally calling upon the arcane arts requires considerable time and effort of study and understanding, while practicing the same incantations and gestures over and over. In time, their practices eventually pay off, allowing some to call upon magic.

## **Casting Spells**

All spells require the caster to have at least one free hand and the ability to speak. In the description of each spell or cantrip are the requirements to cast, with most simply requiring the name of the spell and the effect.

Spell delivery depends entirely upon spell, and the descriptions of which can be found in [Attack Delivery](#) on [p.105](#)

Unless stated otherwise, all spells have a maximum duration of 5 days. Spells do not carry over from one Event to another. Spells that have durations can be ended by the caster at any time.

## **Spell Types**

### **Cantrips**

Any Apprentice of the Path is capable of casting the simplest of spells without the need for any scroll. These spells are always in their mind, and can be cast as long as they have a hand free to do so, and are able to speak.

### **Spells**

Representing more powerful magic, Spells are available as Scrolls, which can be cast from an unlimited number of times. The specifics of each Spell may be found on the Scroll, and in order to cast the Spell, the player must have a copy of the Scroll on their person, and fulfill any requirements the Scroll specifies.

### **Corrupted Spells**

Often more powerful than simple spells, these incantations require the character to have various levels of Corruption. All spellcasters that follow the Path are capable of determining if a spell is a Corrupt version or not upon seeing it cast.

### **Rituals**

The most powerful of spells, these require a scroll, and will take a considerable amount of time, Stamina expenditure and Resources in order to accomplish.

# paths of magic

## Path of the Arcane Mind

Calling forth the very essence of magic itself, those that study this Path say that it is the purest expression of the mystical. Masters of the Path believe that their ability to call forth spells is in direct relation to energies and places of power where wellsprings of unseen energy lay just beneath the earth.

As one of the most practiced Paths, a wide variety of effects can be conjured forth by spellcasters.

### Cantrips:

**Arcane Bolt** - with a thrown packet declare "*Arcane Bolt, 1 Magic*"

**Arcane Armor** - spend 1 Stamina and declare "*I invoke Arcane Armor*" to gain 5 Armor. This benefit stacks with all other armor sources except Arcane Armor.

## Path of the Chill Wind

The far North is a land of perpetual winter, and it is said that the original conjurers of this Path were those that spent countless years in that harsh tundra, learning how to manipulate the cold.

The practitioners of this Path are capable of doing such things as forming spikes of pure ice from nothingness, or freezing their targets in their path.

### Cantrips:

**Ice Bolt** - with a thrown packet declare "*Ice Bolt, 1 Cold*"

**Extinguish** - spend 1 Stamina and indicate a single target within arm's length. Declare "*Extinguish, Remove Engulf*"

## Path of the Eternal Flame

Some wizards claim that this Path taps into the fire which animates all living things, while others state that they call down the power of the sun. Regardless of the true source, the spells rarely ignite substances, as the flames summoned forth are more ephemeral in nature.

Those that dabble in this path are able to do simple tricks like conjure forth motes of light, and as they learn more powerful spells they are capable of such things like breathing gouts of flame, or calling forth a storm of flame.

### Cantrips:

**Fire Bolt** - with a thrown packet declare "*Fire Bolt, 1 Fire*"

**Call the Light** - spend 1 Stamina and you summon a portion of the Eternal Flame to your hand. This is a light source represented by a red or orange glowstick or dim LED. The light produces no heat, and can be concealed. This spell lasts for 5 days.

## Path of Flesh

While some would use this Path to heal injuries and set broken bones, others utilize the Path to alter flesh, warp muscle, and meld bones. For every caster who pursues this Path as a way to alleviate injuries, there are those who practice it in order to enhance their own physical capabilities... and then there are those who seek to create horrid monstrosities.

### Cantrips:

**Healing Touch** - spend 5 Stamina and indicate a single target within arms reach. Declare "*Healing Touch, Heal 2 Body.*" and the target regains 2 Body

**Twisted Flesh** - spend 1 Stamina and strike a target with an unarmed boffer. Add 2 damage to the attack.

## Path of Shadows

Often seen as suspicious and sinister by practitioners of other paths, it is said that the Shadow casters form bonds with the outer darkness that lingers in the night, while others claim a link to the Corruption itself. Some claim that the Path is in direct opposition to the Path of the Eternal Flame, and it is rare to see a spellcaster with capabilities in both Paths.

Casters of Shadow are capable of manipulating darkness and shadow, concealing themselves, and causing the very shadows to solidify and act as weapons.

### Cantrips:

**Shadow Bolt** - with a thrown packet declare "*Shadow Bolt, 1 Magic*"

**Deep Shade** -spend 5 Stamina to use the Hide skill immediately.

## Path of Thorns

Nature witches, old wise crones, and druids are all those that traditionally practice this Path. Those practitioners often pass their knowledge through word of mouth, and keep their spells scribed on pieces of leather. Spells within this Path often focus on dealing with the forces of nature, the land itself, and natural beasts untainted by the Corruption.

### Cantrips:

**Stinging Dart** - with a thrown packet declare "*Stinging Dart, 1 Poison*"

**Beast Tongue** - spend 5 Stamina and for the next minute you may speak with and understand a single animal that has 0 Corruption.

# **Combat**

When engaging in combat, Thrune is considered a “sufficient force” contact safe combat game. Thus, when engaging in combat, you agree that you are consenting to being struck with foam weapons, packets, and padded projectiles. We all attempt to engage in safer combat activities.

“**Sufficient Force**” means that blows should have enough force behind them to be noticed when they strike a target, but should not cause significant or lasting pain. Sometimes you will need to recalibrate your swings when a target is wearing substantial armor and is unaware of your attacks, but you should always try for the lightest force needed.

### **Swing to land a blow, do not swing to cause harm**

## **Calls and Declarations**

All skill calls and declarations should be made at a reasonable conversation level of volume or higher. During the chaos of combat, we recognize that sometimes calls may not be heard over the noise, so we highly recommend raising the volume of your calls to ensure that your target is capable of hearing it.

## **Safety Above All Else**

If you notice a safety issue, do not hesitate to point it out to staff and all players involved in a situation. If people are rapidly becoming in danger of a safety issue, call a Hold, point out the issue, and the Marshal or Storyteller will resume play after addressing the situation.

If there is any question in your mind about a potential physical safety problem, please address it with a staff member or the player(s) involved.

## **Play to the Spirit of the Rules**

While a great deal of effort has been taken to provide clear and concise rules that work well as a cohesive whole, there are likely to be some rulings which seem to have conflicts or unintended results. Please do not seek out loopholes to exploit them, but instead bring apparent exploitable situations to a staff member.

## **Holds**

At any time, for any reason, a player may declare “**Hold!**” in a loud and clear voice. Upon hearing this, you should pause what you are doing and divert your attention to the person who has called the Hold. Please remain standing where you are.

Please respect the call of a Hold. After being called, the caller should address the reason they called the Hold. Valid reasons involve any Out-of-Game situation which may require clarification or safety concerns. Holds are not to be used for characters or players to gain advantages over one another, or to remove a character from a situation they dislike.

Once the situation has been addressed, a staff member, such as a Marshal or Storyteller, will call “*Does anyone have a reason why this Hold should continue?*” and if they receive no valid response they will call “*Lay on in 3... 2... 1... Game On*” at which time the scene should resume with any adjustments in play.

## **Good Sportsmanship**

We ask that everyone treat their fellow players with respect.

When conflicts occur Out-of-Character, or you feel that someone is misusing or abusing a rule or cheating, give them the benefit of doubt first. If you have severe issues or doubt with the situation, please bring it to the attention of staff members.

## **Sheet Checks**

All staff members reserve the right to ask to review your Sheet during a game.

Occasionally a staff member may single you out for a Sheet Check. Please comply with the request, as they might have questions about a situation, or may need to clarify if you have a mechanic on your sheet which may modify the ongoing scene.

After a large fight scene, staff members may call a Hold to perform a mass sheet check. Please proceed to those staff members performing the check to have your sheet signed off.

If you feel a staff member is abusing their authority in this manner for personal gain, please alert other staff members.

# the attack

Most combat in Thrune involves making attacks with safer alternatives than real weapons. This includes foam weapons, foam darts, packets, etc. For more information on the specific types of weapons allowed, see the Weapon and Armor section.

## Check Your Swings

If someone is swinging their weapon or throwing items too hard, do not hesitate to inform them to “*Check Your Swings*”. Weapons and thrown items should have just enough force behind them to land the blow, but not cause lasting pain or injury.

If you are told “*Check Your Swings*”, do not argue with the person making the declaration. Recalibrate your force to be lighter. There are a variety of factors which could cause your intentional swings to land with greater force than intended, including changes in weather, new weapons, personal pain tolerances, etc. Players attend the game to have fun, and not everyone enjoys pain.

## Damage and Taglines

Damage and Taglines are always called before an attempt to attack is made, even if the attack is delivered a mere moment afterward.

Damage and Taglines should be stated loud enough and clear enough so that the Defender can easily decipher what is happening. If a Defender is incapable of determining what type of damage is caused, they may indicate they are Out-of-Game and ask for clarification. Alternatively, they may state “*Slow Your Calls*” to inform you that your calls are far too fast and are becoming indeterminable. If you do not remedy the situation, the Defender may choose to suffer no damage or effects from those attacks.

Damage from different damage types do not stack, save for Normal and Body damage. *For example, if you have a spell on a medium weapon that adds +5 Fire and another spell that adds +5 Cold, and no other bonuses, you could call 7 Fire or 7 Cold.*

Any attack that lands without a Damage Call inflicts no damage.

## Damage

The first part of any call or declaration is often a number, which is determined by a weapon’s base damage and any other modifiers currently affecting the character or the weapon. If the attack lands and is not successfully defended

against with a skill or ability, the damage is subtracted by the Defender first from any Armor Rating of the armor they are wearing, and once that is depleted to 0, it is subtracted from the Defender's Body.

## **Tagline**

Following any Damage is a single word or phrase indicating the source, type, or effect of the damage. All attacks that inflict damage must be followed by a single Tagline relevant to the attack, of the Attacker's choice. Attacks without a Tagline are invalid and does not afflict any damage on the Defender. If an attack includes multiple Taglines, the Defender chooses which is relevant.

These are relevant mostly to determine if a particular attack is modified by any resistances, defenses, or weaknesses of a target.

## **Effects**

Effects are Taglines that have a longer lasting impact on a character beyond simple types of damage.

Any Effect which halves a number always rounds down.

For a full description of each Tagline and Effect, see the Glossary at the back of this book.

## **Damage Multipliers**

If a character is under multiple effects that multiplies their damage, only the highest multiplier is applied to a single attack.

If a target is vulnerable to a particular damage type they calculate the multiplier themselves when calculating the remaining Body.

## **Defenses**

When using a defensive skill, power, spell, etc. the Defender has approximately 5 seconds to respond with the defensive call to negate the attack.

## **Duration**

Many spells have a duration in a specific amount of time, often in seconds or minutes.

If a Condition is followed by a Duration (seconds, minutes, etc.) then the Condition persists until either cured or until the Duration expires.

# attack delivery

Attacks should never attempt to target the head, hands, feet, or groin. Any attack that strikes those areas should be considered invalid by the Defender. Repeated strikes to those areas can lead to loss of Combat Privileges for the offender. Additionally do not attempt to block strikes with those areas, and do not attempt to catch incoming weapons with your hands.

Unless otherwise noted, ranged attacks, spells, and abilities cannot go through building walls.

## Melee Strike

Perhaps the most common effect delivery is through a successful strike from a foam weapon. If the effect is not successfully defended against, the target should be subject to the effect, barring immunities.

Melee Strikes can be physically blocked by intervening weapons or shields. In order for a weapon to block an incoming strike, it must be held in at least one hand. In order for a shield to block an incoming strike, it must be held or worn.

If you attempt to block an incoming attack with an unarmed boffer, you still suffer the damage and effects of the attack.

Attackers should never attempt to use their physical strength to “*power through*” a block. Any attack that strikes an opponent’s weapon or shield before it strikes their person should be considered successfully blocked.

Subsequent attacks should not target the same close area (within a few inches). If you land two or more subsequent attacks in the same area, the defender may choose to ignore all but the first attack.

Weapon attacks must contain a minimum of at least 90 degrees of swing before impacting a target. Large Weapons, Staves, and Polearms are an exception and must swing at least 45 degrees.

Large Weapons, Staves, and Polearms can only be used to attack if they are being wielded with both hands.

You should never attempt to swing a weapon at a target that is less than your full arm’s distance (shoulder to fingers). If you feel that your target is crowding into you in order to prevent safe combat, you may call a Hold to address the issue.

Striking a different side of an opponent is allowed as long as your wrist does not proceed past a shield or the front of the target. Such “wrap shots” are only allowed if they can be completed without being unsafely close to your opponent.

Trapping an opponent's weapon is a valid option, so long as your weapon or shield is being used to trap the weapon. You should not trap the weapon tightly enough to cause actual damage to the weapon prop, nor may you trap the weapon against any body part.

Thrusting is not allowed with weapons or as part of an attack.

### **Ranged Strike**

Delivered via a successful hit from a thrown weapon, arrow, bolt, or dart. Remember that if there is any doubt about a ranged weapon hit, the determination is made by the attacker.

Shields and bucklers can be used to block physical ranged attacks. Hitting a target's weapon with a ranged strike is considered a successful attack, barring any special effect the weapon or shield may have.

Ranged weapons should not be aimed or fired at targets less than two steps away.

### **Packet**

Another common effect delivery is via a thrown packet. If the effect is not successfully defended against, the target should be subject to the effect, barring immunities. Remember that if there is any doubt about a packet hit, the determination is made by the attacker.

Packets are considered physical attacks if they represent a physical or alchemical source.

Hitting a target's weapon or shield with a packet is considered a successful attack, barring any special effect the weapon or shield may have.

Packets should not be thrown at targets less than your full arm's distance (shoulder to fingers).

### **Indicate**

A rare and powerful delivery is done via pointing or calling out a target and stating the effect.

## Cone

To indicate a cone delivery is being made, a player should hold their hands outstretched at a 90 degree angle and call out the effect. Players should note if they are within the indicated arc as well as the estimated distance. If there is any doubt if a target is within the cone or distance, the determination is made by the attacker.

## Area Effect

Potentially striking multiple individuals, an Area Effect almost always originates from the caller, and proceeds outward in a Radius. Characters that are the source of an Area of Effect skill or spell are not affected by it. Players should note if they are within the estimated distance. If there is any doubt if a target is within the distance, the determination is made by the attacker.

# ranges

All ranges indicated in calls are in multiples of 20 feet. Without using a tape measure, 20 feet is slightly less than 10 steps. If a target is 10 or more steps distant, then they are outside the area of an effect that only has a 20 foot range.

# sense calls

There are abilities and spells that allow a character or creature to detect the nearby presence of particular objects, creatures, or effects.

Sense calls should be made at a reasonable conversational volume. If you are within earshot, and the call is relevant to your character, you should respond with "Here" at a reasonable conversational volume. If someone within 20 feet cannot hear the call or response, it was not loud enough.

This call is considered Out-of-Character, and you should avoid reacting In-Character to a Sense call.

Some examples are "*Sense Life*", "*Sense Magic*", and "*Sense Darkborn*". Other variations are as per spell or ability.

# unarmed attacks

All characters begin with Weapon Proficiency (Unarmed). This covers all attacks made with natural weaponry or parts of the body.

If you attempt to block an incoming attack with an unarmed boffer, you still suffer the damage and effects of the attack.

Unarmed boffers may be wielded in both hands without the Ambidexterity Skill.

Unarmed attacks do not work with Backstab, Blinding, Brutal Blow, Hamstring, Knockout Strike, Parry, Piercing Strike, or Riposte.

Unarmed attacks are represented by a boffer style weapon with a white or red covering.

The Ambidexterity skill is not required to use Unarmed in one hand and another weapon type in the other.

# stacking effects

Unless otherwise specified, multiple instances of the same spell, ability, skill, or item do not combine to create a more powerful effect. Instead the most powerful or first effect remains active. If different effects granting immunity or reduction to a particular damage type target a character, only one applies.

Damage from different damage types do not stack, save for Normal and Body damage. Only a single Tagline should be called.

*For example, if you have a spell on a medium weapon that adds +5 Fire and another spell that adds +5 Cold, and no other bonuses, you could call 7 Fire or 7 Cold.*

## Damage Multipliers

If a character is under multiple effects that multiplies their damage, only the highest multiplier is applied to a single attack.

If a target is vulnerable to a particular damage type they calculate the multiplier themselves when calculating the remaining Body.

# combat safe weapons

During Check-In, players must present their weapons, packets, arrows, firearms, and armor for review from a designated staff member. Once a weapon or arrow has passed inspection, it will be tagged with a band which includes the player's number and the date which the item needs to be inspected again. For melee weapons, this is often every three months, while arrows need to be inspected every game. Players should also be inspecting their arrows after every time they have fired.

Firearm props will need to be fired by a designated staff member to determine speed of projectiles and relative force of a strike. Firearms may fire foam bullets at a maximum of 100 FPS to be considered "safe" to use.

Firearm props should never be pointed at anyone's face, and weapons should never be aimed above the shoulder or at the groin.

For more information see the [Weapon and Armor section](#).

## shields

Shields and Bucklers may be used to block physical melee and ranged attacks. Hitting a shield or buckler with a packet is considered a successful attack, barring any special effect the shield or buckler may have.

Shields should remain close to the body. Bucklers should remain strapped to the arm and should not be used as weapons. While a Shield is used in one hand, a weapon may not also be used in that hand, Bucklers are exempt from this restriction.

Shields and Bucklers may be strapped on your back, and grant the same benefits as normal. Attacks to Broken or Destroyed Shields or Bucklers worn on the body are considered a succesful attack.

A character may only use a single Shield or Buckler at a time.

Grabbing, hooking, or holding another person's shield during combat is not allowed. Shield bashing, charging, or other physical tactics to force a person backward or fall are not allowed.

Shields should never be used as a physical attack.

# combat privileges

Engaging in combat is a privilege at a Thrune event. Everyone who attends a Thrune event should respect the physical wellbeing of their fellow players, and this includes combat.

When attacking a target with a melee weapon, sufficient force should be put into the swing to make contact with the target, but not enough force to cause lasting pain or injury.

Those who engage in unsafe actions during combat may have their combat privileges revoked. At such time they must wear an orange headband for the duration of their Non-Combat restriction, and abide by all rules regarding being a Non-Combat player.

Players may have their combat privileges revoked for any amount of time sufficiently deemed by staff, including permanent revoking of combat privileges.

# non-combat players

Non-Combat players should wear an orange headband, or if that is not an option, an orange armband. Players that are Non-Combat will remain so through the entire Event.

Non-Combat players should avoid combat if at all possible, and if combat occurs near them, they should place their hand or weapon on their head indicating that they are Out-of-Game and seek out the nearest Marshal if possible. If they cannot safely navigate to where a Marshal is, they should remain standing or seek out a nearby location where they can be out of the immediate conflict area.

Once a combat scene wraps up they should speak to the Marshal to determine their fate. Generally the Marshal should give them the same fate as all other PCs in a scene.

Non-Combat should never be an option taken to avoid character death, or to avoid Player-versus-Player activities.

PvP actions against a Non-Combat Player will be determined on a case-by-case basis.

## Rules

# player versus player conflict

Though conflict between characters occurs, it is not intended to be the sole focus of Thrune. However, conflict does occur, and in order to ensure that players are treated fairly, there are a number of additional guidelines that must be followed whenever Player versus Player theft or combat occurs.

Before initiating PvP, a player must be playing the character for a minimum of 2 hours. After completing a PvP action, the initiating player must remain playing the character for a minimum of 2 hours. This allows for any discovery or retaliation to the PvP to take place, rather than have someone initiate a PvP action and immediately go OOG to avoid the consequences of their actions.

A player should have a Marshal before initiating PvP theft or combat. The Marshal does not need to currently be on shift, but they should be willing to oversee the situation. Additionally, the Marshal should be unbiased and have no conflict of interest in the scene about to unfold. The overseeing Marshal should attempt to remain unobtrusive and out-of-sight if possible, to avoid having other players realize that something is either about to occur or is ongoing. The player should give the Marshal a brief description of what they are planning to do before the scene occurs.

After the situation is resolved, the Marshal should go to NPC/Logistics and fill out an entry in the PvP Log.

## Theft

The only items that are available to be stolen are those which have assigned Item Cards, such as weapons, armor, potions, etc.

After stealing a physical representation, the representation must remain in play for at least an hour. After that time, the player should go to the Trade Depot and the physical representation will be kept in Lost and Found. The initial Theft Log should be further filled out.

The owner should also be noted, and notified at the soonest opportunity by a Marshal or other staff member. At which point, the staff member should retrieve the associated Item Card from the target player, and attach it to the appropriate entry in the Theft Log so that the instigating player may retrieve the Item Card from the Trade Depot later. Staff should do their utmost to keep the identity of the perpetrator a secret.

If the stolen item's physical representation is not claimed by the end of the weekend, it should be taken to Closing Announcements in hopes that someone can identify the owner.

Players should avoid going through personal bags of other players, as it often leads to further issues.

## Picking Pockets

In order to steal from the person of another player, as an attempt to avoid undue invasion of their personal space, the following rules exist for picking the pockets of others.

The instigating player will need clothespins, and will place them on the costuming of their target. The overseeing Marshal should wait at least several minutes, using discretion to ensure that the instigating player is not immediately suspect, and while indicating that they are OOG, should take the target player aside and explain to them that one of their items was stolen, and reveal the clothespin. If the clothespin is removed before the Marshal is capable of taking the player aside, the attempt to pickpocket failed to retrieve any valuable items. Otherwise, the Marshal should take one Item Card, at random, as long as the Item Card is not a Weapon Card or Armor Card, and as long as it seems reasonable.

Alternatively, items may be placed into the possession, provided the objects are innocuous. Such things as bombs, poisons, traps, etc. are not permitted.

The Marshal should then proceed to the Trade Depot, fill out an entry in the Theft Log, and attach the stolen item card for later retrieval by the instigating player.

## PvP Combat

A player wishing to initiate combat against another player character should arrange an overseeing Marshal before engaging in combat. This is to ensure that any rules disputes are quickly clarified, and that an unbiased accounting can be delivered to the Storyteller on duty and records can be made in the PvP log.

However, there will be situations where arranging a Marshal is not a possibility, such as actions in the heat of the moment situation, or if a PC is under mind control. At such times, the initiating Player should do their best to play not only to the letter of the rules, but also to the spirit of the rules.

# multiple characters

Many players enjoy having multiple characters and portraying them on a regular basis. Thrune allows for a limited selection of your characters to make an appearance during a game.

One ticket option allows for playing multiple characters during a single Event. You may also choose to purchase full XP and additional XP for all characters you have stored on the database.

If you have purchased the appropriate ticket option, any time after dawn on Saturday, you may choose to swap which character you are portraying, so long as you go back to your sleeping area and change into costuming which significantly denotes a different character. This should not be used as a manner to avoid Player-versus-Player conflict, or the fallout from doing so. Note that there is a time limit that you must remain playing the original character after having initiated PvP actions.

Item cards, spell scrolls, and recipes owned by one character should not be carried on your person while portraying a different character, but instead put into an area that is clearly marked as Out-of-Game. You should also take great care not to mix what different characters know, and not mix any of their carded items.

Once you change into a character, you may not change back into the previous character for the rest of an Event. You may also not swap to a third or subsequent character.

# **breaking down doors**

Sometimes a character will need to overcome a door or barricade through sheer brute strength. This will be done by attacking the door with a weapon phys rep, calling damage as one would normally do in combat. Care should be taken when swinging weapons, in case someone on the other side opens the door unexpectedly.

Normal doors have 50 Structure, which are counted the same as Body. When a door is reduced to 0 Structure, it is considered “Broken” and can be passed through by anyone.

Once a door is “Broken”, a piece of paper stating such should be placed on the door to inform people, even though the OOG door can still be closed for temperature control and mitigating insects.

Normal doors may be repaired or replaced with 2x Wood and 5 minutes of roleplaying repairing the door. Any character may repair or replace a door.

# **locks and lock picking**

All those who sleep within a cabin or building are assumed to be able to access the building, through either a key or knowledge of where one is easily located.

To bypass a locked door, there are generally two options available. The first is to simply break down the door, however, that not only calls obvious attention as damage is called, but it also leaves behind a broken door.

The other option is through the Lockpicking skill. In order to use the skill, you will need to have a Marshal present if your end goal is PvP. You will also need to locate the Lock Item Card (if any) that represents the lock on a door.

Each Lock Item Card will have listed an amount of time required engaging in roleplaying to pick the lock and open the door. You may spend double the amount of Stamina required to decrease the amount of time by half, but this may only be done once.

All Door and Lock cards should be placed in a lanyard that hangs on the outer doorknob, so that Marshals are able to determine the defenses of a building during a mod or in case of PvP actions.

# traps and disarming them

All Traps require two components, the first is a Trigger, and the second is the actual Trap.

Triggers include the following methods to spring the Trap.

**Tripwire:** a length of string or rope which must be attached to a noise making device to signal that the tripwire has been sprung. The Trigger and Trap cards should be attached to the noise maker. Tripwires should never be strung above waist level for safety reasons.

Tripwires may be disarmed either by the Trapper skill or through cutting the tripwire.

**Container Trigger:** sprung when opening the container. The Trigger and Trap cards should be affixed to the inside of the lid of the container. Container Triggers can only be disarmed through the Trapper skill.

**Door Trigger:** sprung when the door is opened. The Trigger and Trap cards should be placed in a lanyard hanging from the exterior door knob, along with any Door or Lock Item Cards. Container Triggers can only be disarmed through the Trapper skill.

## Disarming Traps

In order to disarm a trap, one must first be aware of the existence of a trap. When opening a locked door or container, the Marshal should investigate any lanyard hanging from the knob, or open the container first and ask the player if their character has the Trapper skill, regardless of if there is a trap or not. If not, they activate the trap the moment the door or container is opened by the player. In the case of a tripwire, being able to disarm the trap relies upon the player noticing the presence of such.

To Disarm a trap, a player will need to spend 2 Stamina and 5 minutes in active roleplay disassembling the trigger and trap, using both hands. At any time during the process, if they must use their hands for something else, the trap is automatically triggered.

After successfully disarming a trap, the player may then keep the Trigger and Trap Item Cards, having recovered them completely.

# carrying heavy objects

Occasionally, a character will need to carry a heavy object which is represented by a physical prop that is not terribly heavy. Some carded items have a Carry Weight listed, which generally range from 1 to 10 (or immovable). If no Carry Weight is listed, it can be assumed that any character is able to move the prop freely.

Each character has a Strength of 1, this allows them to lift and move such props that have a Carry Weight of 1 or less. If an item card indicates a higher Carry Weight, you will need multiple characters to assist with moving the carded prop. Each additional character adds +1 to the overall Strength score of the group.

Additionally, any character may expend 5 Stamina to temporarily boost their Strength to 2. This boost lasts for 10 paces of moving an item with a Carry Weight of 2+

*For example: A heavy boulder that has treasure buried beneath is being represented by a large inflated prop. The boulder has a Carry Weight of 5. A single character has no hope of moving the boulder, but five characters may work together to move it. Alternatively, three characters may move the boulder with two of them expending Stamina to temporarily boost their Strength.*

# moving characters

All characters are assumed to have a Carry Weight of 1.

In order to Carry another character, they must either go willingly, or be in a state that they are unable to resist (such as being unconscious, dead, or paralyzed).

When seeking to move another character, you should ask them consent first before physically touching them. To “carry” another character, place one hand on their shoulder, and call out “*Carrying*”. Both of you should walk at a normal pace. You may also expend 5 Stamina and call out “*Carry 2*”, which allows you both to move at a brisk jog for up to 10 paces. Both players should remain within arm’s length of one another during any situation, and call out “*Carrying*” whenever approaching any other players.

# **opposed strength**

On occasion, multiple characters or creatures may seek to carry a prop or character. The easiest method to determine who has control of a target is to compare Strength scores. Many creatures will have a flat Strength score, and are unable to spend Stamina in opposition. If neither side has more Strength (even after expending Stamina), the target remains stationary.

## **loot<sup>ing</sup> a body**

In order to search the body of a character or creature that is incapacitated, unconscious, bleeding out or dead, the following method is used to ensure there is no unwanted physical contact. The looting character needs to have at least one hand empty, and pantomime searching the body of the fallen, while stating “Looting 1, Looting 2...” to a count of 60.

After being looted, the target should turn over any and all Item Cards and Coins that they have on their person. This is to indicate that the looting character has emptied all of their pockets and pouches within this time.

Alternatively, a character may take a weapon or shield from a target by hovering their hand near the item and stating “Grabbing 1, Grabbing 2, Grabbing 3” and then indicating the item they are taking. In this manner, the target needs to only turn over the Item Card which is appropriate to the item’s physical representation.

# *lights*

Players should never carry an open flame, purely for safety reasons.

Lighting should be represented by non-white LED candles and genre-appropriate lanterns, with soft yellow, orange, or red coloration. If necessary, layers of diffusion material and/or red plastic can be used in lanterns in order to make them more genre-appropriate.

Please note that many lanterns available commercially use glass panes, and those should be replaced by plastic or other safe alternative to glass.

Green, Blue, and Purple lights all have respective in-game reasons, and often reflect particular spells or effects. These colors should be used appropriately.

Safety lights and flashlights which are unrestricted white lights may be used, but only when necessity dictates.

# a new day has dawned...

The sun rises and the Light expands across the Realm.  
Darkness is held at bay for just awhile longer...

Each day at Dawn all characters in play are refreshed. If there is any doubt, Dawn is considered to be at 7:00 AM.

The following effects happen in this order:

- All Daily uses of spells, abilities and other mechanics are reset.
- Characters have their Stamina pools refilled.
- All Diseases and Afflictions inflict any conditions or effects. For instance, if the Sick condition has been removed, it returns.
- Any Daily Expirations of Item Cards.

A Player who has purchased the ability to switch Characters may do so at any time after the First Dawn of an Event.

# consumables

## Alchemy and Poisons

Potions carried by a character must be physically represented by bottles with no less than 0.5 ounce of volume. These bottles do not need to contain drinkable liquids.

Alchemy comes in four applications:

### Ampoules

The recipient of the Ampoule must be the individual using it. Ampoules may be used during Bleeding Out.

### Ingested

Generally a liquid, the substance must be drunk or poured into the mouth of the target, or roleplayed as such. Effects occur immediately unless stated otherwise. Ingested Poisons ignore Armor.

### Contact

Poured or coated upon a weapon or a piece of ammo, requiring a count of “*Apply 1, Apply 2, Apply 3*”. An item may only have one Contact Alchemy or Poison applied to it at any time. The substance must be called with the first swing of the weapon and is considered used once the damage call is made.

### Packet

The substance is utilized as a single-shot thrown packet.

### Meals (Food and Drink)

All Food takes at least 2 minutes before the effects occur. During such time you may either roleplay eating or actually consume food. You may only consume one at a time.

All Drinks have immediate effects, and you should either roleplay drinking from an appropriate prop or actually consume liquid.

# Item crafting

In order to craft weapons, armor, traps, potions, and other various items, you will need a few things. The first is to know what you are crafting, which requires a Recipe, Formula, or Blueprint, which all denote a piece of paper that has all the requirements for the item to be crafted. This paper will list all needed resources, the amount of Stamina to spend, the time it will take to craft the item, and the appropriate skills needed. Additionally, a signature and date of the staff member who issued the paper, as well as an embossed seal will be applied to the paper to verify authenticity.

Before beginning the task of crafting an item, you will need to spend the appropriate amount of Stamina, and mark it on the back of your sheet. If your task is interrupted by more than 1 minute of inactivity, being knocked unconscious, or reaching 0 Body and going into Bleeding Out, you will need to restart the process by spending the Stamina again and resetting the crafting time. No materials are lost due to restarting the project.

Each crafting skill requires an appropriate Crafting Station, a list of which can be found below.

Alchemy	Alchemy Lab
Armor Smithing	Forge
Blacksmithing	Forge
Cooking	Kitchen
Scribe	Scribe's Desk
Trapper	Trapper's Workbench
Weapon Smithing	Forge

After spending the appropriate amount of time roleplaying crafting the desired Item, take the card for the Crafting Station, the item cards for all needed resources, and your character sheet to Trade Depot. After the clerk has verified that everything is in order, they will take the expended resources and give you an appropriate Item Card. The Trade Depot clerk will issue either one item card or print at a time.

## Crafting Time Reduction

While multiple abilities and items may be used to reduce crafting time, it can never be reduced to less than 5 minutes per item/project.

## Resource Gathering Time Reduction

While multiple abilities and items may be used to reduce the time it takes to gather resources using such skills as Farming and Herbalism, it can never be reduced to less than 2 minutes per skill use.

# Item cards and phys reps

All Item Cards will have a name, a description of their capabilities, any Expiration Date, a number of uses (if applicable), and will have the signature and date of the staff member who created the card.

Item Cards of all equipment in use by a character must be on their person. Various Item Cards will have specific representation requirements.

Potions carried by a character must be physically represented by bottles with no less than 1 ounce of volume. These bottles do not need to contain drinkable liquids.

Crafting Stations will have their Item Cards stored at the Trade Depot, and “Proxy Cards” will be issued for players to keep at the Stations. This is to prevent misplaced cards for valuable items.

All Door and Lock cards should be placed in a lanyard that hangs on the outer doorknob, so that Marshals are able to determine the defenses of a building during a mod or in case of PvP actions.

Building Augment Item Cards should be kept plainly visible inside near the front door of a cabin. It is recommended that players keep a plainly written description for everyone within to see on standard paper.

Trap Item Cards should be adhered to the trap.

# open recipes

There are a number of recipes, formulae, and blueprints that are commonly known among the practitioners of those skills. To craft these items, a character does not need to have the recipe print in their possession.

## Alchemy

### **Glue**

Creates 1 unit of Glue. Crafting Component.

Expiration - 12 months

Resources - 1x Bone

Stamina cost - 2 Stamina      Time - 20 Minutes

### **Potion of Healing**

Ingested. Regain 5 Body

Expiration - 12 months

Resources - 1x Herb

Stamina cost - 2 Stamina      Time - 20 Minutes

### **Potion of Rejuvenation**

Ingested. Regain 5 Stamina

Expiration - 12 months

Resources - 1x Herb

Stamina cost - 2 Stamina      Time - 20 Minutes

## Armor Smithing

### **Light Armor**

Creates a piece of Light Armor, which counts 0.5 points per size percentage.

Expiration - 4 years

Resources - 1x Leather per Armor Point

Stamina cost - 1 Stamina per AP      Time - 1 minute per AP

### **Medium Armor**

Creates a piece of Medium Armor, which counts 1 points per size percentage.

Expiration - 4 years

Resources - 1x Leather or Iron per armor point

Stamina cost - 1 Stamina per AP      Time - 2 minutes + 1 minute per AP

## **Heavy Armor**

Creates a piece of Heavy Armor, which counts 2 points per size percentage.

Expiration - 4 years

Resources - 1x Leather and 1x Iron per armor point

Stamina cost - 1 Stamina per AP      Time - 2 minutes + 1 minute per AP

## **Buckler**

Expiration - 4 years

Resources - 2x Leather, 2x Wood

Stamina cost - 5 Stamina      Time - 20 Minutes

## **Gauntlet**

When using an unarmed boffer, you no longer take damage when blocking.  
Counts as a Weapon for skills, spell, improvements, and additions. Cannot be Disarmed. Armor rating may be added. Each Gauntlet is considered a separate weapon.

Resources - 1x Iron, 2x Leather

Stamina cost - 10 Stamina      Time - 30 minutes

## **Shield**

Expiration - 4 years

Resources - 2x Leather, 2x Wood, 2x Iron

Stamina cost - 10 Stamina      Time - 30 minutes

## **Blacksmithing**

### **Alchemy Lab**

Crafting Station

Used with the Alchemy and Alchemy Master skills to create items from formulae.

Must be phys repped with a minimum of table, several bottles, and mixing apparatus.

Expiration - 12 month expiration

Resources - 10x Wood, 5x Copper, and 2x Coal

Stamina cost - 20 Stamina      Time - 40 Minutes

### **Armor Repair Kit**

Can be used to repair up to 20 points of damage to an existing piece of armor, or repair a broken shield.

Takes 2 minutes to apply, can be used by anyone.

Expiration - 4 years

Resources - 1x Leather or 1x Iron

Stamina cost - 1 Stamina      Time - 5 minutes

## **Bronze**

Crafting Component.

Creates 1 unit of Bronze.

Expiration - None

Resources - 1x Copper and 1x Coal

Stamina cost - 2 Stamina      Time - 20 Minutes

## **Forge**

Crafting Station

Used with the Blacksmith, Armor Smithing, and Weapon Smithing skills to create items from blueprints.

Must be phys repped with a minimum of a fire source and an anvil.

Expiration - 12 month expiration

Resources - 10x Wood, 5x Iron, and 4x Coal

Stamina cost - 20 Stamina      Time - 40 Minutes

## **Kitchen**

Crafting Station

Used with the Cooking skills to create items from recipes.

Must be phys repped with a minimum of cooking tools.

Expiration - 12 month expiration

Resources - 10x Wood, 5x Coal

Stamina cost - 20 Stamina      Time - 40 Minutes

## **Lockbox**

Creates a lockbox with 50 Structure. Does not include a lock. Requires a physical representation no greater than 3 feet on the longest dimension.

Expiration - 4 years

Resources - 5x Wood, 1x Iron

Stamina cost - 5 Stamina      Time - 20 Minutes

## **Scribe's Desk**

Crafting Station

Used with the Scribe skills to duplicate blueprints and scrolls.

Must be phys repped with a minimum of a table and writing tools.

Expiration - 12 month expiration

Resources - 10x Wood, 5x Coal, and 2x Herbs

Stamina cost - 20 Stamina      Time - 40 Minutes

## **Trapper's Workbench**

### Crafting Station

Used with the Trapper skills to create items from blueprints.

Must be phys repped with a minimum of table and a collection of gears, string, and other trap related gear.

Expiration - 12 month expiration

Resources - 10x Wood, 2x Iron, and 2x Leather

Stamina cost - 20 Stamina      Time - 40 Minutes

## **Cooking**

### **Glorious Feast**

Creates a massive meal that restores 5 Body, 5 Stamina, and Cures Mild Addiction

Makes 5 servings.

Expiration - 5 days

Resources - 2x Vegetables, 2x Meat, 2x Grain, and 2x Herbs

Stamina cost - 5 Stamina      Time - 20 Minutes

### **Hardy Meal**

Spend 5 minutes eating and regain 2 Stamina.

Makes 5 servings.

Expiration - 5 days

Resources - 2x Vegetables or 2x Meat

Stamina cost - 5 Stamina      Time - 20 Minutes

### **Pocket Snacks**

Eat to regain 1 Body and 1 Stamina

Makes 5 servings.

Expiration - 6 months

Resources - 2x Fruit or 2x Grain

Stamina cost - 2 Stamina      Time - 20 Minutes

## **Weapon Smithing**

### **Small Weapon**

Base Damage- 1 Normal

Expiration - 4 years

Resources - 1x Wood, 1x Leather, 1x Iron

Stamina cost - 5 Stamina      Time - 20 Minutes

## **Medium Weapon**

Base Damage- 2 Normal  
Expiration - 4 years  
Resources - 2x Wood, 1x Leather, 3x Iron  
Stamina cost - 5 Stamina      Time - 30 minutes

## **Large Weapon**

Base Damage- 4 Normal  
Expiration - 4 years  
Resources - 3x Wood, 2x Leather, 6x Iron  
Stamina cost - 5 Stamina      Time - 30 minutes

## **Staff**

Base Damage- 2 Normal  
Expiration - 4 years  
Resources - 1x Leather, 3x Wood  
Stamina cost - 5 Stamina      Time - 20 Minutes

## **Polearm**

Base Damage- 4 Normal  
Expiration - 4 years  
Resources - 6x Wood, 2x Leather, 3x Iron  
Stamina cost - 5 Stamina      Time - 30 Minutes

## **Thrown Weapon**

Base Damage- 1 Normal  
Expiration - 4 years  
Resources - 1x Wood and 1x Iron  
Stamina cost - 2 Stamina      Time - 10 Minutes

## **Bow**

A Basic bow which uses arrows.  
Base Damage- 4 Normal  
Expiration - 4 years  
Resources - 2x Leather and 8x Wood  
Stamina cost - 10 Stamina      Time - 30 Minutes

## **Light Crossbow**

A Basic crossbow which uses bolts.  
Base Damage- 4 Normal  
Expiration - 4 years  
Resources - 2x Leather and 8x Wood.  
Stamina cost - 10 Stamina      Time - 30 Minutes

## Trapper

### **Animal Trap**

Does not need a trigger. Spend 5 minutes and 1x Fruit setting the trap, and mark the time that the trap is set on the item card. Visit the Trade Depot after 12 hours to collect 3 random Resources from the Hunting list.

Expiration - 3 month expiration

Resources - 1x Wood

Stamina cost - 2 Stamina      Time - 10 Minutes

### **Container Trigger**

Triggers a trap. Sprung when opening the container. The Trigger and Trap cards should be affixed to the inside of the lid of the container. Container Triggers can only be disarmed through the Trapper skill

Expiration - 12 month

Resources - 1x Iron and 1x Leather

Stamina cost - 5 Stamina      Time - 20 Minutes

### **Door Trigger**

Triggers a trap. Sprung when the door is opened. The Trigger and Trap cards should be placed in a lanyard hanging from the exterior door knob, along with any Door or Lock Item Cards. Container Triggers can only be disarmed through the Trapper skill.

Expiration - 12 month

Resources - 1x Iron and 1x Leather

Stamina cost - 5 Stamina      Time - 20 Minutes

### **Tripwire Trigger**

Triggers a trap. Does not require a crafting station to create. Tripwires can be disarmed by anyone. Trapper must make tripwire noticeable when triggered.

Expiration - 12 month

Resources - 1x Leather or 1x Herbs

Stamina cost - 2 Stamina      Time - 5 Minutes

### **Falling Rock**

Inflicts 10 Massive to a triggering target. Does not require a crafting station to create.

Single use.

Expiration - 6 month

Resources - 1x Stone

Stamina cost - 2 Stamina      Time - 5 Minutes

## Other

### **Lock**

Requires either Blacksmithing or Trapper to craft.

Can be crafted at a Forge or Trapper's Table.

Creates a Level 1 Lock.

Spend an additional 5 Stamina, 10 minutes, and 1x Bronze to increase the Level by 1.

Lockpicking requires 1 minute per level of the lock.

Expiration - 4 years

Resources - 2x Bronze

Stamina cost - 5 Stamina+      Time - 20 Minutes+

# **weapons, shields, and armor**

While commercially made foam weapons are available from a variety of different distributors, many people like to make their own. Following are rules on creating your own weapons.

## **Inspection:**

During Check-In, players must present their weapons, packets, arrows, firearms, and armor for review from a designated staff member. Once a weapon or arrow has passed inspection, it will be tagged with a band which includes the player's number and the date which the item needs to be inspected again. For melee weapons, this is often every three months, while arrows need to be inspected every game. Players should also be inspecting their arrows after every time they have fired.

Flails, chains, whips, nets, and weapons which require flexible sections which are intended to entangle an opponent, their weapon, or items carried are not permitted.

## **Construction Requirements:**

All weapons, armor, and shields should be thematically appropriate for Thrune.

### **Foam**

- Foam can be open- or closed-cell cross-linked polyethylene. This is the same foam often found in "blue camp pads", "pool noodles" and "gray fatigue mats" which are used by the larp and cosplay communities.

### **Striking Surface**

- Weapons will have a determined surface which is the only surface which can be used to strike with. Players should avoid striking targets with the "flat" of the blade, pommel, handle, or any other non-padded surface.
- Striking surfaces should have a minimum of 1 inch of foam from the core. The foam must be soft enough to spring back to shape, yet firm enough to prevent the core being felt from the striking surface.
- Appropriate sizes of striking surfaces can be found on the chart below.

### **Boffers**

- "Boffer" style weapons must have a fabric covering.

## **Colors**

- All non-magical weapons must be of appropriate colors.
- Weapons that are traditionally made of metal should be silver, gray, black, bronze, or similar colors.
- Unarmed boffers should be either white or red.

## **Cores**

- Cores can be made of PVC pipe, fiberglass rods (driveway markers), or graphite shafts.
- Wood, metal, bamboo, and plastic are not appropriate materials for cores.
- All cores must be of a single length, unbroken, and no form of joints.
- Any curves in a core cannot be a single angle of greater than 30 degrees.
- Cores must be fully encased in foam.
- Cores cannot have solid weights added to them, such as filling PVC with lead weights or coins.
- Thrown weapons cannot have solid or rigid cores.
- Lights and electronics are acceptable on a case-by-case basis, and should be fully embedded beneath the surface of the weapon.

## **Bows**

- Bows and crossbows may only have a draw strength of 30 lbs.
- Bows and crossbows should be thematically appropriate. No compound bows or tactical crossbows.

## **Arrows and Bolts**

- Arrows and crossbow bolts cannot be made of metal or wood.
- Arrowheads cannot be homemade.
- Arrows and bolts should be inspected by the player after every time they are fired, and clean of dirt or debris before being fired again.

## **Packet**

- Packets must contain at least one tablespoon of material and have a diameter of larger than 1 inch.
- Packets should contain bird seed without large pieces.
- Packets may be of any color, but should be easily found in the wild.
- Coreless foam representations may be used in place of packets, at the discretion of staff.
- Packets must have your player number written on them.

## Size Tables

<u>Weapon:</u>	<u>Min Hands</u>	<u>Striking Surface:</u>	<u>Min Length:</u>	<u>Max Length:</u>	<u>Core Size:</u>	<u>Base Damage:</u>
Unarmed	1	>50%	10	22	Small	1
Small Weapon (Dagger)	1	>50%	10	22	Small	1
Medium Weapon (Sword, Axe)	1	>50%	20	45	Small	2
Large Weapon	2	>50%	40	60	Large	4
Staff	2	>50%	48	80	Large	2
Polearm (2-Handed)	2	>50%	48	80	Large	4
<hr/>						
Thrown Weapon	1	100%	1	12	None	1
Bow	2	-	-	-	-	4
Light Crossbow	1	-	-	-	-	4
Heavy Crossbow	2	-	-	-	-	5
Pistol	1	-	-	-	-	4
Long Gun	2	-	-	-	-	4
Heavy Firearm	2	-	-	-	-	5
<hr/>						
<u>Core Size:</u>		<u>PVC</u>			<u>Fiberglass</u>	
Small		3/4 inch			5/16 inch	
Large		1 inch		5/8 inch or two 5/16 inch		

## Firearms

- Firearms may fire a single dart per trigger pull.
- Firearm props will need to be fired by a designated staff member to determine speed of projectiles and relative force of a strike.
- All firearm props must have a bright orange tip of no less than 1 inch.
- Firearms may fire foam bullets and darts at a maximum of 100 FPS to be considered “safe” to use.
- Heavy Firearms must be tagged with a red ribbon to indicate their weapon category. Heavy Firearms must be significantly bulky in appearance.
- All darts and bullets must have your player number written upon them.

## Armor

- Armor must be thematically appropriate.
- No sharp edges, spikes, or protrusions that will likely cause injury or damage to foam weapons.
- Armor must cover a percentage and location of the body determined by what is depicted on the Item Card.

## Shields

### Cores

- The core material of a shield can be wood, plastic, or foam.

### Dimensions

- A shield may not be wider or taller than 4.5 feet, nor may a single width be less than 12 inches.
- The front side of a shield cannot have a surface area greater than 12 square feet.
- Bucklers may not have a single width greater than 18 inches, nor a single width less than 9 inches.

### Materials

- Shield outer surfaces must be smooth, and anything sticking out of the shield must be blunted or covered so they do not cause injury or damage to weapons.
- Shields should not deform when struck with a foam weapon.
- It is recommended (but not required) that the surface of a shield be covered with no less than  $\frac{1}{4}$  inch of foam.
- Shield edges must have a minimum of  $\frac{1}{2}$  inch of foam so that the hard edge cannot be easily felt.

# **glossary of conditions, taglines, and effects**

## **Agony**

A character in Agony should moan, cry, scream, and writhe about as if they are in extreme pain. While affected with the Agony condition, they may not hold anything in their hands, nor can they use skills, cast spells, or defend themselves. Does not count as Disarm.

## **Attract**

Generally made via an Area Effect call, all characters of the appropriate type specified in the call attempt to move toward the source of the call. For example *“Attract Undead, 100 feet”* all undead within 100 feet would move toward the person who made the call. The target should keep one hand raised above their head for the duration of the effect. When their arm is lowered, the effect ends.

## **Bane**

Only inflicts damage upon Darkborn and Undead.

## **Bleeding Out**

See the Health section.

## **Blind**

While Blinded, a target should shut their eyes if it is safe to do so. For the duration of the effect, they cannot call skills, cannot attack, and cannot move. They may still defend themselves with weapons.

## **Body**

Attacks which have a tagline of *“Body”* ignore armor and damage is applied straight to the target’s Body.

## **Break (Item)**

Afflicts the Broken condition on an item.

## **Broken**

Equipment with this condition may not be used until repaired. Unless otherwise stated, the skills needed to Repair an item are the same skills needed to create the item, and require 1 Stamina and 2 minutes of roleplaying repairing the item.

## **Brutal**

Signifies a significant damage amount.

## **Charmed**

The target will treat the cause of the effect like a close friend and ally for the duration. This will not cause the target to perform self-destructive acts or turn on their other allies. Attacking the target or treating them poorly ends this effect.

## **Destroy (Item)**

Afflicts the Destroyed condition on an item.

## **Destroyed**

Equipment with this condition is no longer usable, and cannot be fixed.

## **Disarmed**

The player should drop any items held in the hand of the affected limb, as long as it is safe to do so. If the item is connected to the player, they must drop their arm to their side for a 10-count.

## **Engulf**

The character is on fire, and will continue to take 1 Body damage every 3-count. They may extinguish themselves by dropping to one knee and declaring "*Extinguish-1, Extinguish-2...*" to a 10-count, while doing nothing else. If safety prevents such actions, they may drop all held items and vigorously pat themselves out with the above call. Other characters may extinguish a character with a 30-count.

## **Enthralled**

Mentally enslaved, the character will follow any commands of the source of the condition.

## **Exhausted**

The character is physically exhausted and cannot use anything that requires Stamina. This effect remains until they regain 1 Stamina.

## **Fear**

Those affected by the Fear condition should immediately seek to leave the presence of the effect's source. They will continue to flee as long as they can see the source, and will not attempt to return for the indicated duration. If incapable of fleeing the area because they are trapped or blocked from exit, they may defend themselves as normal.

## **Focus**

The affected character focuses intently on the source of the effect, ignoring other potential targets during combat, although they will defend themselves from attacks as normal. In non-combat situations, the character will not willingly leave the immediate proximity of the object of their focus.

## **Fragile**

Suffer double damage from Normal, Body, Brutal, and Massive damage.

## **Grappled**

A Grappled character cannot move, but may defend themselves and attack. If Grappled by an inanimate object, the character may take 1 minute to free themselves.

## **Half**

Any Effect which causes a number to be halved always rounds down. *i.e. a 13 becomes a 6, and a 3 becomes a 1.*

Halving an effect always has a minimum of 1, unless stated otherwise.

## **Hamstrung**

The player may only move at a slow walk until this condition is removed. If in doubt, one step every 3-count would be an appropriate speed.

## **Hidden**

Players that are hidden should place one hand or weapon on their opposite shoulder so that their arm crosses their body. All other players should do their best to ignore them and avoid interacting with them, unless a situation has potential safety concerns. PCs that are detected through skills, abilities, or magic immediately lose the Hidden condition. Interacting with another character also immediately removes the Hidden condition.

Hidden objects will have a yellow band or ribbon tied around it.

## **Immune**

Cannot be affected by a particular effect, condition, or tagline.

## **Knockback**

A character affected by Knockback should take a number of steps backward indicated by the call. Players should check behind themselves while doing so in order to avoid tripping hazards.

## **Massive**

Originating from truly forceful sources, any attempt at physically blocking a Massive damage source is ineffective and still counts as a successful strike, inflicting damage to Armor and Body simultaneously. Massive also cannot be countered by Parry, Riposte, or Shield Master.

## **No Effect**

For a limited time cannot be affected by a particular effect, condition, or tagline. Often this tagline implies a single instance of negating an attack.

## **Normal**

The most common damage type.

## **Poisoned**

Whenever a character suffers Body damage from an attack that has “*Poison*” as an effect, they cannot be healed or regain Body until the Poisoned condition is removed.

## **Sever**

The limb has been severed and cannot be used until reattached through magical methods or extensive Healing procedures.

## **Sick**

Afflicted by disease or plague, a character that is Sick cannot regain Stamina until the condition is removed. Additionally, the player should roleplay coughing, dry heaving, shivering, etc. on a semi-regular basis.

## **Silver**

Some creatures are extremely tolerant to “*Normal*” damage, and only suffer full damage from Silver.

## **Stun**

A Stunned character cannot move, use skills, speak, or take any actions. They should remain in the position they were in when they were afflicted with the Stun condition for the duration.

## **Structure**

Counts the same as Body for Objects. Damage that inflicts Structure does not affect Body.

## **Unconscious**

The character is unconscious and cannot use any skills and cannot defend themselves. If possible, the player should lay on the ground, or if safety is an issue, they should fall to one knee. The character is unaware of their surroundings, but the player should keep their eyes open if combat is nearby so they can warn others of their existence to maintain safety.

Any damage or starting First Aid immediately rouses an Unconscious character.

## **Undead**

A creature which was once living, but has since been reanimated after death through magic.

Reply “*Immune*” to the following effects:

*Addiction, Agony, Poisoned* and *Sick*

# creature effects

You may hear the following from various creatures and monsters.

## **Burrow**

While pointing at the ground and calling “*Burrowing 1, Burrowing 2, Burrowing 3*” to dig beneath the ground.

While in such a state you are immune to physical attacks and packet delivered spells.

Raise both hands above your head and proclaim “*Burrowing*”, and you may move at a walking pace. You may walk a maximum of 20 paces before you must emerge once again. You may not use this Benefit to pass through walls or enter buildings.

## **Cloud of Entropy**

Declare “*Cloud of Entropy, 20 foot radius, Exhausted*”

## **Consume**

An attack which represents a creature either physically swallowing or enveloping a target. Declare “*Consume, Grappled*” while striking a target with two boffers. The target should remain near you if possible (or seek out the overseeing Marshal if safety issues arise). The target may be freed from an unconscious or dead creature with a count of “*Cutting Free 1, Cutting Free 2...*” to a 10-count.

Other effects may apply to the consumed target.

## **Contagious**

Being bitten by the creature or handling their corpses has the possibility of catching a disease. During a scene a Marshal may declare that anyone involved gains the Sick condition.

## **Cower**

A packet or indicated attack. Declare “*Cower, X minutes*”. The target cannot move, and cannot attack, but may still block physically and use defensive skills. The target should also roleplay being scared witless.

This counts as a Fear-based effect.

## **Death Roll**

While having a Grappled target, declare “*Death Roll, 5 Body, 5 Body, 5 Body...*”

## **Death Wail**

Declare “*Death Wail, 20 foot radius, 50 Body*”. You are not immune

## **Devour**

Target a character in Bleedout or Dead within arms reach. Declare “*Devour 1, Devour 2...*” and every 10 count you regain 10 Body.

## **Dissipate**

Upon reaching 0 Body, place one hand atop your head to indicate you are OOG and return to your assigned Marshal.

## **Dominate**

A packet or indicated attack. Declare “*Dominate, (Command), X minutes*”, and issue a Command of 3 words or less. The target will follow the command to the best of their abilities. Commands should be from the following list:

*Kill the Living, Protect Me, Kill Everyone Else,*

## **Drain**

A packet or boffer delivered attack. Also possible after successful Consume. Declare “*Drain X Body*”. Regain an amount of Body equal to the number called.

## **Enevration**

Declare “*Enevration, 20 foot radius, Undead Full Body*”

## **Frenzied**

You ignore the Plead for Mercy skill, and are immune to Fear-based effects. Reply “*Immune*” when hit with these effects.

## **Ghost Withdraw**

When you are struck with a packet or physical attack, you may immediately declare “*Ghost Withdraw*” and immediately use the Withdraw skill.

## **Horrid Howl**

Spend 10 Stamina and declare “*Horrid Howl, 20 foot radius, Cower 1 minute*”.

## **Intangible Form**

The creature may become ghostly and insubstantial. Declare “*Intangible 1, Intangible 2, Intangible 3.*” Then raise one or both boffers above your head while continuing to state “*Intangible*” at regular intervals. During this time, you are immune to Normal, Body, Massive, Silver, and any non-magical attack. You may not make physical attacks, but you may still cast magic and use spell-like effects.

## **Latching Bite**

Strike a target’s limb with two unarmed boffers, you may declare “*Grappled*”

## **Pain Screech**

Declare “*Pain Screech, 20 foot radius, Agony 10 seconds*”.

## **Poison Spit**

With a thrown packet declare “*5 Poison*”

## **Rage**

Howl. Next 5 attacks inflict 10 Normal.

## **Regeneration**

When reduced to 0 Body, silently count to 20 and regain all Body and uses of Rage.

## **Rending Bite**

Strike a target’s limb with two unarmed boffers, you may declare “*Rend, Sever Limb*”

## **Resolute**

Immune to Charm or Fear. Reply “*Immune*” when hit with these effects.

## **Restriction**

Many creatures follow odd superstitions or strange patterns of behaviour. Such is detailed within Restrictions.

## **Savage Grapple**

When striking with an unarmed boffer, and declare “*Grappled*”. As long as you keep the weapon boffer touching the target, they suffer from the Grappled condition.

## **Silver Weakness**

Killing Blow must be done via Silver damage.

## **Slowed Steps**

With a thrown packet declare “*Slowed Steps, Hamstrung 5 minutes*”

## **Stun Gaze**

Indicate a single target and declare “*(Indicate), Stun Gaze, Stun 30 seconds*”

## **Toxic Breath**

Spend 10 Stamina, place your arms out in a 90 degree arc in front of you and declare “*Toxic Breath, 20 feet Cone, 20 Poison*”

### **Unnatural Form**

You are immune to Normal, Body, Massive and Silver damage.

Reply “*Immune*” periodically when hit with these effects.

### **Unstoppable**

Immune to Agony, Grappled, Hamstrung, and Stun.

Reply “*Immune*” when hit with these effects.

### **Venomous Spit**

Spit a single-use poison that inflicts 5 Poison damage. You may add this to a melee weapon to inflict +5 Poison on the next weapon swing, or you may throw a packet and declare “*5 Poison*”. After 1 hour this poison becomes inert.

### **Web Shot**

With a thrown packet declare “*Web Shot, Grappled*”

### **Withering Touch**

Touch an item with your unarmed boffer and declare “*Wither, Item Broken*”

# weapon table

<u>Weapon:</u>	<u>Min Hands</u>	<u>Striking Surface:</u>	<u>Min Length:</u>	<u>Max Length:</u>	<u>Core Size:</u>	<u>Base Damage:</u>
Unarmed	1	>50%	10	22	Small	1
Small Weapon (Dagger)	1	>50%	10	22	Small	1
Medium Weapon (Sword, Axe)	1	>50%	20	45	Small	2
Large Weapon	2	>50%	40	60	Large	4
Staff	2	>50%	48	80	Large	2
Polearm (2-Handed)	2	>50%	48	80	Large	4
Thrown Weapon	1	100%	1	12	None	1
Bow	2	-	-	-	-	4
Light Crossbow	1	-	-	-	-	4
Heavy Crossbow	2	-	-	-	-	5
Pistol	1	-	-	-	-	4
Long Gun	2	-	-	-	-	4
Heavy Firearm	2	-	-	-	-	5
<u>Core Size:</u>		<u>PVC</u>		<u>Fiberglass</u>		
Small		3/4 inch		5/16 inch		
Large		1 inch		5/8 inch or two 5/16 inch		