

LARP ENTERTAINMENT

Try Something Different

Rule Book v1.1

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What is LARP?

Do you remember when you were young and played Cowboys & Indians in the school playground? Perhaps you imitated heroes from the latest movie. Why did you stop? The chances are you still play football, you still run; you still enjoy the same games. Why did games of make-believe end? I'll tell you why:

"Bang! I shot you, you are dead"

"No you didn't, you missed"

"I did too shoot you!"

"No, you missed!"

... and the whole thing descends into an childish argument.

Yet we still enjoy 'childish' games. We play computer games in which we are superheroes, or brave knights, or star fighter pilots. We play board games in which we conquer vast continents, search dark dungeons or become Wall Street traders. On evenings, we gather together to be Elves and Dwarves, rolling dice to see what happens.

Why do we no longer play these games as we used to? What's wrong with 'let's pretend'?

The answer is simple: rules.

At its heart Live Action Role Play (LARP or sometimes LRP) is a game of let's pretend, but for adults and with rules. You dress as your character and interact with a made-up world. When you fight, you don't click on an on-screen icon or roll dice. You actually fight, though there are rules to cover this.

You should remember two things. As we are adults, we pay attention to things such as safety. Instead of real swords, we use foam-latex replicas with carbon-fibre cores; we pretend to be swinging a real sword, but instead of hitting with our full strength, we fight safely. The second thing you should remember is that there are rules to cover most eventualities; you will know how many times you can be hit before you should fall over.

Of course, you won't be limited to playing a fighter, but may want to branch out into playing a mighty wizard, a sneaky assassin, a brave knight or anything else that the setting of the game will allow and your imagination conceive of. Obviously, in a game set in a world of wizards and knights you wouldn't want to play a cowboy or space adventurer ... just as in a sci-fi LARP you wouldn't play a medieval archer.

LARPs cover many genres: Sword & Sorcery Fantasy, Gritty Historical Drama, 1920's Horror, Science Fiction, Historical Drama, Comedy, Modern Day Conspiracy, Cyberpunk... if you can conceive of it someone somewhere is running a LARP game revolving around it.

There are certain things that the rules won't cover. Your character will be as strong and fast as you are and will be able to swing a sword as well as you can, unless the rules say otherwise. Things like how hard the sword hits and how much it hurts your opponent are dealt with by the rules. Some things like magic are impossible to physically represent (or 'phys-rep') and are dealt with entirely by the rules.

Of course, 'game' may be a misnomer, as it is more like freeform interactive theatre than a 'game'. In most games there is a goal, be it to gain the most points, get to the end of the level, or be the last one alive. In a LARP game, the goal is to play your character and interact with a fantasy world. Your character may have goals: rescue the princess from the evil warlord or become the greatest wizard ever, or to bring peace, or simply to stay alive. It is by working towards your character's goals, acting and reacting as your character would and above all having fun that you 'win'.

An encyclopaedia article, and useful links to further information and other games, can be found here:
<http://en.wikipedia.org/wiki/LARP>

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Safety

Whistles

As all LARP Entertainment events are held in a large area of woodlands we recommend that all players bring whistles with them to events. We recommend that players keep whistles on them at all times when in the IC woodlands.

If a player become lost, inquired or require urgent attention for any of rezone, they can blow on there whistle and any member of our game team within hearing distains will try and track down the player blowing the whistle. If the game team staff member can not track down the person blowing the whistle then they will radio into the other game team members and organise a full search of the area.

LARP Entertainment asks that players do not use whistles as part of there role playing and do not blow whistles unless they are in urgent need of assistants.

Finger in the air

There may be times at the event when a player feels that they must go out of character. To signify that you are out of character when at a LARP Entertainment event you must raise one finger on your hand and hold it clearly in the air for other players to see.

If you see another player with there finger in the air to signify that they are out of character, then you must act as if you can not see them, you must not cast spells at them, talk to them, attack them and you can not hear any words spoken by them.

Players must never go out of character unless there is there is a valid rezone to do so. Players found going out of character in this fashion, in an attempt to cheat the system and save there character from death, will have there characters removed from the system by the game team and may find themselves being asked to leave the event.

The finger in the air action may also be used for in character actions when specified to do so by the rule's, e.g. in pick pocket skill and when using transport circles.

Game World History

LARP Entertainment is happy to present the new game world of Tamrad.

At first there were only the gods and the great kingdoms of the heavens. Within the heavens great wars raged over who would rule over all the other gods. The wars raged for thousands of years that led to the death, mutilation and banishment of many of the gods.

In an effort to try and stop the heavens from being ripped apart the remaining gods met in a great council. It was decided that the world of Tamrad should be created and each god should place upon this world a race of their own. These races would battle until only one remained, this last remaining race will project their god to be the ruler of the kingdoms of heaven.

So the world of Tamrad was created and the races set upon it. There upon this new world they struggle to make their kingdoms in this new land and war upon the other races as their gods have commanded.

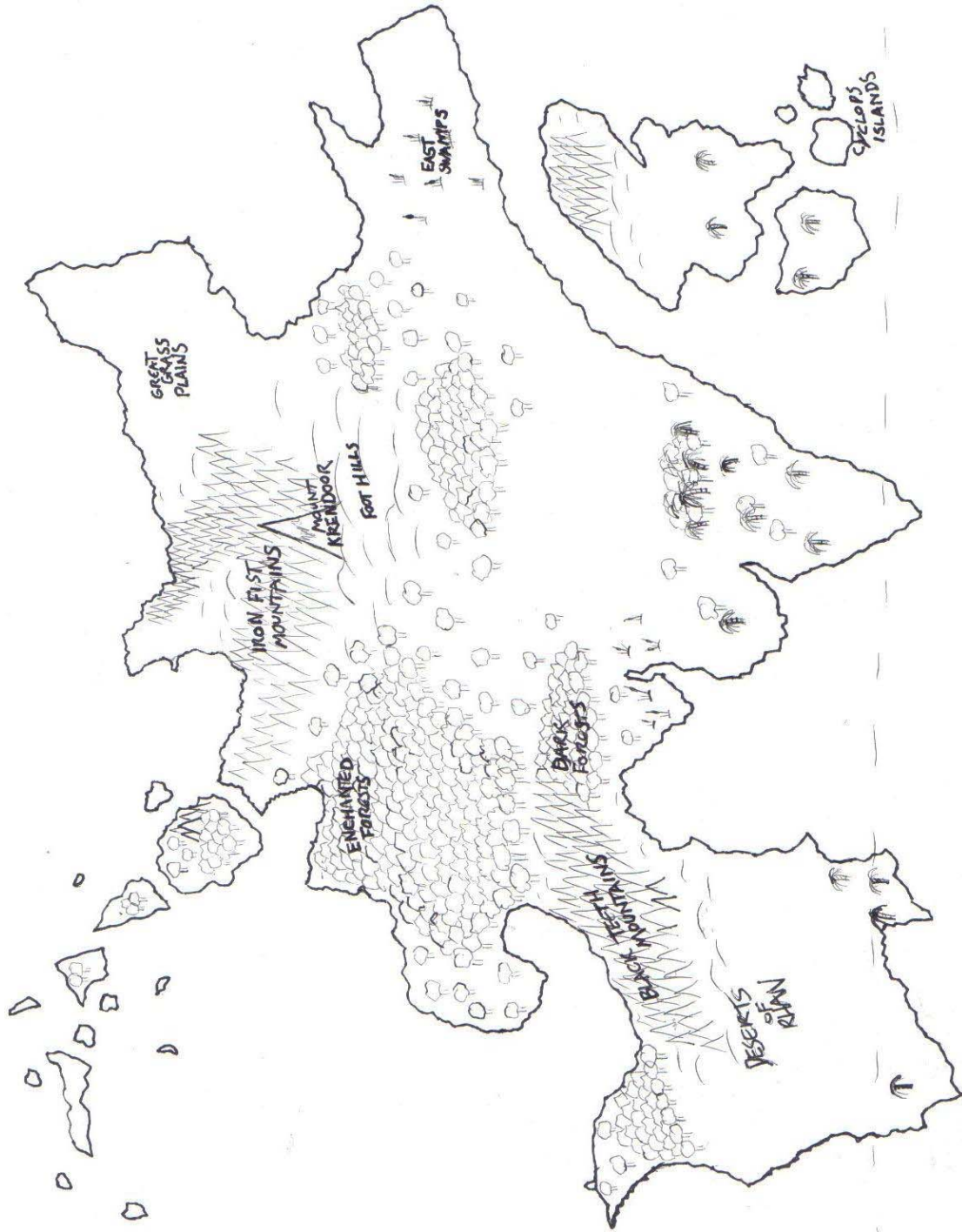
One year after the world was made, in a last act of treachery, some of the banished gods managed to return to the heavens. They launched one last attack which devastated the great council of gods. Many gods were shattered or split, some gods were injured and cast down from the heavens onto the world of Tamrad and some gods were killed outright.

When the dust had settled within the heavens, and the battle had finished, all the returned banished ones were found dead. When the remaining gods looked down on Tamrad they found many races with no god, or a shattered or a split god. The shattered or split gods decided to divide the loyalty of their races and bind their fates to each other. Some gods decided to adopt some of the races that were simpler to their own and bind them to their own fate. And a small number of races were left alone in the world, without any god to help protect and guide them through the world.

It is into this world that you enter as a character of your choice. We start our game around 100 years after the world was created and so much of the world has yet to be explored and many of its mysteries remain hidden.

We invite you to come play within our game world, to experience the trials of racial diplomacy, the thrill of open combat and the wonders of magic. To build a new world within your race's image.

Game World Map



Races

Human Kingdoms

Desert Men
Plains Men
Imperial Men
Mountain Celts

Green Skin Tribes

Goblins
Orcs
Black Orcs

Wee folk Alliance

Dwarfs
Halflings
Gnomes

Fairy folk Courts

Fairies
Sprites
Natural spirits
Faye

Beast kin Packs

Dog Men
Cat Men
Rat Men

Elf Empire

Wood Elves
Sea Elves
City Elves

Dark Elf States

Dark Elves
Drow
Noles

Orgerin Horde

Ogres
Trolls
Giants
Cyclopes

Restricted races

Vampires
Demons
Ware-Wolves

Character Skill's Costs

Each player has 20 points to spend on there starting character.

Combat

Natural Claws = 0
Dagger = 1
Single handed = 1
Double Handed = 4
Pole Arm = 5
Throwing Weapons = 0
Projectile Weapons = 4
Body Dev = 7
Ambidexterity = 3
Buckler = 1
Shield = 3
Light Armour = 2
Medium Armour = 4
Heavy Armour = 5
Extra heavy armour = 6
Helm = 0

Knowledge

Numeracy = 1
Literacy = 1
Make Maps = 2
Evaluation = 3
Bind Wounds = 2
Surgeon = 4
Poison Lore = 4
Potion Lore = 4
Ranger = 5

Magic

Mage Magic = 2 to 20 even numbers only
Divine Magic = 2 to 20 even numbers only
Ritual Magic = 1 to 20
Sense Magic = 3

Character Skill's

Skill: Natural Claws

Skill Type: Combat

Affect: Allows a player to use claws. Claws must be between 3 to 20 inches long.

Skill: Dagger

Skill Type: Combat

Affect: Allows a player to use a small weapon. Small weapons must be between 7 to 18 inches long.

Skill: Single handed

Skill Type: Combat

Affect: Allows a player to use a single handed weapon in their main hand. Single handed weapons must be between 18 to 42 inches long.

Skill: Double Handed

Skill Type: Combat

Affect: Allows a player to use a double handed weapon in both hands (the player must always use both hands to wield this weapon, if they loss use of an arm then they may only defend with the weapon and can not attack with it). Double handed weapons must be between 42 to 72 inches long.

Skill: Pole Arm

Skill Type: Combat

Affect: Allows a player to use a double handed weapon or a pole arm weapon in both hands (the player must always use both hands to wield this weapon, if they loss use of an arm then they may only defend with the weapon and can not attack with it). Pole arm weapons must be between 72 to 84 inches long.

Skill: Throwing Weapons

Skill Type: Combat

Affect: Allows a player to throw a throwing weapon in there main hand. See weapon safety rules for throwing weapon specs.

Skill: Projectile Weapons

Skill Type: Combat

Affect: Allows a player to use a projectile weapon like a bow, crossbow or gun in there main hand (both hands if using a bow, large crossbow or musket). Bow's and Crossbows will do through damage upon contact. Gun's will do double through damage and will automatically hit. All projectile weapons do though damage on impact. See weapon safety rules for throwing weapon specs.

Skill: Body Dev

Skill Type: Combat

Affect: The Body development skill gives a character an extra basic body point of damage to all locations on their body. Body dev may only be brought up to a maximum of 3 times including experience skill.

Skill: Ambidexterity

Skill Type: Combat

Affect: This skill let's a character use both hands to perform in game actions like holding and using a weapon or casting a spell.

Skill: Buckler

Skill Type: Combat

Affect: Allows a player to use a buckler on there off arm or on both arms if the player also has ambidexterity skill. Bucklers must strap securely to a players arm and may not be held in a hand. Bucklers must be between 6 to 20 inches by 6 to 20 inches large. Bucklers allow a player to parry all normal melee damage, upon the buckler, without any damage to them. Bucklers may not be worn over armour. Bucklers must follow the same kind of safety constructions as shields with the exception of hand grips.

Skill: Shield

Skill Type: Combat

Affect: Allows a player to use a shield on their off arm. This skill also allows a player to use a buckler as per the buckler skill. Shields allow a player to parry all normal melee damage, upon the shield, without any damage to them. Please see the weapon safety rules for shield specs. All Shields must conform to weapon safety rules and specs.

Skill: Light Armour

Skill Type: Combat

Affect: The Light armour skill allows a character to wear light armour and gain the extra hit point that it provides. Light armour gives you one extra hit point against basic melee damage. For a player to count as wearing light armour then at least 50% of a location just be covered in a correct representation of the armour type. Light armour can be represented by soft leathers, fur's, padded material and other material of that kind.

Skill: Medium Armour

Skill Type: Combat

Affect: The Medium armour skill allows a character to wear Medium armour and any armour levels below it to gain the extra hit points that it provides. Medium armour gives you two extra hit points against basic melee damage. For a player to count as wearing medium armour then at least 50% of a location just be covered in a correct representation of the armour type. Medium armour can be represented by Thick leather, ring mail, studded soft leather, small plated soft leather or materials of that kind.

Skill: Heavy Armour

Skill Type: Combat

Affect: The Heavy armour skill allows a character to wear Heavy armour and any armour levels below it to gain the extra hit points that it provides. Heavy armour gives you three extra hit points against basic melee damage. For a player to count as wearing heavy armour then at least 50% of a location just be covered in a correct representation of the armour type. Heavy armour can be represented by chain mail, plate mail, large plated soft leather, Cobalt and other materials of that kind.

Skill: Extra heavy armour

Skill Type: Combat

Affect: The Extra Heavy armour skill allows a character to wear Extra Heavy armour and any armour levels below it to gain the extra hit points that it provides. Extra Heavy armour gives you four extra hit points against basic melee damage. For a player to count as wearing extra heavy armour then at least 50% of a location just be covered in a correct representation of the armour type. Extra Heavy armour can be represented by Metal plate, Resin plate, foam representing plate and other materials of that kind.

Skill: Helm

Skill Type: Combat

Affect: Helm skill allows the player to wear a helm of any armour value from light to extra heavy and gain the full armour amount for the representation of the armour value of the helm. E.g. if the helm is made out of steel then it will class as extra heavy and will give the player four extra points of normal melee damage. A helm will not interfere with the casting of any type of magic within the game world.

Skill: Numeracy

Skill Type: Knowledge

Affect: Numeracy gives a character the ability to count, deal with mathematics and deal with in game money. Only characters with Numeracy in the game world can count above 3.

Skill: Literacy

Skill Type: Knowledge

Affect: The skill literacy will give the character the ability to read and write within the game world. It will not let the character read or write in a named language. Literacy will also let the character contribute +1 research points to any research requests that they are named on who have submitted.

Skill: Make Maps

Skill Type: Knowledge

Affect: Make Maps skill lets a character within the game world make maps of things within the game world. Any character within the game world can understand a map made by someone with the skill make maps (providing the maker has made it clear enough to really understand in real life).

Skill: Evaluation

Skill Type: Knowledge

Affect: Evaluation lets a character identify an item code with there evaluation sheet (collected from games control at the start of the event) and check how much it is worth, what the item does and if it is real or not.

Skill: Bind Wounds

Skill Type: Knowledge

Affect: The Bind wounds skill will allow a player to bind other characters wounds with phys rep bandages. When a character has there wounds bond it will stop the bleeding to that wound and stop the death count with any normal damage dealt to the character. Bind wounds will not restore the location's hit points or stop the death count of any non normal damage like fatal or poisons. If the bandages are removed before the wound is healed or if the character receives another hit wound to the wounded location then the death count will start again. Binding wounds takes 30 seconds per location.

Skill: Surgeon

Skill Type: Knowledge

Affect: The surgeon skill will allow a character to perform Role Play surgery upon another character. Surgery takes 5 minutes and will heal 1 point of normal damage on any location. There is no limit to the amount of times a Surgeon can perform surgery in a day. The Surgeon skill will not heal any non normal damage wounds like fatal or poison damage. The surgeon skill also allows the player to use the Bind Wounds skill.

Skill: Poison Lore

Skill Type: Knowledge

Affect: Poison Lore will let a character handle, use and apply in game poisons. The character may also collect a Poison Lore starter sheet that will let the character make one randomly generated poisons as long as they have the correct ingredients and spend the correct amount of time in the school area.

Skill: Potion Lore

Skill Type: Knowledge

Affect: Potion Lore will let a character handle, use and apply in game potions. The character may also collect a Potion Lore starter sheet that will let the character make one randomly generated potions as long as they have the correct ingredients and spend the correct amount of time in the school area.

Skill: Ranger

Skill Type: Knowledge

Affect: The ranger skill allows a character to go ranger once per day. To do this the character must report to games control between 10am and 11am and request to go rangers. Rangers will then be asked to go monsterring for an amount of time. Upon there return from monsterring they will be given a random number of herb's, spices and ingredient's that can be used in the game world. Rangers ingredient amounts may be increased by there performance while monsterring.

Skill: Mage Magic

Skill Type: Magic

Affect: Please see the mage magic section.

Skill: Divine Magic

Skill Type: Magic

Affect: Please see the Divine magic section.

Skill: Ritual Magic

Skill Type: Magic

Affect: Please see the ritual magic section.

Skill: Sense Magic

Skill Type: Magic

Affect: Sense Magic skill gives a character the ability to sense if an item, place, person or thing is magic and to get some kind of understanding of what type of magic it is (what it does etc...). A ref may be needed to use this skill.

Races

Within the world of Tamrad there are many different races with their own cultures and beliefs. Below is a short explanation of where each race is from, who they worship and something about their culture.

You will also find below a minimum phys-rep requirement for each race. This is a basic minimum requirement in makeup, kit or costume that all players, playing a member of that race should wear; this does not include the events required standards of in character costumes. We also have a recommended kit, makeup and costume need for each race. Players do not have to reach the recommended requirements but it would improve their role play and others around them to do so.

Human Kingdoms

The Human Kingdoms are made up of four different Kingdoms who are all ruled over by a high king. The High King of the human kingdoms is always the oldest serving king out of the 4 kingdoms.

The humans worship the triplet gods, Thor the warrior god, Sheba the goddess of pleasure and Agum the god of wisdom.

The four peoples of the human kingdoms are as follows:-

Desert Men

Minimum phys-rep: None

Recommended phys-rep: Head scarf's and a brown skin tone

The Desert Men are an Arab people from the desert lands of the south. The Desert Men are a nomadic people who travel the desert lands in caravans going from oasis to oasis. The Desert Men worship the goddess of pleasure Sheba.

Plains Men

Minimum phys-rep: None

Recommended phys-rep: Animal skin costumes.

The Plains Men of the Great North Plains are Horse Lords from the great grass lands. They are Nomadic people, moving with their herds so that they may constantly find better grazing for their horses and other animals. The Plains men follow the God Agum the god of wisdom.

Imperial Men

Minimum phys-rep: None

Recommended phys-rep: Asian clothing and Asian features

The Imperial Men class themselves as the most civilized of all the human races. They live on the edges of the eastern swamps in two great cities named after the two gods that they follow. The first city is called Sheba after the goddess of pleasure and the second city is called Agum after the god of wisdom. It is these two gods that the Imperial Asian men follow.

Mountain Celts

Minimum phys-rep: None

Recommended phys-rep: Kilts and tartan costume.

The Mountain Celts are a hard people who live in tribes over the high lands of the north. They live in over 10 different villages, each village ruled over by a different clan chief. The Celts follow the warrior god Thor.

Green Skin Tribes

The Green Skin Tribes are a mixture of Goblins and Orcs who at times, will come together under the call of their twin gods to make war upon the other races of the world. When they are not joined in war then the tribes will war upon themselves for land, gold and most of all for food.

The Green Skins are lead by a War Chief when they are united. The War Chief will normally be the smartest, strongest or just plain biggest Green Skin about at the time. This War Chief will rule the tribes in the name of their two War Gods, Gork and Mork.

The Green Skin types that make up the Green Skin tribes are as follows:-

Goblins

Minimum phys-rep: All visible skin must be green.

Recommended phys-rep: Pointed nose, speak in a small voice. Patched together kit.

The smallest of the green skins are the small wood goblins from the woods of the west. They might be the smallest of the green skins but they are also the smartest. These small green creatures are very cunning. They have banded themselves into two main towns within there woods, the Town Dismay and the Town of Despair.

Orcs

Minimum phys-rep: All visible skin must be green.

Recommended phys-rep: Padded out costume, skins and furs for costume, latex orc mask.

Green Orcs are the best known among the green skin tribes. These strong green creatures live in the glass lands and food hills of the Great Northern Plains. They live in 5 different village tribes and spend much of there time raiding the herds of the Human Horse Lords of the Plains.

Black Orcs

Minimum phys-rep: All visible skin must be black.

Recommended phys-rep: Padded out costume, bone and skin covered costume, latex black orc mask.

The Black Orcs are the most feared of all the Orcs. There skin in fact, is not green like the other members of the green skin tribes however they are Orcs none the less. These Orcs tend to be bigger and stronger then there Green skinned cousins and have a fierce love for war. The Big Black Orcs are in fact Cannibals and will turn to eating there own if they can not find the flesh of another race to eat. The Black Orcs all reside in one big town called Wagza down in the southern wastes.

Wee folk Alliance

The Wee Folk Alliance is a mixture of the smaller races of the world who have banded together to become a great power. There Alliance is ruled over by a council of ambassadors from each race who will represent the views and wishes of their peoples and leaders. The Alliance is built upon a strong working trade agreement between the 3 races that is easily maintained due to their lands being in close proximity to each other.

The 3 allied races are:-

Dwarves

Minimum phys-rep: A beard.

Recommended phys-rep: A long beard, stoop down when talk to other players if your tall and a padded out tummy, recommended to be played by short people.

The Great Dwarf Clans of Mount Krendoor. These are a strong, rugged people who are ruled over by a Dwarf King. They all live in one massive city within the mountain of Krendoor and their Dwarf clans will all occupy a different great hall. The Dwarves have more understanding of technology then any other race and worship two main gods. The God Great Beard, who is their keeper of knowledge and wisdom and there God Great Axe for is their master of war and death.

Halflings

Minimum phys-rep: Plain clothing.

Recommended phys-rep: Hairy hands, feet, chest and to stoop down when you talk to other players, recommended to be played by short people.

A quiet and often unseen people the Halfling people or hobbits as they are sometimes called are one of the gentlest people in the land. They are slow to anger and quick to forgive. Halflings live in burrows underground in the foot hills of the mountain Krendoor. They have 3 main villages underground which are called, Lower, Middle and Upper tier. The Halfling people do not have any gods but instead they pray to Mother Nature to offer them the things they need to live. The Halfling people are ruled by mayors from each village who are elected by the Halfling people.

Gnomes

Minimum phys-rep: White beard and hair

Recommended phys-rep: Long white beard, simple clothing and big red pointed hat, recommended to be played by short people.

Gnomes are a small people that live on the foot hills of the mountain of Krendoor within 4 towns.

Gnomes love their technology and sciences and much of their wealth as a race comes from trade between themselves and the Dwarves in different technologies. The Gnomes have a King and are ruled over by the Kings privy court. Gnomes have one goddess called Helenet who is their goddess of wisdom and knowledge, the only thing that all gnomes craze.

Fairy folk Courts

The Court of the Fairy Folk is a kingdom of 4 races all under the rule of a single queen. The Queen is always a Fairy who has been bonded with the mother spirit of the enchanted forest, she rules all the enchanted forest from her palace placed in the heart of the forest.

All the Fairy Folk of the enchanted forest have no gods or goddess like the other races; instead they draw their divine power from mother spirit of the enchanted forest or the queen of the fairy folk. This is also who they worship, as they view their queen to be a kind of living goddess.

The Fairy folk Courts races are:-

Fairies

Minimum phys-rep: 2 Fair wings

Recommended phys-rep: Light flowing clothing.

Fairies are one of the most common races that live within the enchanted forest. The Fairy people live in 2 villages within the enchanted forest, the village of earth and the village of air. These villages are located like their name states, ever in the earth or in trees canopy in the air. Fairies are of a small size when in the enchanted forest but when they leave it the lack of enchanted magic makes them grow to about the same size as a human.

Sprites

Minimum phys-rep: 4 Fair wings

Recommended phys-rep: Padded out clothing.

The Sprites of the heart of the enchanted forest are the guardians of the forest heart and the protectors of the Fairy Foke Queen. These strange creatures are a lot like fairies but bigger, stronger, and with 4 wings instead of two. The Sprites live to protect the Queen and mother spirit.

Natural spirits

Minimum phys-rep: Brown skin

Recommended phys-rep: Leaves, wood and other natural items as part of their costume.

Natural spirits are spirits of the woods that has infused themselves into natural objects like trees or flowers to give them life. The Natural spirits take possession of their natural object and then will transform it with magic so that they may move around the enchanted forest. They never stay still and move from place to place in an effort to get the best sun light and water supply.

Faye

Minimum phys-rep: Elf ears and fangs

Recommended phys-rep: Wood clothing.

The Faye are the most war like of all the fairy folk. Faye guard the edges of the enchanted forest and live in 5 large towns around the out side. Faye can come in many different forms and types, as their shape and minds are changed by some secret rite of manhood that they go through. This makes Faye, the most chaotic race within the world.

Beast kin Packs

The Beast Kin Packs are a band of animal races that have been driven together out of a form of kinship to each other. The Packs have formed a kind of uneasy alliance with each other to respect each others lands and territory and help out there fellow races if attacked by another race.

It is fair to say that the Beast Kin Pack has no over all leader for when the Packs are joined together. When the Packs join each race will have its own alpha leader who will control their own people, however it has normally been found that the strongest Pack leader will dominate the other races as well.

The Beast Kin Packs are:-

Dog Men

Minimum phys-rep: Protruding dog nose and tail

Recommended phys-rep: Fur all over, Dog ears

Perhaps the most well known race among the beast kin is the Dog Men. These powerful beasts live upon the Northern Plains in 7 towns. Each one of there towns holds a different pack. The Dog Men worship the female goddess, Nip, the woofing one, who they believe is the mother of all there race. The Dog men are lead by an Alpha male, who is the strongest member of there race at the time.

Cat Men

Minimum phys-rep: Blacked out nose with whiskers and tail

Recommended phys-rep: Fur all over and claws

Cat Men are seen very little. The Cat Men of Southern deserts are nomadic by nature and tend only to move around at night, preferring to sleep in the day. Cat Men prefer not to fight in open battles, but they are devious and cunning and if you have upset them they are likely to slit your throat in the night. The Cat Men worship the goddess wiskers bringer of food and life.

Rat Men

Minimum phys-rep: Blacked out nose with whiskers and a rat tail

Recommended phys-rep: Fur all over, Rat mask

Deep within the swamp lands of the east reside the rat men swam. These cunning little creatures live in 1 big city called Billabong that rests on stilts within the swamp. The Rat Men are lead by a council of sorcerers who are constantly in search of new magical power. Rat Men of the swamp worship the great horned rat, giver of the precious warped stone and master of magic.

Elf Empire

Elves from across the world have bound together to form a great and powerful empire. Within this strong empire the elves have come together to share ideas, poetry, views, believes, magic's and technologies. This empire is ruled over by an imperial family that is lead by the Emperor of the Elves.

The Elves worship a group of gods and goddesses, each elf, praying to there own chosen god or goddess depending on what they are doing at the time. These deities are as follows, Trinity the goddess of love, Lexes the goddess of nature, Arnigate the god of war, Preston the god of the sea, Mathea the god of magic and Kinben the goddess of art.

Wood Elves

Minimum phys-rep: Elf ears

Recommended phys-rep: Wood style clothing

Wood Elves are a forest dwelling people who live in 7 tree villages in the woodlands that grow close to the centre of the continent. Due to their closeness with nature the wood elves tend to worship Lexes the Goddess of nature above all other gods. Wood elves are fiercely protective of their forest homeland and there are tales of them killing anyone that strays within its borders without their permission.

Sea Elves

Minimum phys-rep: Elf ears

Recommended phys-rep: Sea going clothing

Sea Elves are the elves that have rejected the taint of the earth and have taken to the sea so that they may remain pure. Sea elves live on massive eleven ships that sail the world and their main form of income is from trade. At times sea elves are forced to come ashore in search of supplies for their ships, however when they do they only come in small groups and try not to stay on land for long.

City Elves

Minimum phys-rep: Elf ears

Recommended phys-rep: Rich looking clothing

The City Elves form the power base for the Elf Empire. City Elves live in 3 different cities that are dotted around the coasts of the continent. These cities are called Traydos, Epan and the capital city of Haven. Within the city of Haven sits the Emperor and the large majority of the eleven army. City elves are a vastly cultured people who make up the heart of the military might of the Elf Empire.

Dark Elf States

The Dark Elf States are a feudal society that thrives in the deep underground caverns that is known as the Underdark. All the Dark Elf races are a matriarchal culture that is split into different houses. Each house battles amongst the others for power and they are each ruled over by a Matron Mother. The Strongest House at the time will rule over the others and so their Matron Mother will become leader of the Dark Elf States.

The Dark Elves all have one Dark Goddess who is called Lolth. This Goddess who often appears in the form of a spider is said to be the mother of all the Dark Elf people. Her dark powers are what guide the race to their goals.

Dark Elves

Minimum phys-rep: Elf ears

Recommended phys-rep: White hair

Dark Elves are the most commonly known out of the Dark Elf races as they live closest to the surface. The Dark Elves live in clans in the upper caves that lead from the Underdark to the outside world. Because the Dark Elves are so close to the surface they act like guardians to the rest of the Underdark and stop unfriendly eyes from ever seeing the underground cities that lie below. The Dark Elf Clans have 5 different villages, each populated by a different clan and each guarding an entrance into the Underdark.

Drow

Minimum phys-rep: Black face paint and all skin covered in black

Recommended phys-rep: Black elf ears, white hair

The Drow houses are where the true power lies within the Dark Elf states. Drow live in 4 main cities within the heart of the Underdark, from these cities they battle between each other to become the ruling house that will dominate all others. The 4 cities that the Drow live in are all named after spiders in honour of their Goddess, they are called, Black Widow, Tarantula, Funnel Web and Arachnid.

Noles

Minimum phys-rep: White hair and skin

Recommended phys-rep: White elf ears

Noles or Nore are the albino brothers of Drow. Instead of their skin being black however it is bright white. The Nole live in the deepest and darkest parts of the Underdark in 10 small villages. This race is rarely seen but is rumoured in the outside world that they hold the key to great magic's.

Ogrin Horde

The Ogrin Horde is a mesh mash of the larger races in the world who have banded together to create a Great War horde. This banding together normally happens when an Ogrin decides that they are clever and have the bright idea to go and attack the other races. As the "clever" Orgerin who had the bright idea they will become leader of the Horde. The Horde is bound together out of some kind of large race loyalty that no one has ever seemed to understand.

The Ogrin races all have there own gods. They live there lives in totally separate manners and only tend to band together for war or trade. In the main most of the races tend to keep to themselves until someone "clever" comes along.

Ogres

Minimum phys-rep: Padded costume with a brown face

Recommended phys-rep: Two horns on your head and lower teeth fangs

Ogres are perhaps the most stupid people out of all the races of the world. It has been often argued that they are not a true race at all but animals like a deer or bird. Ogres live in clans on the mountains, they have 4 villages called kill, hate, stomp and eat. Ogres worship the god of eating and food called "Big kill, Big Eat". This Ogre god offers little in the way of wisdom to his people but does tell them to go out regularly to kill things and eat them.

Trolls

Minimum phys-rep: Grey skin

Recommended phys-rep: Padded out costume

Trolls live in groups in the woods. They camp in caves and have 6 different cave villages dotted around the wooden lands. In their own way Trolls can be friendly creatures who enjoy to chat happy to people as they boil away in there pots before they eat them. Trolls have been known to trade with races like the Green Skins but they do this very rarely. The Trolls worship a number of gods called the stone ones. The Trolls believe that a great circle of rocks in the woods holds a number of trapped gods in that look after them.

Giants

Minimum phys-rep: Padded out costume, should be played by tall players

Recommended phys-rep: Furs and tatted clothing

Giants are a quiet people in comparison to the other Ogrins within the Horde. They live in family groups upon the Great Plains in over 30 different little hamlets. The Giants like to keep themselves to themselves and will tend to go out of the way not to have contact with any other race. If Giants are forced into talking to others they tend to be mainly shy unless you threaten one of their families that can send them into a blind rage. Giants worship the great Giant in the sky, a god who they say talked to them in the form of cloud signals.

Cyclopes

Minimum phys-rep: One eye should be covered up

Recommended phys-rep: A Cyclopes latex mask.

Cyclopes are without a doubt the cleverest people among the Ogrin Horde. This is not to say that they are a clever people but they are smarter then there fellow Horde members. The Cyclopes live on 3 isles in 3 towns called see, seen and saw. There obsession with sight comes from the fact that they only have 1 eye. The Cyclopes tell a tale of how they once had two eyes but traded one of them with their god, Barled the blind, so that he could see and so that they may be blessed with great luck.

Restricted races

Restricted races are races that may not be played by starting players. For a player to play a member of a restricted race they must be turned into one in game and be given permission to play that race by games control. Restricted races have no form of alliance within the game world.

Vampires

Minimum phys-rep: Upper fangs

Recommended phys-rep: White washed skin

Vampires seem to exist within family groups. It is said that they feed upon the men of the world and exist within the shadows of the night. It's not known were Vampires come from or lives but there is evidence to be found in crypts all over the known lands. It is also said that the vampire god is called Dracos who was the first vampire.

Demons

Minimum phys-rep: Red skin paint

Recommended phys-rep: Horns on the head and protruding from other areas of the body

Demons are spoken of only in whispers and are said to be myths by many. People say that they come from dark cults and live in hidden Temples within the mountains. People say that Demons have no gods but draw their power instead from the plains of fire from were they come.

Ware-Wolves

Minimum phys-rep: Protruding snout and fangs

Recommended phys-rep: Fur and ware-wolf mask

The Ware-Wolves are a race that is not a race. They are like Beast Kin in many ways but can also me like any other race on the world. It's said that People become ware-wolves after being bitten by one and after they are they are bound into a form of ware-wolf Pack. They will forever turn into these monstrous creatures on a full moon or if they are injured, mad or just angry. No one knows where ware-wolfs come from but some have said they have heard them calling upon the divine powers of one called fleo.

Mage Magic

Mage Magic

Within the game world there is a number of races, some of these races are more magically based than others. When someone is born into the world they are either born with Mage Magic or without it. If you are born without Mage magic then you will never be able to learn it and advance in it, unless you are a member of one of the greater magically orientated races who can help unlock magic within a character as part of their racial experience picks.

If your character is born with Magic or you are part of a Race that has helped you learn it, then world of possibilities is open to you. All Mages start off with 3 basic spells, Heal, Magical Bolt and Counter Magic. These spells are cast by using Mana. Mana is a form of magical energy that is held within a Mage. Mages use this store of energy to form Mage spells and cast them. A starting Mage will start with between 1 to 10 mana per day.

As Mage's advance in life they gain experience like everyone else. A Mage can choose to focus these life experiences into learning more Mage spells and increasing his Mana strength.

To learn new Mage spells and skills then a Mage will have to enrol within the Mage Collage. By using the research available from the Mage Collage, a Mage can learn new spells from the different schools of magic.

Mage Mana

A Mage's Mana strength depends on how many character points they have spent on magic and any experience skills they have learned that grant them extra Mana power.

A Starting mage will have Mana strength of between 1 to 10 mana per day. A starting character will have 1 mana card per day for every 2 character points they spend on mage magic. Players can only spend even numbers on mage magic in their character skill picks.

A Mage can then increase their Mana strength in 3 ways. First they can gain 8 extra points of Mana power if they are part of a magical race that lets them learn it as part of their race's experience picks. Secondly a Mage can increase their Mana power by learning skills from the different Mage Schools that will increase their Mana strength by 3, 6 or 12 cards per day. Thirdly a Mage can increase their Mana per day by draining it from another Mage as long as they have a spell that lets them do this.

Any Mage may also feed his Mana into another Mage so that he may cast a spell. A Mage or a group of Magi may give their Mana to a fellow Mage by touching them or being in contact with them via a chain of other Mages touching each other. The Mage receiving the Mana must cast his spell while the other Mage or Magi is touching him. Just before casting his spell his fellow magi that are giving him strength must pass the number of Mana cards they are giving him to him so that he may cast them. A Mage can not store Mana for use at a later time in this way.

Casting a spell

When casting a spell a Mage must keep concentration, if he loses concentration while in the middle of trying to cast a spell then he will fumble the spell, this means that his spell will have no effect and he will have to tear up the Mana card(s) he was about to use to cast the spell.

To cast a spell then a Mage must first have the right amount of Mana cards needed to cast the spell they are trying to cast. A Mage must then point at the person they are trying to cast the spell on (range, single person spells) / touch the person they are trying to cast the spell on (touch based spells) / or spread both arms out to the side to indicate that they are casting a spell (spells done on mass groups), these are done to indicate to other players that they are casting a spell. A Mage must then rip their Mana cards, 1 at a time and in full view of everyone and say their spell vocals, all Mana cards must be ripped before the last spell vocal is completed. If extra words are needed to cover time while ripping cards then a playing must invent them but they must make sure to also use the spell vocals provided by the spell list at the end of the spell. A spell is only completed by the end of all these actions. Upon completing the spell the target person or group will take its affect immediately.

A Mage's spells will not work if he try's to cast in any armour class greater then medium armour. This does not count helm armour which can be warn at any armour level and cast through.

Mage Spell's

Spell: Heal

How: Touch

Type: Life

Vocals: By my Power I heal a wound

Affect: Heal's 1 point of Damage

Mana Amount: 1

Spell: Magical Bolt

How: Range

Type: Magical

Vocals: By my magical power I cast a Magical Bolt [location]

Affect: Does 1 point of damage to the location. If the location is armoured then it will do a point of damage to the armour's location without affecting the body's location.

Mana Amount: 1

Spell: Counter Magic

How: Range

Type: Magical

Vocals: By my power I counter that spell [Mana Amount]

Affect: The caster chooses the amount of mana they wish to counter with, the attacking mage may choose to no affect the counter spell by saying "No Affect [mana/faith amount]", the mana/faith amount that the attacking mage uses must be +1 to the mana/faith amount chosen by the mage chosen by the caster of the counter magic spell, the attacking mage will then have to tear up the stated number of mana cards. If the attacking mage does not choose to beat the mana cost then there spell will be countered and have no affect on the countering mage. Touch attacks and Mass attacks can not be counted. All counter spells must be called within 2 seconds of the attacking spell vocals being finished.

Mana Amount: Caster chooses.

Spell: Defence from Magic Barrier

How: Mass

Type: Air

Vocals: By my power I erect a Defence from Magic Barrier (repeat)

Affect: Everyone linked to the caster by there own body of other peoples in an unbroken human chain is immune to all spell affects. The Caster should shout "No Affect" whenever a spell is cast at anyone within the barrier. The spell lasts for 10 minutes, but can be dropped by the caster or until the caster has run out of mana.

Mana Amount: 1 cast to cast the spell then 1 card every time someone casts a spell at someone within the barrier.

Spell: Repel
How: Range
Type: Air
Vocals: By my power I repel you.
Affect: The Target must run back for 30 seconds as if they had been pushed back by a massive gush of wind.
Mana Amount: 2

Spell: Strike Down
How: Range
Type: Air
Vocals: By my power I strike you down.
Affect: The Target is struck down to the ground. They must lie on the ground, sit on their bum or go down on their knees or 1 knee if it is unsafe to do the others.
Mana Amount: 2

Spell: Defence from Missiles and projectiles Group Barrier
How: Mass
Type: Air
Vocals: By my power I erect a Defence from missiles and arrows Barrier (repeat)
Affect: Everyone linked to the caster by their own body of other peoples in an unbroken human chain is immune to all projectile and missile weapons. The Caster should shout "No Affect" whenever a projectile and missile weapon hits anyone within the barrier. The spell lasts for 10 minutes, but can be dropped by the caster or until the caster has run out of mana.
Mana Amount: 1 cost to cast the spell then 2 cards every time someone hits someone under the barrier with a projectile weapon or missile weapon.

Spell: Defence from Sharp Barrier
How: Self
Type: Air
Vocals: By my power I erect a Defence from Sharp Barrier (repeat)
Affect: The caster's skin turns hard like stone and becomes immune to all sharp damage for 10 minutes or until the caster stops chanting.
Manna Amount: 5

Spell: Mass Barrier Shield
How: Mass
Type: Air
Vocals: By my power I erect a Mass Barrier Shield (repeat)
Affect: Everyone linked to the caster by their own body of other peoples in an unbroken human chain (as long as the caster wills them to be there), will be protected by a barrier that prevents anyone entering the 30 feet without the casters permission (they will suffer a repel strike if they try) and it also blocks all magic, projectile and missile damage from affecting anyone within the barrier. The Barrier will last for as long as the caster keeps chanting. The Caster should direct attacking people with the correct, "No Affect" or "repel" vocals as well.
Mana Amount: 25

Spell: Fire Bolt
How: Range
Type: Fire
Vocals: By my magical power I cast a Magical Fire Bolt [location]
Affect: Does 1 point of through damage to the location. If the location is armoured then it will pass through the armour without affecting to hit straight to the body location.
Manna Amount: 2

Spell: Touch Drain Mana

How: Touch

Type: Fire

Vocals: By my power I drain your Mana (repeat)

Affect: For every 10 seconds that the caster touches another Mage he will take 1 of the target Mages Mana cards. The spell will end if the caster breaks contact with the other Mage, if he stops chanting or when the Mage runs out of Mana cards.

Mana Amount: 1

Spell: Great Fire Bolt

How: Range

Type: Fire

Vocals: By my magical power I cast a Magical Great Fire Bolt [location]

Affect: The target location is taken down to 0, regardless of armour or amount of body development.

Mana Amount: 5

Spell: Mass Fire Bolt

How: Mass

Type: Fire

Vocals: By my magical power I cast a Magical Mass Fire Bolt [location]

Affect: Everyone within 30 feet receives 1 point of through damage to the location. If the location is armoured then it will pass through the armour without affecting it to hit straight to the body location.

Mana Amount: 10

Spell: Touch Burn Away Limb

How: Touch

Type: Fire

Vocals: By my power I burn away this [location]

Affect: The location that is touched will instantly go to 0 and remain at 0 for the rest of the character's life unless they get it magical restored (restore limb spell). This spell can only be used on arms and legs. The location is effectively burned so badly that it can not be used anymore.

Mana Amount: 13

Spell: Mass Greater Fire Bolt

How: Mass

Type: Fire

Vocals: By my magical power I cast a Magical Mass Great Fire Bolt [location]

Affect: Everyone within 30 feet has that target location taken down to 0, regardless of armour or amount of body development.

Mana Amount: 25

Spell: Ice Bolt

How: Range

Type: Water / Cold

Vocals: By my magical power I cast a Magical Ice Bolt [location]

Affect: Does 1 point of through damage to the location. If the location is armoured then it will pass through the armour without affecting it to hit straight to the body location.

Manna Amount: 2

Spell: Freeze

How: Range

Type: Water / Cold

Vocals: By my power I command you freeze

Affect: The target is encased in a block of ice and can not move for 10 minutes unless they are hit with a form of Fire damage witch will melt the ice but not affect the target.

Mana Amount: 5

Spell: Counter on Other

How: Range

Type: Magical

Vocals: By my power I counter that spell on them

Affect: The spell is countered on the person you point at. The last vocals for the counter spell must be said within 2 seconds of the spell being cast at the target. Can not counter touch of mass spells.

Mana Amount: 5

Spell: Mass Ice Bolt

How: Mass

Type: Water / Cold

Vocals: By my magical power I cast a Magical Mass Ice Bolt [location]

Affect: Does 1 point of through damage to the location of everyone within 30 feet. If the location is armoured then it will pass through the armour without affecting it to hit straight to the body location.

Mana Amount: 10

Spell: Mass Fear

How: Mass

Type: Mind

Vocals: By my power I cast Mass Fear

Affect: Everyone within 30 feet is under the affect of a fear spell.

Mana Amount: 13

Spell: Mass Freeze

How: Mass

Type: Water / Cold

Vocals: By my power I cast Mass Freeze

Affect: Everyone within 30 feet is under the affect of a Freeze spell.

Mana Amount: 25

Spell: Shatter

How: Range

Type: Earth

Vocals: By my power I Shatter/Mend that [item]

Affect: The item is shattered and will become unusable until repaired in the IC camping area or by the using a mend spell. A mended item will become useable again instantly. Shatter/Mend spells may be used on any item, weapon, shield or piece of armour.

Mana Amount: 2

Spell: Strike Down

How: Range

Type: Earth

Vocals: By my power I strike you down

Affect: The Target is struck down to the ground. They must lye on the ground, sit on their bum or go down to their knees or 1 knee if it is unsafe to do the others.

Mana Amount: 2

Spell: Mass Strike Down

How: Mass

Type: Earth

Vocals: By my power Mass Strike down

Affect: Everyone within 30 feet is struck down to the ground. They must lye on the ground, sit on their bum or go down to their knees or 1 knee if it is unsafe to do the others.

Mana Amount: 7

Spell: Defence from Magic Group Barrier

How: Mass

Type: Earth

Vocals: By my power I erect a Defence from Magic Barrier (repeat)

Affect: Everyone linked to the caster by their own body of other peoples in an unbroken human chain is immune to all spell effects. The Caster should shout "No Affect" whenever a spell is cast at anyone within the barrier. The spell lasts for 10 minutes, but may be dropped by the caster or until the caster has run out of mana.

Mana Amount: 1 mana to put up and 1 mana card for every magic spell cast at someone within the barrier

Spell: Curse Mind

How: Touch

Type: Mind

Vocals: By my power I curse your mind with a fear of [one word]

Affect: The player will be forever affected with a fear of the word said to them. They will react however their character would react when in fear whenever they see or come close to the said word. The spell can only be removed by mind healing.

Mana Amount: 13

Spell: Mass Earth Quake

How: Mass

Type: Earth

Vocals: By my power I cast Mass Earth Quake (repeat)

Affect: Everyone within 30 feet of the caster suffers from a constant strike down hit as the earth below them starts to quake. The spell will last for 10 minutes or until the caster chooses to stop it. Affected targets may choose to crawl their way out of the affected area but can not stand or walk within it.

Mana Amount: 25

Spell: Strong heal

How: Touch

Type: Life

Vocals: By my power I Cast Strong heal

Affect: All damage points with the body location are healed by one point

Mana Amount: 2

Spell: Total Heal

How: Touch

Type: Life

Vocals: By my power I cast Total Heal

Affect: All damage done to the target's body points will be healed.

Mana Amount: 6

Spell: Mind Heal

How: Touch

Type: Life

Vocals: By my power I heal your Mind

Affect: Any spells or affects upon the target's mind will be removed.

Mana Amount: 7

Spell: Restore Limb

How: Touch

Type: Life

Vocals: By my power I restore this limb

Affect: By holding the dead, damaged or burned limb for 5 minutes, the caster channels healing power into it to restore it. After 5 minutes the target will be able to use the limb again.

Mana Amount: 13

Spell: Sleep
How: Range
Type: Life
Vocals: By my power I command you sleep
Affect: The target falls asleep for 1 min unwakeable sleep and then another 10 minutes normal sleep that can only be woken by 10 seconds of role play shaking or by receiving a blow from a role play weapon or spell.
Mana Amount: 6

Spell: Total Healing bolt
How: Range
Type: Life
Vocals: By my power I Cast total heal bolt
Affect: All the targets body damage becomes total healed after the spell is cast.
Mana Amount: 25

Spell: Touch Through
How: Self
Type: Death
Vocals: By my power I cast touch through on my hands.
Affect: For 5 minutes the mage can do through damage with their hands.
Mana Amount: 4

Spell: Control Unliving
How: Range
Type: Death
Vocals: By my power I control unliving, [Amount of mana being used] Mana
Affect: If the Mana amount used is equal to or greater then the control level of the unliving then the unliving target is totally under the mages control and must obey all simple commands given to them.
Mana Amount: The caster picks the amount of mana cards they wish to use.

Spell: Raise Unliving
How: Touch
Type: Death
Vocals: By my power I raise this being as unliving.
Affect: MUST HAVE A REF PRESENT. The casting player must tell the ref how many mana cards he has channelled into the dead body to raise it. The Ref will inform the caster and the dead player of the affects.
Manna Amount: How many cards the caster wishes to use.

Spell: Fear
How: Mind
Type: Death
Vocals: By my power I command you fear me
Affect: The target must run away in fear for 30 seconds, role playing being truly horrified.
Mana Amount: 4

Spell: Touch Drain Mana

How: Touch

Type: Death

Vocals: By my power I drain your Mana (repeat)

Affect: For every 10 seconds that the caster touches another Mage he will take 1 of the Mage's Mana cards. The spell will end if the caster breaks contact with the other Mage, if he stops chanting or when the target Mage runs out of Mana cards.

Mana Amount: 1

Spell: Touch Drain Spirit

How: Touch

Type: Death

Vocals: By my power I drain your spirit

Affect: The player has their spirit ripped from their body. They are Character dead and must go get a new character.

Mana Amount: 25

Divine Magic

Divine Magic

Within the game world there is a number of races, some of these races are more faith based than others. When someone is born into the world they are ever born with the favour of the Gods and Ancestors or without it. If they are favoured by the gods and ancestors then they will have Divine Magic. If you are born without divine magic then you will never be able to learn it and advance in it, unless you are a member of one of the greater faith based races who can help unlock faith power within a character as part of their racial experience picks.

If your character is born with Divine Magic or you are part of a Race that has helped you learn it, then world of possibilities is open to you. All Divine Magicians start off with 3 basic spells, Heal, Divine Bolt and Counter Magic. These spells are cast by using Faith. Faith is a form of magical energy that is provided by their God or Ancestor. Divine Magicians use their Gods and Ancestors energy to form Divine spells and cast them. A starting Divine Magicians will start with 1 to 10 Faith per day.

As Divine Magicians advance in life they gain experience like everyone else. A Divine Magician can choose to focus these life experiences into learning more Divine spells and increasing his or her Faith strength.

To learn new Divine spells and skills, a Divine Magician will have to enrol within the Divine College. By using research available from said Divine College, a Divine Magician can learn new spells from the different schools of magic.

Divine Faith

A Divine Magicians Faith strength depends on how many character points they have spent on magic and any experience skills they have learned that grant them extra Faith power.

A Starting Divine Magician will have a faith strength of between 1 to 10 faith per day. A starting character will have 1 Faith card per day for every 2 character points they spend. Players can only spend even numbers on divine magic in their character skill picks.

A Divine Magician can then increase their Faith strength in 2 ways. First they can gain 8 extra points of Faith power if they are part of a Faithful race that lets them learn it as part of their race's experience choices. Secondly a Divine Magician can increase their Faith power by learning skills from the different Divine Schools that will increase their Faith strength by 3, 6 or 12 cards per day.

Casting a spell

When casting a spell a Divine Magician must keep concentration, if he or she loses concentration whilst in the middle of trying to cast a spell then they will fumble the spell, meaning their spell will have no effect and they will have to tear up the Faith card(s) they were about to use to cast the spell. A Divine Magician must also choose the name of the deities they wish to Draw power from in, be it a God or an Ancestor

To cast a spell then a Divine Magician must first have the right amount of Faith cards needed to cast the spell they are trying to cast. A Divine Magician must then point at the person they are trying to cast the spell on (range, single person spells)/ touch the person they are trying to cast the spell on (touch based spells) / or spread both arms out to the side to indicate that they are casting a spell (spells done on mass groups), these are done to indicate to other players that they are casting a spell. A Divine Magician must then rip their Faith cards, at a time and in full view of everyone and say their spell vocals, all Faith cards must be ripped before the last spell vocal is completed. If extra words are needed to cover time while ripping cards then a player must invent them but they must make sure to also use the spell vocals provided by the spell list at the end of the spell. A spell is only completed by the end of all these actions. Upon completing the spell the target person or group will take its affect immediately.

A Divine Magicians spell will not be affected by wearing any kind of armour.

Divine Spells

Spell: Heal

How: Touch

Type: Life

Vocals: By [deity] Power I heal a wound

Affect: Heal's 1 point of Damage

Faith Amount: 1

Spell: Divine Bolt

How: Range

Type: Magical

Vocals: By [deity] power I cast Divine Bolt

Affect: Does 1 point of damage to the location. If the location is armoured then it will do a point of damage to the armours location without affecting the body's location.

Faith Amount: 1

Spell: Counter Magic

How: Range

Type: Magical

Vocals: By [deity] power I counter that spell

Affect: The caster chooses the amount of faith they wish to counter with, the attacking mage may choose to no affect the counter spell by saying "No Affect [mana/faith amount]", the mana/faith amount that the attacking mage uses must be +1 to the mana/faith amount chosen by the mage chosen by the caster of the counter magic spell, the attacking mage will then have to tear up the stated number of mana cards. If the attacking mage does not choose to beat the mana cost then their spell will be countered and have no affect on the countering mage. Touch attacks and Mass attacks can not be countered. All counter spells must be called within 2 seconds of the attacking spell vocals being finished.

Faith Amount: Caster chooses

Spell: Spirit Bolt

How: Range

Type: Spirit

Vocals: By [deity] power I cast Divine Spirit Bolt

Affect: Does 1 point of through damage to the location. If the location is armoured then it will pass through the armour to hit straight to the body location.

Faith Amount: 2

Spell: Speak with the dead

How: Touch

Type: Spirit

Vocals: By [deity] power I speak with this dead soul

Affect: As long as the soul still remains within the body then the caster may ask it questions and the dead player must answer them truthfully in one word answers. This spell will last for 10 minutes or until the caster releases the soul. After the spell has finished the soul will return to its god or ancestor and can not be spoke to again.

Faith Amount: 7

Spell: Great Spirit Bolt
How: Range
Type: Spirit
Vocals: By [deity] power I cast Divine Greater Spirit Bolt
Affect: The target location is taken down to 0, regardless of armour or amount of body development.
Faith Amount: 5

Spell: Enchant Weapon
How: Touch
Type: Spirit
Vocals: By [deity] power I Enchant this weapon
Affect: The weapon will do enchanted damage for 1 hour. The Caster must give 1 of his Faith cards to the holder of the enchanted weapon with the time that the spell was cast written on it.
Faith Amount: 10

Spell: Manipulate Spirit
How: Touch
Type: Spirit
Vocals: By [deity] power I control your spirit
Affect: The caster can take control of the spirit of the player he has touched. For 24 hour's the player will be compelled by the caster to follow all command's given to them.
Faith Amount: 13

Spell: Touch Drain Spirit
How: Touch
Type: Spirit
Vocals: By [deity] power I Drain your spirit
Affect: The player has there spirit ripped from there body. They are Character dead and must go get a new character.
Faith Amount: 25

Spell: Fear
How: Mind / Range
Type: Mind
Vocals: By [deity] power I command you fear me
Affect: The player must run away in fear for 30 seconds.
Faith Amount: 2

Spell: Heal Mind Effects
How: Touch
Type: Mind
Vocals: By [deity] power I heal this mind damage
Affect: All spells and affects upon the players mind will be removed.
Faith Amount: 7

Spell: Glamour Mind
How: Mind / range (2 feet)
Type: Mind
Vocals: By [deity] power I Glamour your mind.
Affect: After 5 minutes of role play talking the players mind becomes glamoured with magic. The player will believe whatever the caster tells them for 24 hours.
Faith Amount: 7

Spell: Mind Shield
How: Mind / Touch
Type: Mind
Vocals: By [deity] power I erect a Mind shield
Affect: This spell can be used on the caster himself or on another player. The spell will make the recipient immune to all mind affects for 1 hour. The caster must give 1 faith card to the bearer of this spell with the time written on it when the spell was casted.
Faith Amount: 10

Spell: Mass Fear
How: Mass / Mind
Type: Mind
Vocals: By [deity] power I cast Mass Fear
Affect: Everyone within 30 feet will take the affect of a fear spell.
Faith Amount: 13

Spell: Godly Frenzy
How: Touch
Type: Mind
Vocals: By [deity] power I put you/myself into a Godly Frenzy
Affect: This spell can be cast on the caster or another player. Upon the spell being cast, the recipient of the spell will have 10 minutes when they are compelled to fight every enemy in sight. In this 10 minutes they will No Effect ALL damage and effect's from attacks and spells. At the end of the 10 minutes they will take all the damage they would have taken during their frenzy.
Faith Amount: 25

Spell: Purge poisons
How: Touch
Type: Body
Vocals: By [deity] power I purge poisons
Affect: All the poisons within the player's touched location, will be purged and stop working upon them.
Faith Amount: 2

Spell: Heal Fatal Wound
How: Touch
Type: Body
Vocals: By [deity] power I heal this fatal wound
Affect: All fatal affects upon the player will stop.
Faith Amount: 4

Spell: Purge all poisons
How: Touch
Type: Body
Vocals: By [deity] power I purge all poisons
Affect: All the poisons within the player's body, regardless of location, will be purged and stop working upon them.
Faith Amount: 2

Spell: Bless with Body Development
How: Touch
Type: Body
Vocals: By [deity] power I Bless this body with strength
Affect: This spell can be cast on the caster or another player. The spell will give the person that it is cast upon an extra body development hit for the remainder of the day. The caster must give the recipient of the spell a faith card with their name on it and the time and date of the spell being cast.
Faith Amount: 10

Spell: Bless with Regeneration

How: Touch

Type: Body

Vocals: By [deity] power I Bless this body with regeneration

Affect: This spell can be cast on the caster or another player. The spell will give the person that it is cast upon the skill regeneration for the remainder of the day. The caster must give the recipient of the spell a faith card with their name on it and the time and date of the spell being cast.

Faith Amount: 10

Spell: Bless with Godly Armour

How: Touch

Type: Body

Vocals: By [deity] power I Bless this body with Godly Armour

Affect: This spell can be cast on the caster or another player. The caster must give the recipient of the spell a faith card with the time the spell was cast written upon it. The spell bestows the recipient 5 extra points of divine armour to all location. This armour is not affected by normal damage, crush or through damage. The armour will last 12 hours.

Faith Amount: 25

Ritual Magic

Ritualists

Ritualists are people that are born into the world with the ability to manipulate, craft and channel high magic directly from the void itself. To do this they must use a ritual circle. Ritualists also have the ability use and make transport circles. This allows them to travel around the world, from transport circle to transport circle and take people with them.

Within the world you are either born with ritual magic or you are not. When born with this skill, it lets the person tap into their link with creation so that they can access the power of the void. If your not born with the skill then you will never be able to learn it unless your part of a highly magical race. These magical races have developed ways to unlock ritual magic within members of their race as they gain experience.

Transport Circles

Transporting

Any ritualist can use a transport circle. They may transport themselves and as many people as they have ritual magic points, e.g. if you're a 4 point ritualist then you can transport yourself and 4 other people with you. A ritualist may only transport to a place that they have already been to before as they need to be able to visualise the circle they wish to travel to and say its name so that they may travel there through the void.

To use a transport circle a ritualist must do the following:-

- 1) Have the correct number of people in the circle with them. If they have more people in them then they have ritual points, then it can have dangerous consequences. In most cases it will be that no one in the circle in transported, however a ref may rule that there is another effect to the people within the circle.
- 2) A ritualist may not transport for 1 minute after someone else has ever transported in or out of the ritual circle. If they do try to then it can have dangerous consequences. In most cases it will be that no one in the circle in transported, however a ref may rule that there is another effect to the people within the circle.
- 3) A ritualist must say "By my ritual power I transport myself and all within the circle to [location]" The ritualist must have been seen or been to the ritual circle in the past. Also anyone standing within the circle will be counted as part of the party trying to travel with the ritualist. If the ritualist has too many people within the ritual circle compared to the number of ritual points they have or has not been to the place that they wish to travel to then it can have dangerous consequences. In most cases it will be that no one in the circle in transported, however a ref may rule that there is another affect to the people within the circle.

Creating a Transport Circle

A group of Ritualists can create a transport circle in any place they choose. To do this they must have the presence of a ref. They create a ritual circle by combining there ritual points and doing a 10 minute ritual on the ground they wish to create a ritual circle upon.

The 10 minute ritual will be marked by the ref on the number of ritual points used, the entertaining value of the ritual, physical representations (used to mark out the transport circle) and how in character the ritual was. If the ref believes the ritual was successful then he will ask the Ritualists to name the circle and tell them for how long it will be in place for. He will then mark the transport circle out with red rope.

Ritual Circles

Ritual Circles are places of power upon the world were the veil that separated this world and the void is weaker. These weak points within the veil are places were Ritualists may draw power directly from the void. By performing rituals, the ritualist can form the power they draw from the void and create anything from it, there only limit is there imaginations.

Rituals are viewed and marked be a ref. The outcome of the ritual will depend upon the ritual team meeting certain criteria. It is down to the marking ref's discretion to decide what effects happen in the ritual, be it bad or good, depending on their performance and what they are asking for.

A ritual should be the following:-

- 1) 10 to 20 minuets long.
- 2) Entertaining to everyone viewing it.
- 3) In keeping with the event and game world.
- 4) In good taste.
- 5) The ritual team should be clear in stating what they are asking for.
- 6) All Ritualists within the circle should be involved.
- 7) Good use of phys reps and special effects.
- 8) Combined ritual points from the ritualist of 20 points or more.

If the marking ref feels that the ritual has not followed the above ritual guide lines then it may have dangerous and devastating effects to the ritual team who were performing the ritual. The marking ref may stop the ritual at any time.

Combat Rules

Weapon combat is the part of our system that we consider to be in the most need of supervision. Because of this reason we will put more refs and NPC's in places to watch weapons combat, this is to cover any other section of the game.

The game team only advocate safe weapon's combat. Anyone found to be performing unsafe combat that could endanger them or another player will be removed from the combat and may be asked to leave the site. To us safety will always come first.

All weapons must pass our weapon safety checks before being able to be used in combat. We also expect all players to act safely when fighting with their weapons. This means that all blows must be thrown safely; with fully role played swings and properly pulled blows, so not to deliver a force behind them that may hurt another player.

There are 6 valid hit locations without the system and 2 grey areas. The 2 grey areas are the face/throat and the groin. Players must always try and avoid hitting to these areas. In the event of you accidentally hitting one of these locations we advise that you apologise as soon as possible and do not stand there laughing. Any blows to these areas will not count as any kind of wounding hit unless they target player wishes to count them.

Every player will start with 1 hit per location. By buying body dev skill's as a starting character or as an experience skill then the amount of hits a starting character has may increase. Also with the use of a characters armour skill's the amount of hit points per location on a character may increase further.

Every time a character is hit by a LARP weapon they will receive one point of damage. This damage will take 1 point off the hit location. When a location is reduced to 0 it will become unusable, this may have different affects depending on the location. We recommend that players recoil from being hit by a LARP weapon in a role played way e.g. staggering back if hit on armour or crying in pain and staggering when hit on a body location.

Once a head or body location has been taken to 0 then the characters death count will start. After the count of 10 minutes if a body or head location has not been healed after being at 0 then the character is counted as being dead and must go to games control to retrieve a new character. If a limb is taken to 0 then it will not be useable, after 10 minutes if it has not been healed then it will render the character unconscious due to blood loss and their death count will start. After the 10 minutes if the character has not been healed then they will be counted as character dead due to bleeding out and must go to games control to get a new character.

The 6 valid hit locations are as follows:-

Head

The head (not counting the face) is a valid hit location. If the head's hit locations are taken down to 0 then the character must fall unconscious and start there death count. The player may not ask for help or scream for a healer. If another player checks them for wounds they will see bleeding from the head. We realise that some players may be worried about being hit on the head and for this reason we have put in the character skill helm use. This is a 0 point skill that will not interfere with magic of any kind. It will let a player that feels worried about being hit on the head wear some kind of protected head gear and count it as armour.

Body

The Body (not the groin) is a valid hit location. The front and back torso is all counted as being part of the body. If the bodies hit locations are taken down to 0 then the character must fall unconscious and start there death count. The player may not ask for help or scream for a healer. If another player checks them for wounds they will see bleeding from the body.

Leg

The leg is a valid hit location. If the leg hit locations are taken down to 0 then the player must go to one knee on that leg, which leg will become unusable to move upon. If both legs are taken down to 0 hit points then the player must lie down, sit down or kneel up on both knees, whichever they feel safest doing. They may not however move unless they drag themselves with their arms. After 10 minutes of a leg going to 0 and not being healed then the character must fall unconscious as they will have started to bleed out, at this time their death count will also start. Once their death count has started the character will have lost the ability to talk and ask for help.

Arm

The arm is a valid hit location. If the arm hit locations are taken down to 0 then the player must drop anything within the hand attached to that arm and is unable to pick anything else up in it. After 10 minutes of an arm going to 0 and not being healed then the character must fall unconscious as they will have started to bleed out, at this time their death count will also start. Once their death count has started the character will have lost the ability to talk and ask for help.

Due to safety there are a number of ref and NPC calls that a player may hear but never use. These are the following:-

Time Out

Upon hearing the call time out all players must stop any in game action that they are doing. These calls will indicate the temporary or permanent call for in game time to stop and so for all players to stop playing.

Time In

Upon hearing this call all players may resume any in game action that they were doing before hearing the time out call. Time In call indicates to a player that they may start playing the game again.

Man Down

Man down is a safety call used when a person has been injured. Upon hearing man down you must stop whatever action you are doing and firstly check that you're not treading on anyone below you. You must then try and move yourself away from the scene of the injured person to give the first aid and ref staff room to assess them. Once moved away from the scene you may start play again if it is safe to do so.

Drop

Drop is a safety call that will be directed towards a player for safety zones. If you hear the call drop then you must drop to the ground and must not move until you have been told it is safe to do so by a ref.

Time freeze

Time freeze indicates the immediate stopping of in game time. All players hearing this call must stop what they are doing and close their eyes. We also ask them to hum (yes hum) a tune of some kind to try and cover up any noise going on around them. The game team may use this call so that they can position items, monsters or players into an area without being interfered by players. When the words Time In are said then players may open their eyes and continue with their role playing.

Spacer

Spacer means that a ref needs a space of 30 feet from a person, group, location or item. This call will only be used for safety zones and is an out of character call. All players must stay 30 feet away from the ref unless being told that they can enter the area.

Damage Calls and Types

Call type: Sharp

Affect: Sharp damage can be done with any bladed weapon e.g. dagger or sword. Sharp damage does 1 normal point of damage. Sharp damage only needs to be called if the player you are attacking can not see what weapon you are using on them, e.g. from behind or wearing a latex mask that restricts vision. It will also need to be called when fighting at night.

Call type: Blunt

Affect: Blunt damage can be done with any blunt weapon e.g. hammer or mace. Blunt damage does 1 normal point of damage. Blunt damage only needs to be called if the player you are attacking can not see what weapon you are using on them, e.g. from behind or wearing a latex mask that restricts vision. It will also need to be called when fighting at night.

Call type: Subdue

Affect: Subdue damage will only have an affect when used to hit a players head. A player using a blunt weapon may choose to call subdue instead of blunt. This damage is non lethal damage. A player who has had there heads hit points reduces to 0 will not bleed out, have all there heads hit points removed by the subdue damage restored after 10 minutes and will become awake if they receive any physical body damage or after being unconscious for 10 minutes.

Call type: Through

Affect: Through damage may only be done with a sharp weapon and only if the player has a lamie or skill that allows them to do so. Through damage will bypass normal armour and inflict one point of normal damage to the target players body hits.

Call type: Crush

Affect: Crush damage may only be done with a blunt weapon and only if the player has a lamie or skill that allows them to do so. Crush damage will reduce any piece of normal armour to 0 upon striking it (regardless of armour type) and will reduce any un-armoured body location to 0 regardless of amount of body development. Crush will also Crush any shield of Buckler that it hit's. Any item that has been crushed will need 5 minutes of role play repairing before it can be used again.

Call type: Repel

Affect: Repel May only be done with a single, double or pole arm weapon and only if the player has a lamie or skill that allows them to do so. If a character, shield or weapon is hit by a repel strike then the character (hold the item) will be forced backwards for 30 feet in the opposite direction by the force of the blow and take one point of normal damage.

Call type: Strike Down

Affect: Strike Down damage may only be done with a single, double or pole arm weapon and only if the player has a lamie or skill that allows them to do so. If a character, shield or weapon is hit by a strike down attack then the character (holding the item) will be forced to the ground (to a lying or sitting position unless it is unsafe to do so and then they must go down to a kneeling position), take one point of normal damage to that location and may only rise again after they have hit the ground.

Call type: Enchanted

Affect: Enchanted damage may only be done if the player has a skill, lamie or card that allows them to do it. Enchanted damage will do 1 point of magical damage to the target.

Call type: Silver

Affect: Silver damage may only be done if the player has a skill or lamie that allows them to do it. Silver damage will do 1 point of normal damage however it will affect many monsters in a greater way.

Call type: Gold

Affect: Gold damage may only be done if the player has a skill or lamie that allows them to do it. Gold damage will affect ALL targets with 1 point of damage. No player in the system may become immune to gold damage.

Call type: Double Through

Affect: Double Through damage may only be done with a gun and only if the player has a lamie or skill that allows them to do so. Double Through damage will bypass normal armour and inflict two point of normal damage to the target players body hits.

Call type: Cold

Affect: Cold damage may only be done if the player has a skill, lamie or card that allows them to do it. Cold damage will do 1 point of magical cold damage to the target.

Call type: Fire

Affect: Fire damage may only be done if the player has a skill, lamie or card that allows them to do it. Fire damage will do 1 point of magical fire damage to the target.

Call type: Fatal

Affect: Fatal damage may only be done if the player has a skill or lamie that allows them to do it. Fatal damage will take any location that it strikes down to 0 regardless of armour. Once hit with a fatal hit, regardless of were the character has been hit the characters death count will start. Fatal damage can only be healed by cure fatal spells and will not be affected by normal healing, bind wounds or surgeon skill.

Call type: Paralyses

Affect: Paralyses damage will do one point of through damage and paralysis the target for 10 minutes. The target can not move, talk, attack, or cast for 10 minutes. Paralyses can be removed by the spell purge poisons to the location that was hit (the paralyses player can not tell the caster were they have been hit) or by the spell purge all poisons to any location on the affected players body.

Call type: Mass

Affect: Mass damage may only be done if the player has the skill or lamie that allows them to do so. Any Mass affect that is called will affect everyone within 30 feet of the person calling or who is has made the call.

Call type: [type] Bolt

Affect: [type] Bolt may only be done by players with a skill or lamie that allows them to do so. The [type] relates to the form of magic used in the attack, be it magical or divine. [Type] Bolt will do 1 point of magical damage.

Call type: [type] [element] Bolt

Affect: [type] [element] Bolt may only be done by players with a skill or lamie that allows them to do so. The [type] relates to the form of magic used in the attack, be it magical or divine. The [element] relates to the form of magic the attack is taking e.g. fire or spirit etc... The [type] [element] Bolt will do 1 point of magical through damage.

Call type: Greater [type] [element] Bolt

Affect: Greater [type] [element] Bolt may only be done by players with a skill or lamie that allows them to do so. The [type] relates to the form of magic used in the attack, be it magical or divine. The [element] relates to the form of magic the attack is taking e.g. fire or spirit etc... A Greater attack means there has been more power put behind the attack. The Greater [type] [element] Bolt will take the location magical to 0 regardless of armour.

Guns

Within the LARP Entertainment game world there is the technology for guns. This technology is kept top security by the wee Foke race which limits the amount of guns in the system. Because gun's are hard to make and expensive to run they are very rare item's.

All gun's being used in the system must be phys reped by a gap gun that has a Napoleonic era look to it. All guns must pass weapons check before being around to be used upon the site.

To use a gun within the game world you must have the correct lamies and cards for the gun, ammunition and black powder.

When firing a gun within the system you must first tear a black powder and ammo card, then point the gun at the person you wish to shoot, pull the trigger, let the gun go bang as the pin hits the gap (it must have a gap in it) and then shout the call "Double Through". The target that the gun is being pointed at will take the Double Through damage. Gun's act like range spell's in regards to not being able to miss and having a 30 feet range.

Players using a gun within the system should not fire it with the gun next to there own or anyone else's body to prevent personal damage to anyone from the cap.

For a character to use a gun within the game world they must have the character skill projectile weapon.

Torture and Man Handling

At LARP Entertainment we try and create a game world that is realistic as possible. To do this in a safe manner that does not lead to the upset of our customers we act that any playing wishing to take the actions follow the rules below.

Torture

For players wishing to torture another player in character they must follow the following rules:-

A ref **MUST** be present.

All players involved **MUST** consent.

If any players involved ask to stop at any time then the Role Play **MUST** stop.

When the torturer asks a question of the torture victim they must then have an OOC game of rock, paper and scissors. If the Torturer wins then the victim must answer the question truthfully, they will also take 1 point of body damage to the location being tortured. If the victim wins then they do not have to answer the question and take 1 point of damage.

The same question may only be asked twice. After the second time if the victim has won both rounds of rock, paper, scissors then it is taken that the victim is too stubborn to answer that question and another question must be asked.

Torturing of a character may only last 30 minutes. After that they may not be tortured again, until the start of play the next day.

Carrying Characters

A character may only carry another character if the player being carried gives their consent. It takes one adult to carry another adult player. When being carried the carrying player must put his arm around the shoulder of the carried player and walk with them slowly. The carried player must walk on their own legs when being carried and must **NOT** be dragged.

If two players choose to help carry a character at the same time then they may run with the player between them. If there is only one player carrying one player then they must only walk slowly. Refs have the right to tell players that they can not carry another player on their own. This can be due to in or out of character rezones. If unsure why you have been asked to carry the character then please ask the ref for details.

Restraining

Characters that are wishing to restrain another character must do so in pairs. When trying to restrain a character, two other characters must place their hands on the target character and say "grapple". Once "grapple" has been called when two characters have their hands on another character the target character must stop struggling in any way and comply with the movement commands given to them by the characters restraining them.

Characters must not hold, drag, push, pull or shove another character when attempting to grapple them. If at any time one of the players involved with the restraining asks it to stop then all players **MUST** stop immediately.

Bonds and Escaping

Any player may bind someone with normal bonds e.g. rope, handcuffs or chains. The player must have the phys-rep for the bonds. When binding someone you **MUST** first ask there permeation to do so, if someone does not want to be bound then you **MUST** stop. When binding someone you must leave any bond so that the player can get out of it with ease.

After a player has been bound then they must role play to the extent of there bonds. E.g. if tied to a tree you can not move away from that tree.

Players may be able to escape from bonds in the following ways:-

If the bonds are cut off them by another person then they will be classed as broken.

If the player tries to cut off rope bonds themselves with a small weapon like a knife then the bonds will be broken after 3 minutes of role play cutting.

If a player has performed an in character action with might result in there escape in front of a ref. E.g. wiggling out of chains. The ref will rule if they have been able to escape or not.

In Character Thefts

Within the LARP Entertainment game world it is possible for players to play thief style characters. Due to the security risks and refing issues of stealing items in game we have come up with the following rules to govern this. These rules must be followed at all times.

Only in character items may be stolen. This will include, in game money, in game paper work, in game resources and any item that has a lamie attached to it.

Players should not steal an item just because it has a lamie on it. The lamie is an out of character item and so can not be seen by a character. Lamies are there to tell ref's what an item does. If you wish to steal a lamie item because it is magical then you must find out it is magical in game. Item's like silver and gold will look different to a normal person so a character could steal them without knowing there affect first. They simple look shiny.

If the item you are stealing is not attached to a phys-rep that belongs to the player (like money or resources) then the stealing player does not need to go to games control to disclose the steal. If the item stole is a player item with a lamie attacked to it like an enchanted sword then the thief must bring both the lamie and phys-rep to the games control desk. Games control will sign over the lamie to the stealing player and hold the phys-rep for collection of the player who had it stolen in game.

When having an item stolen in game, the player must hand over the item without any fuss. If the player has any issues with how the item was stolen in game then they must raise them at games control with a member of the game team.

Player should never go into someone's out of character tent to steal an item or attempt to steal an item in time out. Players may only enter an in character tent to steal items from if they have a fully in character band attached to the front of them. See games control at the start of the event to see what that events fully in character band is.

When stealing a hidden item from a person's body e.g. money in someone's pocket. The stealing player much perform a search to locate the item. By placing your hand over one of the 6 hit locations and saying the words "Searching" to the player you are stealing off you indicate to them that you are searching that location. After 30 seconds of searching a location, any in character items that are hidden on that location must be handed over to the searching player.

All in character items are the property of LARP Entertainment, as such LARP Entertainment has the right to recall any item at its pleasure. All disputes regarding stolen in game items will be settled by games control whose diction is final.

Any play found stealing out of character items or in character items in an outlawed way may find themselves being banned from LARP Entertainment events and in extreme cases the police may be called.

Experience

What Experience skills are

Experience skills are skills that can be learnt in character by players spending their experience points.

Players may get experience points in many different ways. All these ways relate to characters doing things in game that would cause them to gain more life experiences.

Any character skills given to a player are for that character only. A record will be kept of player's names, character names, amount of experience points they have, experience points they have spent and skills they have brought. With these records we can keep track of players only spending character skills they have earned in game for that character. This means that experience points can not be tracked of given to another person or character in game unless stated otherwise by a ref.

Getting experience skills and points

All Characters have a maximum of 20 experience skills to learn. Then each skill has its own cost. A player is not limited on how many experience points they may spend on a character, only the amount of skills they may buy for one.

A player may get experience points from doing the following:-

- 1) Coming to events. When a character attends an event they will be given a number of experience points. These points depend on how big the event is and if they pre-book.
- 2) For every hour a player goes and monsters for the game they will receive 1 experience point. These may get more if the ref responsible for the monster crew feels they have done an outstanding job.
- 3) Bringing an in character tent to the event. By bringing an in character tent to the event you enhance the environment for everyone. Because of this we choose to reward people who have brought one with experience points. The experience points given out will depend on the quality of the in character tent. Please note that in character tents should be in keeping with the event, made in a style and out of a material that does not appear to be modern.
- 4) Character's can also get experience points from going on plot related missions. Within the game world there will be opportunities for players to go on missions within the game world. Because these missions relate to plot and carry a high risk of character death we choose to reward the characters with experience points for doing them. The number of experience points a character will receive will depend on how active a mission ref views them as being when on the mission.
- 5) A character may also gain experience points by being rewarded them by a game ref. All refs within game will have a set amount of experience points that they can give out a day to players that they feel have done some of the following to an outstanding standard. Their costume, their fighting skill, a piece of role play or any other in character activity that enhances the game world for their fellow players.
- 6) A character may also gain experience points on their character by playing our online Role Play Game with their character. By playing RPG with their character they can be rewarded experience points by the GM that they can then spend at the event. Players may only transfer their RPG experience, money and items if they have pre-booked their event ticket.

Where to get experience skills from

There are 3 different places for a character to buy experience skills from (providing they have the right amount of experience points).

The first place a character may buy experience skills from is the Basic Experience skills. These skills are skills from the starting character picks. There is no limit on how many of these skills you can buy (as long as you keep within the maximum experience skill limit for your character) and there is no order that you have to buy them in.

The second place a character can get experience points from is their racial experience picks. Each character has to pick a race when they start their character, depending on what race they pick will depend on what race skills they can pick. Each race has 10 experience picks that a player may choose to buy for their character. There is no order that they need to buy these skills in, however they can only buy skills from their own race.

Thirdly a character can buy experience skills from a school within a college of their choice. There is no limit to the amount of schools and colleges that a character wishes to join, however the character is still subject to the maximum of 20 experience skills rule. Each school has 10 skills in it that are based on the plot for that school. If buying skills from a school you must buy them in order, starting at 1 and going up to 10. You may only learn a school skill out of order if taught it by someone who has the teacher skill within that school.

Skill Amounts

Basic Experience Costs

Combat

Dagger = 10
Single handed = 10
Double Handed = 40
Pole Arm = 50
Projectile Weapons = 40
Body Dev = 70
Ambidexterity = 30
Buckler = 10
Shield = 30
Light Armour = 20
Medium Armour = 40
Heavy Armour = 50
Extra heavy armour = 60

Knowledge

Numeracy = 10
Literacy = 10
Make Maps = 20
Evaluation = 30
Bind Wounds = 10
Surgeon = 50
Poison Lore = 40
Potion Lore = 40
Ranger = 50

Magic

Sense Magic = 30

Race Experience Skill's

Human

8 points of Divine Magic = 80
Mine Silver = 60
Trader = 30
Resist Fear = 40
Versatility = 100
Through From Behind = 90
Stand Ground = 90
Craft natural element = 40
Strike down = 100
Rumours = 20

Green Skin

Chameleon = 70
Regenerate = 120
Mine Warped stone = 60
Intimidate = 65
Resist Fear = 35
Resist Cold = 80
Repel Strike = 120
Resist poisons = 20
Craft warped stone = 40
Fatal bite = 200

Wee folk

Mine All Elements = 60
Strike down = 90
Craft gun = 100
Craft Ammunition = 100
Resist magic = 180
Trader = 40
Sense Trap = 45
Resist Fire = 60
Make black powder = 100
Tunnel Expert = 20

Fairy folk

8 points of Mage Magic = 80
4 points of Ritual Magic = 40
Enchant Weapon = 100
Chameleon = 35
Resist Magic = 180
Make Enchanted weapon = 200
Enchant armour = 90
Make Enchanted Armour = 180
Healing Touch = 75
Glamour Mind = 60

Beast kin

Mine Warped stone = 160
Natural Armour = 90
Intimidate = 75
Through on claws = 190
Track = 20
Set trap = 25
Craft Warped stone = 80
4 points of Ritual Magic = 40
Fatal bite = 200
Identify person/race = 20

Elf

8 points of Mage Magic = 80
4 points of Ritual Magic = 40
Resist mind affects = 30
Through = 200
Resist Magic = 60
Track = 20
Healing Touch = 90
Craft magical element = 120
Craft natural element = 120
Identify person/race = 20

Dark Elf

Resist Poison = 20
Through From Behind = 100
Through = 200
Intimidate = 90
Resist mind affects = 60
Set trap = 30
Sense Trap = 20
Tunnel Expert = 10
Control Unliving = 80
Make Inescapable Bonds = 45

Orgerin

Regenerate = 120
Natural Armour = 100
Strike Down = 90
Crush = 200
Intimidate = 65
Resist fear = 45
Resist Cold = 30
Stand Ground = 40
Repel strike = 120
Resist Poison = 20

Restricted races**Vampire**

Make Vampire = 15
Regenerate = 120
Fatal Bite = 200
Through = 200
Resist Poisons = 20
Resist Mind Affects = 60
Glamour Mind = 60
Control Unliving = 80
Intimidate = 75
Resist magic = 180

Demon

Make Demon Possession = 15
Control Lesser Demons = 80
8 points of Mage Magic = 80
4 points of Ritual Magic = 40
Enchant Weapon = 100
Regenerate = 120
Enchant armour = 90
Crush = 200
Intimidate = 65
Resist magic = 180

Ware Wolf

Make Ware Wolf = 15
Fatal Bite = 200
Intimidate = 65
Regenerate = 120
Natural Armour = 90
Through on claws = 190
Identify person/race = 20
Resist Poisons = 20
Resist Cold = 30
Track = 20

College Experience Skill's**Mage College****Air School**

- 1) Defence from Magic Group Barrier = 10
- 2) Plus 3 Manna = 20
- 3) Repel = 30
- 4) Strike Down = 40
- 5) Plus 6 Manna = 50
- 6) Defence from Missiles and projectiles Group Barrier = 60
- 7) Defence from Sharps Barrier = 70
- 8) Teach Air School Spell = 80
- 9) Plus 12 Manna = 90
- 10) Mass Barrier Shield = 100

Fire School

- 1) Fire Bolt = 10
- 2) Plus 3 Manna = 20
- 3) Touch Drain Manna = 30
- 4) Great Fire Bolt = 40
- 5) Plus 6 Manna = 50
- 6) Mass Fire Bolt = 60
- 7) Touch Burn Away Limb = 70
- 8) Teach Fire School Spell = 80
- 9) Plus 12 Manna = 90
- 10) Mass Greater Fire Bolt = 100

Water School

- 1) Ice Bolt = 10
- 2) Plus 3 Manna = 20
- 3) Freeze = 30
- 4) Counter on Other = 40
- 5) Plus 6 Manna = 50
- 6) Mass Ice Bolt = 60
- 7) Mass Fear = 70
- 8) Teach Water School Spell = 80
- 9) Plus 12 Manna = 90
- 10) Mass Freeze = 100

Earth School

- 1) Shatter = 10
- 2) Plus 3 Manna = 20
- 3) Strike Down = 30
- 4) Mass Strike Down = 40
- 5) Plus 6 Manna = 50
- 6) Defence from Magic Group Barrier = 60
- 7) Curse Mind = 70
- 8) Teach Earth School Spell = 80
- 9) Plus 12 Manna = 90
- 10) Mass Earth Quake = 100

Life school

- 1) Strong heal = 10
- 2) Plus 3 Manna = 20
- 3) Total Heal = 30
- 4) Mind Heal = 40
- 5) Plus 6 Manna = 50
- 6) Restore Limb = 60
- 7) Sleep = 70
- 8) Teach Life School Spell = 80
- 9) Plus 12 Manna = 90
- 10) Total Healing bolt = 100

Death School

- 1) Touch Through = 10
- 2) Plus 3 Manna = 20
- 3) Control Unliving = 30
- 4) Raise Unliving = 40
- 5) Plus 6 Manna = 50
- 6) Fear = 60
- 7) Manna Drain = 70
- 8) Teach Death School Spell = 80
- 9) Plus 12 Manna = 90
- 10) Touch Drain Spirit = 100

Divine College**Spirit School**

- 1) Spirit Bolt = 10
- 2) Plus 3 Faith = 20
- 3) Speak with the dead = 30
- 4) Great Spirit Bolt = 40
- 5) Plus 6 Faith = 50
- 6) Enchant Weapon = 60
- 7) Manipulate Spirit = 70
- 8) Teach Spirit School spell = 80
- 9) Plus 12 Faith = 90
- 10) Touch Drain Spirit = 100

Mind School

- 1) Fear = 10
- 2) Plus 3 Faith = 20
- 3) Heal Mind Affects = 30
- 4) Glamour = 40
- 5) Plus 6 Faith = 50
- 6) Mind Shield = 60
- 7) Mass Fear = 70
- 8) Teach Mind School spell = 80
- 9) Plus 12 Faith = 90
- 10) Godly Frenzy = 100

Body School

- 1) Purge poisons = 10
- 2) Plus 3 Faith = 20
- 3) Heal Fatal Wound = 30
- 4) Purge all poisons = 40
- 5) Plus 6 Faith = 50
- 6) Bless with Body Dev = 60
- 7) Bless with Regeneration = 70
- 8) Teach Body School spell = 80
- 9) Plus 12 Faith = 90
- 10) Bless with Godly Armour = 100

Warriors College**Scouting School**

- 1) Track = 10
- 2) Sense Trap = 20
- 3) Identify person/race = 30
- 4) Crafted Light Armour = 40
- 5) Set Trap = 50
- 6) Strike down on arrows = 60
- 7) Through From Behind = 70
- 8) Teach Scouting School Skill = 80
- 9) Through = 90
- 10) Fatal Blow = 100

Officers School

- 1) Rumours = 10
- 2) Stand Group = 20
- 3) Resist Fear = 30
- 4) Resist Mind Affects = 40
- 5) Rally Troops = 50
- 6) Crafted Medium Armour = 60
- 7) Ranking Officer = 70
- 8) Teach Officers School Skill = 80
- 9) Through = 90
- 10) Drilled Troops = 100

Troops School

- 1) Resist Fear = 10
- 2) Stand Ground = 20
- 3) Crafted Heavy Armour = 30
- 4) Crafted Extra Heavy Armour = 40
- 5) Crafted Shield = 50
- 6) Repel Strike = 60
- 7) Strike Down = 70
- 8) Teach Troops School Skill = 80
- 9) Crush = 90
- 10) Frenzy = 100

Merchants College

Resources School

- 1) Woods Man = 10
- 2) Tunnel Expert = 20
- 3) Mine Iron Ore = 30
- 4) Mine Silver = 40
- 5) Mine Gold = 50
- 6) Mine Mithral = 60
- 7) Mine Warp stone = 70
- 8) Teach Resources School Skill = 80
- 9) Purify Warp stone = 90
- 10) Find Any Resource = 100

Traders School

- 1) Identify Item = 10
- 2) Trader = 20
- 3) Rumours = 30
- 4) Spice Trader = 40
- 5) Net Working = 50
- 6) Master Trader = 60
- 7) Rare Item Trader = 70
- 8) Teach Traders School Skill = 80
- 9) By Title = 90
- 10) Kill Them = 100

Crafters School

- 1) Craft Natural element = 10
- 2) Craft magical element = 20
- 3) Craft Warp Stone = 30
- 4) Make Natural Weapon/Shield/Armour = 40
- 5) Make Crafted Armour (Light/Medium/Heavy/Extra Heavy) = 50
- 6) Make Magical Weapon/Shield/Armour = 60
- 7) Strengthen Armour = 70
- 8) Teach Crafters School Skill = 80
- 9) Enchant Item = 90
- 10) Make Gold Weapon = 100

Knowledge College

Poison School

- 1) Make Poisons 1 = 10
- 2) Identify Poison Victim = 20
- 3) Identify Poison Ingredients = 30
- 4) Make Poisons 2 = 40
- 5) Teach other to handle Poisons = 50
- 6) Resist Poisons = 60
- 7) Use Alchemy Lab = 70
- 8) Teach Poison School Skill = 80
- 9) Make Poisons 3 = 90
- 10) Make New Poison = 100

Potion School

- 1) Make Potions 1 = 10
- 2) Herbalist = 20
- 3) Identify Potion Ingredients = 30
- 4) Make Potions 2 = 40
- 5) Resist Poisons = 50
- 6) Administer Potion = 60
- 7) Use Alchemy Lab = 70
- 8) Teach Potion School Skill = 80
- 9) Make Potions 3 = 90
- 10) Make New Potion 100

Research School

- 1) Rumours = 10
- 2) Research Assistant = 20
- 3) Translate Named Language = 30
- 4) Identify Language = 40
- 5) Researcher = 50
- 6) Net Working = 60
- 7) Librarian = 70
- 8) Teach Research School Skill = 80
- 9) Master Researcher = 90
- 10) Kill Them = 100

Thieves College (Hidden College)

Assassins School

- 1) Use Poison's = 10
- 2) Through From Behind = 20
- 3) Climb Walls = 30
- 4) Through = 40
- 5) Through Touch = 50
- 6) Through On Throwing Weapons = 60
- 7) 4 points of Ritual Magic = 70
- 8) Teach Assassin School Skill = 80
- 9) Fatal Touch = 90
- 10) Fatal Blow = 100

Thieves School

- 1) Climb Walls = 10
- 2) Pick Pocket = 20
- 3) Fumble = 30
- 4) Glamour Mind = 40
- 5) Distract = 50
- 6) Rumours = 60
- 7) Net Working = 70
- 8) Teach Thieves School Skill = 80
- 9) Blag Position = 90
- 10) Kill Them = 100

Spies School

- 1) Rumours = 10
- 2) Climb Walls = 20
- 3) Through From Behind = 30
- 4) Glamour Mind = 40
- 5) Net working = 50
- 6) Chameleon = 60
- 7) Blag Position = 70
- 8) Teach Spies School Skill = 80
- 9) Through = 90
- 10) Kill Them = 100

Race Experience Skill's

Race: Human

Skill: 8 points of Divine Magic

Affect: This skill entitles the character to have and use 8 points of Divine magic as if they had taken the skill from the character skill list. If they character already has Divine magic then these point's will be added to the ones they already possess.

Race: Human

Skill: Mine Silver

Affect: This skill let's a character mine 1 Silver. When a player wish's to go mining they must go to game's control, tell them they wish to go mine and give them the code for the location they wish to mine (see Tunnel expert skill). Game's control will then give the player a mining sheet that they must take to the monster tent. The player can choose how much monsterring they wish to do, at the end of the monsterring the player should get there mining form signed by their monsterring ref who will record the amount of hour's they have done and then stamp there form. When the player then takes that sheet back to games control they will inform the player how much of the mineral they have gotten while mining it. Each monsterring amount must be recorded on a separate sheet.

Race: Human

Skill: Trader

Affect: With this skill a character may receive some extra income per event. At games control the player may pick it and gain their extra income. Extra income amount will depend on race and what's going on in the world.

Race: Human

Skill: Resist Fear

Affect: This skill will let a character say "No Affect" whenever someone tries to use a fear spell upon them. They will not be affected by any fear spell.

Race: Human

Skill: Versatility

Affect: Humans thirst for knowledge has let them become more versatile in learning different skills. When a player buy's this character skill it entitles there character to +3 extra experience skill picks. E.g. instead of being able to learn 20 experience skill's they will be able to learn 23 experience skills.

Race: Human

Skill: Through From Behind

Affect: With this skill the character may do through damage with any claw, small sharp and single handed sharp as long as they are behind the target. The player may only call through as long as they attack the target character's back and as long as the target character is NOT looking at them. If the target character is immobile and not able to respond to an attack then the player may attack them from any direction and call through damage.

Race: Human

Skill: Stand Ground

Affect: This skill let's a character resist the affect's of any spell, attack or action that would push them back, or force them off there feet in a physical form. The player must say "No Affect" when hit by the spell, attack or action and then remain standing for 2 second's to role play them standing there group before they can move again. It will not help protect against mind affecting spells, attacks or actions.

Race: Human

Skill: Craft natural element

Affect: At the start of the event the player will be given a craft natural element crafting sheet. Upon this sheet will be a list of item's that the player can make, along with what natural element's they will need to make them and how much time in the crafters school area or race encampment, it will take them to make the item. The player may then make as many items' as they wish from the sheet over the event as long as they have the correct element's and spend the correct amount of time within the school area. An NPC will have to sign off each item before the player may retrieve the lamie for what they have crafted from games control.

Race: Human

Skill: Strike down

Affect: This skill lets a character say "strike down" when hitting someone with a blunt weapon. The player must have a fully role played swing to use this call as the skill is a representation of the character being that strong that when they hit someone that they are sent flying to the floor.

Race: Human

Skill: Rumours

Affect: At the start of any event a character with this skill may collect a rumour's sheet from games control. Upon this sheet will be some rumour's from within the game world.

Race: Green Skin

Skill: Chameleon

Affect: If the character spends 10 seconds of standing still or lying down against any object (tree, wall, tent, etc...) out of sight of anyone else then they may become chameleon and blend with the object. The player must then put a finger in the air to indicate to other players that they can not be seen. If the character moves, speaks or performs any other action then they will become visible again.

Race: Green Skin

Skill: Regenerate

Affect: Every 5 minutes a player with this skill will regenerate 1 point of normal melee damage (not fatal or poison damage). Critical damage will always be regenerated first. Also after the character has an evenings rest (at the end of a day's game play) they may regenerate any lost or damaged limbs.

Race: Green Skin

Skill: Mine Warped stone

Affect: This skill let's a character mine warp stone. When a player wish's to go mining they must go to game's control, tell them they wish to go mine and give them the code for the location they wish to mine (see Tunnel expert skill). Game's control will then give the player a mining sheet that they must take to the monster tent. The player can choose how much monsterring they wish to do, at the end of the monsterring the player should get their mining form signed by their monsterring ref who will record the amount of hour's they have done and then stamp their form. When the player then takes that sheet back to games control they will inform the player how much of the mineral they have gotten while mining it. Each monsterring amount must be recorded on a separate sheet.

Race: Green Skin

Skill: Intimidate

Affect: Due to the both ugliness and scariness of the race a character may develop the ability to intimidate other players. 3 times a day the player may call "Intimidate" when talking to another player. The target player will find themselves under the same affects of a fear spell. They will not however be able to counter it like a spell. This is a mind affecting attack and so if the target player is immune to mind affects they are able to "no affect" the attack.

Race: Green Skin

Skill: Resist Fear

Affect: This skill will let a character say "No Affect" whenever someone tries to use a fear spell upon them. They will not be affected by any fear spell.

Race: Green Skin

Skill: Resist Cold

Affect: This skill will let a character say “No Affect” whenever someone tries to use a cold based affect or spell upon them. They will not be affected by any cold based affect or spell.

Race: Green Skin

Skill: Repel Strike

Affect: This skill let’s the character say “Repel” when they hit someone with a single handed weapon or larger. The player must have a fully role played swing to use this call as the skill is a representation of the character being that strong that when they hit someone that they send them flying backwards.

Race: Green Skin

Skill: Resist poisons

Affect: After a large amount of time of being exposed to poison’s the character will build up immunity to them. After being inflicted by any level 1 or 2 poisons the character may “No Affect” its affect’s upon them. The character must role play not feeling well for the rest of the day but they will not take the affect of the poison. The character must have Poison Lore to learn this skill.

Race: Green Skin

Skill: Craft warped stone

Affect: At the start of the event the player will be given a craft warp stone crafting sheet. Upon this sheet will be a list of item’s that the player can make, along with the amount of warp stone they will need to make them and how much time in the crafters school area it will take them to make the item. The player may then make as many item’s as they wish from the sheet over the event as long as they have the correct amount of warp stone and send the correct amount of time within their races encampment. An NPC will have to sign off each item before the player may retrieve the lamie for what they have crafted from games control.

Race: Green Skin

Skill: Fatal bite

Affect: Twice a day a player with this skill may fatally bite (Role Play Bite) another player if they are un-able to move (frozen or unconscious). After biting the target player they will suffer from the affects of a fatal wound. The Player must tear one of there daily fatal cards and call “fatal” after the role playing biting action.

Race: Wee folk

Skill: Mine All Elements

Affect: This skill let’s a character mine all mine able elements. When a player wish’s to go mining they must go to game’s control, tell them they wish to go mine and give them the code for the location they wish to mine (see Tunnel expert skill). Game’s control will then give the player a mining sheet that they must take to the monster tent. The player can choose how much monsterring they wish to do, at the end of the monsterring the player should get their mining form signed by their monsterring ref who will record the amount of hour’s they have done and then stamp their form. When the player then takes that sheet back to games control they will inform the player how much of the mineral they have gotten while mining it. Each monsterring amount must be recorded on a separate sheet.

Race: Wee folk

Skill: Strike Down

Affect: This skill lets a character say “strike down” when hitting someone with a blunt weapon. The player must have a fully role played swing to use this call as the skill is a representation of the character being that strong that when they hit someone that they are sent flying to the floor.

Race: Wee folk

Skill: Craft gun

Affect: Wee folk are the only race within the system that possesses the knowledge of how to make firearms. At the start of the event the player must collect a Craft Gun sheet from games control. On this sheet will be the materials and time needed (spent in the wee folk encampment) to make a gun. Once the character has all the materials needed and have spent the correct amount of time in the wee folk encampment working on the making of the gun they must get there wee folk NPC or a ref to sign off that they have made a gun. Once it has been signed off they player will be able to collect their new gun lamie from games control.

Race: Wee folk

Skill: Craft Ammunition

Affect: Wee folk are the only race within the system that possesses the knowledge of how to make firearms. At the start of the event the player must collect a Craft Ammunition sheet from games control. On this sheet will be the materials and time needed (spent in the wee folk encampment) to make a gun ammunition. Once the character has all the materials needed and have spent the correct amount of time in the wee folk encampment working on the making of the gun ammunition they must get there wee folk NPC or a ref to sign off that they have made some gun ammunition. Once it has been signed off they player will be able to collect their new gun ammunition lamie from games control.

Race: Wee folk

Skill: Resist magic

Affect: 3 times a day a character with this skill will be able to resist any magic spell cast at them. When the spell is cast the player may choose to say "No Affect" and tear one of there daily Resist magic cards. The character will not be affected by any magic spell up to 3 times a day.

Race: Wee folk

Skill: Trader

Affect: With this skill a character may receive some extra income per event. At games control the player may pick it and gain their extra income. Extra income amount will depend on race and what's going on in the world.

Race: Wee folk

Skill: Sense Trap

Affect: This skill let's a character sense when there is a trap present and how to disarm and dodge it. A character with this skill may never be caught by a trap if they are concise. After a character has disarmed a trap they must leave an OOC trap disarmed note (these will be provided by the game team to people with this skill) to say when the trap was disarmed (time and date).

Race: Wee folk

Skill: Resist Fire

Affect: This skill will let a character say "No Affect" whenever someone tries to use a fire based affect or spell upon them. They will not be affected by any fire based affect or spell.

Race: Wee folk

Skill: Make black powder

Affect: Wee folk are the only race within the system that possesses the knowledge of how to make firearms. At the start of the event the player must collect a Make black powder sheet from games control. On this sheet will be the materials and time needed (spent in the wee folk encampment) to Make black powder. Once the character has all the materials needed and have spent the correct amount of time in the wee folk encampment working on the making black powder they must get there wee folk NPC or a ref to sign off that they have made some black powder. Once it has been signed off the player will be able to collect their new black powder lamie from games control.

Race: Wee folk

Skill: Tunnel Expert

Affect: With this skill a character will gain knowledge of where some minerals that may be mined are from the amount of time they spend in tunnels and caves. At the start of the event the player may collect their Tunnel Expert sheet which will tell them a location of a certain mineral and how much is there. This sheet will have a code on it. Any player wishing to mine will need a code for the location they wish to mine. A Tunnel expert may mine the location themselves if they have the right mining skill's or sell / give the location (code) to another player so that they may mine it. The Tunnel Expert sheet itself is not an IC steal able item.

Race: Fairy folk

Skill: 8 points of Mage Magic

Affect: This skill entitles the character to have and use 8 points of Mage magic as if they had taken the skill from the character skill list. If they character already has Mage magic then these points will be added to the ones they already possess.

Race: Fairy folk

Skill: 4 points of Ritual Magic

Affect: This skill entitles the character to have and use 4 points of ritual magic as if they had taken the skill from the character skill list. If they character already has ritual magic then these points will be added to the ones they already possess.

Race: Fairy folk

Skill: Enchant Weapon

Affect: Once per day a character with this skill may awaken the magic within a weapon and enchant it. At the start of the event the player must pick up an enchant weapon sheet that will list the different affects they may give out by enchanting different weapons'. An enchanted weapon stays enchanted until the end of play on that evening. When the character enchants a weapon they must then attach their enchanted weapon card for that day onto the item and write on the back of the card the affect that they have enchanted it with.

Race: Fairy folk

Skill: Chameleon

Affect: If the character spends 10 seconds of standing still or lying down against any object (tree, wall, tent, etc...) out of sight of anyone else then they may become chameleon and blend with the object. The player must then put a finger in the air to indicate to other players that they can not be seen. If the character moves, speaks or performs any other action then they will become visible again.

Race: Fairy folk

Skill: Resist Magic

Affect: 3 times a day a character with this skill will be able to resist any magic spell cast at them. When the spell is cast the player may choose to say "No Affect" and tear one of their daily Resist magic cards. The character will not be affected by any magic spell up to 3 times a day.

Race: Fairy folk

Skill: Make enchanted weapon

Affect: Once per year a character with this skill may awaken the magic within a weapon and enchant it. At the start of the event the player must pick up a make enchant weapon sheet that will list the different affects they may give out by enchanting different weapons'. A made enchanted weapon stays enchanted for 1 year. When the character enchants a weapon they must then go to games control and collect the enchanted lamie that they will need for that weapon.

Race: Fairy folk

Skill: Enchant armour

Affect: Once per day a character with this skill may awaken the magic within a piece of armour and enchant it. At the start of the event the player must pick up an enchant armour sheet that will list the different affects they may give out by enchanting different armours. An enchanted piece of armour stays enchanted until the end of play on that evening. When the character enchants a piece of armour they must then attach their enchanted armour card for that day onto the item and write on the back of the card the affect that they have enchanted it with.

Race: Fairy folk

Skill: Make Enchanted Armour

Affect: Once per year a character with this skill may awaken the magic within a piece of armour and enchant it. At that start of the event the player must pick up a make enchant armour sheet that will list the different affects they may give out by enchanting different pieces of armour. Made enchanted armour stays enchanted for 1 year. When the character enchants a piece of armour they must then go to games control and collect the enchanted lamie that they will need for that weapon.

Race: Fairy folk

Skill: Healing Touch

Affect: 3 times a day the character may perform a strong heal. All damage points with on the body location that is touched will be healed. Once they have healed someone they must tear up one of there daily Healing Touch cards.

Race: Fairy folk

Skill: Glamour Mind

Affect: Once per day the character with this skill may use the spell glamour mind. After 5 minutes of role play talking the target player's mind becomes glamourd with magic. The player will believe what ever the caster tells them for 24 hours. After using this skill the player must tear up there glamour mind skill card for that day.

Race: Beast kin

Skill: Mine Warped stone

Affect: This skill let's a character mine warp stone. When a player wish's to go mining they must go to game's control, tell them they wish to go mine and give them the code for the location they wish to mine (see Tunnel expert skill). Game's control will then give the player a mining sheet that they must take to the monster tent. The player can choose how much monsterring they wish to do, at the end of the monsterring the player should get there mining form signed by their monsterring ref who will record the amount of hour's they have done and then stamp their form. When the player then takes that sheet back to games control they will inform the player how much of the mineral they have gotten while mining it. Each monsterring amount must be recorded on a separate sheet.

Race: Beast kin

Skill: Natural Armour

Affect: This skill let's the character count there skin or fur as an extra point of armour. All armour rules will apply. Added armour can be stacked on top of natural armour.

Race: Beast kin

Skill: Intimidate

Affect: Due to the both ugliness and scariness of the race a character may develop the ability to intimidate other players. 3 times a day the player may call "Intimidate" when talking to another player. The target player will find themselves under the same affects of a fear spell. They will not however be able to counter it like a spell. This is a mind affecting attack and so if the target player is immune to mind affects they are able to "no affect" the attack.

Race: Beast kin

Skill: Through on claws

Affect: This skill let's the character do unlimited through damage to another player with claws.

Race: Beast kin

Skill: Track

Affect: This skill let's a character inspect the ground for track's. They must have a ref present to use this skill. The ref will inform them of what tracks in the ground they see, how old they are and a general description of the thing that left them.

Race: Beast kin

Skill: Set trap

Affect: This skill let's a character set up trap's within game. The player will be given a separate lore sheet explaining how they create traps in game and implement them. All traps in game will have a cap trigger on them. If you are in hearing range of any cap trigger that goes off then you should count yourself under a time freeze until a ref tells you the affect of the trap or until you can read the lamie on the trap if no ref is present to determine the trap's affect.

Race: Beast kin

Skill: Craft Warped stone

Affect: At the start of the event the player will be given a craft warp stone crafting sheet. Upon this sheet will be a list of item's that the player can make, along with the amount of warp stone they will need to make them and how much time in the crafters school area it will take them to make the item. The player may then make as many item's as they wish from the sheet over the event as long as they have the correct amount of warp stone and send the correct amount of time within their races encampment. A NPC will have to sign off each item before the player may retrieve the lamie for what they have crafted from games control.

Race: Beast kin

Skill: 4 points of Ritual Magic

Affect: This skill entitles the character to have and use 4 points of ritual magic as if they had taken the skill from the character skill list. If they character already has ritual magic then these point's will be added to the ones they already possess.

Race: Beast kin

Skill: Fatal bite

Affect: Twice a day a player with this skill may fatally bite (Role Play Bite) another player if they are un-able to move (frozen or unconscious). After biting the target player they will suffer from the affects of a fatal wound. The Player must tear one of there daily fatal cards and call "fatal" after the role playing biting action.

Race: Beast kin

Skill: Identify person/race

Affect: This skill let's a character identify a person that they know. From there developed senses of creatures within the world they can identify anyone they have met before as that same person, regardless of disguises. They may also identify any race they come across. To use this skill the character must study the other player for 5 minutes in character, they then can go over to the other player with there finger in the air and ask them, in a discrete fashion, if they have met them before and what there race is.

Race: Elf

Skill: 8 points of Mage Magic

Affect: This skill entitles the character to have and use 8 points of Mage magic as if they had taken the skill from the character skill list. If they character already has Mage magic then these point's will be added to the ones they already possess.

Race: Elf

Skill: 4 points of Ritual Magic

Affect: This skill entitles the character to have and use 4 points of ritual magic as if they had taken the skill from the character skill list. If they character already has ritual magic then these point's will be added to the ones they already possess.

Race: Elf

Skill: Resist mind affects

Affect: This skill will let a character resist any mind affecting spell, attack or action. Whenever targeted by one of these then the character must say "No affect" if they choose to resist the affect.

Race: Elf

Skill: Through

Affect: This skill let's the character do unlimited through damage to another player with any sharp weapon.

Race: Elf

Skill: Resist Magic

Affect: 3 times a day a character with this skill will be able to resist any magic spell cast at them. When the spell is cast the player may choose to say "No Affect" and tear one of there daily Resist magic cards. The character will not be affected by any magic spell up to 3 times a day.

Race: Elf

Skill: Track

Affect: This skill let's a character inspect the ground for tracks. They must have a ref present to use this skill. The ref will inform them of what tracks in the ground they see, how old they are and a general description of the thing that left them.

Race: Elf

Skill: Healing Touch

Affect: 3 times a day the character may perform a strong heal. All damage points with on the body location that is touched will be healed. Once they have healed someone they must tear up one of there daily Healing Touch cards.

Race: Elf

Skill: Craft magical element

Affect: At the start of the event the player will be given a craft magical element crafting sheet. Upon this sheet will be a list of item's that the player can make, along with what elements element's (not warp stone) they will need to make them and how much time in the crafters school area it will take them to make the item. The player may then make as many items' as they wish from the sheet over the event as long as they have the correct element's and send the correct amount of time within the school area. A Crafters school NPC will have to sign off each item before the player may retrieve the lamie for what they have crafted from games control.

Race: Elf

Skill: Craft natural element

Affect: At the start of the event the player will be given a craft natural element crafting sheet. Upon this sheet will be a list of item's that the player can make, along with what natural element's they will need to make them and how much time in the crafters school area it will take them to make the item. The player may then make as many items' as they wish from the sheet over the event as long as they have the correct element's and send the correct amount of time within the school area. A Crafters school NPC will have to sign off each item before the player may retrieve the lamie for what they have crafted from games control.

Race: Elf

Skill: Identify person/race

Affect: This skill let's a character identify a person that they know. From their developed senses of creatures within the world they can identify anyone they have met before as that same person, regardless of disguises. They may also identify any race they come across. To use this skill the character must study the other player for 5 minutes in character, they then can go over to the other player with there finger in the air and ask them, in a discrete fashion, if they have met them before and what there race is.

Race: Dark Elf

Skill: Resist Poison

Affect: After a large amount of time of being exposed to poison's the character will build up immunity to them. After being inflicted by any level 1 or 2 poison the character may "No Affect" it's affect's upon them. The character must role play not feeling well for the rest of the day but they will not take the affect of the poison. The character must have Poison Lore to learn this skill.

Race: Dark Elf

Skill: Through From Behind

Affect: With this skill the character may do through damage with any claw, small sharp and single handed sharp as long as they are behind the target. The player may only call through as long as they attack the target character's back and as long as the target character is NOT looking at them. If the target character is immobile and not able to respond to an attack then the player may attack them from any direction and call through damage.

Race: Dark Elf

Skill: Through

Affect: This skill let's the character do unlimited through damage to another player with any sharp weapon.

Race: Dark Elf

Skill: Intimidate

Affect: Due to the both ugliness and scariness of the race a character may develop the ability to intimidate other players. 3 times a day the player may call "Intimidate" when talking to another player. The target player will find themselves under the same affects of a fear spell. They will not however be able to counter it like a spell. This is a mind affecting attack and so if the target player is immune to mind affects they are able to no affect the attack.

Race: Dark Elf

Skill: Resist mind affects

Affect: This skill will let a character resist any mind affecting spell, attack or action. Whenever targeted by one of these then the character must say "No affect" if they choose to resist the affect.

Race: Dark Elf

Skill: Set trap

Affect: This skill let's a character set up trap's within game. The player will be given a separate lore sheet explaining how they create traps in game and implement them. All traps in game will have a cap trigger on them. If you are in hearing range of any cap trigger that goes off then you should count yourself under a time freeze until a ref tells you the affect of the trap or until you can read the lamie on the trap if no ref is present to determine the trap's affect.

Race: Dark Elf

Skill: Sense Trap

Affect: This skill let's a character sense when there is a trap present and how to disarm and dodge it. A character with this skill may never be caught by a trap if they are concise. After a character has disarmed a trap they must leave an OOC trap disarmed note (these will be provided by the game team to people with this skill) to say when the trap was disarmed (time and date).

Race: Dark Elf

Skill: Tunnel Expert

Affect: With this skill a character will gain knowledge of were some minerals that may be mined are from the amount of time they spend in tunnels and caves. At the beginning of the event the player may collect there Tunnel Expert sheet witch will tell them a location of a certain mineral and how much is there. This sheet will have a code on it. Any player wishing to mine will need a code for the location they wish to mine. A Tunnel expert may mine the location themselves if they have the right mining skill's or sell / give the location (code) to another play so that they may mine it. The Tunnel Expert sheet itself is not an IC steal able item.

Race: Dark Elf

Skill: Control Unliving

Affect: 3 times a day the character may use there natural abilities with the undead to control some minor unliving. They must say "By my power I control unloving, 6 Manna" and tear one of there daily control unliving cards. If the Manna amount used is equal to or greater than the control level of the unliving then the unliving target is totally under the mage's control and must obey to all simple commands given to them.

Race: Dark Elf

Skill: Make Inescapable Bonds

Affect: Due to there slaving nature a Dark Elf is able to make bonds that are inescapable. This skill lets a character tie someone up in inescapable bonds. When Role Play tying someone up to keep them confined the player must be told OOC that they are being tied with inescapable bonds. These bonds can not be cut through or off, picked off, wiggled out of or removed in any way other then from a person with the skill Make Inescapable Bonds.

Race: Orgerin

Skill: Regenerate

Affect: Every 5 minutes a player with this skill will regenerate 1 point of normal melee damage (not fatal or poison damage). Critical damage will always be regenerated first. Also after the character has an evenings rest (at the end of a day's game play) they may regenerate any lost or damaged limbs.

Race: Orgerin

Skill: Natural Armour

Affect: This skill let's the character count there skin or fur as an extra point of armour. All armour rules will apply. Added armour can be stacked on top of natural armour.

Race: Orgerin

Skill: Strike Down

Affect: This skill lets a character say "strike down" when hitting someone with a blunt weapon. The player must have a fully role played swing to use this call as the skill is a representation of the character being that strong that when they hit someone that they are sent flying to the floor.

Race: Orgerin

Skill: Crush

Affect: This skill lets a character call "Crush" when hitting another player or players shield. This skill can only be used with a blunt weapon of single handed length of larger. The player must have a fully role played swing to use this call as the skill is a representation of the character being that strong that when they hit someone that they crush in there armour or shield.

Race: Orgerin

Skill: Intimidate

Affect: Due to the both ugliness and scariness of the race a character may develop the ability to intimidate other players. 3 times a day the player may call "Intimidate" when talking to another player. The target player will find themselves under the same affects of a fear spell. They will not however me able to counter it like a spell. This is a mind affecting attack and so if the target player is immune to mind affects they are able to no affect the attack.

Race: Orgerin

Skill: Resist fear

Affect: This skill will let a character say "No Affect" whenever someone tries to use a fear spell upon them. They will not be affected by any fear spell.

Race: Orgerin

Skill: Resist Cold

Affect: This skill will let a character say "No Affect" whenever someone tries to use a cold based affect or spell upon them. They will not be affected by any cold based affect or spell.

Race: Orgerin

Skill: Stand Ground

Affect: This skill let's a character resist the affect's of any spell, attack or action that would push them back, or force them off there feet in a physical form. The player must say "No Affect" when hit by the spell, attack or action and then remain standing for 2 second's to role play them standing there ground before they can move again. It will not help protect against mind affecting spells, attacks or actions.

Race: Orgerin

Skill: Repel strike

Affect: This skill let's the character say "Repel" when they hit someone with a single handed weapon or larger. The player must have a fully role played swing to use this call as the skill is a representation of the character being that strong that when they hit someone that they send them flying backwards.

Race: Orgerin

Skill: Resist Poison

Affect: After a large amount of time of being exposed to poison's the character will build up immunity to them. After being inflicted by any level 1 or 2 poison the character may "No Affect" it's affect's upon them. The character must role play not feeling well for the rest of the day but they will not take the affect of the poison. The character must have Poison Lore to learn this skill.

Race: Vampire

Skill: Make Vampire

Affect: Once per an event a Vampire with this skill may sire another Vampire. To sire a new vampire the Vampire player must bite the target player two nights in a row, under the supervision of a ref. On the third day the target play will become a vampire.

Race: Vampire

Skill: Regenerate

Affect: Every 5 minutes a player with this skill will regenerate 1 point of normal melee damage (not fatal or poison damage). Critical damage will always be regenerated first. Also after the character has an evenings rest (at the end of a day's game play) they may regenerate any lost or damaged limbs.

Race: Vampire

Skill: Fatal Bite

Affect: Twice a day a player with this skill may fatally bite (Role Play Bite) another player if they are un-able to move (frozen or unconscious). After biting the target player they will suffer from the affects of a fatal wound. The Player must tear one of there daily fatal cards and call "fatal" after the role playing biting action.

Race: Vampire

Skill: Through

Affect: This skill let's the character do unlimited through damage to another player with any sharp weapon.

Race: Vampire

Skill: Resist Poisons

Affect: After a large amount of time of being exposed to poison's the character will build up immunity to them. After being inflicted by any level 1 or 2 poison the character may "No Affect" it's affect's upon them. The character must role play not feeling well for the rest of the day but they will not take the affect of the poison. The character must have Poison Lore to learn this skill.

Race: Vampire

Skill: Resist mind affects

Affect: This skill will let a character resist any mind affecting spell, attack or action. Whenever targeted by one of these then the character must say "No affect" if they choose to resist the affect.

Race: Vampire

Skill: Glamour Mind

Affect: Once per day the character with this skill may use the spell glamour mind. After 5 minutes of role play talking the target player's mind becomes glamoured with magic. The player will believe what ever the caster tells them for 24 hours. After using this skill the player must tear up there glamour mind skill card for that day.

Race: Vampire

Skill: Control Unliving

Affect: 3 times a day the character may use their natural abilities with the undead to control some minor unliving. They must say "By my power I control unliving, 6 Manna" and tear one of their daily control unliving cards. If the Manna amount used is equal to or greater than their control level of the unliving then the unliving target is totally under the mage's control and must obey to all simple commands given to them.

Race: Vampire

Skill: Intimidate

Affect: Due to the both ugliness and scariness of the race a character may develop the ability to intimidate other players. 3 times a day the player may call "Intimidate" when talking to another player. The target player will find themselves under the same affects of a fear spell. They will not however be able to counter it like a spell. This is a mind affecting attack and so if the target player is immune to mind affects they are able to not affect the attack.

Race: Vampire

Skill: Resist magic

Affect: 3 times a day a character with this skill will be able to resist any magic spell cast at them. When the spell is cast the player may choose to say "No Affect" and tear one of their daily Resist magic cards. The character will not be affected by any magic spell up to 3 times a day.

Race: Demon

Skill: Make Demon Possession

Affect: Once per an event a Demon with this skill may sire another Demon. To sire a new Demon the Demon player must perform a ritual of their own making on the target player two nights in a row, under the supervision of a ref. On the third day the target player will become possessed by a demon.

Race: Demon

Skill: Control Lesser Demons

Affect: 3 times a day the character may use their natural ability with the demons to control some lesser Demons. They must say "By my power I control Lesser Demon" and tear one of their daily control lesser demon cards. If the demon is a lesser demon then the demon target is total under the characters control and must obey to all simple commands given to them.

Race: Demon

Skill: 8 points of Mage Magic

Affect: This skill entitles the character to have and use 8 points of Mage magic as if they had taken the skill from the character skill list. If they character already has Mage magic then these points will be added to the ones they already possess.

Race: Demon

Skill: 4 points of Ritual Magic

Affect: This skill entitles the character to have and use 4 points of ritual magic as if they had taken the skill from the character skill list. If they character already has ritual magic then these points will be added to the ones they already possess.

Race: Demon

Skill: Enchant Weapon

Affect: Once per day a character with this skill may awaken the magic within a weapon and enchant it. At that start of the event the player must pick up an enchant weapon sheet that will list the different affects they may give out by enchanting different weapons'. An enchanted weapon stays enchanted until the end of play on that evening. When the character enchants a weapon they must then attach their enchanted weapon card for that day onto the item and write on the back of the card the affect that they have enchanted it with.

Race: Demon

Skill: Regenerate

Affect: Every 5 minutes a player with this skill will regenerate 1 point of normal melee damage (not fatal or poison damage). Critical damage will always be regenerated first. Also after the character has an evenings rest (at the end of a day's game play) they may regenerate any lost or damaged limbs.

Race: Demon

Skill: Enchant armour

Affect: Once per day a character with this skill may awaken the magic within a piece of armour and enchant it. At that start of the event the player must pick up an enchant armour sheet that will list the different affects they may give out by enchanting different armours. An enchanted piece of armour stays enchanted until the end of play on that evening. When the character enchants a piece of armour they must then attach there enchanted armour card for that day onto the item and write on the back of the card the affect that they have enchanted it with.

Race: Demon

Skill: Crush

Affect: This skill lets a character call "Crush" when hitting another player or players shield. This skill can only be used with a blunt weapon of single handed length of larger. The player must have a fully role played swing to use this call as the skill is a representation of the character being that strong that when they hit someone that they crush in there armour or shield.

Race: Demon

Skill: Intimidate

Affect: Due to the both ugliness and scariness of the race a character may develop the ability to intimidate other plays. 3 times a day the player may call "Intimidate" when talking to another player. The target player will find themselves under the same affects of a fear spell. They will not however me able to counter it like a spell. This is a mind affecting attack and so if the target player is immune to mind affects they are able to no affect the attack.

Race: Demon

Skill: Resist magic

Affect: 3 times a day a character with this skill will be able to resist any magic spell cast at them. When the spell is cast the player may choose to say "No Affect" and tear one of there daily Resist magic cards. The character will not be affected by any magic spell up to 3 times a day.

Race: Ware Wolf

Skill: Make Ware Wolf

Affect: Once per an event a Ware Wolf with this skill may turn someone else into a Ware Wolf. To turn a player to make a new Ware Wolf the Ware Wolf player must bite the target player two nights in a row, under the supervision of a ref. On the third day the target player will become a Ware Wolf.

Race: Ware Wolf

Skill: Fatal Bite

Affect: Twice a day a player with this skill may fatally bite (Role Play Bite) another player if they are un-able to move (frozen or unconscious). After biting the target player they will suffer from the affects of a fatal wound. The Player must tear one of there daily fatal cards and call "fatal" after the role playing biting action.

Race: Ware Wolf

Skill: Intimidate

Affect: Due to the both ugliness and scariness of the race a character may develop the ability to intimidate other players. 3 times a day the player may call "Intimidate" when talking to another player. The target player will find themselves under the same affects of a fear spell. They will not however me able to counter it like a spell. This is a mind affecting attack and so if the target player is immune to mind affects they are able to no affect the attack.

Race: Ware Wolf

Skill: Regenerate

Affect: Every 5 minutes a player with this skill will regenerate 1 point of normal melee damage (not fatal or poison damage). Critical damage will always be regenerated first. Also after the character has an evenings rest (at the end of a day's game play) they may regenerate any lost or damaged limbs.

Race: Ware Wolf

Skill: Natural Armour

Affect: This skill let's the character count there skin or fur as an extra point of armour. All armour rules will apply. Added armour can be stacked on top of natural armour.

Race: Ware Wolf

Skill: Through on claws

Affect: This skill let's the character do unlimited through damage to another player with claws.

Race: Ware Wolf

Skill: Identify person/race

Affect: This skill let's a character identify a person that they know. From their developed senses of creatures within the world they can identify anyone they have met before as that same person, regardless of disguises. They may also identify any race they come across. To use this skill the character must study the other player for 5 minutes in character, they then can go over to the other player with there finger in the air and ask them, in a discrete fashion, if they have met them before and what there race is.

Race: Ware Wolf

Skill: Resist Poisons

Affect: After a large amount of time of being exposed to poison's the character will build up immunity to them. After being inflicted by any level 1 or 2 poison the character may "No Affect" it's affect's upon them. The character must role play not feeling well for the rest of the day but they will not take the affect of the poison. The character must have Poison Lore to learn this skill.

Race: Ware Wolf

Skill: Resist Cold

Affect: This skill will let a character say "No Affect" whenever someone tries to use a cold based affect or spell upon them. They will not be affected by any cold based affect or spell.

Race: Ware Wolf

Skill: Track

Affect: This skill let's a character inspect the ground for track's. They must have a ref present to use this skill. The ref will inform them of what tracks in the ground they see, how old they are and a general description of the thing that left them.

College Experience Skill's

College: Mage College
School: Air School
School Level: 1
Skill: Defence from Magic Group Barrier
Affect: See Mage Magic spells.

College: Mage College
School: Air School
School Level: 2
Skill: Plus 3 Mana
Affect: Plus 3 Mana cards per day.

College: Mage College
School: Air School
School Level: 3
Skill: Repel
Affect: See Mage Magic spells.

College: Mage College
School: Air School
School Level: 4
Skill: Strike Down
Affect: See Mage Magic spells.

College: Mage College
School: Air School
School Level: 5
Skill: Plus 6 Mana
Affect: Plus 6 Mana cards per day.

College: Mage College
School: Air School
School Level: 6
Skill: Defence from Missiles and projectiles Group Barrier
Affect: See Mage Magic spells.

College: Mage College
School: Air School
School Level: 7
Skill: Defence from Sharps Barrier
Affect: See Mage Magic spells.

College: Mage College
School: Air School
School Level: 8
Skill: Teach Air School Spell
Affect: This skill let's the character teach a air school skill that they know to one person every year. The person that they teach will become there apprentice and will only receive the skill after a year and 1 day to the time that there apprentice slot was registered.

College: Mage College
School: Air School
School Level: 9
Skill: Plus 12 Mana
Affect: Plus 12 Mana cards per day.

College: Mage College
School: Air School
School Level: 10
Skill: Mass Barrier Shield
Affect: See Mage Magic spells.

College: Mage College
School: Fire School
School Level: 1
Skill: Fire Bolt
Affect: See Mage Magic spells.

College: Mage College
School: Fire School
School Level: 2
Skill: Plus 3 Mana
Affect: Plus 3 Mana cards per day.

College: Mage College
School: Fire School
School Level: 3
Skill: Touch Drain Mana
Affect: See Mage Magic spells.

College: Mage College
School: Fire School
School Level: 4
Skill: Great Fire Bolt
Affect: See Mage Magic spells.

College: Mage College
School: Fire School
School Level: 5
Skill: Plus 6 Mana
Affect: Plus 6 Mana cards per day.

College: Mage College
School: Fire School
School Level: 6
Skill: Mass Fire Bolt
Affect: See Mage Magic spells.

College: Mage College
School: Fire School
School Level: 7
Skill: Touch Burn Away Limb
Affect: See Mage Magic spells.

College: Mage College
School: Fire School
School Level: 8
Skill: Teach Fire School Spell
Affect: This skill let's the character teach a fire school skill that they know to one person every year. The person that they teach will become there apprentice and will only receive the skill after a year and 1 day to the time that there apprentice slot was registered.

College: Mage College
School: Fire School
School Level: 9
Skill: Plus 12 Mana
Affect: Plus 12 Mana cards per day.

College: Mage College
School: Fire School
School Level: 10
Skill: Mass Greater Fire Bolt
Affect: See Mage Magic spells.

College: Mage College
School: Water School
School Level: 1
Skill: Ice Bolt
Affect: See Mage Magic spells.

College: Mage College
School: Water School
School Level: 2
Skill: Plus 3 Mana
Affect: Plus 3 Mana cards per day.

College: Mage College
School: Water School
School Level: 3
Skill: Freeze
Affect: See Mage Magic spells.

College: Mage College
School: Water School
School Level: 4
Skill: Counter on Other
Affect: See Mage Magic spells.

College: Mage College
School: Water School
School Level: 5
Skill: Plus 6 Mana
Affect: Plus 6 Mana cards per day.

College: Mage College
School: Water School
School Level: 6
Skill: Mass Ice Bolt
Affect: See Mage Magic spells.

College: Mage College
School: Water School
School Level: 7
Skill: Mass Fear
Affect: See Mage Magic spells.

College: Mage College

School: Water School

School Level: 8

Skill: Teach Water School Spell

Affect: This skill let's the character teach a water school skill that they know to one person every year. The person that they teach will become there apprentice and will only receive the skill after a year and 1 day to the time that there apprentice slot was registered.

College: Mage College

School: Water School

School Level: 9

Skill: Plus 12 Mana

Affect: Plus 12 Mana cards per day.

College: Mage College

School: Water School

School Level: 10

Skill: Mass Freeze

Affect: See Mage Magic spells.

College: Mage College

School: Earth School

School Level: 1

Skill: Shatter

Affect: See Mage Magic spells.

College: Mage College

School: Earth School

School Level: 2

Skill: Plus 3 Mana

Affect: Plus 3 Mana cards per day.

College: Mage College

School: Earth School

School Level: 3

Skill: Strike Down

Affect: See Mage Magic spells.

College: Mage College

School: Earth School

School Level: 4

Skill: Mass Strike Down

Affect: See Mage Magic spells.

College: Mage College

School: Earth School

School Level: 5

Skill: Plus 6 Mana

Affect: Plus 6 Mana cards per day.

College: Mage College

School: Earth School

School Level: 6

Skill: Defence from Magic Group Barrier

Affect: See Mage Magic spells.

College: Mage College
School: Earth School
School Level: 7
Skill: Curse Mind
Affect: See Mage Magic spells.

College: Mage College
School: Earth School
School Level: 8
Skill: Teach Earth School Spell
Affect: This skill let's the character teach a earth school skill that they know to one person every year. The person that they teach will become there apprentice and will only receive the skill after a year and 1 day to the time that there apprentice slot was registered.

College: Mage College
School: Earth School
School Level: 9
Skill: Plus 12 Mana
Affect: Plus 12 Mana cards per day.

College: Mage College
School: Earth School
School Level: 10
Skill: Mass Earth Quake
Affect: See Mage Magic spells.

College: Mage College
School: Life school
School Level: 1
Skill: Strong heal
Affect: See Mage Magic spells.

College: Mage College
School: Life school
School Level: 2
Skill: Plus 3 Mana
Affect: Plus 3 Mana cards per day.

College: Mage College
School: Life school
School Level: 3
Skill: Total Heal
Affect: See Mage Magic spells.

College: Mage College
School: Life school
School Level: 4
Skill: Mind Heal
Affect: See Mage Magic spells.

College: Mage College
School: Life school
School Level: 5
Skill: Plus 6 Mana
Affect: Plus 6 Mana cards per day.

College: Mage College
School: Life school
School Level: 6
Skill: Restore Limb
Affect: See Mage Magic spells.

College: Mage College
School: Life school
School Level: 7
Skill: Sleep
Affect: See Mage Magic spells.

College: Mage College
School: Life school
School Level: 8
Skill: Teach Life School Spell
Affect: This skill let's the character teach a life school skill that they know to one person every year. The person that they teach will become there apprentice and will only receive the skill after a year and 1 day to the time that there apprentice slot was registered.

College: Mage College
School: Life school
School Level: 9
Skill: Plus 12 Mana
Affect: Plus 12 Mana cards per day.

College: Mage College
School: Life school
School Level: 10
Skill: Total Healing bolt
Affect: See Mage Magic spells.

College: Mage College
School: Death School
School Level: 1
Skill: Touch Through
Affect: See Mage Magic spells.

College: Mage College
School: Death School
School Level: 2
Skill: Plus 3 Mana
Affect: Plus 3 Mana cards per day.

College: Mage College
School: Death School
School Level: 3
Skill: Control Unliving
Affect: See Mage Magic spells.

College: Mage College
School: Death School
School Level: 4
Skill: Raise Unliving
Affect: See Mage Magic spells.

College: Mage College
School: Death School
School Level: 5
Skill: Plus 6 Mana
Affect: Plus 6 Mana cards per day.

College: Mage College
School: Death School
School Level: 6
Skill: Fear
Affect: See Mage Magic spells.

College: Mage College
School: Death School
School Level: 7
Skill: Mana Drain
Affect: See Mage Magic spells.

College: Mage College
School: Death School
School Level: 8
Skill: Teach Death School Spell
Affect: This skill let's the character teach a death school skill that they know to one person every year. The person that they teach will become there apprentice and will only receive the skill after a year and 1 day to the time that there apprentice slot was registered.

College: Mage College
School: Death School
School Level: 9
Skill: Plus 12 Mana
Affect: Plus 12 Mana cards per day.

College: Mage College
School: Death School
School Level: 10
Skill: Touch Drain Spirit
Affect: See Mage Magic spells.

College: Divine College
School: Spirit School
School Level: 1
Skill: Spirit Bolt
Affect: See Divine Magic spells.

College: Divine College
School: Spirit School
School Level: 2
Skill: Plus 3 Faith
Affect: Plus 3 Faith cards per day.

College: Divine College
School: Spirit School
School Level: 3
Skill: Speak with the dead
Affect: See Divine Magic spells.

College: Divine College
School: Spirit School
School Level: 4
Skill: Great Spirit Bolt
Affect: See Divine Magic spells.

College: Divine College
School: Spirit School
School Level: 5
Skill: Plus 6 Faith
Affect: Plus 6 Faith cards per day.

College: Divine College
School: Spirit School
School Level: 6
Skill: Enchant Weapon
Affect: See Divine Magic spells.

College: Divine College
School: Spirit School
School Level: 7
Skill: Manipulate Spirit
Affect: See Divine Magic spells.

College: Divine College
School: Spirit School
School Level: 8
Skill: Teach Spirit School spell
Affect:

College: Divine College
School: Spirit School
School Level: 9
Skill: Plus 12 Faith
Affect: Plus 12 Faith cards per day.

College: Divine College
School: Spirit School
School Level: 10
Skill: Touch Drain Spirit
Affect: See Divine Magic spells.

College: Divine College
School: Mind School
School Level: 1
Skill: Fear
Affect: See Divine Magic spells.

College: Divine College
School: Mind School
School Level: 2
Skill: Plus 3 Faith
Affect: Plus 3 Faith cards per day.

College: Divine College
School: Mind School
School Level: 3
Skill: Heal Mind Affects
Affect: See Divine Magic spells.

College: Divine College
School: Mind School
School Level: 4
Skill: Glamour
Affect: See Divine Magic spells.

College: Divine College
School: Mind School
School Level: 5
Skill: Plus 6 Faith
Affect: Plus 6 Faith cards per day.

College: Divine College
School: Mind School
School Level: 6
Skill: Mind Shield
Affect: See Divine Magic spells.

College: Divine College
School: Mind School
School Level: 7
Skill: Mass Fear
Affect: See Divine Magic spells.

College: Divine College
School: Mind School
School Level: 8
Skill: Teach Mind School spell
Affect:

College: Divine College
School: Mind School
School Level: 9
Skill: Plus 12 Faith
Affect: Plus 12 Faith cards per day.

College: Divine College
School: Mind School
School Level: 10
Skill: Godly Frenzy
Affect: See Divine Magic spells.

College: Divine College
School: Body School
School Level: 1
Skill: Purge poisons
Affect: See Divine Magic spells.

College: Divine College
School: Body School
School Level: 2
Skill: Plus 3 Faith
Affect: Plus 3 Faith cards per day.

College: Divine College
School: Body School
School Level: 3
Skill: Heal Fatal Wound
Affect: See Divine Magic spells.

College: Divine College
School: Body School
School Level: 4
Skill: Purge all poisons
Affect: See Divine Magic spells.

College: Divine College
School: Body School
School Level: 5
Skill: Plus 6 Faith
Affect: Plus 6 Faith cards per day.

College: Divine College
School: Body School
School Level: 6
Skill: Bless with Body Dev
Affect: See Divine Magic spells.

College: Divine College
School: Body School
School Level: 7
Skill: Bless with Regeneration
Affect: See Divine Magic spells.

College: Divine College
School: Body School
School Level: 8
Skill: Teach Body School spell
Affect:

College: Divine College
School: Body School
School Level: 9
Skill: Plus 12 Faith
Affect: Plus 12 Faith cards per day.

College: Divine College
School: Body School
School Level: 10
Skill: Bless with Godly Armour
Affect: See Divine Magic spells.

College: Warriors College
School: Scouting School
School Level: 1
Skill: Track
Affect: This skill let's a character inspect the ground for track's. They must have a ref present to use this skill. The ref will inform them of what tracks in the ground they see, how old they are and a general description of the thing that left them.

College: Warriors College
School: Scouting School
School Level: 2
Skill: Sense Trap
Affect: This skill let's a character sense when there is a trap present and how to disarm and dodge it. A character with this skill may never be caught by a trap if they are concise. After a character has disarmed a trap they must leave an OOC trap disarmed note (these will be provided by the game team to people with this skill) to say when the trap was disarmed (time and date).

College: Warriors College

School: Scouting School

School Level: 3

Skill: Identify person/race

Affect: This skill let's a character identify a person that they know. From their developed senses of creatures within the world they can identify anyone they have met before as that same person, regardless of disguises. They may also identify any race they come across. To use this skill the character must study the other player for 5 minutes in character, they then can go over to the other player with there finger in the air and ask them, in a discrete fashion, if they have met them before and what there race is.

College: Warriors College

School: Scouting School

School Level: 4

Skill: Crafted Light Armour

Affect: This skill let's the character to add one point of armour value to any light armour that they wear. So there light armour would have two points of damage, rather then one.

College: Warriors College

School: Scouting School

School Level: 5

Skill: Set Trap

Affect: This skill let's a character set up trap's within game. The player will be given a separate lore sheet explaining how they create traps in game and implement them. All traps in game will have a cap trigger on them. If you are in hearing range of any cap trigger that goes off then you should count yourself under a time freeze until a ref tells you the affect of the trap or until you can read the lamie on the trap if no ref is present to determine the trap's affect.

College: Warriors College

School: Scouting School

School Level: 6

Skill: Strike down on arrows

Affect: This skill let's anyone with projectile weapon's use to strike down damage on bows or crossbows. When there arrow or bolt fit's its target they must shout strike down rather than through.

College: Warriors College

School: Scouting School

School Level: 7

Skill: Through From Behind

Affect: This skill will let a character do through damage with any sharp weapon, as long as they are behind there target or if the target can not move then they may do through damage anywhere that they wish.

College: Warriors College

School: Scouting School

School Level: 8

Skill: Teach Scouting School Skill

Affect: This skill let's the character teach a scouting skill that they know to one person every year. The person that they teach will become there apprentice and will only receive the skill after a year and 1 day to the time that there apprentice slot was registered.

College: Warriors College

School: Scouting School

School Level: 9

Skill: Through

Affect: This skill let's the character do unlimited through damage to another player with any sharp weapon.

College: Warriors College

School: Scouting School

School Level: 10

Skill: Fatal Blow

Affect: This skill will let the character hit another player with the call of fatal. They may only do this twice per day and must use a weapon. When delivering a fatal blow they must tear one of their fatal cards that will be given to them by games control.

College: Warriors College

School: Officers School

School Level: 1

Skill: Rumours

Affect: At the start of any event a character with this skill may collect a rumours sheet from games control. Upon this sheet will be some rumours from within the game world.

College: Warriors College

School: Officers School

School Level: 2

Skill: Stand Ground

Affect: This skill let's a character resist the affect's of any spell, attack or action that would push them back, or force them off there feet in a physical form. The player must say "No Affect" when hit by the spell, attack or action and then remain standing for 2 second's to role play them standing their ground before they can move again. It will not help protect against mind affecting spells, attacks or actions.

College: Warriors College

School: Officers School

School Level: 3

Skill: Resist Fear

Affect: This skill will let a character say "No Affect" whenever someone tries to use a fear spell upon them. They will not be affected by any fear spell.

College: Warriors College

School: Officers School

School Level: 4

Skill: Resist Mind Affects

Affect: This skill will let a character resist any mind affecting spell, attack or action. Whenever targeted by one of these then the character must say "No affect" if they choose to resist the affect.

College: Warriors College

School: Officers School

School Level: 5

Skill: Rally Troops

Affect: With this skill a character may rally the troops around them when they are affected by any form of fear affect, spell or action. The Player must shout "Rally on me", any player within hearing range of this call, under the affect of a fear affect, spell of action, may go to the person shouting Rally and then ignore the fear affect, spell or action.

College: Warriors College

School: Officers School

School Level: 6

Skill: Crafted Medium Armour

Affect: This skill let's the character to add one point of armour value to any medium armour that they wear. So there medium armour would have three points of damage, rather than two.

College: Warriors College

School: Officers School

School Level: 7

Skill: Ranking Officer

Affect: A Ranking Officer is a character who has been trained as an officer for their aligned group, race or college. This skill give's the character level 6 rank within the college or race of their choice (along with all the benefit's that come with the rank).

College: Warriors College

School: Officers School

School Level: 8

Skill: Teach Officers School Skill

Affect: This skill let's the character teach an officers skill that they know to one person every year. The person that they teach will become their apprentice and will only receive the skill after a year and 1 day to the time that there apprentice slot was registered.

College: Warriors College

School: Officers School

School Level: 9

Skill: Through

Affect: This skill let's the character do unlimited through damage to another player with any sharp weapon.

College: Warriors College

School: Officers School

School Level: 10

Skill: Drilled Troops

Affect: This skill let's the Officer drill 10 of there troop's a day to help toughen them up. If the character spends 1 hour of role play troop drilling with up to 10 other character's then they may bestow upon them an extra body dev each for the day. They character with the skill will be given extra body dev token's to be given out each day at the start of the event, from games control.

College: Warriors College

School: Troops School

School Level: 1

Skill: Resist Fear

Affect: This skill will let a character say "No Affect" whenever someone tries to use a fear spell upon them. They will not be affected by any fear spell.

College: Warriors College

School: Troops School

School Level: 2

Skill: Stand Ground

Affect: This skill let's a character resist the affect's of any spell, attack or action that would push them back, or force them off there feet in a physical form. The player must say "No Affect" when hit by the spell, attack or action and then remain standing for 2 second's to role play them standing there ground before they can move again. It will not help protect against mind affecting spells, attacks or actions.

College: Warriors College

School: Troops School

School Level: 3

Skill: Crafted Heavy Armour

Affect: This skill let's the character to add one point of armour value to any heavy armour that they wear. So there heavy armour would have four points of damage, rather than three.

College: Warriors College

School: Troops School

School Level: 4

Skill: Crafted Extra Heavy Armour

Affect: This skill let's the character to add one point of armour value to any extra heavy armour that they wear. So there extra heavy armour would have five points of damage, rather then four.

College: Warriors College

School: Troops School

School Level: 5

Skill: Crafted Shield

Affect: This skill let's the character say "No Affect" when ever anyone hit's a shield that they using with a crush or shatter spell, attack or action.

College: Warriors College

School: Troops School

School Level: 6

Skill: Repel Strike

Affect: This skill let's the character say "Repel" when they hit someone with a single handed weapon or larger. The player must have a fully role played swing to use this call as the skill is a representation of the character being that strong that when they hit someone that they send them flying backwards.

College: Warriors College

School: Troops School

School Level: 7

Skill: Strike Down

Affect: This skill lets a character say "strike down" when hitting someone with a blunt weapon. The player must have a fully role played swing to use this call as the skill is a representation of the character being that strong that when they hit someone that they are sent flying to the floor.

College: Warriors College

School: Troops School

School Level: 8

Skill: Teach Troops School Skill

Affect: This skill let's the character teach a Troops school skill that they know to one person every year. The person that they teach will become there apprentice and will only receive the skill after a year and 1 day to the time that there apprentice slot was registered.

College: Warriors College

School: Troops School

School Level: 9

Skill: Crush

Affect: This skill lets a character call "Crush" when hitting another player or players shield. This skill can only be used with a blunt weapon of single handed length of larger. The player must have a fully role played swing to use this call as the skill is a representation of the character being that strong that when they hit someone that they crush in there armour or shield.

College: Warriors College

School: Troops School

School Level: 10

Skill: Frenzy

Affect: With this skill the character may put them into a frenzy up to 3 times a day. When placing themselves in a frenzy they must ripe one of their frenzy cards that they have obtained from games control at the start of the event. Upon the player ripping there frenzy card they will enter into there frenzy parade, they will then have 10 minutes when they are compelled to fight every enemy in site. In this 10 minutes they will no affect all damage and spells. At the end of the 10 minutes they will take all the damage they have received in the last 10 minutes at that same time.

College: Merchants College

School: Resources School

School Level: 1

Skill: Woods Man

Affect: With this skill a character will gain a good working knowledge of the natural workings of woodlands. Once per day they may choose to go into the wood's to look for a certain natural item. To do this the player must go to games control desk; tell they wish to use their woods man skill. The player will then be given a form and told to go to the monster tent, after 1 hour of monsterring the player may have their form stamped by the monster team, they may then take the form back to games control and request the item they have been searching for while there character has been away. Games control will tell them if they are successful or not and if so they will give them the item card. Players who are using there woods man skill will not get an experience point for there 1 hour monsterring.

College: Merchants College

School: Resources School

School Level: 2

Skill: Tunnel Expert

Affect: With this skill a character will gain a knowledge of were some minerals that may be mined are from the amount of time they spend in tunnels and caves. At the same of the event the player may collect there Tunnel Expert sheet which will tell them a location of a certain mineral and how much is there. This sheet will have a code on it. Any player wishing to mine will need a code for the are they wish to mine. A Tunnel expert may mine the location themselves if they have the right mining skills or sell / give the location (code) to another play so that they may mine it. The Tunnel Expert sheet itself is not an IC steal able item.

College: Merchants College

School: Resources School

School Level: 3

Skill: Mine Iron Ore

Affect: This skill let's a character mine Iron Ore. When a player wish's to go mining they must go to game's control, tell them they wish to go mine and give them the code for the location they wish to mine (see Tunnel expert skill). Game's control will then give the player a mining sheet that they must take to the monster tent. The player can choose how much monsterring they wish to do, at the end of the monsterring the player should get there mining form signed by their monsterring ref who will record the amount of hour's they have done and then stamp there form. When the player then takes that sheet back to games control they will inform the player how much of the mineral they have gotten while mining it. Each monsterring amount must be recorded on a separate sheet.

College: Merchants College

School: Resources School

School Level: 4

Skill: Mine Silver

Affect: This skill let's a character mine 1 Silver. When a player wish's to go mining they must go to game's control, tell them they wish to go mine and give them the code for the location they wish to mine (see Tunnel expert skill). Game's control will then give the player a mining sheet that they must take to the monster tent. The player can choose how much monsterring they wish to do, at the end of the monsterring the player should get there mining form signed by their monsterring ref who will record the amount of hour's they have done and then stamp their form. When the player then takes that sheet back to games control they will inform the player how much of the mineral they have gotten while mining it. Each monsterring amount must be recorded on a separate sheet.

College: Merchants College

School: Resources School

School Level: 5

Skill: Mine Gold

Affect: This skill let's a character mine Gold. When a player wishes to go mining they must go to game's control, tell them they wish to go mine and give them the code for the location they wish to mine (see Tunnel expert skill). Game's control will then give the player a mining sheet that they must take to the monster tent. The player can choose how much monsterring they wish to do, at the end of the monsterring the player should get their mining form signed by their monsterring ref who will record the amount of hours they have done and then stamp their form. When the player then takes that sheet back to games control they will inform the player how much of the mineral they have gotten while mining it. Each monsterring amount must be recorded on a separate sheet.

College: Merchants College

School: Resources School

School Level: 6

Skill: Mine Mithral

Affect: This skill let's a character mine Mithral. When a player wish's to go mining they must go to game's control, tell them they wish to go mine and give them the code for the location they wish to mine (see Tunnel expert skill). Game's control will then give the player a mining sheet that they must take to the monster tent. The player can choose how much monsterring they wish to do, at the end of the monsterring the player should get their mining form signed by their monsterring ref who will record the amount of hour's they have done and then stamp their form. When the player then takes that sheet back to games control they will inform the player how much of the mineral they have gotten while mining it. Each monsterring amount must be recorded on a separate sheet.

College: Merchants College

School: Resources School

School Level: 7

Skill: Mine Warp stone

Affect: This skill let's a character mine warp stone. When a player wishes to go mining they must go to game's control, tell them they wish to go mine and give them the code for the location they wish to mine (see Tunnel expert skill). Game's control will then give the player a mining sheet that they must take to the monster tent. The player can choose how much monsterring they wish to do, at the end of the monsterring the player should get there mining form signed by their monsterring ref who will record the amount of hours they have done and then stamp there form. When the player then takes that sheet back to games control they will inform the player how much of the mineral they have gotten while mining it. Each monsterring amount must be recorded on a separate sheet.

College: Merchants College

School: Resources School

School Level: 8

Skill: Teach Resources School Skill

Affect: This skill lets the character teach a Resources school skill that they know to one person every year. The person that they teach will become there apprentice and will only receive the skill after a year and 1 day to the time that there apprentice slot was registered.

College: Merchants College

School: Resources School

School Level: 9

Skill: Purify Warp stone

Affect: This skill lets a character purify warp stone. To do this the character must spend at least 1 hour per piece of warp stone in the Merchant College area working on the warp stone piece. After 1 hour's work they may go to games control and trade in there warp stone piece for a purified piece.

College: Merchants College

School: Resources School

School Level: 10

Skill: Find Any Resource

Affect: This skill will let a character find any resource they wish once per day. They may go to games control and request the resource that they want. Games control will inform them when they need to come back to collect the resource and decide on the amount that they are going to give the player.

College: Merchants College

School: Traders School

School Level: 1

Skill: Identify Item

Affect: This skill lets the character identify what an item does. With this skill the player may take an item with its item lamie to games control and they will be able to tell the player what the item does and provide them with a power card if needed.

College: Merchants College

School: Traders School

School Level: 2

Skill: Trader

Affect: With this skill a character may receive some extra income per event. At games control the player may pick it and gain their extra income. Extra income amount will depend on race and what's going on in the world.

College: Merchants College

School: Traders School

School Level: 3

Skill: Rumours

Affect: At the start of any event a character with this skill may collect a rumours sheet from games control. Upon this sheet will be some rumours from within the game world.

College: Merchants College

School: Traders School

School Level: 4

Skill: Spice Trader

Affect: This skill lets a character gain an extra income per event like Trader skill and will also let the player collect a random assortment of herbs or spices from games control each day.

College: Merchants College

School: Traders School

School Level: 5

Skill: Net Working

Affect: Once per event the character may go to games control and ask for information on any subject. They will be given a time to return when they will be provided with an amount (deemed suitable by games control, dependent on the subject) of information on that subject. This is represented in game by a character gaining information from a wide range of contacts that they have built in within the game world, while they have been trading.

College: Merchants College

School: Traders School

School Level: 6

Skill: Master Trader

Affect: A character with this skill is able to sell any lamie item within the game world. By taking the item to games control the character will be offered a fair price for the item, regardless of if the item is stolen or is of great importance to any group, college or race. The character may then choose whether to sell the item or not to games control for that price.

College: Merchants College

School: Traders School

School Level: 7

Skill: Rare Item Trader

Affect: Once per day a rare items trader may go to games control and request any type of item within the game world (they can not request a specific item). Games control will then give the character a price at which they may buy the item at from them. The more powerful the item then the greater the price will be.

College: Merchants College

School: Traders School

School Level: 8

Skill: Teach Traders School Skill

Affect: This skill let's the character teach a Traders school skill that they know to one person every year. The person that they teach will become there apprentice and will only receive the skill after a year and 1 day to the time that there apprentice slot was registered.

College: Merchants College

School: Traders School

School Level: 9

Skill: By Title

Affect: With this skill a character may buy a rank up to rank 8 within any school they are a member of, there own race or any race's that are allied to there own. The character may buy as many rank's a year as they wish. The ranks will last 1 year as all standard in game ranks do. The character will have the full entitlements that go with that rank. To buy a rank the character must go to game's control and request the rank they wish to buy (rank level and in what school or race), games control will then give them a in game price that they can buy the rank for.

College: Merchants College

School: Traders School

School Level: 10

Skill: Kill Them

Affect: With this skill the character may go to games control, once per event and request the death of another player. You must give games control the character's name and race that you wish dead and any of information that you have on them (the more information you give the more likely they are to get there character killed). The monster tent will then send out a monster crew to try and kill the requested player. The monster crew will hunt the player for up to 12 hour's, till they are all killed or until the player is killed. If the player is not killed after the monster team has been sent out then the requesting player will have to wait till the next event before they may ask for another monster crew to go after the player. The monsters will not be given any information on who has sent them so that the target player may not gain any information on who has sent out people to kill them.

College: Merchants College

School: Crafters School

School Level: 1

Skill: Craft Natural element

Affect: At the start of the event the player will be given a craft natural element crafting sheet. Upon this sheet will be a list of items that the player can make, along with what natural elements they will need to make them and how much time in the crafters school area it will take them to make the item. The player may then make as many items as they wish from the sheet over the event as long as they have the correct elements and send the correct amount of time within the school area. A Crafters school NPC will have to sign off each item before the player may retrieve the lamie for what they have crafted from games control.

College: Merchants College

School: Crafters School

School Level: 2

Skill: Craft magical element

Affect: At the start of the event the player will be given a craft magical element crafting sheet. Upon this sheet will be a list of items that the player can make, along with what elements (not warp stone) they will need to make them and how much time in the crafters school area it will take them to make the item. The player may then make as many items as they wish from the sheet over the event as long as they have the correct elements and send the correct amount of time within the school area. A Crafters school NPC will have to sign off each item before the player may retrieve the lamie for what they have crafted from games control.

College: Merchants College

School: Crafters School

School Level: 3

Skill: Craft Warp Stone

Affect: At the start of the event the player will be given a craft warp stone crafting sheet. Upon this sheet will be a list of items that the player can make, along with the amount of warp stone they will need to make them and how much time in the crafters school area it will take them to make the item. The player may then make as many items as they wish from the sheet over the event as long as they have the correct amount of warp stone and spend the correct amount of time within the school area. A Crafters school NPC will have to sign off each item before the player may retrieve the lamie for what they have crafted from games control.

College: Merchants College

School: Crafters School

School Level: 4

Skill: Make Natural Weapon/Shield/Armour

Affect: At the start of the event the player will be given a make natural Weapon/Shield/Armour crafting sheet. Upon this sheet will be a list of items that the player can make, along with what natural elements they will need to make them and how much time in the crafters school area it will take them to make the item. The player may then make as many items as they wish from the sheet over the event as long as they have the correct elements and spend the correct amount of time within the school area. A Crafters school NPC will have to sign off each item before the player may retrieve the lamie for what they have crafted from games control.

College: Merchants College

School: Crafters School

School Level: 5

Skill: Make Crafted Armour (Light/Medium/Heavy/Extra Heavy)

Affect: A Player with this skill will have the ability to make a piece of crafted armour once per day. By spending 3 hour's working on a piece of armour in the school area (the armour will be counted as covering all area's on a person, as long as they have those area's phys reped with armour) the character may create a piece of crafted armour for any of the armour classes. A piece of crafted armour will last for 1 year and will give the wear +1 extra armour value to that type of armour for as long as they wear it. A Crafters school NPC must sign off the crafted armour before the player may collect the armour lamie from games control.

College: Merchants College

School: Crafters School

School Level: 6

Skill: Make Magical Weapon/Shield/Armour

Affect: At the start of the event the player will be given a make magical Weapon/Shield/Armour crafting sheet. Upon this sheet will be a list of items that the player can make, along with what magical elements they will need to make them and how much time in the crafters school area it will take them to make the item. The player may then make as many items as they wish from the sheet over the event as long as they have the correct elements and send the correct amount of time within the school area. A Crafters school NPC will have to sign off each item before the player may retrieve the lamie for what they have crafted from games control. If the player already has the skill Craft Warp Stone then they may also craft Warp Stone Weapon/Shield/Armour with this skill (See magical Weapon/Shield/Armour crafting sheet for more details).

College: Merchants College

School: Crafters School

School Level: 7

Skill: Strengthen Armour

Affect: Once per event a character with this skill may work on any type of armour within the crafters school area for 3 hours to strengthen the armour. This will give +1 extra armour value to the armour (head, body, leg's and arm's may all be done at once and counted as +1 armour value, as long as the player is wearing a phys rep on all locations). A Crafters School NPC must sign off the strengthened armour before the player can collect the lamie from games control. A strengthened piece of armour will last for 1 year.

College: Merchants College

School: Crafters School

School Level: 8

Skill: Teach Crafters School Skill

Affect: This skill let's the character teach a Crafters school skill that they know to one person every year. The person that they teach will become there apprentice and will only receive the skill after a year and 1 day to the time that there apprentice slot was registered.

College: Merchants College

School: Crafters School

School Level: 9

Skill: Enchant Item

Affect: Once per day a character with this skill may awaken the magic within an item and enchant it. At that start of the event the player must pick up an enchant item sheet that will list the different affects they may give out by enchanting different items. An enchanted item stay enchanted until the end of play on that evening. When the character enchants an item they must then attach there enchanted item card for that day onto the item and write on the back of the card the affect that they have enchanted it with.

College: Merchants College

School: Crafters School

School Level: 10

Skill: Make Gold Weapon

Affect: With this skill a character may make 1 gold weapon every year. Making a gold weapon will take 5 hours of work within the crafters school area. At the start of the event the player must pick up a make gold weapon sheet from games control, upon the sheet will be the amount of gold needed for different types of gold weapons and how pure the gold is will depend of the duration of the gold weapon lamie. A ref and crafters school NPC must sign off a gold weapon before you can collect the lamie from games control.

College: Knowledge College

School: Poison School

School Level: 1

Skill: Make Poisons 1

Affect: At the start of the event the player must pick up a make poisons 1 sheet from games control. Upon this sheet will be the materials needed and the amount of time that must be spent in the poison school area to make any level 1 poison. The character must spend the correct amount of time in the poison school area and have the right material's to make any poison on their sheet. All poisons must be signed off by a poisons school NPC before the player can collect the lamie from games control. The character must have Poison Lore to learn this skill.

College: Knowledge College

School: Poison School

School Level: 2

Skill: Identify Poison Victim

Affect: With this skill a character can identify if another character has been poisoned after 10 seconds of close study of the other character. Once identified if a character has been poisoned they may identify what action must be taken to cure the character. A ref may be required to supply this information if the poisoned player has not been told. The character must have Poison Lore to learn this skill.

College: Knowledge College

School: Poison School

School Level: 3

Skill: Identify Poison Ingredients

Affect: After 10 minutes of studying a characters body that is alive or dead, after they have been poisoned, the character can identify what poison was used on them and the ingredients within that poison. After the character has identified the poison used and what is in it they may then collect a lamie from games control that entitles them to be able to make that poison from then on if they have the right ingredients and spend the right amount of time within the poison school area (all poisons must be signed off by a poison school NPC before the player can collect the lamie from games control). A ref MUST be present for a character to use this skill. The character must have Poison Lore to learn this skill.

College: Knowledge College

School: Poison School

School Level: 4

Skill: Make Poisons 2

Affect: At the start of the event the player must pick up a make poisons 2 sheet from games control. Upon this sheet will be the materials needed and the amount of time that must be spent in the poison school area to make any level 2 poison. The character must spend the correct amount of time in the poison school area and have the right materials to make any poison on their sheet. All poisons must be signed off by a poisons school NPC before the player can collect the lamie from games control. The character must have Poison Lore to learn this skill.

College: Knowledge College

School: Poison School

School Level: 5

Skill: Teach other to handle Poisons

Affect: With this skill, a character can teach 1 person per year to handle and use poisons without poisoning themselves. This skill will not give the learning character the character skill Poison Lore but it will entitle them to handle, use and apply poisons in the same way that the Poison Lore character skill does. The learning character will only gain this skill after 1 year and 1 day. The character must have Poison Lore to learn this skill.

College: Knowledge College

School: Poison School

School Level: 6

Skill: Resist Poisons

Affect: After a large amount of time of being exposed to poisons the character will build up an immunity to them. After being affected by any level 1 or 2 poison the character may “No Affect” its affect’s upon them. The character must role play not feeling well for the rest of the day but they will not take the affect of the poison. The character must have Poison Lore to learn this skill.

College: Knowledge College

School: Poison School

School Level: 7

Skill: Use Alchemy Lab

Affect: After buying this skill it entitles the character to be able to use an alchemy lab in game. The character may then use the poison school lab or there own (own labs must be checked by a ref first to see if they are up to phys rep standards before they can be used). If a character is using there own lab that is not in the poison school area then they may get a ref or another NPC to do all there signing off for any poisons they make in their lab (same rule’s apply for amount of time and materials needed). By using an alchemy lab a character can produce twice as much poison as they normally would be able to with the same amount of materials and in the same amount of time. All other same rules apply for making the poison as listed in make poisons level 1, 2 and 3. The character must have Poison Lore to learn this skill.

College: Knowledge College

School: Poison School

School Level: 8

Skill: Teach Poison School Skill

Affect: This skill let’s the character teach a Poison school skill that they know to one person every year. The person that they teach will become their apprentice and will only receive the skill after a year and 1 day to the time that there apprentice slot was registered. The character must have Poison Lore to learn this skill.

College: Knowledge College

School: Poison School

School Level: 9

Skill: Make Poisons 3

Affect: At the start of the event the player must pick up a make poisons 3 sheet from games control. Upon this sheet will be the materials needed and the amount of time that must be spent in the poison school area to make any level 3 poison. The character must spend the correct amount of time in the poison school area and have the right materials to make any poison on their sheet. All poisons must be signed off by a poisons school NPC before the player can collect the lamie from games control. The character must have Poison Lore to learn this skill.

College: Knowledge College

School: Poison School

School Level: 10

Skill: Make New Poison

Affect: Once per year a character with this skill may invent a new poison. At the start of an event the player must submit to games control what poison they wish to make. This must be submitted on a make new poison sheet witch can be obtained from games control. Upon the sheet must be what type of affect you wish the poison to have, the more detail you can give the more likely you will get what you want. At the next event the player may collect there new poison making lamie from games control. Games control will come up with what ingredients are needed for the poison and how long it will take to make, depending on what the poison does. Game’s control may refuse to let a player make a poison if they feel it would be damaging to the game.

College: Knowledge College

School: Potion School

School Level: 1

Skill: Make Potions 1

Affect: At the start of the event the player must pick up a make potions 1 sheet from games control. Upon this sheet will be the materials needed and the amount of time that must be spent in the potions school area to make any level 1 potion. The character must spend the correct amount of time in the potion school area and have the right materials to make any potion on their sheet. All potions must be signed off by a potions school NPC before the player can collect the lamie from games control. The character must have Potion Lore to learn this skill.

College: Knowledge College

School: Potion School

School Level: 2

Skill: Herbalist

Affect: A character with this skill may administer raw herbs to another character to cure injuries. At the start of the event the player should collect a herbalist sheet from games control which will list what herbs they may use for with this skill, how many herbs are needed and what there affects will be. A herb card must be ripped up after use. The character must have Potion Lore to learn this skill.

College: Knowledge College

School: Potion School

School Level: 3

Skill: Identify Potion Ingredients

Affect: After 10 minutes of studying a characters body that is alive or dead, after they have taken a potion, the character can identify what potion was used on them and the ingredients within that potion. After the character has identified the potion used and what is in it they may then collect a lamie from games control that entitles them to be able to make that potion from then on if they have the right ingredients and spend the right amount of time within the potion school area (all potions must be signed off by a potion school NPC before the player can collect the lamie from games control). A ref MUST be present for a character to use this skill. The character must have Potion Lore to learn this skill.

College: Knowledge College

School: Potion School

School Level: 4

Skill: Make Potions 2

Affect: At the start of the event the player must pick up a make potions 2 sheet from games control. Upon this sheet will be the materials needed and the amount of time that must be spent in the potions school area to make any level 2 potion. The character must spend the correct amount of time in the potion school area and have the right materials to make any potion on their sheet. All potions must be signed off by a potions school NPC before the player can collect the lamie from games control. The character must have Potion Lore to learn this skill.

College: Knowledge College

School: Potion School

School Level: 5

Skill: Resist Poisons

Affect: After a large amount of time of being exposed to poisons the character will build up an immunity to them. After being inflicted by any level 1 or 2 poison the character may “No Affect” its affect’s upon them. The character must role play not feeling well for the rest of the day but they will not take the affect of the poison. The character must have Poison Lore to learn this skill.

College: Knowledge College

School: Potion School

School Level: 6

Skill: Teach other to Administer Potion

Affect: With this skill, a character can teach 1 person per year to handle and use potion's without affecting themselves. This skill will not give the learning character the character skill Potion Lore but it will entitle them to handle, use and apply potions in the same way that the Potion Lore character skill does. The learning character will only gain this skill after 1 year and 1 day. The character must have Potion Lore to learn this skill.

College: Knowledge College

School: Potion School

School Level: 7

Skill: Use Alchemy Lab

Affect: After buying this skill it entitles the character to be able to use an alchemy lab in game. The character may then use the potion school lab or there own (own labs must be checked by a ref first to see if they are up to phys rep standards before they can be used). If a character is using there own lab that is not in the potion school area then they may get a ref or another NPC to do all their signing off for any potion they make in their lab (same rule's apply for amount of time and materials needed). By using an alchemy lab a character can produce twice as much potion as they normal would be able to with the same amount of materials and in the same amount of time. All other same rules apply for making the potion as listed in make potion's level 1, 2 and 3. The character must have Potion Lore to learn this skill.

College: Knowledge College

School: Potion School

School Level: 8

Skill: Teach Potion School Skill

Affect: This skill let's the character teach a Potion school skill that they know to one person every year. The person that they teach will become their apprentice and will only receive the skill after a year and 1 day to the time that their apprentice slot was registered. The character must have Potion Lore to learn this skill.

College: Knowledge College

School: Potion School

School Level: 9

Skill: Make Potions 3

Affect: At the start of the event the player must pick up a make potions 3 sheet from games control. Upon this sheet will be the materials needed and the amount of time that must be spent in the potions school area to make any level 3 potion. The character must spend the correct amount of time in the potion school area and have the right materials to make any potion on their sheet. All potions must be signed off by a potions school NPC before the player can collect the lamie from games control. The character must have Potion Lore to learn this skill.

College: Knowledge College

School: Potion School

School Level: 10

Skill: Make New Potion

Affect: Once per year a character with this skill may invent a new potion. At the start of an event the player must submit to game's control what potion they wish to make. This must be submitted on a make new potion sheet which can be obtained from games control. Upon the sheet must be what type of affect you wish the potion to have, the more detail you can give the more likely you will get what you want. At the next event the player may collect there new potion making lamie from games control. Games control will come up with what ingredients are needed for the potion and how long it will take to make, depending on what the potion does. Game's control may refuse to let a player make a potion if they feel it would be damaging to the game. The character must have Potion Lore to learn this skill.

College: Knowledge College

School: Research School

School Level: 1

Skill: Rumours

Affect: At the start of any event a character with this skill may collect a rumours sheet from games control. Upon this sheet will be some rumour's from within the game world.

College: Knowledge College

School: Research School

School Level: 2

Skill: Research Assistant

Affect: A character with the Research Assistant skill may add +5 research points to a player's research request if they are added to the list of characters helping to research that topic. A Research Assistant may only work on researching 1 topic at a time and may not start working on another one until a conclusion has been given to there last topic. The character must have Literacy to learn this skill.

College: Knowledge College

School: Research School

School Level: 3

Skill: Translate Named Language

Affect: If a document as been identified as being in a certain language then the player may use this skill go to games control to get a translation key for that language. With the translation key they can translate the document into the common tongue (English) from whatever language it is written in. The character must have Literacy to learn this skill.

College: Knowledge College

School: Research School

School Level: 4

Skill: Identify Language

Affect: At the start of the event the player must go and collect an identify language code sheet from games control. They may then use the sheet to identify a document's language by matching the language code on the top right hand corner of the document to the one on there code sheet. The character must have Literacy to learn this skill.

College: Knowledge College

School: Research School

School Level: 5

Skill: Researcher

Affect: A character with the Researcher skill may add +10 research points to a player's research request if they are added to the list of characters helping to research that topic. A Researcher may only work on researching 1 topic at a time and may not start working on another one until a conclusion has been given to their last topic. The character must have Literacy to learn this skill.

College: Knowledge College

School: Research School

School Level: 6

Skill: Net Working

Affect: Once per event the character may go to games control and ask for information on any subject. They will be given a time to return when they will be provided with an amount (deemed suitable by games control, dependent on the subject) of information on that subject. This is represented in game by a character gaining information from a wide range of contacts that they have built in within the game world, while they have been trading.

College: Knowledge College

School: Research School

School Level: 7

Skill: Librarian

Affect: This skill let's a character become a librarian of there own library. When buying this skill the player must register with games control where their library will be based in the game world and what subject the library will be on. If someone is researching a topic within character's library (they must have the librarian marked down as one of the people helping on their research for that topic) and it is on the same topic covered within the library then they will gain +100 extra research points. A Librarian may only work on researching 1 topic at a time and may not start working on another one until a conclusion has been given to there last topic. The character must have Literacy to learn this skill.

College: Knowledge College

School: Research School

School Level: 8

Skill: Teach Research School Skill

Affect: This skill lets the character teach a Research school skill that they know to one person every year. The person that they teach will become there apprentice and will only receive the skill after a year and 1 day to the time that their apprentice slot was registered.

College: Knowledge College

School: Research School

School Level: 9

Skill: Master Researcher

Affect: A character with the Master Researcher skill may add +100 research points to a player's research request if they are added to the list of characters helping to research that topic. A Master Researcher may only work on researching 1 topic at a time and may not start working on another one until a conclusion has been given to there last topic. The character must have Literacy to learn this skill.

College: Knowledge College

School: Research School

School Level: 10

Skill: Kill Them

Affect: With this skill the character may go to games control, once per event and request the death of another player. You must give games control the character's name and race that you wish dead and any of information that you have on them (the more information you give the more likely they are to get there character killed). The monster tent will then send out a monster crew to try and kill the requested player. The monster crew will hunt the player for up to 12 hours, till they are all killed or until the player is killed. If the player is not killed after the monster team has been sent out then the requesting player will have to wait till the next event before they may ask for another monster crew to go after the player. The monsters will not be given any information on who has sent them so that the target player may not gain any information on who has sent out people to kill them.

College: Thieves College (Hidden College)

School: Assassins School

School Level: 1

Skill: Use Poisons

Affect: This skill entitles a character to use and handle poisons without having the character skill Poison Lore. This skill does not give the character the skill Poison Lore.

College: Thieves College (Hidden College)

School: Assassins School

School Level: 2

Skill: Through From Behind

Affect: With this skill the character may do through damage with any claw, small sharp and single handed sharp as long as they are behind the target. The player may only call through as long as they attack the target characters back and as long as the target character is NOT looking at them. If the target character is immobile and not able to respond to an attack then the player may attack them from any direction and call through damage.

College: Thieves College (Hidden College)

School: Assassins School

School Level: 3

Skill: Climb Walls

Affect: A Character that has learnt this skill has learnt the ability to climb walls and other such obstacles. To Climb an in game wall the character must stand by the wall and make a climbing movement with there hands and feet (as if climbing a ladder) for a slow count of 10 seconds. Once a climb has been started the character may not be hit with weapons as they are viewed as being out of there range, while climbing the wall. They can however by shot with arrows or bolts and have spells cast at them. No character who is climbing a wall may counter a spell cast at them. After the slow count of 10 the player must put a finger in the air to indicate to other player's that they can not be seen, they must then proceed directly to the nearest OOC wall exit and go through it. Once on the other side of the wall the player may choose a point at which to scale down the wall. To climb down the wall they use the same methods as they did to climb up it and the same rules apply. For climbing other obstacles in game the player must first consult a ref to find out the affect.

College: Thieves College (Hidden College)

School: Assassins School

School Level: 4

Skill: Through

Affect: This skill lets the character do unlimited through damage to another player with any sharp weapon.

College: Thieves College (Hidden College)

School: Assassins School

School Level: 5

Skill: Through Touch

Affect: This skill lets the character do unlimited through damage to another player with their hands. Any player wishing to use this skill must first get there Claws/Touch Attack competency.

College: Thieves College (Hidden College)

School: Assassins School

School Level: 6

Skill: Through On Throwing Weapons

Affect: This skill lets the character do unlimited through damage to another player with any sharp throwing weapon.

College: Thieves College (Hidden College)

School: Assassins School

School Level: 7

Skill: 4 points of Ritual Magic

Affect: This skill entitles the character to have and use 4 points of ritual magic as if they had taken the skill from the character skill list. If they character already has ritual magic then these points will be added to the ones they already possess.

College: Thieves College (Hidden College)

School: Assassins School

School Level: 8

Skill: Teach Assassin School Skill

Affect: This skill lets the character teach a Assassins school skill that they know to one person every year. The person that they teach will become there apprentice and will only receive the skill after a year and 1 day to the time that there apprentice slot was registered.

College: Thieves College (Hidden College)

School: Assassins School

School Level: 9

Skill: Fatal Touch

Affect: Once per day a character with this skill may call Fatal when touching a target player. The Target player will suffer a fatal wound to that location. The player must tear up there fatal card for that day after they have used this attack. Any player wishing to use this skill must first get there Claws/Touch Attack competency.

College: Thieves College (Hidden College)

School: Assassins School

School Level: 10

Skill: Fatal Blow

Affect: 3 times a day the character may call fatal damage when hitting with any weapon that they can use. The target player will then suffer a fatal wound to that location. The player must tear up one of there fatal cards for that day after they have used this attack.

College: Thieves College (Hidden College)

School: Thieves School

School Level: 1

Skill: Climb Walls

Affect: A Character that has learnt this skill has learnt the ability to climb walls and other such obstacles. To Climb an in game wall the character must stand by the wall and make a climbing movement with there hands and feet (as if climbing a ladder) for a slow count of 10 seconds. Once a climb has been started the character may not be hit with weapons as they are viewed as being out of there range, while climbing the wall. They can however by shot with arrows or bolts and have spells cast at them. No character who is climbing a wall may counter a spell cast at them. After the slow count of 10 the player must put a finger in the air to indicate to other players that they can not be seen, they must then proceed directly to the nearest OOC wall exit and go through it. Once on the other side of the wall the player may choose a point at which to scale down the wall. To climb down the wall they use the same methods as they did to climb up it and the same rules apply. For climbing other obstacles in game the player must first consult a ref to find out the affect.

College: Thieves College (Hidden College)

School: Thieves School

School Level: 2

Skill: Pick Pocket

Affect: If the character maintains contact (e.g. there hand on there arm) with another player for a slow count of 5 seconds then they may count as if they have picked that players pocket. The player who is picking the pocket must put a finger in the air and whisper to the other player that they have picked there pocket and tell them which pocket or bag that they have picked. The player that has had their pocket picked must then hand over any in game items, money or paper work (IC things only) that were located in that pocket or bag. The character that has had their pocket picked will have no knowledge of the event and so the player who has had their pocket picked must role play accordingly.

College: Thieves College (Hidden College)

School: Thieves School

School Level: 3

Skill: Fumble

Affect: By touching another player, a character with this skill may call fumble. The touched player must then drop any items in there hands and can not pick them up again until they have hit the ground. Any player wishing to use this skill must first get there Claws/Touch Attack competency.

College: Thieves College (Hidden College)

School: Thieves School

School Level: 4

Skill: Glamour Mind

Affect: Once per day the character with this skill may use the spell glamour mind. After 5 minutes of role play talking the target players mind becomes glamoured with magic. The player will believe what ever the caster tells them for 24 hours. After using this skill the player must tear up there glamour mind skill card for that day.

College: Thieves College (Hidden College)

School: Thieves School

School Level: 5

Skill: Distract

Affect: 3 times a day a player with this skill may use there luck in distracting another player. To use this skill the character must touch the target player with one hand, point in a direction with the other hand and say the words "Distract". The target player must look in the direction pointed at for a slow count of 10 seconds and may not perform any other action unless there character is physically moved or injured. After using this skill the player must tear one of their distract cards for that day. This skill is counted as a mind based attack and so can be no affected by the target player if they have been protected against mind spells.

College: Thieves College (Hidden College)

School: Thieves School

School Level: 6

Skill: Rumours

Affect: At the start of any event a character with this skill may collect a rumours sheet from games control. Upon this sheet will be some rumours from within the game world.

College: Thieves College (Hidden College)

School: Thieves School

School Level: 7

Skill: Net Working

Affect: Once per event the character may go to games control and ask for information on any subject. They will be given a time to return when they will be provided with an amount (deemed suitable by games control, dependent on the subject) of information on that subject. This is represented in game by a character gaining information from a wide range of contacts that they have built in within the game world, while they have been trading.

College: Thieves College (Hidden College)

School: Thieves School

School Level: 8

Skill: Teach Thieves School Skill

Affect: This skill let's the character teach a Thieves school skill that they know to one person every year. The person that they teach will become there apprentice and will only receive the skill after a year and 1 day to the time that their apprentice slot was registered.

College: Thieves College (Hidden College)

School: Thieves School

School Level: 9

Skill: Blag Position

Affect: With this skill the character may use there skill in blagging people to convince someone that they are a certain position. The character must talk to his target for 2 minutes in a fully role played conversation about there rank or social status. After the conversation the target player will be informed that they have been blagged into believing that the player is whatever social rank that they are claiming to be (e.g. king of the dwarfs) they target player must role play that they believe the player is that social rank for the rest of their characters life or until they are proved otherwise, in character, beyond any doubt. The player may only use this skill once per day and must tear there blag position card for that day after they use the skill. This skill is not counted as a mind attack and so can not be blocked by any spell or skill.

College: Thieves College (Hidden College)

School: Thieves School

School Level: 10

Skill: Kill Them

Affect: With this skill the character may go to games control, once per event and request the death of another player. You must give games control the character's name and race that you wish dead and any of information that you have on them (the more information you give the more likely they are to get there character killed). The monster tent will then send out a monster crew to try and kill the requested player. The monster crew will hunt the player for up to 12 hours, till they are all killed or until the player is killed. If the player is not killed after the monster team has been sent out then the requesting player will have to wait till the next event before they may ask for another monster crew to go after the player. The monsters will not be given any information on who has sent them so that the target player may not gain any information on who has sent out people to kill them.

College: Thieves College (Hidden College)

School: Spies School

School Level: 1

Skill: Rumours

Affect: At the start of any event a character with this skill may collect a rumours sheet from games control. Upon this sheet will be some rumour's from within the game world.

College: Thieves College (Hidden College)

School: Spies School

School Level: 2

Skill: Climb Walls

Affect: A Character that has learnt this skill has learnt the ability to climb walls and other such obstacles. To Climb an in game wall the character must stand by the wall and make a climbing movement with there hands and feet (as if climbing a ladder) for a slow count of 10 seconds. Once a climb has been started the character may not be hit with weapons as they are viewed as being out of there range, while climbing the wall. They can however by shot with arrows or bolts and have spells cast at them. No character who is climbing a wall may counter a spell cast at them. After the slow count of 10 the player must put a finger in the air to indicate to other players that they can not be seen, they must then proceed directly to the nearest OOC wall exit and go through it. Once on the other side of the wall the player may choose a point at which to scale down the wall. To climb down the wall they use the same methods as they did to climb up it and the same rules apply. For climbing other obstacles in game the player must first consult a ref to find out the affect.

College: Thieves College (Hidden College)

School: Spies School

School Level: 3

Skill: Through From Behind

Affect: With this skill the character may do through damage with any claw, small sharp and single handed sharp as long as they are behind the target. The player may only call through as long as they attack the target characters back and as long as the target character is NOT looking at them. If the target character is immobile and not able to respond to an attack then the player may attack them from any direction and call through damage.

College: Thieves College (Hidden College)

School: Spies School

School Level: 4

Skill: Glamour Mind

Affect: Once per day the character with this skill may use the spell glamour mind. After 5 minutes of role play talking the target players mind becomes glamoured with magic. The player will believe what ever the caster tells them for 24 hours. After using this skill the player must tear up there glamour mind skill card for that day.

College: Thieves College (Hidden College)

School: Spies School

School Level: 5

Skill: Net working

Affect: Once per event the character may go to games control and ask for information on any subject. They will be given a time to return when they will be provided with an amount (deemed suitable by games control, dependent on the subject) of information on that subject. This is represented in game by a character gaining information from a wide range of contacts that they have built in within the game world, while they have been trading.

College: Thieves College (Hidden College)

School: Spies School

School Level: 6

Skill: Chameleon

Affect: If the character spends 10 seconds of standing still or lying down against an any object (tree, wall, tent, etc...) out of sight of anyone else then they may become chameleon and blend with the object. The player must then put a finger in the air to indicate to other players that they can not be seen. If the character moves, speaks or performs any other action then they will become visible again.

College: Thieves College (Hidden College)

School: Spies School

School Level: 7

Skill: Blag Position

Affect: With this skill the character may use there skill in blagging people to convince someone that they are a certain position. The character must talk to his target for 2 minutes in a fully role played conversation about there rank or social status. After the conversation the target player will be informed that they have been blagged into believing that the player is whatever social rank that they are claiming to be (e.g. king of the dwarfs) they target player must role play that they believe the player is that social rank for the rest of their characters life or until they are proved otherwise, in character, beyond any doubt. The player may only use this skill once per day and must tear their blag position card for that day after they use the skill. This skill is not counted as a mind attack and so can not be blocked by any spell or skill.

College: Thieves College (Hidden College)

School: Spies School

School Level: 8

Skill: Teach Spies School Skill

Affect: This skill let's the character teach a spies school skill that they know to one person every year. The person that they teach will become there apprentice and will only receive the skill after a year and 1 day to the time that their apprentice slot was registered.

College: Thieves College (Hidden College)

School: Spies School

School Level: 9

Skill: Through

Affect: This skill lets the character do unlimited through damage to another player with any sharp weapon.

College: Thieves College (Hidden College)

School: Spies School

School Level: 10

Skill: Kill Them

Affect: With this skill the character may go to games control, once per event and request the death of another player. You must give games control the character's name and race that you wish dead and any of information that you have on them (the more information you give the more likely they are to get there character killed). The monster tent will then send out a monster crew to try and kill the requested player. The monster crew will hunt the player for up to 12 hours, till they are all killed or until the player is killed. If the player is not killed after the monster team has been sent out then the requesting player will have to wait till the next event before they may ask for another monster crew to go after the player. The monsters will not be given any information on who has sent them so that the target player may not gain any information on who has sent out people to kill them.

Restricted races

Within the game world are 3 different restricted races. These races are restricted so that only a limited number of players will play them at any one time, so that the game world does not become flooded with them. They are also restricted for plot and game world rezones.

Starting players can not start as a restricted race, it is however possible to become a restricted race from within the game world. As well as getting access to the new race picks after being turned into a member of a restricted race there is also certain benefits and drawbacks to each race. These are as follows:-

Vampires

Vampires are immune to all fatal damage.

Vampires will suffer 1 point of through damage to all locations after every 5 minutes that they have 10% or more of their skin exposed to sunlight.

Daemons

Daemons gain +1 body hits to all locations after any mage spell has been cast at them and they have taken its effect.

Daemons lose -1 body hits to all locations after any divine spell has been cast at them and they have taken its effect.

Were-Wolves

Were-Wolves will get 1 extra body dev. (This will not affect the body dev limit)

Were-Wolves will treat all silver damage as fatal damage.

Repairing Armour

Within the LARP Entertainment game world of Tamrad all armour has an amount of damage hits that it can take before it offers no more protection. Once a piece of armour has had its armour value taken down to 0 then it must be repaired before the armour value can be counted again.

There are four different types of armour in LARP Entertainments game world. Each armour type has its own value of added armour points that it gives to the player. For a player to be classed as wearing any of these armour types they must have brought the correct armour skill from the character skill list.

The four armour types and there values are:-

Light Armour: +1 Armour value.

Medium Armour: +2 Armour value.

Heavy Armour: +3 Armour value.

Extra Heavy Armour: +4 Armour value.

It is also possible to get lamie items, spells and skills that may increase an armour value within the game world.

To repair armour you must have the same or greater armour level skill as the piece of armour you are trying to repair. E.g. If you are wishing to repair a piece of Heavy Armour you must have the character skill Heavy Armour use or Extra Heavy Armour use.

Repairing armour will take 1 full minute of role play repairing on the damaged location to restore 1 point of the armours hit point value. So for a character to repair all four hit points on an Extra Heavy Armour location they must work at role play repairing it for four minutes.

Characters may repair there own armour and if any another player aids them in repairing there armour it will half the time it takes to repair it. The other player must have the correct character skills to be able to repair the piece of armour. No more then two players can work on any 1 section of armour at any one time.

Shattered or crushed items may also be repaired. All crushed armour can be repaired in the normal way. Crushed shields can only be repaired by a mend spell or by using the in character mending area in your races camp.

Any shattered or crushed item may be repaired instantly by a mage using a mend spell. If there is no mage available to use a mend spell on your items then you can repair them in the in character repairing area.

There will be an in character repairing area located each race camp. By role playing fixing an item in there for 5 minutes the item will become fully repaired. Please ask your race NPC were your in character repair area is within your races camping area.

Research Request

Research within the game world is a valid way to learn how to do things and advance the game world. By putting in research requests we also find out what players would like to see in the game world.

Any player may submit a research request but to get an answer to their request the player must obtain an amount of points. The points needed will be determined by games control depending upon what the player is researching.

You may add as many people as you like to a research request form (which can be obtained from games control) however anyone added to the research request form may not research anything else until that research topic has gone to an end. All research topics will last a maximum of 1 year, if the player has not had enough points by then the player will be notified that they have failed in there research request.

The minimum amount of time needed for a research request will depend on what the topic is and the amount of research points the player has submitted upon there research request form. If the player is over the amount points needed for there research request then games control will reduce the amount of time it takes to research the topic.

Players will get research points for the following things:-

- +1 point for having the character skill literacy
- +5 points for experience skill research assistant
- +10 points for experience skill researcher
- +20 points for research in a general library (must find them)
- +50 points for researching in a library on the same topic at the research request (must find them in game)
- +100 points for experience skill librarian as long as the research topic is on the same as the topic that the library covers.
- +100 points for experience skill master researcher

When a player wants to do a research request they must first collect a research request form from games control, they must then fill out the following information:-

- 1) What they are researching
- 2) What affect they wish it to have
- 3) Were in the game world they are researching it
- 4) Which people are helping with the research request
- 5) How many research points they have
- 6) A signature from a ref or NPC verifying the information on the form
- 7) Home address of main person submitting the research request

Once the form has been filled out it must be returned to games control. Games control will first look at what the players are asking to research and will put a target amount on the research request. They will then put an amount of time on the request that it will take to get the information as long as they have enough points. They will then check the amount of research points the player has, if they are under the amount needed then after 1 year the player will receive a letter saying the research request has failed. If they have the correct amount of points then after the allotted amount of time the player will receive a letter with the information they requested on it. If the player has research points over the amount needed for the research topic then the amount of time taken to get the research topic will be greatly reduced and the player will receive there information much quicker.

You can also submit research requests in LARP Entertainment's online Role Play Game. The above research request process will mainly remain the same for LARP Entertainment RPG. To request to research a topic and find out any changes within the RPG world the player must talking with the LARP Entertainment GM.

Rank

Within the game world there are people within the Races and Colleges that will possess rank. Rank is a reward that can be given to a player to indicate what their social ranking is within a group (Race or College), in the game world.

Social ranks go from 1 to 10 in each race and college. Every player who is in the system will start with a social rank of 1. Leaders of races and colleges will have a social rank of 10 as they are the most important person within that group.

Players with a social rank of 2 or above will receive extra experience points for every event that they attend. The amount of extra experience they receive is listed below:-

Social Rank	Extra Experience Points Per Event
1	0
2	4
3	6
4	8
5	10
6	12
7	14
8	16
9	18
10	20

Rank will last for one year and will be given out at the first event of the year. The highest rank level for that group will be given to the NPC in charge of the group by games control. The NPC in charge is then free to dish out their ranks as they see fit, to members of their group, based on their in-character deeds. All ranks will hold titles that will be given to them by the NPC responsible for that group.

The amount of rank that any group has to hand out and what level ranks they have will be dependent on the amount of players in that group and what is happening in the game world at the time. As a general rule, more players will equal more rank. The rank amounts are set by games control.

Rank is a title given to a person and so can not be stolen. Players holding rank will be issued with a rank card for that rank.

Money

Money with the game world is very simple.

There are 2 different forms of currency, the first is silver nuggets and the second is gold nuggets.

There are 5 silver nuggets to every 1 gold nugget.

For attending each event a player will be given an amount of currency depending upon the event. By Pre-booking your ticket you can increase the amount of currency given to you.

In Game currency can be used to buy items, spells, potions, maps and information in game. It may also be stolen as it is an in character item. It is however just a phys rep for a currency and so can not be used in the world to purchase anything; this includes food from food wagons on the LARP Entertainment site.

In game currency is the property of LARP Entertainment, anyone found to be bringing in phys rep currency that has not been placed in the game world by ourselves may find themselves being banned from all LARP Entertainment events.