



NORDLAND

CORE RULEBOOK

UNOFFICIAL
GRIMDARK FANTASY LARP



NORDLAND



CORE RULEBOOK

ver. 0.8

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Season Zero: On the Road to Neudorf (2523 IC)

The largest of the Human realms in the Old World, the Empire is an alliance of independent states united under Emperor Karl Franz of Reikland. On its northern coast lies the imperial province of Nordland, known best for housing the Imperial Navy. In recent months word has spread across the province and beyond that a mercantile venture is establishing a new coastal settlement in the remote north-western regions of the province and that Elector Count Theoderic Gausser has waived all provincial taxes for Imperial citizens who decide to settle in this would-be hamlet of Neudorf.

Lured by the promise of great opportunity, many have begun to flock there from all regions and walks of life. The gods only know what they will find when they arrive, but that is a concern for another time. For the journey is long and not without hazards of its own. Even at the best of times the Empire is plagued by a multitude of threats, and these are far from the best of times.

The Empire is still reeling from the dreaded Corvid Pox that has ravaged its populace these past few years, and pockets of the plague still grip isolated settlements throughout many of its provinces.

While rumours of rat-things in the sewers are thankfully just the insane ramblings of madmen, greater numbers of mutants have indeed been reported across the Old World and taverns are rife with whispers of Chaos cults around every corner. It is perhaps little wonder that the Witch Hunters have been seen on the move so much as of late, purging towns of the ruinous taint that lurks amongst them before it can take hold and damn them all. At the same time, mobs have taken to the streets in the city states, led by fiery demagogues dissatisfied with the ruling class and calling for change.

Though these urban threats are far from trivial, they are dwarfed by the perils that await those who would brave the wilderness. While bandits harry the roadways, it is under the dark canopy of the Empire's vast forests that the greatest threats are found. Herds of Beastmen have always roamed with impunity in the darkness of the deep woods, but the Children of Chaos have become far bolder as of late, striking out against even well-defended settlements, intent to destroy everything in their path and remove any trace of civilization from these lands. Greenskins too have begun gathering in larger and larger numbers, often beyond the abilities of local militias to deal with. While many have called for the Elector Counts to muster armies to destroy this menace, others have argued that these growing mobs of Orcs and Goblins will inevitably turn toward in-fighting and disperse, as they have so many times before. In the meantime, imperial citizens are butchered in the eternal bloodshed that seems to drive their kind.

It is said that only the ancient forest of Laurelorn is free from such threats, for the Wood Elves of that realm guard their borders diligently against any intruders. The fact that this includes citizens of Nordland, which officially claims the territory as its own, is likely not lost on Gausser and it is difficult to say how much it would take for this uneasy arrangement to erupt into full, open conflict.

But do not lose faith, heirs of Sigmar, for the God-King is with us and shall lead us through any trials, as he has done for millennia and will continue to do until the very End Times come upon us...



INTRODUCTION

Greetings adventurer! Whether you've braved a perilous quest to find this tome of knowledge or fate has simply slipped it into your hands, if you've never played a game of End Times LARP before, then you've come to the right chapter. In it we will go over the basics of what the game is all about and what you can expect when attending an event.

In short, End Times is a live action role-playing game run as a non-profit, charitable venture by a community of enthusiasts of both roleplaying and our game's setting. But perhaps we should start off by addressing the far more fundamental question...

WHAT IS LIVE ACTION ROLE-PLAYING?

Many people who discover the world of live action role-playing (LARP) are already familiar with tabletop role-playing games. In such games a group of people typically cluster about a table to tell a collaborative story, each taking on the role of a particular character. To do so, they will describe the wondrous feats of magic or bravery that they wish their characters to perform and then roll dice to determine if those actions have been successful, using a system of predefined rules. Welcome to the next step of LIVE ACTION role-playing, where you no longer roll dice and describe your actions, you PERFORM them! Want your character to sneak up on that town guard? Then get on your tip-toes and hopefully you've oiled your armour. Want to attack that band of skeletons? That's a (foam) sword in your hand, so

start swinging. In a LARP we leave the table and dice behind, instead venturing out into a proper real-world setting that you can physically explore and interact with. In it you will encounter characters played by other players like yourself, along with a host of monsters and townsfolk played by a whole team of volunteers designed to move the overall story forward. With that said, there is no script to follow and no one knows just how the story will end. Those outcomes are partially up to the players themselves, as they take on the personas of their character and make decisions that influence the world around them.

If that all sounds intriguing to you, well then keep on reading and we'll tell you all about how to get in on the adventure!

GETTING STARTED

While it's understandable that the size of this rulebook can seem a bit intimidating at first, it's actually much easier to get started with End Times LARP than may seem the case. If you are brand new to End Times and preparing for your first event, we recommend that you instead begin by reading *Getting Started with End Times LARP*. This document is an extremely streamlined version of this rulebook and will highlight just the most important information that you will need to know before playing your first event.

Even after your first event, when you've had a chance to get some hands-on experience with how the game works, there's still quite a bit of this book that you don't need to know in order to continue playing the game. Every player is eventually expected to have an understanding of the general rules governing safety, combat, and overall game mechanics, although our volunteers and your fellow players are here to help you along the way as you learn by playing. This will

entail a general understanding of the Basics and Combat chapters. Apart from this, the system is intentionally designed so that you only need to understand rules that directly pertain to your character. For instance, if you're playing a Dwarf, you don't need to know how Elves work. The only skills you will need to understand are those that your character themselves possesses. Not a spellcaster? Then skip the Magic chapter altogether and allow it to be a mysterious mechanic that you don't understand any better than your character does. Any time that your character is affected by another player using an ability or rule from this book that you don't understand (because it doesn't apply to your character), it will always be explained using the rules that you do know.

Of course, if you really want to read the whole thing right now, we can't really blame you. Go get comfy and we'll see you in the index!



WHAT TO EXPECT AT AN EVENT

Once you've familiarized yourself with the core rules and created a character, it's time to play your first event. This is the term used for when our community comes together to actually play the game. Weekend-long events, scheduled well in advance, are typically held once a month at our site.

REGISTERING FOR AN EVENT

Tickets can be obtained online prior to an event or at the door, though most players will register ahead of time in order to advance their characters (see the Prelog section of the Between Event Actions chapter). Due to the contact nature of the game and mature content of the story, events are generally restricted to adults of 18 years or older, except with the express permission of an Owner. For more information on registering for your first event, check out our website or contact our New Player team.

COSTUMING

Before arriving at your first event, the one last thing you'll need to do is to find a costume. End Times requires that all players wear appropriate costuming while playing a character at an event. This is not only an excellent way to help the player themselves get into character, but also contributes to the immersion of other players, helping them believe that they are really in this fantasy world. If this is your first event, don't worry, for there's no immediate expectation for new players to cover themselves in elaborate, period attire that would marvel even the most nit-picky re-enactor. Especially if your character is starting off in the lower ranks of society, it would probably be even more appropriate to keep initial attire quite plain. You might start your first game with a simple tabard, tunic or dress and a plain belt, adding more to it over time as you see fit. The only real requirement is to avoid any obvious modern elements and anachronisms such as jeans, neon sneakers, zippers, watches, obvious pockets, logos/prints, etc. Such elements should either be completely covered or not worn at all during an event. It should be noted that eye glasses are perfectly fine, and even exist as an in-game item in the setting. If you are having any trouble finding suitable costuming, don't hesitate to reach out to a New Player Marshal who can either point you towards some resources or possibly even help you borrow something from our cast costuming. If playing a non-Human character, you will also need to appropriately represent your character's race, the rules for which can be found in the Races & Regions chapter.

As your character progresses, so too will their costuming. End Times strives to promote the authenticity of the setting and encourages its players to aid in this through both costuming and roleplay. Certain in-game positions therefore require minimum mandatory costuming that is representative of that setting. But don't worry, there are many excellent resources for such attire and we will do our best to help you dress the part, on any budget.

EVENT SCHEDULE

Events typically run from Friday evening until about noon the following Sunday. Exact times can be found on the Facebook event page for each game, though we will generally keep a fairly consistent schedule.

On Friday evening the site will open a few hours before the game is scheduled to begin. During this time, players may arrive on site as they are able, unload their vehicles, set up their tent or indoor sleeping area, get into costume, have their weapon phys-reps checked for safety, socialize with other players and complete the logistics process to receive their character sheet. Other activities are also performed by select groups of players during this time, such as going through a New Player Orientation if this is your first event. The opening speech is usually held around 10 pm, where Owners and Heads deliver important information and reminders that the players need to know for that event.

As soon as this opening speech has concluded, the game has officially begun. For the remainder of the weekend, until game is called on Sunday, players adopt the personas of their characters and live their lives in this fantasy setting. John and Jane cease to be during the event, and in their place stand the gruff Dwarf slayer Ulfrik Ragnarsson and Magisterix Katherine von Reinhardt of the Celestial College. What such characters can expect during the game will be described further below and elsewhere throughout this book.

The game is typically called around noon on Sunday, at which point the story is paused for the moment and players once more put their characters aside, resuming their real-life identities. At this point, players generally will change back into their regular clothing and pack up their belongings. Some may also volunteer for specific tasks to help the game, including cleaning of indoor playing areas and packing of equipment. Players also frequently socialize during this time, reliving highlights of the weekend with friends and saying farewells before departing.



ROLE-PLAYING & STORY

Ultimately any LARP at its core is about the telling of a good story, the vast majority of which occurs during events. The main difference between this and a simple narration, like a book or movie, is that it is a cooperatively-told story shared among many storytellers. The Plot team will ultimately guide the story along and introduce some unexpected twists, but they are not scripted performers. Likewise, players don't simply watch events transpire around them, but are actively immersed in the story itself, contributing towards how it unfolds and influencing what happens next. And that's really the primary job of the player: to help tell an exciting story through the actions of their character.

END TIMES AND THE NORDLAND GAME

While the previous section describes the ideals of mostLARPs in general, each is a little different, possessing its own genre, theme and characteristics. End Times LARP as a whole is a demonstrative (or boffer) LARP set in a grimdark, mid-fantasy setting. While fantastical elements such as Dragons and magical artifacts certainly exist, these are not commonplace and characters will typically encounter challenges that are more mundane or worldly in nature, while at the same time touching upon some dark themes. The world is also a dangerous one, where death (or worse) is always a very real possibility, and so characters must choose wisely about the risks they take. Though many smaller narratives will occur at the same time, the overarching story will revolve around a great storm of Chaos that attempts to sweep over the world. Can the heroes of the Empire help thwart the efforts of the Ruinous Powers? Or will they choose to aid them in either conquering or destroying the world? That decision, dear reader, partly rests on your shoulders.

Within the larger End Times system with its overarching story, there also exists the possibility for various local settings to tell their own portion of that story. The Nordland game, of which this book is devoted to, focuses on how the unfolding story of the End Times affects a newly-established and relatively-isolated coastal hamlet trying to survive and prosper during these tumultuous times. Compared to other future End Times games, there is a slightly heavier focus on cooperative civilization building, as the budding settlement of Neudorf seeks not only to survive its first few years in this harsh wilderness, but to expand and grow, perhaps even gaining a greater importance in the larger world. While

characters can travel between events, the events themselves will almost exclusively take place in or around this centralized locale, giving characters a greater 'home-field advantage' the more they invest in the settlement and their place within it. This game has slightly more complex rules available for players to access, as it seeks to offer them a wide range of options for their characters to engage in, including economics, production, social maneuvering, politics, religion, exploration and of course combat. It is generally geared more towards player-vs-environment challenges, where the characters are typically united against external threats. While there are always options for character-vs-character conflicts, these do not form the basis of the overall story for this game and are largely at the discretion of the players themselves. Players certainly don't have to be paragons of virtue and lawfulness, but in this game they will find themselves operating within the structures of one or more ordered systems, with potential in-game consequences for straying too far beyond the rules should they be caught.

Other End Times games might have a different feel to their events and offer different character build options than those listed in this book, including different races, regions and skills to better suit that locale.

For instance, an End Times game set in Norsca may focus primarily on raiding across the world during the summer months, before returning to focus on survival in the harsh lands of Norsca during the winter months. This game might have a slightly greater focus on combat and streamlined options for between-event actions. While still a cooperative game at the core, a game run in this setting might allow for greater opportunities for personal glory as characters seek to prove themselves and earn the favour of the Ruinous Powers.

Alternative games might be set...

- ... below the world's surface, where Dwarfs, Night Goblins and Skaven wage an unending struggle for control.
- ... in the bleak lands of Naggaroth, where Druchii thrive on intrigue, politics and betrayal.
- ... in the haunted lands of Sylvania, under the shadow of a resurgent Vampire Count.

The possibilities are as wide as the setting itself. If you have a concept for such an additional End Times chapter that you would be interested in spearheading, please contact an Owner to discuss.



THE GAME SETTING

An important part of any story is the setting in which it takes place. The setting for End Times LARP is primarily inspired by a particular grimdark fantasy world, which itself is inspired by many other real-world and fantasy settings. The Nordland game in particular takes place primarily in Neudorf, a remote hamlet still in its infancy and situated on the north-western coast of the Imperial province of Nordland.

For those already familiar with the setting, End Times generally uses lore canon up to the start of 2519 I.C., after which there have been some minor changes in order to allow our story to unfold in a way that all players can interact with. A very brief synopsis of the most pertinent of these events to new characters is provided below:

- 2520 IC: The Corvid Pox spreads across much of the Old World, reaching all but the most isolated of settlements and having a tremendous impact on their populations. Beyond the tremendous loss of life, the pox has also caused great economic upheaval, with the prices of many goods fluctuating significantly from their historic norms.
- 2521 IC: The several Imperial decrees are issued from Altdorf, including Imperial funding for the medical sciences and opening up military service to all, regardless of gender or station.
- 2523 IC: The hamlet of Neudorf is established near Nordland's northwestern coastline, becoming the most westerly of the province's settlements. The Elector Count waives all provincial taxes for those willing to establish themselves there, an unexpected turn of events that seems many begin to flock there from across the Empire, and even beyond. This has been an especially attractive proposition to Nordlanders, for coin has become somewhat scarcer in the province as of late for unknown reasons.

Players should expect that the overarching plot of the game will include (over many years, or hopefully even decades) a slow build up to Archaon's invasion of the Old World, its bloody campaigns in this storm of Chaos, and potentially how life continues in its aftermath, should the world survive. Of course, whatever happens from the game's launch date in 2523 I.C. onward may or may not conform to existing lore, so don't necessarily expect everything to play out like you may assume. Players will have to wait and see what happens for themselves, or better yet, take an active role in shaping it.

For those not already familiar with the setting, the Empire is loosely based on the Holy Roman Empire in the early modern period, but with some fantasy elements. You may see a lot of references to the Imperial Calendar (I.C.), which is the dating system used in the Empire. While the breakdown of the year itself is a little more complex, it's very easy to figure out what the current year is in-game: simply add 500 to the real-world date (so in our 2023, it is the year 2523 I.C. in game). What characters know about the setting given their individual Knowledge skills will be fully detailed on the Lore section of our website, and this is a great place to start, especially for those who know nothing about the setting. This is currently a work in progress, but rest assured that we will regularly continue to expand upon what is there. In the meantime, the Lore section of the website will be able to point you towards some excellent resources for the setting's lore and our knowledgeable Lore Marshals will be able to answer questions you may have.



ROLES IN OUR LARP COMMUNITY

So far, we've mostly described what it means to be a player in an End Times event, but there are many other roles and positions also taken on by members of our community.

EVENT ROLES

Those attending an EAO event generally take on one of the following two roles for its duration. Occasionally one might shift between these roles during an event, but will only ever fulfil one at any given time.

PLAYER

If LARP were a show, players would be the audience. These are the individuals who come out to play the game by taking on the role of a Player Character (PC) of their own creation for the entire weekend. It is solely up to each player to determine what their character does over the course of the event. The majority of the rules in this book revolve around how Player Characters interact with the game, and so they don't really require much further explanation.

CAST

In our show metaphor, the Cast are the actors and stage hands who put on the show for the player audience. Cast take on the roles of Non-Player Characters (NPCs) and monsters. Unlike players, Cast will generally play many different roles over the course of an event, most lasting only a single encounter. They also take direction from those organizing the event's plot, and are often assigned specific roles to play. Without Cast, there would be no external influences in the story, only Player Characters interacting with each other.

This vital role is completely voluntary, undertaken by community members that enjoy the experience, but they are also provided with Old-World Coin in recognition of their contribution to the game. Many who are new to a particular LARP may find casting to be a great way to get to know the system, as it allows them to try out a variety of roles, skills and equipment before making their own Player Character. Most will make the decision to take on a Cast role for the duration of an event, though occasionally players are offered an opportunity (should they wish) to cast for a single encounter (often when greater numbers or a specific role are needed), before returning to play their own character.

Event tickets must only be obtained to attend an event as a player. Those Casting for an event always do so at no cost.

POSITIONS

Beyond taking on the role of either player or Cast during an event, community members can also fill one or more other ongoing positions within the game. This section briefly describes the various official positions at End Times LARP and the role each plays in our community. As with casting, these positions are completely voluntary and are rewarded with in-game compensation. A more complete description of each position, including requirements, responsibilities, compensation and a list of community members currently holding them, can be found on our game website.

DEDICATED CAST

Also sometimes called Perma-Cast or Longbeards, Dedicated Cast are veteran community members with a significant amount of experience with the game who have decided to take on the Cast roll at events for an extended period of time (as opposed to other individuals who can choose to act as Cast or player at each event and need not have any experience with the game to do either). Dedicated Cast automatically fulfil the role of Cast at each event they attend while they hold this position, but are given additional options while casting, including:

- Allowed to use latex weapons in Cast roles.
- May be trusted with recurring NPC roles, including those of significance to a current plot line.
- Granted a greater freedom in crafting their own NPCs in certain situations.
- May be trusted with running an encounter in the absence of a Plot Marshal.

MARSHAL

Marshal is a generic term for a member of an End Times team that has one or more specific responsibilities during the course of an actual event (though they may also have other responsibilities between events). The exact responsibilities of a Marshal will depend upon which team they belong to. The most common types of Marshal that may be encountered, along with a brief summary of their primary responsibility at an event, are listed below:

- Plot Marshal – responsible for running the story of an event and directing Cast
- Rules Marshal – responsible for resolving rules questions and disputes

- Safety Marshal – responsible for ensuring weapons and other props are up to code and used safely
- Phys-Rep Marshal – responsible for assisting players with costuming/armour/prop issues
- Lore Marshal – responsible for writing lore articles and answering lore-based questions
- Player Relations Marshal – responsible for addressing concerns that arise between community members
- New Player Marshal – responsible for assisting new players during their first few events

HEAD

A Head is the leader of an End Times team for a particular game. They are responsible for organizing the efforts of their team and working with the game Owner and team Manager to fulfil a particular vision. For instance, the Head of Plot (Nordland) is responsible for organizing the Nordland Plot team and orchestrating the main plotlines of that game, while the Head of Plot (Norsca) would do the same for the Norscan game.

MANAGER

Similar to a Head, a team's Manager is responsible for all aspects of that team, but for the entire End Times system as a whole. For instance, the Head of Plot (Nordland) is responsible for plotlines specific to the Nordland game itself, while the Plot Manager is responsible for overall plot occurring in the larger world and ensuring a consistent story between all games. Likewise, the Head of Rules (Nordland) would be responsible for organizing the Rules team for that game, while the Rules Manager would be responsible for changes and updates to the overall rules for End Times LARP. In addition to specific duties relative to their type, Managers are responsible for working with Owners to coordinate the efforts in their assigned area between different games.

OWNER

A game's Owner is responsible for the running of all aspects of a particular game of End Times LARP and managing all other positions within it. They are generally the ultimate authority on any matter pertaining to that game and can override any other decisions apart from those of a Director. They are responsible for coordinating the efforts of all teams in their game, Managers of the overall End Times system and EAO Directors.

DIRECTOR

A Director is responsible for the overall management of Endless Adventures Ontario, the company that sponsors End Times along with several otherLARPs. While Directors may not have a direct involvement in the End Times system itself (unless they also happen to hold other positions within the game), they are responsible for establishing several overarching policies and guidelines by which the game must abide and help facilitate the logistical requirements that allow the game to run. Directors work directly with a game's Owner(s) to ensure that it is running smoothly within this established framework.

TEAMS

As mentioned above, many official End Times positions are organized into various teams, each of which is responsible for a specific aspect of the game. The main responsibilities and tasks performed by each team are summarized below, but a more complete description of each team can be found on our game website.


PLOT TEAM

This team is responsible for creating and running the ongoing story at End Times games. This involves considerable planning and preparation between events and often coordination with other teams. At events, the Plot team automatically assumes the role of Cast and is responsible for running both planned and unplanned encounters, and giving directives to other Cast. Particular members of the Plot team may have additional responsibilities or a particular focus. Some examples include:

- Questmaster: The primary focus of this Plot Marshal is personal plot, including player Quests. They also review new character backstories to ensure that they remain true to the setting's lore. This is an extended long-term position, as they will have access to lots of personal information about PCs and their backstories.

RULES TEAM

This team is responsible for helping to design, update and communicate the majority of rules found in the End Times system. Between events they answer rules questions from the community and bring rules that are inconsistent, unclear or concerning to the attention of an Owner. At an event, their primary responsibility is to quickly settle rules disputes that occur during play. If a player can't remember a rule or two players find themselves in a dispute about how a rule



works while in character during an event, a Rules Marshal can act as an arbiter and judge, making a temporary ruling in the situation so that the game can continue with as little interruption as possible. All players must accept these rulings, which are binding for the remainder of the event (a player may contact the Rules team after the event if they feel that the situation may require further discussion). Only an Owner or a Plot Marshal may overrule the rulings of a Rules Marshal, and this will generally only be done during an event should there be additional plot-specific information affecting the rule that a Rules Marshal in the role of a player may not be aware of.

LOGISTICS TEAM

This team is responsible for recording and updating character sheets for players and collecting/distributing tags for between-event actions. For privacy reasons though, the Logistics Manager themselves is the only member of the team who has direct access to player's character sheets, and as such it is a permanent non-player position.

LORE TEAM

This team is responsible for all aspects of the setting's lore (with the exception of secret elements known only to the Plot team or Owners). Between events, Lore Marshals create written materials on various lore topics that are accessible to players with the relevant Knowledge skills, and provide direct answers to lore-based questions from the community. The Head of Lore is often colloquially referred to as the Loremaster.

SAFETY TEAM

This team is responsible for helping everyone attending an event to stay safe. Their most common role during an event is to ensure the safety of all weapon phys-reps, costuming and other props (for more information on weapon phys-rep safety, see the Equipment chapter). They are also responsible for identifying additional potential safety concerns and bringing them to the attention of an Owner.

FIRST AID TEAM

This is a group of community members who possess real-world first aid training and have volunteered to be identified as such. This group has no formal responsibilities at events, but in the event of an injury they may be sought out to render assistance.

PLAYER RELATIONS TEAM

This team is responsible for addressing concerns that may arise between community members. They will bring concerns that are brought to them to the proper person to be handled, but they may also remain within the discussion of the issue if requested by any of the parties involved.

NEW PLAYER TEAM

This team is responsible for assisting new and prospective community members by answering their questions and helping them navigate their first few events. New Player Marshals also run a New Player Orientation immediately prior to the start of each event, where they give new players a crash course in the basics of the game.

PHYS-REP TEAM

This team is responsible for creating and repairing the various phys-reps that get used by Cast at events (costuming, boffers, packets, and other props). They may also assist other members in making their own phys-reps and costuming by providing advice and pointing them towards other information resources. At an event, they are responsible for ensuring that all in-game items are properly represented and costuming meets our minimum requirements.

COMMUNICATIONS TEAM

This team is responsible for digital communications within the End Times community. Between events they manage the various online platforms and make posts on these as directed by an Owner.

PROMOTIONS TEAM

This team is responsible for digital communications and other promotions outside the End Times community. Between events they organize advertising efforts (digital, print, live conventions, etc.) and merchandise. During events they may record pictures and videos to be used for promotional purposes.

SITE MAINTENANCE TEAM

This team is responsible for the maintenance of the site(s) where events are held. At events they assist with the setup, take-down and clean up of all main spaces used at the event. Between events they may choose to assist with additional site-improvement projects.

MEAL TEAM

This team is responsible for assisting in the preparation, cooking, serving and clean-up of meals during an event. These actions are generally carried out in character, creating both an out-of-game and in-game position.

CONTACT INFORMATION

Although this book aims to provide a wealth of knowledge, additional information can be found in the following places:

End Times website: endtimeslarp.ca

- General information about End Times LARP
- Access to digital core rulebooks and supplementary documents
- In-game lore resources
- Information on registering for an event

End Times OOG Facebook Page: facebook.com/groups/362791742596279

- Important updates and announcements about End Times and events
- Access to digital rule book and supplementary documents
- Place for community to share resources, pictures, reviews and comments

End Times IG Facebook Page: COMING SOON

- Players roleplaying in-game actions between events, as their characters

End Times Discord: COMING SOON

- Place for community to discuss and share all things End Times / LARP

Endless Adventures website: endlessadventures.ca

- General information about Endless Adventures Ontario
- Official EAO policies (including those pertaining to End Times)
- Links to other EAO LARPs

If you can't find the answers you are looking for or would like to chat, consider reaching out to us by email:

Team/Position	Email	Contact About
Owner	owner@endtimeslarp.ca	Questions pertaining to the overall game, not covered below.
New Player	TBD*	How to get started at End Times before your first event.
Plot	TBD*	Story-based questions and taking in-game actions between events.
Questmaster	TBD*	Personal plotlines, character backstory and quests.
Rules	TBD*	Questions and suggestions about game rules.
Logistics	TBD*	Submitting pre-logs and questions about character advancement.
Lore	TBD*	Questions about the setting's lore.
Player Relations	TBD*	OOG concerns pertaining to another community member.
EAO Directors	owners@fantasyalivelrp.com	Matters concerning Endless Adventures itself, outside of End Times.

* This position has not yet been filled at the time of publication. For now, please direct relevant inquiries to the End Times Owner email.

Please keep the following in mind when reaching out to the above teams and individuals between events:

1. These positions are generally held by community members who are volunteering their time to help make End Times a better game and do not receive an income from these activities. Please be kind and courteous in your communication and patient when awaiting a response, recognizing that they will have other real-life demands on their time that must take precedence.
2. Rest assured that all submitted concerns and suggestions about improving the game will be fully reviewed and carefully considered. As above, please expect that this may take some time though, especially when consultation within a team or other positions may be required. Suggestions about changes to the rule book in particular are generally recorded and reviewed annually for potential updates and revisions. If something is causing you immediate OOG harm, please notify an Owner or Player Relations Marshal directly and they will work with you to develop a temporary solution to ensure your safety and well-being at game while the situation is being reviewed.



THE BASICS

Now that you've had a chance to learn a little about what End Times LARP as a whole is all about, this chapter will cover the basics of how the game itself runs. It will focus on broad overarching rules and concepts, while subsequent chapters will delve further into more specific rules and game mechanics.

You will likely notice a variety of terminology, short-forms and acronyms used throughout this book that are either specific to this game or LARP in general. An effort has been made to clearly define these as they are introduced, but if you are ever unsure about the meaning of a word, a glossary of such terms has been included at the end of this book.

IN-GAME VS OUT-OF-GAME

At an event, people, objects, locations, actions and sounds can be either in-game or out-of-game, and some can even switch between the two over the course of the event.

Which state these elements are in is a very important distinction to make and will be the topic of this section.

DEFINITIONS

Elements are said to be in-game (IG) when they are interpreted as part of the fictional world in which the game is set. A player is in-game when they are acting as their character instead of themselves. Except where noted, everything an in-game player says and does is interpreted by those around them as the words and actions of their character, which can affect other in-game elements around them (including other characters). Likewise, physical objects and locations that are classified as in-game are interpreted to be real examples of those things in the game world and can be interacted with by a character.

Elements are said to be out-of-game (OOG) when they are interpreted as part of the real world, outside of the game itself. A player is out-of-game when they are acting as themselves instead of as their character. Things an OOG player does or says is not perceived by IG characters and cannot affect IG elements in any way. Likewise, physical OOG elements cannot be interacted with by IG characters and should effectively be ignored (i.e. players should act as if their characters do not perceive the OOG elements in any way).

MARKING OOG ELEMENTS

Except where noted otherwise, all physical elements at an event are assumed to be in-game. Likewise, except where noted, players should endeavour to remain in-game whenever possible for the duration of an event. As such, if a person, object or location is OOG, it should be clearly marked as described below in order to communicate this to players who may perceive it.

MARKING OOG OBJECTS & AREAS

A physical object can be marked as OOG by affixing to it either a yellow ribbon, yellow light or a yellow sign with the letters "OOG" in large print. Some unplanned elements are clearly OOG, but are not able to be marked as such (e.g. a plane flying overhead). Players should use their own reasoning to determine if such elements should be perceived by their characters or not and react accordingly in-game.

A yellow container (or a container with a yellow sign), clearly marked with the letters "OOG" in large print, may be used as an OOG container. The container (box, bag, etc.) and all of its contents are considered to be OOG, regardless of whether or not they are individually marked as such. Only OOG personal possessions (such as car keys, medication, etc.) should ever be stored in an OOG container (never coin, tags or in-game phys-reps).

Likewise, an entire area may be marked as OOG by sectioning it off with yellow ribbon, lights and/or the use of yellow OOG signage. All persons and objects within a designated OOG area are considered to be OOG, regardless of whether or not they are individually marked as such. No IG actions are permitted within an OOG area. Only an owner

or someone they designate can set up an OOG area. Common permanent OOG areas include designated parking areas and Cast Camp.

Unless individually marked, all of a player's OOG items should either be stored in an OOG area (such as their vehicle in a designated parking area) or in an appropriately marked OOG container.

MARKING OOG PLAYERS

A player may mark themselves as being OOG by doing one of the following:

- Wearing a yellow headband.
- Wearing a yellow light around their head, neck or wrist.
- Resting a hand or a held weapon on their head.

Although they should endeavour to remain in-game whenever possible during an event, for various reasons a player may temporarily go out-of-game. This is usually for a short period of time (from a few seconds to a few minutes). If a player must go out of game for longer than this, they should use the Away from Game rule below.

Valid reasons for going out-of-game include:

- Dealing with an injury or other medical issue.
- An unsafe situation has occurred or is at risk of occurring.
- Making a quick rules question, explanation or clarification.
- Travelling to find a Plot Marshal when needing their presence or input in order to resolve the present situation (e.g. when triggering an Insta-Mod).
- Discussing a plot matter with a Plot Marshal.
- A game mechanic that moves your character somewhere else (e.g. teleportation).
- Any other situation where the rules instruct you to do so.

The following are examples of situations that do **NOT** justify going out-of-game:

- Being scared to travel somewhere in-game for fear of your character being attacked.
- Travelling to an OOG area (your character is in-game until they either reach an OOG area or you go Away from Game).
- Wanting to talk about OOG topics with other players.

- Being rendered unconscious or otherwise helpless (your character is still there and you should act out their present condition or use the Away from Game rule).
- Going to the washroom (although still in-game, no player may be attacked while using the facilities).

When going OOG for more than a few moments, a player should endeavour to remove themselves from the area occupied by IG players (or to avoid such areas when moving) as much as possible, so as to not break their immersion in the game.

AWAY FROM GAME

A certain situation may dictate that a player might need to go OOG for longer than a few minutes, but their character is still in the area and thus must be free to interact with through in-game actions. In this situation, a player is said to be Away from Game and follow the rules in this section.


Some reasons why a player may go Away from Game include:

- Needing to leave the site.
- Taking on a Cast shift while playing a PC at an event.
- Taking a break from in-game immersion in a designated OOG location. This could be by yourself or to socialize OOG with friends.

When going Away from Game, the player must leave a physical representation where their character is. To do so, the player leaves the following items in a pile that is clearly visible to any passerby (not be concealed in any way):

- Ziploc bag marked with a yellow AFG sticker and the character's name (provided during logistics).
- character sheet (place in AFG bag)
- any carried tags not requiring phys-reps (place in AFG bag)
- any carried coin (place in AFG bag)
- any carried phys-reps with attached tags (small items may be placed in the AFG bag at the player's discretion)
- any other untagged phys-reps or costuming the player wishes to leave (optional)

The player should then mark themselves as OOG and remain marked in that way while they remain in an in-game area. If possible though, the player should remove themselves from in-game areas (especially those in which other in-game players are occupying).



While a player is AFG, their character is considered to be resting (or a similar activity), and is Helpless. Another player who encounters another's AFG bag may interact with that character in the same manner as if they encountered the character in a helpless state, including:

- Killing the character. After completing a 5-count, bring the AFG bag to a Plot Marshal and notify them.
- Rob the character. After performing a Search action, the character may take any items from the AFG bag other than the character sheet. The character may take any tagged phys-reps outside the AFG bag without a Search action. Otherwise, the player must follow all the normal rules for in-game theft (see the Equipment chapter).
- Affecting the character in some other way. Notify a Plot Marshal immediately of what is attempted.

If the AFG player returns and their AFG bag is still there, then they can 'awaken' and go back in-game. If their AFG bag is missing, the character should immediately locate a Plot Marshal to find out what happened to their character.

OOG CALLS

While a player is in-game, most of what they say is assumed to be their character speaking in game. However, there are situations where an in-game player must communicate OOG information to other players, which is done through an OOG call. Just as it sounds, this is an OOG sound that is not heard by IG characters.

GAME HOLD (ZEBRA CALL)

Of all the OOG calls that a player should recognize, the Zebra call is by far the most important. This call can be made by any player and effectively calls a complete game hold, bringing all players in the area OOG. When you hear the call "Zebra", immediately pause all in-game action until instructed to once again "Lay On". A complete description of the Zebra call and when it can be used is included in the Playing Safely section of this chapter.

ATTACK CALLS & REACTION CALLS

The most common OOG calls that will be made are attack calls and reaction calls. This is how characters communicate how they are affecting each other through in-game effects, most often encountered during combat. A full description of attack calls and reaction calls can be found in the Combat chapter.

PHYSICAL DESCRIPTION

Players and Cast will attempt to physically represent in-game elements (such as persons, objects and locations) as accurately as possible, such that characters see IG what their players do OOG. However, given the fantastical nature of what is sometimes represented (such as a colossal dragon or the twin moons), it is not always possible to fully represent such elements through costuming and props alone.

In such situations, a Cast member (and occasionally a player) may give a verbal description of what characters see in-game. They will make the call "Physical Description", followed by a description of what characters see. For example, "Physical Description: The humanoid creature approaching is four times the height of a man, and you can feel the ground tremble slightly with each step of their monstrous feet."


Where possible, pause in any distracting IG actions (such as combat) long enough so that all around can hear the physical description, and the person giving the physical description should never be attacked whilst they are doing so. A Plot Marshal (and only a Plot Marshal) can call a game hold with a Zebra call in order to give a longer or more detailed physical description to a wide area, in order to ensure that all players have heard it.

If a player is ever unsure of what their characters are seeing (most often in relation to the costuming of a Cast member), they may make the call: "Request physical description." Where possible, the individual they are looking at should attempt to provide a quick physical description of what they are representing in-game, using the above rule.

DESCRIBED ACTION

In a similar manner to the Physical Description call providing a verbal description for an in-game creature, object or location, sometimes an in-game action also requires such a verbal description. This is often the case where the in-game action is not covered by an existing skill and cannot be physically performed OOG (generally when the action would not be safe, when it would destroy property, or when the item being affected is itself a physical description).

To make a described action, a player calls "Described Action", followed by a short description of the action repeated as part of a count. For example, "Described Action: I throw the grimoire into the fire." To the extent that they



are able, the player should still roleplay performing the action (e.g. making the motion of tossing the book, even though it is not actually launched into the flames).

If the action is one that would take a few moments to accomplish and creates an instantaneous effect that another nearby character could realistically intervene to stop, then the description of the action is repeated as part of a count. For example, “Described Action: I climb the rope 1; I climb the rope 2; I climb the rope 3; I climb the rope 4; I climb the rope 5.” If another character approaches within arm’s reach and calls “Intervene” before the count has completed, then the action is unsuccessful (although the character may try again, starting from the beginning). Unless indicated otherwise by a specific rule, a described action generally takes a 5-count. Actions that would require significantly more time to complete may require longer (if the action will have a significant in-game effect, consult a Plot Marshal, otherwise act out what you consider reasonable).

If you wish to use a particular characteristic as part of the described action, then add the characteristic’s value to the described action. For example, “Described Action: I hold the door shut with Strength 4.” Often such actions can be opposed by a similar action, requiring a higher value of the same characteristic. For example, with the door being held with Strength 4, an enemy on the other side might call: “Described Action: I push the door open with Strength 5.” If attempting to oppose the action with an equal or lesser characteristic value, there is generally no effect. If attempting to oppose something other than a creature (e.g. pushing a large rock), then the described action should be made with a Plot Marshal present and they are the ultimate arbitrator of what (if anything) the attempt accomplishes.

CLARIFICATION

Although players will ideally have a general understanding of the rules that can affect their characters in-game, it is likely that we will all need to clarify some aspect of a rule from time to time. Whenever possible, rules questions should take place OOG (between events or in OOG areas). However, if the answer to a rules question is required in order to continue with the current encounter, then a player may ask someone nearby (often the one who used the rule on them) to clarify the rule. To do so, they simply make the call “Clarification”, followed by the question. This call can also be used if you missed an OOG call that might directly affect your character and need it repeated. For example, “Clarification: Is the Pull

effected resisted with Strength?” or “Clarification: What was that last attack call?”. Try to keep all clarifications during an encounter brief, and seek out a more detailed response from a Rules Marshal later if necessary.

STOPLIGHT SYSTEM (UNDER VERENA’S GAZE)

Ultimately, every character is likely to have negative experiences and it is perfectly fine (and even encouraged) for players to roleplay their character’s reactions to such. For instance, a player may choose to fall down or cry out in roleplayed pain when reacting to a solid blow, or they may choose to weep openly at some in-game loss or admonishment. However, this can make it challenging for others to tell whether what they’re seeing is just an instance of dramatic roleplay or if the player themselves isn’t doing well OOG. The Stoplight system is a method for players to check in with each other and communicate how they’re doing without breaking immersion by asking OOG.

Stoplight calls are thus slightly different than other OOG calls in the sense that they are phrases that are said in-game (for the purposes of not breaking immersion), but which communicate a different OOG message to a player.

CHECK-IN CALL

A statement beginning with: “Under Verena’s gaze...” is known as a check-in call. This call can be made if you are unsure if what you are witnessing is only in-game roleplay and are concerned for the player’s well-being. This call can also be made if you are intending to escalate a roleplayed scene in a way that may involve conflict or otherwise unpleasant content.

CHECK-IN RESPONSE CALLS

Either in response to a check-in call, or at any other point, a player may make a check-in response call to let another player know how they are doing. To do so, the player makes any in-game statement that also begins with “Under Verena’s gaze...” and includes one of three colours: green, yellow or red. Alternatively, a player may choose to instead respond with a silent thumbs up, sideways or down (particularly in situations where it wouldn’t make sense for their characters to be speaking).

GREEN: The colour green (or a thumbs up) communicates that the player is currently doing well OOG and does not



require assistance or de-escalation. If given this response when inquiring about uncomfortable roleplay, they are communicating that they are okay with escalating the scene. In either case, proceed with in-game responses and roleplay, as normal, checking in again if anything changes.

YELLOW: The colour yellow (or a thumbs sideways) communicates that the player currently is either not doing the best OOG (but does not require immediate intervention), or does not know how they are doing. You may consider checking in with them OOG when an opportunity allows you to do so without breaking immersion. If given this response when inquiring about uncomfortable roleplay, they are communicating that they are okay with the current level of roleplay but are at the limit of what they're comfortable with. Continue with the scene, but do not escalate.

RED: The colour red (or a thumbs down) communicates that the player is not doing okay OOG. It may be best to check in with them OOG to determine if they require help. If given this response when inquiring about uncomfortable roleplay, they are communicating that they are not okay with the current level of roleplay. Either immediately end or deescalate the scene. If the player walks away from the scene, allow them to do so. If you have any concerns about a player exiting a scene, you may address them with the player or with a Player Relations Marshal after the game.

For instance, a character checking on an ally who appears to be in physical pain may ask "Under Verna's gaze, are you injured?" The asked player, who was merely roleplaying an injury, might respond, "Under Verena's gaze, I'm not sure if my flesh should be turning this shade of green."

Similarly, a character that has been verbally berating a captured enemy intends to start screaming in their face. Since they're not sure how the other player is taking it, they decide to check-in before they start, stating "Under Verena's gaze, I loathe the sight of you." This player responds by slowly gesturing a thumbs down subtly at their side. The first player adjusts their roleplay to de-escalate the intensity of the scene and then checks in again to see if the second player is okay.

OOG MARKINGS

In addition to markings that denote if something is OOG itself, a series of OOG markings are used to communicate OOG information to players in a similar manner to OOG calls, but through a visual medium instead of an auditory one. As with OOG calls, such markings are completely OOG and are understood to not be seen by a character in-game. OOG markings can take the form of light/headbands and signs.

LIGHTS & HEADBANDS

Although characters may wear headgear as part of their costuming and many in-game lights are used for illumination or decorative purposes, lights and headbands of particular colours are also used to communicate OOG information:

YELLOW: This colour indicates that the person is currently OOG, as indicated in the Marking OOG Elements subsection earlier in this section.


RED: This colour indicates that the person is a Plot Marshal who is currently OOG. Treat this the same way as a yellow marking but identifying the individual running the current encounter, should a player have questions.

PURPLE: This colour indicates that the person is playing a non-combat character and should not be physically attacked in any way. Full rules for interacting with non-combat characters is provided in the Playing Safely section later in this chapter.

BLUE: This colour indicates that the character is ethereal. Other characters perceive them in-game as translucent or ghostly.

WHITE: This colour indicates that the character is currently invisible. Unless indicated otherwise, no character can visually perceive the marked character in any way, but they can hear any in-game sounds that they may make. Depending on the source of the invisibility, other characters may or may not be able to physically interact with the marked character.

GREEN: This colour indicates that the creature or object is an unseen manifestation of the Winds of Magic and is only perceivable by characters with the Witchsight skill. Characters without this skill cannot perceive or interact with the creature or object in any way.



Headbands used as OOG markings are generally worn during daylight. They should be large enough to be clearly seen from quite some distance away and should not be easily mistakable for an in-game piece of costuming. Lights used as OOG markings are generally used after sunset. They should be worn around the wrist, neck or head and should be bright enough to be clearly seen from quite some distance. Lights worn in other places or on inanimate objects may instead represent an in-game light (always ask to clarify if unsure).

As these markings signify specific OOG information, lights worn around the wrist, neck or head, and headbands of the above colours must be reserved for these purposes only and should not be used at other times as part of costuming or decoration.

SIGNS

Despite low literacy rates in the Empire, characters are likely to encounter in-game signs of various sorts. However, signs printed on yellow paper are OOG signs designed to communicate more detailed and varied OOG information to players. These signs generally come in one of three varieties:

INSTA-MODS: These signs will have “Insta-Mod” written in bold letters at the top and represent a proximity hook to pull the character(s) into a particular encounter. Follow any instructions written on the sign, but this will usually involve finding a Plot Marshal before it can be interacted with. Insta-Mods are described in more detail in the Encounter section of this chapter.

PHYSICAL DESCRIPTION: These signs will have “Physical Description” written in bold letters at the top, followed by a written description of what the character perceives around them in-game. This conveys the same information as a physical description call to any player close enough to read it. If a player has any further questions about what they perceive in the area, they must consult a Plot Marshal.

OOG: These signs will have “OOG” written in bold letters at the top and are used to identify an OOG object, container or area, as described in the Marking OOG Elements subsection earlier in this section.

An OOG sign may be spotted at a much greater distance than they can be read. In most situations it is up to a player to determine if they want to approach close enough to the sign to read it. The only exception is if the sign has a red border, in which case the player should immediately call a Zebra for their localized area and then go read the sign and follow the instructions written there. Note that OOG signs are read by the OOG player and thus don't require that their character be literate, but they may only be read by players of in-game characters. If you are currently OOG, refrain from reading the contents of any OOG signs you may notice.



THE ENCOUNTER

Unlike a turn-based tabletop RPG, a LARP runs in real-time. Except when pausing for a game hold, the same amount of time passes in-game as out-of-game. Various in-game effects have a finite duration, but keeping track of elapsed time during situations where a player has too much else to focus on already to keep an accurate count (such as when in combat) can be difficult. Our solution to this is the variable unit of time known as the encounter.

WHAT IS AN ENCOUNTER

Also known as a mod or a scene, an encounter is simply a period of heightened anxiety or danger, where a character has reason to feel less safe than they normally would. The most common example of such is physical combat, but encounters could also include situations like exploring a crypt or a tense altercation that could erupt into violence at any moment. Such encounters have no constant length of time. They might last for only a few minutes in the case of a devastating ambush, or for several hours in a massive, protracted battle. An encounter begins for a character as soon as they are threatened (by an NPC, a trap, the environment, etc.) and ends 5 minutes after the last sign of any danger (e.g. after the last enemy in a battle is dropped, etc.). For effects that have a stated duration of “one encounter”, the effect will therefore end for that character 5 minutes after they no longer feel threatened or at heightened risk. A Plot Marshal is the ultimate arbiter of when an encounter begins and ends, and will generally give clear directions in situations where this is less obvious.

TYPES OF ENCOUNTERS

Despite the general definition given above, there are several different types of encounters that a player may participate in during the course of an event, each warranting a brief description.


PREPARED MOD: Accounting for the majority of encounters during an event, a prepared mod is an encounter that is planned ahead of time by a Plot Marshal and scheduled to be played out at a particular point during the event. Although they can also include some ‘random’ occurrences, prepared mods are generally used to purposefully advance larger plotlines in the game. The Plot Marshal who created the encounter will either send

out one or more Cast members as creatures or non-player characters to a specific place where they may encounter player characters, or they may send out a hook to lure player characters to come to a certain in-game area where the creatures/NPCs will be waiting for them. A prepared mod may end up involving only a single character, all in-game characters (a ‘town fight’) or anything in between. Prepared mods do not require any additional rules, as the encounters occur ‘naturally’ in-game.

INSTA-MOD: To supplement prepared mods, Plot Marshals will also write a series of small encounters that are not integral to the plot of a particular event. Instead of scheduling these encounters for a particular time, the Plot Marshal will instead post an insta-mod sign at some in-game location on the site. These yellow OOG signs have “End Times Insta-Mod” and a number written in bold letters at the top, followed by a brief description of what the character sees and any OOG instructions. Typically, they end with the line: “If you wish to interact with this encounter, immediately travel OOG to find an available Plot Marshal.” Ignore any insta-mod signs listed as “Fantasy Alive” or “Dormancy” (these signs are for different EAO games and do not represent any in-game element at the End Times event).

Regular insta-mods are always of the variety where the characters can get at least a hint of what’s around them without being drawn in further against their will. As such, even if a player decides to read the OOG sign, they may still choose to simply move on, with their character ignoring what they saw in-game (or perhaps going for reinforcements before they investigate further).

Should a player choose to interact with the mod (also known as triggering it), then they follow the instructions on the insta-mod sign and immediately go OOG to locate an available Plot Marshal to run the mod for them. As this may involve preparing sufficient Cast members for any necessary roles, expect that it may take a little time before the character can return in-game and play out the mod. If a group of player characters are together when an insta-mod is triggered, they may either all travel OOG to alert a Plot Marshal or one may do so with the remainder remaining OOG at the insta-mod location. Make sure to



note the number at the top of the insta-mod sign, as the Plot Marshal will have to reference which insta-mod you have triggered. Never physically remove the insta-mod sign yourself though, as only a Plot Marshal may do this.

Depending on when and where players explore, and whether or not they choose to investigate, a particular insta-mod could be triggered at any point during an event or not at all. Although they can be related to a particular plot line, more often they are 'random' encounters or 'side quests' for players to interact with.

AMBUSH INSTA-MOD: Ambush insta-mods are the same as a regular insta-mod, but represent surprise encounters that a character can't simply choose to ignore (such as an actual ambush, triggering a trap, etc.). As such, they are instantly triggered as soon as a player spots it. To communicate this, their signs have a red border, requiring the player to immediately call a Zebra and go read the sign, which typically ends with the line: "You must immediately travel OOG to find an available Plot Marshal." Any other players who hear the initial Zebra call or who come across the area before the insta-mod can be played out are also caught in the encounter and must go OOG until a Plot Marshal instructs them to lay on. Apart from this, follow all the same rules as for a regular insta-mod.

PROLONGED ENCOUNTER: Although most encounters last for only a single skirmish or the like, some situations represent an ongoing element of danger (such as tracking Beastmen through the woods, exploring a large dungeon, or being caught within a besieged structure). During this time, characters may find themselves involved in several combats with definitive starts and ends. However, during the brief interludes between, there is no real return to reasonably-safe conditions and so the encounter continues (without the possibility of completing a Short Rest). A Plot Marshal will always inform players if they are participating in a prolonged encounter and when it will end.

PVP FIGHT: Most encounters represent player characters interacting with non-player characters, particularly when they involve combat. This is known as a player-vs-environment (PVE) fight. A player-vs-player (PVP) fight occurs when one or more player characters choose to engage in combat against one or more other


player characters, outside of any other encounter. While End Times does focus primarily on PVE, PVP is permitted under the following considerations. First, and most importantly, ensure that any PVP occurs for strictly in-game reasons. There will be OOG consequences to a player who is found to have participated in PVP for OOG reasons (such as a personal dispute with the player), as this is an example of meta-gaming. Additionally, even if they have a legitimate in-game reason, remember that there may be IG consequences for characters who attack each other, depending on the nature of the situation (e.g. laws against assault, reprisals from affiliated organizations, etc.). If you are planning to attack another character in advance, it is recommended that you notify a Plot Marshal prior to doing so, so that they can supervise the encounter and ensure that all in-game actions are conducted fairly and according to the rules.

ESCAPING AN ENCOUNTER

Sometimes an encounter may not be going so well for a character, to the point where they give serious consideration to fleeing for their life. Of course, there's nothing stopping a player from physically doing so, running away as fast as they can run (while roleplaying their Movement characteristic and injuries, of course). However, as with many other aspects of the game, sometimes a character can do something that the player cannot, which leads to the Flee Move and Pursue Move rules.

FLEE MOVE

If a character wishes to flee an encounter without physically running away, they may attempt to make a Flee Move. To do so, the character must move so that they are at the edge of the encounter (i.e. they cannot be in the middle of the fighting, with foes on multiple sides, etc.). In a loud voice that can be heard by all those engaged in the encounter, they then make a 10-count "Described Action: Movement [M]; Fleeing 1, Fleeing 2, ... Fleeing 10". During this count, the character cannot make any other attack calls and cannot be attacked with melee weapons (though they can still be targeted by ranged attacks of any sort from a distance of at least 3 metres). If they complete the count, then the player places a hand on their head and they begin a new, silent 1-minute count, during which time they must do their best to move away from the encounter. At the end of the 1-minute



count, the character returns to game in the position they are in. A Plot Marshal may decide not to allow a Flee Move in a situation where there is no clear path of escape. Attempting a Flee Move causes the character to take the Exhaustion effect, regardless of whether or not it is successful (see below).


PURSUE MOVE

Just because a character wishes to flee, doesn't mean a determined foe will just let them. Once the count for a Flee Move has begun, another character can attempt to prevent them from getting away by making a Pursue Move. To do so, they must move to within 3 metres of the target and make the call: "Described Action: Pursue, Movement [M]". If their called Movement characteristic is equal to or higher than that of the character attempting the Flee Move, then the Flee Move fails and must be started again if they still wish to flee (causing another Exhaustion effect).

BETWEEN ENCOUNTERS

Although encounters can often be some of the exciting highlights of an event, ultimately many characters will spend more of their time between encounters. It is important to remember that when an encounter ends, players stay in-game and continue roleplaying their character. Even for the most battle-hardened zealot, life continues outside of combat. In fact, it is during this 'downtime' that characters are most likely to engage in meaningful roleplayed experiences, form relationships with other characters and continue their own story and character development.

In terms of game mechanics, if a character is affected by any effect with a duration of 'encounter' while outside of an encounter, then the effect instead lasts for 5 minutes (unless an encounter begins prior to the end of the duration). A character can also choose to rest between encounters, in order to restore their Stamina, slowly heal their Wounds and remove certain negative effects. A character can perform a Short Rest by roleplaying them relaxing in a safe environment for at least 15 minutes, or a Long Rest by roleplaying a deeper rest or sleep for at least 6 hours. Both of these are described in full under the Healing section of the Combat chapter.



THE QUEST

The Plot team is responsible for providing the continuing in-game story for the LARP, everything from hints of global events outside the players' direct reach, to plotlines occurring in the local area of the setting that the whole community can interact with over the course of a season, to one-off insta-mods of random encounters that small groups of characters may run into. To varying extents, all of these add to the story of the overall setting and game as a whole. However, just as important to many players is the advancement of their characters' own stories, and quests are an important component of this.

WHAT IS A QUEST

Also known as a personal plotline, a quest is a plotline that focuses on a specific objective for a particular player character, in order to advance their story in a meaningful way. That is not to say that a character's story doesn't advance on its own at each and every event, as they engage in roleplay opportunities with other characters, gain new skills, corruptions and insanities, and interact with the larger stories happening around them. A quest though is an opportunity for the focus of the story to be on the character themselves and their own personal ambitions and goals. Sometimes that might mean that they are the only player character involved, although that's not necessary and other characters may find themselves drawn in as well, especially when invited to do so by the questing character.

WHEN TO QUEST

For logistical reasons alone, it is clearly not feasible to have Plot Marshals running personal plots for each individual player at every event. In fact, in order to maintain their value as special occurrences, quests are not something that a player should expect to occur very often at all. However, there are certain times when quests are recommended, or may even be required to complete a particular objective. Some examples of when a character might undertake a quest include:

- when retiring the character
- to change from one class to another
- to learn skills with the Quest prerequisite
- to heal corruption, insanity or permanent physical injury
- to gain membership in an elite organization

When you decide that you want your character to undertake a quest, the first step is to consult with the Questmaster. This is the designated member of the Plot team who focuses on character development and quests. It is they (possibly in

consultation with an Owner, Logistics Manager and/or Head of Plot) who will work with the player to establish the details of their quest. Please note that, depending on the current number of quest requests and the last time your character engaged in one, they may delay the start of your quest in order to allow other players to have an equal opportunity for personal plot. The Questmaster may also notify a player that their character is not yet ready to understand a particular quest (e.g. they wish to become an Elector Count on their second event). Where this is the case, they will provide guidance to the player for what their character may need to achieve on their own before undertaking such a quest.


Even if time and resources allow, a character can still only have a single active quest at one time. A quest takes all of a character's focus and they cannot engage in another simultaneously. If a character wishes to take up a new quest, they must first finish any quest they are currently engaged in, either by completing it or choosing to abandon it.

WHAT TO EXPECT IN A QUEST

A quest represents a major commitment by a character and should not be undertaken lightly. While there is no official or required duration, expect a typical quest to take between 3 and 12 events. During this time, the character will likely engage in their quest through at least one encounter each event. It could also involve a significant investment of resources, downtime hours and/or other personal sacrifices on behalf of the character. At the discretion of all parties involved, a quest can also include additional online RP or mods run between events. Once a quest has begun, it is recorded on the character's character sheet, along with a brief description of its specific objectives.

A character can choose to voluntarily abandon a quest at any point. They may decide to do this in order to take up a different quest or simply because they no longer consider the expected value of what they might gain to be worth the cost or potential dangers in obtaining it. Regardless of the reason, if a quest is abandoned then the character loses all progress made towards that goal and must start over if they ever decide to take the quest up again.

Finally, even should a character survive the quest without abandoning it, there is no guarantee that they will succeed in the exact objective they set out to accomplish. While the Questmaster will not set conditions that are impossible to achieve, certain quest objectives can be quite difficult. However, this does not mean that the character's story is not still profoundly affected by the quest or that they will



not achieve anything at all. In fact, some of the most interesting character developments can occur from their failures or shifts in their goals. While most characters probably will be able to succeed in their original objectives, it is important that a player understands that there is a possibility that they may not and that a quest is not an

automatic mechanic. Of course, just because a character doesn't succeed the first time, doesn't mean there is anything stopping them from trying again, and a character may reattempt the same quest later on after they have better prepared themselves.

PLAYING SAFELY

As with any contact sport or activity, there is always some chance of accidental injury or property damage occurring during a LARP event. However, End Times has strived to create a system that minimizes this risk as much as possible. In order to make the game safe and enjoyable for everyone, all players are expected to have a thorough understanding of the rules in this section before playing their first event, and to abide by those rules at all times. If ever in any doubt about a rule or policy referenced here, please seek immediate clarification from an Owner.

GENERAL PRINCIPLES

While we'll present some very specific safety rules later in this section, there are also a few broader principles for players to keep in mind to promote safety in the game:

1) Safety is Paramount:

- The well-being of our players will always take precedence over any other aspect of the game.
- Always place your own safety and the safety of other players ahead of any other in-game or out-of-game consideration. For instance, it can be easy to get caught up in the immersion and excitement of the moment, especially as adrenaline kicks in during a tense combat. However, actions such as fleeing blindly through the woods or uneven terrain in the dark may not be safe and should be avoided, regardless of how scary an in-game threat is.
- If a rule in this book or a directive from a Marshal would lead to a situation that seems unsafe, do not carry it out without first consulting with an Owner. No rule in this book should ever be taken as an encouragement to perform an action that is dangerous, disrespectful or unlawful out-of-game.

2) Awareness and Control:

- Always do your best to maintain awareness of yourself and your surroundings, and full control over your body at all times. The following are just a few examples that pertain to this principle.
- Always take into account your surroundings, particularly ground conditions, the presence of any obstacles and the location of other players.
- Move in a way as to minimize the risk of collisions with another player or object.
- Regularly examine your equipment to ensure that it is safe to use. This especially includes weapon physics, which are discussed in more detail in the Equipment chapter.
- When attacking, always maintain full control of your weapon, knowing exactly where it will strike. Never attack blindly or in a manner that may strike unintended targets. For this reason, unpredictable weapons that cannot be fully controlled or reliably aimed by a player are disallowed.

3) Caution & Common Sense:

- While the rules in this section should cover the most commonly-encountered situations, we can't anticipate every potential safety concern that may arise at an event.
- If you find yourself in a situation not covered by the following rules, those presented in the Combat chapter or these guiding principles, and you're unsure about whether it is safe or not, use common sense and err on the side of caution until you are able to consult with an Owner.
- The setting and rules presented in this book are fictional and should not be seen as bearing any connection to the real world. Do not attempt to imitate in-game actions or items presented in this book in the real-world.

ZEBRA (GAME HOLD)

Of all the rules in this book, the Zebra call is by far the most important. This OOG call can be made by any player at any point (regardless of whether they're IG or OOG) if an injury or unsafe situation has occurred, or is at risk of occurring. A Plot Marshal (and only a Plot Marshal), may call a Zebra in other situations in order to deliver important information.

The Zebra call effectively calls a complete game hold, pausing the in-game world and bringing all players in the area OOG. Any counts that were underway are currently paused until the game hold ends. When you hear the call "ZEBRA", immediately pause all in-game action. If it seems as if a player within eyesight has not heard the call, please repeat it loudly until everyone has stopped.

The player who called the Zebra along with any players directly involved should take whatever action is necessary to correct the situation, seeking help to do so if needed. If a player has been injured, a First Aid Marshal should be called to immediately assess the situation and an Owner should be notified as soon as possible. It is perfectly permissible for affected players to relocate a short distance if they are performing actions (such as fighting) that are unsafe in that area, but should attempt to stay in the same positions relative to each other.

All other players (those not directly involved in the reason for the call) should look straight downward and take no other actions. They should not relocate themselves, turn in a different direction, look around to survey the state of a battle or see who may be behind them, nor adjust what is presently in their hands (switch weapons, retrieve an item from a pouch, etc.).

When the situation that led to the Zebra call being made has been resolved, then the player who called the Zebra (or a Plot Marshal if they're unable) should ask (loudly enough for all to hear), "Is there any reason for this game hold to continue?" If no player responds, then they should call: "3, 2, 1, LAY ON!" Upon hearing this call, all players are returned to in-game and all in-game actions and counts resume from where they had been before the game hold.

Why the word "Zebra"? It is distinctive, easily memorable and unlikely to be mistaken for any other common words. Words like "hold", "stop" or "help" are likely to be heard in-game during the course of an event, and might be ignored for in-game reasons.

PHYSICAL CONTACT & ROLEPLAY

Although LARP involves physically acting out your character's actions, interactions with other characters that would involve physical contact are limited by the following rules.

PHYSICAL CONTACT IN COMBAT


The only way to engage another player in physical combat is with an approved weapon phys-rep or packet, using the rules found in the Combat chapter. Never use any part of your body or another object to strike, push, restrain or otherwise physically affect another person. A red unarmed boffer is used to simulate touching another character with your hand in a combat situation, regardless of whether it represents an attack or not.

ROLEPLAYED PHYSICAL CONTACT

For non-combat actions, physical contact with another player is allowed only if that player has consented to the contact. Note that a player may consent to physical roleplay with some players and not others, for some physical actions and not others, or at certain times/situations and not others. If you are uncertain as to whether physical contact is being consented to at that moment, make the OOG call: "Permission for physical roleplay?"

If consent for physical roleplay is not granted, or in situations where a particular type of physical roleplay could be dangerous, a described action call can be used instead. The following are a few examples:

- **CARRYING A CHARACTER:** Touch the target with an unarmed boffer and then make a 5-count "Described Action: I pick up the body 1,...". After this, act out carrying the body (you will need at least one hand completely free, not holding a weapon, shield or any other item). The player of the carried character follows one step behind you at all times with an unarmed boffer on your shoulder to show they are being carried. Make sure to adjust your speed to account for how fast you could realistically move carrying that weight. To put them down, use "Described Action: I put down the body". Unless noted otherwise by a particular skill or ability, you can only pick up and carry a target that is either willing or Helpless.
- **RESTRAINING A CHARACTER:** To physically restrain a character without the use of a skill, touch them on the arm or shoulder with an unarmed boffer (which may be physically avoided or resisted with a reaction call, just like a regular attack). If successful, make a "Described Action: I restrain you with Strength [S]". A character with an equal or greater Strength will be



unaffected. A character with a lesser Strength will be unable to move away or use the arm touched. If both arms are touched by two unarmed boffers, then neither arm may be used.

Other examples of described actions for physical interactions (like searching a body) can be found elsewhere in this book. As a general rule, if you are not using the Strength characteristic as part of the described action, then an unwilling, non-Helpless character can automatically resist the attempt.

EQUIPMENT SAFETY

A player is responsible for ensuring that all equipment they use at an event is safe. This includes regularly checking weapon phys-reps for wear or other safety concerns, making sure that armour and costuming is free from any sharp edges or protrusions, etc. All weapon phys-reps must be checked by a Safety Marshal prior to the start of the event and certain types of weapon phys-reps also have specific rules and limitations on their use. More detailed rules for specific types of phys-reps can be found in the Equipment chapter.

NON-COMBAT CHARACTERS

A non-combat character is any character (PC or NPC) played by a player who for OOG reasons is unable or unwilling to participate in physical combat. A player may decide that their character will be non-combat at the beginning of an event, or during an event at the discretion of the player and an Owner.

PLAYING A NON-COMBAT CHARACTER

A player playing a non-combat character may participate in an event under the following rules:

- They must distinguish themselves with a purple headband and purple lights (clearly visible from all sides) to let other players know they are non-combat. They may also be asked to identify themselves at the beginning of an event during the opening speech.
- They may not carry or wear any weapon phys-reps, armour, shields, spell packets or any items that can be used to make an attack call.
- They may not use any Offensive Combat Skills or make an attack call of any sort, even through a described action on another non-combat character.
- They must actively avoid combat at all times, keeping a minimum distance of 10 metres from any fighting. If they find themselves suddenly in the middle of combat or unable to retreat quickly enough from an approaching combat, then they are to call a Zebra and immediately move to a safe distance. A Plot Marshal may also call a Zebra to move a non-combat character

if they feel that the player is too close to an active combat situation. Note that this may only be used to move the player further from an active combat between two or more players, not to quickly retreat from an unengaged enemy that may wish to use a non-combat described action on them (see below).

NON-COMBAT DESCRIBED ACTIONS

A player may never engage a non-combat character in physical combat using the rules presented in the Combat chapter. This includes:

- Swinging or thrusting a weapon phys-rep while they are in reach of your weapon.
- Shooting or throwing a weapon phys-rep or packet at a target within 3 m of them.
- Making contact with an unarmed boffer, even to perform a non-hostile action.
- Actively chasing or pursuing them at a pace faster than your regular walking speed. Effectively, if the non-combat character is making a concerted effort to escape the situation, then allow them to do so.

Instead, to take an in-game combat action against a non-combat character, a player uses a special type of described action. They must be within arm's reach of the non-combat character when they begin their described action, and once they have done so the non-combat character may not move or make any in-game actions until the described action is complete (although they may continue to speak in-game, potentially calling for help or negotiating with their attacker). If an active combat begins within 10 m of the non-combat character during the described action (regardless of whether it directly involves the character making the action), the described action is immediately interrupted. Otherwise, the described actions cannot be physically avoided by the non-combat character, but they may still make any reaction calls that they may be entitled to make. The possible non-combat described actions are given below:

- **ATTACK CALL:** "Non-Combat Described Action: [Attack Call]". The attacking character may make any attack call that they normally could in that moment, using up any Stamina Points, expendable items, etc. as normal. This could include a thrown weapon, projectile weapon or spell, but this does not increase the distance at which the non-combat described action can be made. If the attack call includes the Sneak effect, then add this prefix to the very beginning of the call ("Sneak: Non-Combat Described Action: [remainder of attack call]") and the non-combat character may not make any in-game vocalizations during the described action.

- **COUP DE GRÂCE:** “Non-Combat Described Action: Coup de Grâce 1, Coup de Grâce 2,...”. At the end of the 5-count, if it has not been interrupted, the character makes the attack call: “Non-Combat Described Action: [Damage Type] Killing Blow.” This action does not require the non-combat character to have the Helpless condition, but is otherwise identical to the coup de grâce action described in the Combat chapter under Helpless Characters.
- **MISCELLANEOUS:** “Non-Combat Described Action: [non-combat action]”. Any normal described action (such as carrying, restraining, searching or administering medical treatment) can also be made as a non-combat described action against a non-combat character. The only difference is the inclusion of “non-combat” in the call and that it is made within arm’s reach without contact.

HARASSMENT & INCLUSION

The world of our game is truly a grimdark setting, filled with disturbing imagery and adult themes. Even those areas of the Empire that consider themselves to be amongst the most ‘civilized’ or ‘enlightened’ are no exception (and in some ways, are arguably the worst of all). It is a world in which superstitions, deep-seated prejudices, and intolerance hold sway. Those with physical differences are killed at birth as mutants, those who dabble in magic outside of the Colleges are burned at the stake as warlocks and witches, and a hereditary elite ruling class earn their fortunes and glory on the backs of the less fortunate masses. Massacres, executions, torture, human sacrifice, religious zealotry, classism and other forms of discrimination are all things that a character might expect to encounter in-game.

However, no player should ever expect to encounter such things out-of-game. The setting in which our characters interact may be grimdark, but that is not a reflection on what our community of players is, or how we feel the real world should be. End Times strives to foster an atmosphere centred around positivity, support and mutual respect, and will never condone any form of prejudice or discrimination in our community.

INCLUSION POLICY

While your character’s in-game characteristics and background may very well present certain in-game obstacles for them in the setting, no OOG characteristic or identity is to prevent that player from playing the game. No player should ever be made to feel unwelcome or that they cannot fit into the in-game setting on the basis of such characteristics. This policy is guided by the Ontario Human Rights Code, which prohibits discrimination and harassment on the basis of: age, race, creed, gender, and sexual orientation.

HARASSMENT POLICY

OOG harassment, discrimination or abuse (be it physical, verbal, emotional or sexual), will not be tolerated in the End Times community. This includes, but is not limited to, overly harsh, consistently derogatory, insulting, or intentionally demeaning behaviour. This policy is guided by the Ontario Human Rights Code, which defines harassment as: “engaging in a course of vexatious comment or conduct that is known or ought to be known to be unwelcome.”

REPORTING

If you are the target of harassment, discrimination or abuse by a player, volunteer or staff member at End Times, please notify an Owner or Player Relations Marshal as soon as possible. If the incident is of a criminal nature, ensure that you also report it to the police. Complaints can also be made through a third party, but will need to be confirmed with the complainant as well as those involved before corrective action can be taken. All complaints will be heard and investigated with as much sensitivity and care as possible. End Times is intended to be a welcoming place for all, so it is our hope that no one will ever feel as though they cannot speak to one of the representatives listed above.

EAO CODE OF CONDUCT

In addition to all rules presented in this section, all persons physically attending an End Times event or engaging in any End Times online spaces are expected to adhere to the Endless Adventures Ontario Code of Conduct, a policy document that pertains to interactions at all EAO-sponsored games. This document can be found on the Endless Adventures website here: <https://endlessadventures159804310.wordpress.com/code-of-conduct/>

SITE RULES

In addition to the rules presented in this section and in the EAO Code of Conduct, all persons attending an End Times event are expected to obey the site-specific rules and guidelines for the site on which the event occurs. Such site rules can include (but are not limited to): pandemic restrictions, restrictions on where smoking can occur, fire regulations, etc. It is a player’s responsibility to be familiar with the rules that pertain to a site that they choose to attend. The site rules for our regular event location will be clearly posted on our webpage. For in-game or out-of-game events at different sites, these site rules will clearly be posted on the relevant event page.



PLAYING FAIRLY

Second in importance only to playing the game safely is playing the game fairly, as this ensures that the game remains balanced and fun for all participants. End Times is a cooperative game where individual players neither 'win' nor 'lose', but instead cooperatively create a compelling story. To do so, it is important that they act with honesty and good sportsmanship at all times. There are two broad categories of ways in which a player may 'cheat', centred around the twin pillars of the game itself: game mechanics and roleplay.

LETTER VS SPIRIT OF THE RULES

Before we begin delving too deeply into the various specific rules that govern this game, it is imperative to make an important distinction between two different philosophies concerning how we adhere to such rules.

- 1) **Rules as Written:** Following the exact wording of a rule as it is written, even in situations where the result may seem odd or even impossible.
- 2) **Spirit of the Rules:** Approaching a rule primarily from the outlook of how the designer intended the rule to be used, even if that means ignoring what the rule technically indicates should be done.

In order to create a fun and balanced game for all players, both of these philosophies have an important role to play at End Times. On the one hand, it is important to follow each of the rules in this book, regardless of whether you personally understand and/or agree with its intention, or how the rule attempts to meet that intention. In other words, players cannot simply pick and choose which rules they wish to follow. Beyond this though, players are strongly encouraged to place a greater emphasis on following the spirit of the rules in situations where the letter of the rules results in a situation that is obviously unintended and may be harmful to the game.

Though this book goes to great lengths to clearly communicate how each rule works, it is not possible to anticipate every potential situation or interaction between different rules that may arise. If you find what you believe to be an obvious error, loophole or strange interaction between two rules, please bring this to the attention of the Head of Rules. Likewise, if you're ever in doubt about how a rule is intended or if a particular interpretation is correct, speak with a Rules Marshal for clarification.

A player who intentionally attempts to abuse the rules for their own advantage by exploiting the exact letter of a rule in a way that clearly goes against its intention, is considered to be cheating.

THE HONOUR SYSTEM


End Times has a complex set of game mechanics (those rules that govern how a character physically interacts with other characters and the world around them, such as in combat). These rules often require individual players to keep track of information about their own character that is not overtly obvious to other players. End Times does not use referees with a record of a character's up-to-date statistics and conditions, but instead relies on us trusting all players to adhere to the honour system when it comes to keeping track of such things.

This honour system includes, but is not limited to:

- taking all hits and effects
- not using skills, abilities or items that the character does not have
- reducing Stamina Points when using active skills, etc.
- surrendering tags for expendable items once used
- notifying a Plot Marshal when you spot an ambush insta-mod
- storing all a character's in-game items in appropriate in-game locations

New players should at least have read the condensed rules in the *Getting Started with End Times LARP* supplement prior to their first event. By their second game, all players are expected to have read the core rules that pertain to all players (identified at the start of this book) and any additional rules that pertain to their own character. Players are expected to understand these rules and to abide by them at all times. If ever unsure about a rule, please ask (at an appropriate time).

As one takes on the persona of their character, it is possible to become overly-attached to them and feel like something that affects them, is affecting you. A natural reaction to this can be to bend the rules so that your character is able to survive a dangerous situation or succeed at a particular goal. However, not only can character bleed like this present its own concerns, but such dishonest actions are detrimental to



the balance of the game. Be advised that, while a dishonest player may find it initially easy to cheat under an honour system, other players and marshals are likely to quickly catch on. In addition to official disciplinary actions (see the next section), such players may find that others no longer wish to interact with them in roleplay or may choose to stop counting their hits in combat.

If you find yourself in a situation where you're not certain what happened or can't recall, then err on the side less advantageous to your character. For instance, if you're not sure if a ranged attack hit you and the attacker isn't able to clarify this for you, assume that you were hit. Likewise, if you can't remember if you have 5 or 4 Wounds remaining, assume that it is 4.

META-GAMING

With the exception of an honest mistake or confusion over a rule, it is generally very clear to a player when they have chosen to disregard one of the core game mechanics. It can be slightly less clear to determine when a player has 'cheated' at roleplaying by meta-gaming. End Times defines meta-gaming as a player using OOG knowledge that their character does not possess in-game to influence their character's actions, especially in a way that benefits the character or player.

Examples of meta-gaming include, but are not limited to, a player:

- Using OOG knowledge of the setting's lore that their current character doesn't possess (regardless of how that knowledge was obtained).
- Using knowledge obtained OOG about another character or plot (e.g. investigating a character in-game after seeing them apply a mutation prosthetic prior to game).
- Using OOG knowledge about another player to gain an advantage against a character they are playing (e.g. they can't run fast, they have poor night vision, etc.).
- Using OOG knowledge gained from OOG calls, signs or other markings.
- Using OOG feelings towards another player to influence in-game actions (e.g. choosing to specifically attack or steal from the character of a player that you have an OOG disagreement with).
- Using the OOG knowledge that you are playing a game to influence in-game actions (e.g. using knowledge of

the game's mechanics, policies or habits to ascertain the exact limits of abstract abilities, treating unknown NPCs with a greater amount of suspicion than unknown PCs, etc.).

Although many of the above situations can be avoided by staying in-character and trying to put yourself in their mindset, there are a few instances where it's actually preferable not to. In some situations, intentionally using OOG knowledge to influence the actions of your character for a purpose that does not benefit you and upholds the ideals of this game, is actually encouraged. For instance, the following are **NOT** examples of meta-gaming:

- Using OOG knowledge to avoid a situation that is unsafe (OOG) for you or another player (e.g. altering your path to avoid tripping on a rock, even if your character can't currently see).
- Using OOG knowledge about another player to avoid causing them undue trauma OOG (e.g. if you know they don't handle intense roleplayed arguments very well, you are permitted to have your character not yell at them as harshly as they ordinarily might, or even not at all).
- Using OOG knowledge to allow all players to have a chance to participate (e.g. purposely stepping back and allowing another player that you know has been on the sidelines to engage an enemy, even if your character would ordinarily want to fight it themselves).

Although we believe that most players would never intentionally meta-game, it can be very difficult to separate what you know from what your character knows and to not act on the former in-game. As such, we very strongly discourage players from sharing or discussing any in-game knowledge of any sort with another player OOG, unless you are positive that their character already knows that information in-game. We recognize that we all want to talk about the cool things our characters are involved in, but we advise that such sharing should be limited to in-game discussions to avoid even the temptation to meta-game (consciously or otherwise). If ever asked for such information OOG, the best response is to tell them to "find out in game", or FOIG. Should a player be caught using in-game knowledge gained OOG, then both they and the player who shared that knowledge with them may be subject to a disciplinary action for meta-gaming.



CONSEQUENCES & DISCIPLINE

It is hoped that the vast majority of players will choose to help foster a positive community by conducting themselves according to the rules in the previous sections. Where this is not the case, a player may be subject to certain in-game and out-of-game consequences if they are found to either be in violation of one or more rules in the Playing Safely or Playing Fairly sections, or to have made a statement or action that was harmful to the End Times community or Endless Adventures Ontario. Such disciplinary action can only ever be enacted by an Owner, and only for the purposes of ensuring that the game remains a safe and enjoyable experience for all players. As with their corresponding rules, these consequences apply to all members of the End Times community: players, Cast, Marshals, other volunteers, etc.

Consequences are generally progressive in nature and proportional to the severity of the offense. They may start off as reminders or warnings for minor infractions. For more serious incidents, or cases of repeat violations, consequences can become more significant. Potential consequences include, but are not limited to:

- docked XP or OC
- loss of in-game items, positions or abilities
- removal from an OOG volunteer position
- temporary suspension (from this or all EAO games)
- lifetime ban (from this or all EAO games)
- legal action (in cases where OOG laws have been broken)
- turned over to the Witch Hunters (okay, not really... no one deserves that)



CHARACTERS

As mentioned in the previous chapter, players will interact with the in-game world as a Player Character (or PC). This chapter will describe how you can create your own character, advance them by learning new skills, and eventually retire them.

CHARACTER CREATION

Adventure, peril and glory all await you in End Times, and your journey into this realm all begins with the creation of your character. What role do you want to take on as you navigate this grimdark world? End Times presents a wide variety of options for you to choose from, where no two characters are likely to ever be the same.

There are two main things that a player will need to consider when creating a character: the character's in-game background and their game mechanics (or build). The following subsections will walk you through each of these two processes.

CHARACTER BACKGROUND

Your new character may be new to you, but they will have already led a good portion of their lives prior to arriving in Neudorf. This is your opportunity to create that detailed background for your character that explains what has already transpired in their lives and who they are when they first walk into game. This will not only help you roleplay your character better, but will also assist our Plot team in helping you tell your character's story.


The three most important considerations to keep in mind when creating your character's backstory are to be realistic, to not give your character an unfair advantage, and to keep to the established lore of the setting as much as possible. End Times retains the right to reject or alter a backstory that does not conform to these stipulations (although we will always work with you in such cases to make the necessary adjustments).

Unfair advantages can occur when your character's backstory gives them powerful in-game connections or status beyond what their mechanics may indicate, such as being the relative of some important personage or a member of a prestigious organization.

Lore discrepancies can occur when your character's backstory either invents elements that don't exist in the established lore, or have those elements behave in a way that differs significantly from the established lore. For instance, you can't be a Human with some Elven ancestry, because half-races don't exist in the setting. Likewise, you might detail an account about how a Dwarf runesmith taught your High Elf character's father the secrets of their craft and then presented them with a Gromril sword... but no, they most certainly did not. If you are not already familiar with the in-game world, you may wish to begin by perusing some of the rich lore of this setting on the End Times website. And if you're ever in any doubt about how to make your character's backstory fit the setting's lore, we recommend reaching out to a Lore Marshal or Questmaster, who will be happy to work with you to that end.

Finally, try to keep your character's exploits realistic. Remember that a starting character is likely to be quite inexperienced, a virtual 'nobody' that is just starting out in their career or path. As such, it's perfectly okay if they haven't accomplished great deeds already, they'll have plenty of opportunity to do so in game. So, if your character can barely hold a sword straight and would struggle to fight a weedy Goblin in game, then don't write about how they've previously bested daemons and dragons in single-combat, or retired from the army after twenty years of service.

Apart from this, there is no set formula for the exact format of your character's background. However, remember that it's just as important to consider what your character wants to do next (their hopes, goals, ambitions, etc.) as it is to consider what they've already done and who they are at present. This will help guide your interactions during game, although don't be surprised to find that those future aspirations may change over time along with the rest of your character.



To start, you may wish to consider the following questions:

- How old are they?
- Where are they from?
- What lands/peoples have they seen much of?
- Who are their parents/family?
- What was their childhood or early life like?
- Were there any defining moments in their life so far?
- How did they acquire their starting skills/equipment?

- What are their family doing now?
- Do they have any friends?
- How do they make a living?
- What do they enjoy doing?
- What do they hate?
- What are they afraid of?
- What are their philosophical beliefs/values/morals?
- What are their religious beliefs?
- What are their political views?
- How do they feel about Nordland?
- What superstitions or misconceptions do they have?
- What do they think about themselves?
- How do they react to danger?
- How do you get along or interact with others (in general or specific groups)?
- Are there any expressions that they are fond of?

- Why did they come to Neudorf?
- What are their short-term goals?
- What are their long-term goals?
- Are there any goals you have for them OOG that they might not have yet for themselves IG?

Sometimes it's worth looking ahead at the creation mechanics before finishing a backstory. For instance, you may wish to consider the effects of any Corruptions or Insanities (see the Corruption & Insanity chapter) that the character may have, if any, when answering the above questions. It's also worth considering what Knowledge skills your character has chosen (e.g. If your character has hunted Beastmen all their life, you probably want to make sure to select Knowledge [Beastman]).

When you have finished your character's backstory, it can be submitted to both the Questmaster and Logistics Manager via email, and they can then help you navigate the remainder of the character creation process.

CREATION MECHANICS

When you have determined exactly who your character is, and how they fit into the larger world, it is now time to work out exactly what they are capable of through the mechanics of the game. This will involve the following steps:

1. Select a Race
2. Select a Region
3. Select a Core Class
4. Select Advantages & Flaws
5. Select Starting Skills
6. Select Starting Equipment
7. Select a Dominant Hand
8. Determine Effect of Corruption & Insanity Points

How to do each of these steps will be explained in greater detail in the following subsections, which will reference things such as races, regions, classes, characteristics, skills and equipment – the mechanics for which can be found in later chapters (you may wish to either read these sections first or to reference them while making your first character).

When you have determined your character's starting build, email this information along with your proposed background to the Logistics Manager. They will check over your submission and get back to you as soon as possible, letting you know if the character has been approved or if any changes are required (such as an issue with your proposed background, or a miscalculation with the mechanics).

At the next event that you register an approved character for, you will be provided with a character sheet that summarizes your character's in-game abilities and tags to represent their in-game possessions. These will be described in more detail in the Equipment section.

1. SELECT A RACE

The first step in working out a new character's build is to select their race. Hopefully this is something that you have already considered when designing the character's background, and so will not take much additional thought here.

There are five different races presently available for Player Characters: Humans, Dwarfs, High Elves, Halflings and Ogres. The character's race sets their starting characteristics, grants certain racial abilities, influences other mechanical features and defines the requirements for physical representation in game. Races are described in more detail in the Races & Regions chapter.

It is strongly recommended that your very first character be a Human, especially if you are not already familiar with the setting's lore. As the game is set within a province of the Empire, one of the great bastions of humanity in the Old World, Humans will often have an easier time of it and run into fewer complications. Even after your first character, further scrutiny is generally given to backstories of other races in order to ensure that the character supports the setting's lore.

2. SELECT A REGION

After choosing their race, the next step is to select the geopolitical region where the character has spent the majority of their life so far. Again, this has hopefully already been considered in their background and thus shouldn't need to take additional time at this stage.

There are a wide variety of starting regions open to Player Characters, ranging from various imperial provinces to entire foreign nations. Which regions you can select from depends upon the character's race. Each region affects the skills and equipment that the character will start with, representing those talents and items that are more commonly found within these lands. Regions are described in more detail in the Races & Regions chapter.

3. SELECT A CORE CLASS

Next, the character selects a core class, representing the general archetypes of what the character hopes to do, at least at the start of their adventuring careers.

There are nine different core classes presently available for Player Characters: Apprentice Wizard, Hedge Wizard, Initiate, Ranger, Rogue, Scholar, Spieler, Tradesman and Warrior. Regardless of how many XP a character begins with, all new characters start with a core class and cannot enter an advanced class before attending live events. All classes have one or more prerequisites, so make sure that you select the necessary skills required for your chosen class when you get to step 5. Classes are described in more detail in the Classes chapter.

4. SELECT ADVANTAGES & FLAWS

Although the racial, regional and class options already provide a lot of diverse options during character creation, a starting character may be further customized by adding advantages or flaws. These are completely optional and a character need not select both or either. They are similar to skills, except they do not represent abilities that your character can actually acquire through training and thus are only available at character creation (they may not be purchased later in your character's career).

Advantages (like skills) provide some benefit to the character and thus cost XP to purchase. Flaws, on the other hand, are detrimental to the character in some mechanical sense (but often provide some amazing roleplay opportunities) and so actually give the character additional XP to spend on skills or advantages. Characters are limited to a maximum of 3 different advantages and 3 different flaws, and the same one may only be purchased multiple times if explicitly permitted in its description. A character cannot reduce their starting XP below 0.



ADVANTAGES

- **Affluent (–1 XP):** The character is much better off financially than many of their region. The character may select an additional 100 brass worth of starting equipment. This advantage may be selected multiple times.
- **Destiny (–15 XP):** The character has been marked from birth for some great destiny, though one that they are as of yet still unaware of. The character's starting Fate Points are increased by 1. This advantage may be selected multiple times to represent an even greater destiny. Note, that the exact nature of the character's destiny should not be defined in their backstory, but will remain open for Plot to determine at some later point (although the character themselves is free to believe what they will and Plot may draw influence from the character's backstory when determining their destiny).
- **Employed (–3 XP):** The character begins the game already employed by a specific individual or group, instead of having to find such employment in game. The details of the job must be worked out with Logistics prior to character approval and should be included with the character's backstory (see the Between Event Actions chapter for more information on jobs).
- **High Status (–1 or –2 XP):** The character has managed to work their way up the rungs of the social ladder, finding a loftier place in society than most in their tier. The character may increase their Status Ranking by 1 within the Brass tier (–1 XP) or within the Silver tier (–2 XP). This advantage may be selected multiple times, to a maximum of Brass 10 or Silver 10. This advantage cannot be selected if you have also taken the Minor Noble Title advantage.
- **Magical Potential (–5 XP):** The character is one of the rare few to be born with the potential to wield magic, although they likely remained completely unaware of this until they developed witchsight. The character begins with the Magical Aptitude skill. This advantage is not selectable by Dwarfs or Halflings.
- **Membership (–3 XP):** The character begins the game as a member of a particular organization, instead of having to seek out such organizations in game. Such memberships often come with both benefits and responsibilities (including the possibility of membership dues). The details of the membership must be worked out with Logistics prior to character approval and should be included with the character's backstory. Note that memberships in organizations for which the character is not yet qualified will not be approved (i.e. no, you probably can't start as a member of the Reiksguard or the Witch Hunters).
- **Minor Noble Title (–20 XP):** The character has a recognized noble title in the land corresponding to that character's region and begins with a Status Ranking of Gold 1. The title is so minor that the character is afforded no particular prestige or position of influence beyond the benefits of the increased Status Ranking. The details of your noble title must be included in your character's backstory and worked out with the Questmaster prior to the character being approved. This advantage on its own will not provide any specific connections to famous or powerful individuals. This advantage cannot be selected if you have also taken the High Status advantage or Lowborn flaw.
- **Uncorrupted by Chaos (–5 XP):** The character is the very model of spiritual and physical purity, almost completely untouched by the corrupting influence of Chaos. The character starts with 0 Corruption Points instead of 1. This advantage cannot be selected if you have also taken the Corrupted by Chaos flaw or would otherwise begin game with 0 Corruption Points.
- **Experienced (+? XP):** The character's experiences has left them more skilled than others. Unlike other advantages, this advantage actually grants additional XP. It may not be selected voluntarily, but is instead only granted as a Free Skill in certain starting regions in order to balance them.

FLAWS

- **Corrupted by Chaos (+5 XP):** Either from birth or later in their life, the character has been touched by the warping influence of Chaos. The character's starting Corruption Points are 1 higher than normal, to a maximum of 5. This flaw may be taken up to 4 times but cannot be selected if you have also taken the Uncorrupted by Chaos advantage. The effects of all resulting Corruptions must be sent to Logistics along with your character's other creation mechanics and should be included in your character's backstory.
- **Destitute (+5 XP):** The character has fallen on hard times, having sold off many of their possessions and having not even a penny to their name. They do not receive any coin at character creation and halve the value of starting equipment indicated by their region. This flaw cannot be selected if you have also taken the Affluent advantage or have converted OC to coin/items at character creation.
- **Dishonored (+5 XP):** Something in the character's history or ancestry has marked them with dishonour in a manner that they cannot completely conceal. This could be as simple as a relative disgracing the family name or Norscan blood in their ancestry, to a brand marking a serious criminal offense. The character may have to work much harder to prove themselves in certain circles and may find it more difficult to increase their Status Ranking. A Dwarf character receives triple the XP bonus from this flaw, but also gains a single Insanity Point and the effects of the Lowborn flaw.
- **Easily-Winded (+10 XP):** The character is unaccustomed to strenuous manual labour or physical exertions and easily tires. The character's starting Stamina Points are reduced by 2 and Enhanced Stamina becomes a restricted skill.
- **Lowborn (+5 XP):** Like the vast majority in the Empire, the character has belonged to the peasant class their entire lives. They begin with a Status Ranking of Brass 5. This flaw cannot be selected if you have also taken the Minor Noble Title or High Status advantages.
- **Mature (+12 XP):** The character is middle-aged when they begin their adventuring career. The character's starting Agility characteristic is reduced by 1 and their starting Stamina Points are reduced by 3, but they gain rank 1 in 2 Knowledge skills of their choice and rank 1 in a Labourer, Extractor or Craftsman skill of their choice, at no additional XP cost. This 'flaw' cannot be selected if you have also taken the Venerable 'flaw'. The character's age should be appropriately phys-repped, if necessary.
- **Moon-Touched (+5 XP):** Either born under Morrslieb or having suffered some traumatic event, the character is just a little odd according to some. The character's starting Insanity Points are 1 higher than normal, to a maximum of 5. This flaw may be taken up to 5 times. The effects of all resulting Insanities must be sent to Logistics along with your character's other creation mechanics, and should be included in your character's backstory.
- **Poor Vision (+9 XP):** The character's eyesight is failing. The character's starting Ballistic Skill and Awareness characteristics are each reduced by 1 and they cannot read regularly-sized writing without the use of in-game spectacles. Enhanced Ballistic Skill and Awareness become restricted skills.
- **Sickly (+10 XP):** A significant illness in their history has left the character with a weakened constitution. The character's starting Toughness characteristic is reduced by 1 and Enhanced Toughness becomes a restricted skill.
- **Unblooded (+5 XP):** The character has never received martial training or found themselves in a proper battle where they had to defend themselves. The character's starting Weapon Skill characteristic is reduced by 1.
- **Venerable (+25 XP):** The character is considered elderly for their race when they begin their adventuring career. The character's starting Stamina Points are reduced by 5 and they must select 3 of the following characteristics to reduce by 1 each: Movement, Strength, Toughness, Agility, Awareness. However, the character begins with rank 1 in 4 Knowledge skills of their choice and rank 3 in a Labourer, Extractor or Craftsman skill of their choice, at no additional XP cost. This 'flaw' cannot be selected if you have also taken the Mature 'flaw'. The character's age should be appropriately phys-repped, if necessary.
- **Wanted (+5 XP):** The character is an outlaw and there is a significant bounty on their head within the Empire. The details of the crime and bounty must be worked out with Logistics prior to character approval and should be included with the character's backstory.
- **Weak (+10 XP):** The character is physically weaker than most of their race. The character's starting Strength characteristic is reduced by 1 and Enhanced Strength becomes a restricted skill.

5. SELECT STARTING SKILLS

The character may now select their starting skills, representing the knowledge and talents that they have learned before arriving in Neudorf.

Characters may purchase skills with a total XP cost up to their starting XP. This value is based primarily on the character's race (Human/Halfling 20 XP, Dwarf/High Elf/Ogre 10 XP), but may have been modified by any advantages or flaws they have selected in the previous step, and from bonus XP from a retired character. A player may also convert OC to obtain additional XP for a new character at the rate of 10 OC = 1 XP, to a maximum of 500 OC.

A character need not spend all of their starting XP at character creation if they do not wish to, but it's generally a good idea to spend the majority of it, as a new character does not need to worry about downtime required to learn their starting skills or seeking a trainer to teach them (although it can be a useful roleplaying tool to work out in their backstory where they learned these things). Which skills a character can and cannot purchase at character creation depends upon the character's race and region, each of which may provide lists of Core, Restricted and Prohibited skills for the character (see the Races & Regions chapter).

More information about purchasing skills and a description of what each does, can be found in the Skills chapter.

6. SELECT STARTING EQUIPMENT

Once you have chosen your character's skills, you may now select what equipment they will begin the game with. A character's starting equipment represents the tagged in-game items that the character possesses when they walk into Neudorf for the first time.

The total value of equipment that a new character can purchase is based primarily on their starting region, although this can be modified by other factors, including flaws and advantages. A player may also convert OC to obtain additional value of equipment tags for a new character at the rate of 1 OC = 1 p, to a maximum of 500 OC. A new character can generally purchase almost any equipment from this book that they can afford, with some restrictions provided by their starting region (and possibly race). All in-game equipment that they select should be suitably phys-repped by the player during their first game.

More information about purchasing equipment and what it does can be found in the Equipment chapter.

7. SELECT A DOMINANT HAND

You must determine if your character is right- or left-handed. This is used to determine which hand they are most effective at wielding a weapon in (they will be unable to use Combat Skills with a one-handed weapon in the other hand).

8. DETERMINE EFFECT OF CP & IP

During this last step, if a character begins with one or more Corruption Points (CP) or Insanity Points (IP), then they will work out the details of any resulting corruptions or insanities, respectively. More information about this can be found in the Corruption & Insanity chapter.

STARTING CHARACTER PACKAGES

If you missed the prelog deadline for an event but would still like to come out with a new character, don't worry – there are several starting character packages that you can pick from to play that event. These starting packages are essentially pre-generated characters that are ready-to-play. They'll allow you to play the full event with a character matching the general archetype you had in mind, while still allowing you to remort the character with the specific traits you want for your next event. See the *Getting Started with End Times LARP* supplement for a list of available starting character packages.


CHARACTER CREATION EXAMPLE

Günter, a Nordlander out of Neues Emkrank, signed up as a marine in the Imperial fleet last year in order to pay his gambling debts. But old habits die hard and he once again finds himself moving on before the collectors close in.

Right off the bat, we select Human and Nordland for Günter's race and region, respectively. Although several core classes that he meets the prerequisites for would make sense, we eventually settle on Warrior, to reflect the skills he has learned serving as a marine these past months.

Inspired by his backstory, we decide to include the Moontouched and Wanted flaws. These flaws each grant Günter an extra 5 XP, brining his starting XP total to 30.

From his race and region, Günter automatically begins the game with the skills Speak [Reikspiel] 2, Knowledge [Empire] 1 and Knowledge [Nordland] 1. When spending his 30 XP on additional skills, we must remember that at least half (or 15 XP) must be spent on Core Skills, so we will select these first: Weapon Proficiency [Axe] (2 XP), Mighty Blow 1 (3 XP), Labourer [Sailor] 1 (2 XP), Enhanced Resilience 3 (12 XP), for a total of 19 XP. We are now free to spend the remaining XP on any skills we wish, selecting: Weapon Expertise [Axe] (3 XP), Shrug it Off 1 (3 XP) and Parry 1 (5 XP).



Next, we must select Günter's starting equipment. In addition to receiving 1 silver shilling, he may select equipment worth a total of 600 brass. We start by selecting an Axe, since Günter has taken skills for this weapon. This would normally cost all 600 brass, but since it is Discount Equipment for characters from the Nordland region, it only costs 300 brass. As he has served as a sailor for some time, we next purchase a Wood Holy Symbol [Manann] for 12 brass. Günter may not be especially pious (and certainly is no priest), but there are few sailors who wouldn't keep at least a small token of Manann with them while sailing the Sea of Claws. Finally, we purchase a lantern and 3 large candles for a total of 288 brass. Should the player wish to start with additional items, they could choose to spend OC.

We decide to make Günter right-handed. Finally, we must determine the effects of Corruption and Insanity. CP 1 doesn't give a Human a Corruption, but the Moontouched flaw we selected gives Günter IP 1, which causes a Minor Insanity. As a good fit for his backstory, we select Addiction [Gambling], and submit the necessary details to Logistics.

And with that, Günter is brought into our game world, ready to seek adventure in Neudorf during the next event.

REMORTING A CHARACTER

Sometimes you think you have a great idea for a character, but for one reason or another after playing your first game as them, you realize that reality didn't quite match your expectations. Therefore, you are permitted to make some minor changes to a new character in order to better fit them to your style of gameplay, known as remorting the character.

A character may only be remorted after the player's first event playing that character and before prelogging for a second event with them. In order to remort, the player simply has to send an email to the Logistics Manager at least 10 days before the start of their next prelog, detailing the changes they want to make subject to the following rules:

The character can:

- change their starting region.
- add or remove advantages and flaws.
- re-spend their starting XP on different skills, according to the above changes.
- make minor changes to their backstory.

The character cannot:

- change their starting equipment
- change their race
- change major elements of their backstory (e.g. name)

The above highlights that only minor changes can be made to the character during a remort, nothing that will truly change their entire identity. If you wish to make changes beyond those detailed above, you must create a new character.

Note that the character can still spend their downtime hours normally, as the remort is completed before submitting their next prelog, and can spend the XP gained from their first event on learning new skills using downtime as normal. See the Between Event Actions chapter for more information on prelogs and between event actions.

MULTIPLE CHARACTERS

A player may have multiple characters, subject to the following restrictions:

- A player may only have up to three characters on record at one time. If you already have three characters and wish to create a new one, then you must retire one of your other characters (see the Character Retirement section).
- A player may only play a single character during any event. The only exception is if their character dies during an event, in which case they are permitted to continue the event as another of their characters if they wish (see the Character Death section).
- Two characters owned by the same player may not interact directly with each other. This includes trading items (either directly or through a third party), acting as a trainer, being a part of each other's back-stories, roleplaying with each other between events, or even being part of the same encounter between events.

THE CHARACTER SHEET

All the details of every Player Character are recorded by the Logistics Manager and summarized in a document known as a character sheet. A physical copy of their character sheet is provided to a player every time they log for an event and the player is expected to carry this sheet on their person at all times during an event, unless specifically noted otherwise. This is an OOG document and should not be read by any other player (either in-game or out-of-game). If you find a misplaced character sheet, please return it to the player or Logistics Manager as soon as possible. Character sheets are updated every time the character undergoes a significant change. Usually this occurs between events, but occasionally a change may need to be made during an event. The only individuals who may ask to see your character sheet during an event and are able to make adjustments to it are the Logistics Manager, Plot Manager or an Owner.



CHARACTER ADVANCEMENT

Even the greatest heroes of the Old World began somewhere, and a character enters their first game with great potential but limited ability to shape the world around them. However, their story isn't just about where they start, it's about the journey from those humble origins towards ultimately fulfilling their dreams and ambitions. You may find that your character isn't able to fight a troll single-handedly their first game... and that's okay. The more experiences they have though, the more they will learn and gradually become more powerful over time. This could happen as the character upgrades their equipment, makes new alliances in game, or learns new skills that allow them to do things they couldn't before.

EXPERIENCE POINTS (XP)

The extent to which a character's experiences have allowed them to improve their skills and abilities is represented by their Experience Points (or XP).

EARNING XP

Every character starts their first game with a certain number of XP that they can spend on skills. This represents knowledge, training and abilities that they have developed in their lives before arriving in Neudorf. Each event that a character is played in, the character is awarded an additional 5 XP. These XP can be spent on learning additional skills, as is described in the Skills and Between Event Actions chapters.

In support of our mission to create as immersive an experience as we can for our players in an accurate depiction of the game's setting, additional bonus XP may be awarded to players who go above and beyond to help bring the setting to life during game. This can be accomplished through roleplay and costuming that really matches the setting and takes that extra step to recreate the world in our game.

LOSING XP

Although incredibly rare, there exist some effects in game that are capable of literally draining a character of their very experience. XP lost in this way are always removed from a character's unspent XP pool first. If insufficient, the character will then lose skills, starting with the most recent, until the total lost XP has been covered.

OLD-WORLD COIN (OC)

Not to be confused with the in-game system of currency, Old-World Coin (or OC) is essentially a system of reward points used by the game, and represent another important way to improve a character. Unlike XP, which are attached to a specific character, OC are connected to the player themselves and can be earned and used in any Endless Adventures Ontario game. While they may go by various titles in different LARPs (such as Ogre Chips or Oxygen Credits), the player's pool of OC is shared across all EAO games.

EARNING OC

Unlike XP, which are earned by a character in-game for participating in an event, OC are earned by a player as a reward for bettering the game or community in some way out-of-game. Our games could not function without the hard work and dedication of our players and volunteers, and OC is one of the ways that we express our gratitude for all that they do. OC can be earned by helping out in any EAO game, either during an event or between events. This could be volunteering for an official ongoing position, or through a one-time donation of time, effort, supplies or other investment. A complete list of ways in which OC can be earned can be found on the End Times and EAO websites.

USING OC

Like experience points, OC can also be used to improve a character, although with more options. During character creation or a prelog (see the Between Event Actions chapter), OC can be used to improve any one of the player's characters in any EAO game. So even if you earned your OC from volunteering in one game, you can spend it to improve a character in another game. Details about how OC can be used to improve either a new or existing End Times character can be found earlier in this chapter and in the Between Event Actions chapter, respectively.

LOSING OC

Unfortunately, there exist some rare occurrences that might warrant a player's OC total being reduced without the usual benefits from spending it. Such docked OC always results from OOG actions taken by a player that violate one or more of the game's rules or official EAO policies. This can include, but is not limited to: meta-gaming, other forms of cheating, engaging in unsafe activities, failing to respect the property of other PCs or the LARP, breaking game immersion by not

staying in-character within public areas, etc. The amount of OC docked is proportionate to the severity of the infraction and is always handled at the Owner's discretion. The Owner will also always provide the player with an explanation for why their OC has been docked and some ideas on how they can adjust their actions in order to avoid such things in the future. In more severe cases, or multiple instances of lesser cases, other disciplinary actions may also be taken by an Owner.

CHARACTER RETIREMENT

All good things must come to and end, and characters are no exception. Sometimes they are cut down by one of the horrible nightmares that stalk the Old World or meet an even darker fate. Other times through they live long enough to retire, giving up their adventuring ways because they have either achieved all the goals they set out to or are simply no longer capable of carrying on the fight. For whatever reason, if a player decides that they wish to finish their character's story and then no longer play them, they may consider retiring the character.

To retire a character, simply notify the Logistics Manager of your decision. They will then walk you through the following process described below. A character may be retired at any point, although there is only a mechanical benefit to doing so after reaching at least 100 XP.

THE RETIREMENT QUEST

If you're planning to put aside a character that you've invested a lot of yourself into, let us help them go out with a bang. Any character with at least 100 XP may request a retirement quest. This quest is designed to help finish your character's story in a satisfactory way (e.g. completing a personal goal, dying a heroic death, etc.). The quest will last for a maximum of one event for every full 100 XP that the character has at the time that the request is made. During this time, the player continues to play their character and gain XP, skills, etc., as normal. At the end of the retirement quest, the character is automatically retired and may no longer be played. Once the quest has begun, the character may not change their mind and choose to not retire the character, but they are always free to retire them before the quest is completed should they wish.

CHARACTER CLASSES

Although all characters start with a class of their choosing, a character who has gained sufficient experience can enter a new class later on, possibly several times over the course of their adventuring careers. Classes allow a character to specialize in a particular area, letting them advance more rapidly down certain paths, while simultaneously restricting others. As such, which class a character selects can play a significant role in their advancement. More information about classes can be found in the Classes chapter.

NEW CHARACTER BONUS

When one falls, another rises. Putting aside a beloved character can sometimes be difficult, but it's perhaps a little easier knowing that you won't necessarily have to start all the way from the beginning again. When a character is retired, the player may receive a number of bonus XP to put towards their next character, calculated as follows:

$$\text{BONUS XP} = \frac{(\text{XP} - 100) \times \text{FP}}{5}$$

Take the XP the character has at the time they retire and subtract 100. Then multiply this total by their current number of Fate Points and divide by 5, rounding down. These bonus XP must be put towards the player's next new character (not an existing character). However, the player is not required to play a new character at their next event, taking some time to figure out what they would like to try next.

PLAYING A RETIRED CHARACTER

Depending on the nature of the character's retirement, they may very well still be alive and well somewhere. However, they may no longer interact with the ongoing story of End Times, except where noted below.

When the character is retired, the player must immediately hand over all coin and tagged items that the character possessed at the time to the Logistics Manager (in-game items may only be transferred to other characters with the permission of an Owner). The retired character may be used by Plot at the player's discretion, but the character may no longer be played by the player, either during events or during between-event roleplay. The only exceptions are with the special permission of the Head of Plot or an Owner. Either may request that the player briefly Cast as their retired character at an event in some special circumstances, but will always notify the player in advance and it is up to the player whether or not to accept the request.



CHARACTER DEATH

In the grim-dark setting of the Old World, it is a sad reality that not all characters make it to retirement. If a character enters the Dead condition (see the Physical Injury section of the Combat chapter), there are three possible outcomes:

1. If the character spends a Fate Point in order to miraculously survive the encounter, the player must notify a Plot Marshal immediately before their character can recover, but their life will continue more or less as normal.
2. If the character has no Fate Points remaining and has not already purchased all 5 ranks of the Hand of Fate skill, then they may choose to immediately purchase a rank in that skill at double the normal XP cost in order to spend it to escape death, as above. This is a special situation that allows a character to buy a skill outside of their prelog, and they are allowed to convert as many OC to XP as necessary in order to do so. The player must notify the Logistics Manager immediately before their character can recover.
3. If the character is unable or unwilling to do any of the above, then they are truly dead.

If your character dies during an event, immediately notify a Plot Marshal and the Logistics Manager. The character is immediately considered to be retired (see the previous section), except that they obviously may not request a retirement quest. Assuming that the character had over 100 XP and at least one FP, they will still receive the retirement bonus XP to put towards a new character. For the remainder of the event, the player may immediately create a new character to play, may switch to another existing character that the player has on record, or they may Cast for the remainder of the event (receiving the normal OC rewards for doing so).

TRANSFERRING CHARACTERS BETWEEN GAMES

If there are multiple games of End Times LARP operating in your area, they are set in the same in-game world and the events of their plot lines are taking place concurrently (sometimes perhaps even affecting each other). As such, it is entirely possible for a character to take part in both games. However, as these different games are likely to be set in areas that are geographically distant from one another, it is less likely for a character to go back and forth on a regular basis (even if they were in a position to integrate well into both societies). Far more commonly, a character may find themselves moving from one game to another for a more extended period. Perhaps a Norscan seeks to infiltrate into the northern Empire in order to establish a cult to one of the Ruinous Powers. Or perhaps a mutant is forced to flee the Empire before the Witch Hunters find them, taking shelter amongst the Norse who view such changes as gifts from the gods.

Regardless of how often a character travels between different games, they must account for the travel time in their prelogs and do not suddenly gain extra time by submitting multiple prelogs within the span of a single month. If submitting a prelog for an event with a different location from the last one that the character received downtime for (and another event has not occurred since in that previous location), then the character gains no downtime hours in their prelog. Moreover, when submitting their next prelog for which they do receive downtime hours, the character must account for the total travel time of the trip. Apart from any in-game dangers that may result from such travel, there are no additional restrictions between playing with the same character in multiple games, with the character receiving XP for both.

Note that if a character chooses to play different characters in different games, there are absolutely no restrictions. Each character is staying in their own area, even if the same player is controlling both



CHARACTERISTICS

Unlike specific skills that will be discussed in a later chapter, a character's characteristics generally represent their overall physical and mental abilities in much broader terms.

QUANTIFYING CHARACTERISTICS IN-GAME

While it is important that a player know the values of their character's characteristics, remember that these values are OOG game mechanics that are not quantifiable by the character themselves. While your character may know that they are fairly strong or heavily mutated, they will not be able to quantify such things as "I am Strength 4" or "I have 9 Corruption Points" in game.

CURRENT VS BASE CHARACTERISTICS

At character creation a character's starting characteristics are determined by their race, but these may be increased through the purchase of certain skills and can even be temporarily modified by certain effects during the game. Unless noted otherwise, all rules that reference a characteristic refer to that characteristic's current value, after all modifiers (both permanent and temporary). Some rules though will specifically reference a characteristic's base value, which refers to the value of that characteristic that is recorded on the player's character sheet. This includes permanent modifiers from skills or the like, but not temporary modifiers from in-game effects.

THE PRIMARY CHARACTERISTIC PROFILE

Each character has a numerical value for each of the twelve primary characteristics listed below, with a higher value indicating a better characteristic. With the exception of Wounds and Stamina Points, the primary characteristics are measured on a scale of 0 to 10, with 3 representing an average, inexperienced Human.

In addition to being used as a roleplay tool (see the *How to Roleplay an End Times Character* supplement) and as prerequisites for various skills, many characteristics also have a more direct impact on the game, as described below.

MOVEMENT (M)

A character's Movement represents their speed – how quickly they can move over land. Movement is used during events to determine the success of Flee or Pursue moves, and how far a character can move in online combat. Between events, it is also used to determine how quickly a character may travel between towns.

WEAPON SKILL (WS)

A character's Weapon Skill represents their overall ability in melee combat – how skilled they are at striking their opponent effectively and at defending themselves against


such close-ranged attacks. Weapon Skill is used primarily as a prerequisite for melee combat skills, but is also used as a mechanic to determine whether or not a character's melee attacks hit their opponent in online combat.

BALLISTIC SKILL (BS)

A character's Ballistic Skill represents their overall proficiency and accuracy with ranged attacks. Ballistic Skill is used primarily as a prerequisite for ranged combat skills, but is also used as a mechanic to determine whether or not a character's attacks with ranged weapons or spells hit their opponent in online combat.

STRENGTH (S)

A character's Strength represents their overall brawn – how forcefully they can swing a weapon, how much weight they can lift, etc. Strength affects how much damage is done by attacks with melee weapons (and some ranged weapons), and resisting effects that forcibly move a character. It is also used in many described actions, such as breaking free from situations where the character is physically confined.



TOUGHNESS (T)

A character's Toughness represents their ability to withstand physical injury and other bodily harm. Toughness can be used to resist damaging attacks and certain effects relating to the character's constitution.

AGILITY (Ag)

A character's Agility represents their nimbleness, manual dexterity and reaction speed. Agility is used primarily as a prerequisite for skills, but is also used as a mechanic to determine whether or not they are hit by ranged attacks in online combat.

AWARENESS (Aw)

A character's Awareness represents their powers of perception, whether it's spotting an ambush or reading an opponent's next move in combat. Awareness is used primarily as a prerequisite for skills and as a mechanic to determine what the character notices during certain investigation insta-mods and in online combat.

INTELLIGENCE (Int)

A character's Intelligence represents their overall intellect, intuition and ability to reason. Intelligence is used primarily as a prerequisite for skills, especially for arcane casters.

THE SECONDARY CHARACTERISTIC PROFILE

Each character also has an additional four secondary characteristics. Unlike primary characteristics, these do not represent an overall physical or mental ability, but slightly less-tangible qualities. A character's race will determine the starting value of these characteristics at character creation (except for Status Ranking), but unlike primary characteristics, most cannot be later changed through training. That is not to say that such characteristics will not change though – in fact, it is far more likely that a character's secondary characteristics will be permanently altered through in-game effects and situations than their primary characteristics.

WILLPOWER (Wp)

A character's Willpower represents their overall resolve and mental fortitude. Willpower is primarily used as a prerequisite for skills, especially for divine casters and those using Dark Magic. It is also used to resist certain mental effects.

CHARISMA (Cha)

A character's Charisma represents their strength of personality, ability to influence others and overall social skills. Charisma is used primarily as a prerequisite for skills.

WOUNDS (W)

A character's Wounds represents their overall vitality and how much physical damage they can sustain before becoming incapacitated. Unlike other characteristics, the value of a character's Wounds characteristic is likely to fluctuate quite a bit throughout an event as the character sustains injuries and is healed. Unless noted otherwise, all prerequisites relating to Wounds refers to the characteristic's base value.

STAMINA POINTS (SP)

A character's Stamina represents their endurance, or how far they can push their bodies. A greater number of Stamina Points will allow a character to use more active skills before resting. As with Wounds, the value of a character's Stamina Points characteristic is likely to fluctuate regularly throughout an encounter, as they use active skills. Unless noted otherwise, all prerequisites relating to Stamina Points refers to the characteristic's base value

FATE POINTS (FP)

A character's Fate Points represents the roll that destiny plays in their life. Some are blessed (or cursed) by the attention of godlike beings, while others are simply marked by fate. Regardless, such individuals can accomplish the seemingly impossible.

Fate is used primarily to help a character escape a situation where they might otherwise meet an untimely end or some other unfortunate consequence. It can also aid them in smaller ways on a regular basis in the form of Luck Points, helping guide their blades, sidestep an enemy's strike or avoid an otherwise unpleasant situation by sheer luck. Using Fate Points is described more fully in the Combat chapter.



CORRUPTION POINTS (CP)

A character's Corruption Points represents the extent to which their bodies and souls have been affected by the warping influence of Chaos. Most characters begin with a single Corruption Point. A particularly innocent child or a devout priestess of Shallaya might have 0 Corruption Points, while only creatures such as a Chaos Spawn or Daemon would have 10 Corruption Points. How Corruption Points affect a character is described more fully in the Corruption & Insanity chapter.

INSANITY POINTS (IP)

A character's Insanity Points represents the extent to which their minds have been affected by psychological traumas. Most characters begin with no Insanity Points, representing an individual who is fully in control of their own mental faculties. As a character gains more Insanity Points, they pick up odd quirks of personality that may affect their outlook on the world. By the time a character has gained 10 Insanity Points, they have likely joined the ranks of the Flagellants, Dwarf Slayers, mad wizards, or perhaps even the Elector Counts of Averland. How Insanity Points affect a character is described more fully in the Corruption & Insanity chapter.

STATUS RANKING (SR)

A character's Status Ranking represents their social, economic and/or political standing within the complex socio-political web of the Empire. A character's Status Ranking is composed of both a ranked tier (Brass, Silver or Gold) as well as a numerical value from 1 to 10 that designates where the character is within that tier. For instance, a character may have a Status Ranking of Brass 3 (abbreviated B3), Silver 2 (S2), Gold 7 (G7), etc. Although the exact numerical value can be difficult to distinguish in-game without extensive interaction, it is usually quite apparent at a glance which status tier a person belongs to based upon their dress and mannerisms.

BRASS: Comprising the lowest-rungs of the social ladder, those in the Brass tier range from outlaws and beggars at the lower values to well-to-do peasants at the top. Though rarely afforded much responsibility by those in charge, they require little more than the bare necessities in order to get by.

SILVER: Those in the Silver tier are made up of the growing middle-class of burghers, merchants, scholars and the like. Although typically not as affluent as nobility, such individuals can be entrusted with some degree of responsibility and of all citizens of the Empire are the most likely to be judged primarily by their merits.

GOLD: Representing the upper-echelons of society, those in the Gold tier range from officers, courtiers and landless nobles at the lower values, all the way up to Elector Counts at the top. Such individuals are generally responsible for running various aspects of the Empire and are accustomed to relatively opulent (and therefore expensive) lifestyles.

Characters begin with a Status Ranking of Silver 1, unless their advantages or flaws alter this. In-game mechanical effects will never alter a character's Status Ranking like they can other characteristics, but it can be changed over time through roleplayed actions and occurrences. Plot may offer increases within a given tier based upon character actions or a player may consult with them to inquire what is necessary in order to increase to the next tier. A character does not have to accept increases to their Status Ranking offered by Plot and can always voluntarily choose to lower it.

Purely a socio-economic characteristic, this in no way reflects what a character is physically capable of, but instead only affects certain social and economic interactions. In terms of social effects, there are no explicit game mechanics, but you may find that certain groups may be more trusting of those with a higher or lower Status Ranking, and some organizations may even restrict membership based on it. Except in unusual circumstances, a character's costuming is expected to reflect their Status Ranking. How Status Ranking affects a character economically through personal upkeep is described more fully in the Between Event Actions chapter.



RACES & REGIONS

Two of the largest decisions made during a character's creation are their race and the region from which they hail. Although it can be tempting to select a new character's race and region based primarily on game mechanics, it is important to remember that these decisions can also have a crucial impact on the character's interactions with others in game and it is important to build a character that you will enjoy roleplaying. Although a brief description of each race and region is provided under their entries in this chapter, significantly more detailed information can be found in the Lore section of the End Times website, to assist players in roleplaying these various groups in a way that is true to the setting and helps bring it to life.

For obvious reasons, both race and region are decided upon at character creation and cannot later be changed.

RACES

There are five different races that are available for Player Characters: Humans, Dwarfs, High Elves, Halflings and Ogres. Each can be found within the Empire's borders, although some are far more common than others in certain regions.

Under the entry for each race, you will find the following information:

- **Description:** A short description of the race.
- **Starting Characteristics:** These are the starting values for your character's characteristics, potentially modified by advantages, flaws and skills. Characteristics are described in more detail in the Characteristics chapter.
- **Starting XP:** This is the starting number of experience points that the character may spend on additional skills before their first event. Skills are described in more detail in the Skills chapter. This value may be modified if the character selects one or more advantages or flaws, or if they are created by retiring another character, as described later in this chapter. A character may also convert OC to obtain additional XP at character creation at the rate of 10 OC = 1 XP, to a maximum of 500 OC.
- **Free Skills:** These are skills possessed by virtually all members of that race and the character automatically begins with these for no additional XP cost (even if they do not meet the prerequisites for them). Occasionally an advantage or flaw is also included in this list, in which case they must take it, losing/gaining the XP for that advantage/flaw as normal. The ranks gained in a particular free skill do not stack with any that may be gained from the character's starting region, simply use the higher total.
- **Core Skills:** These are skills that are very common amongst members of that race. The character must spend at least 50% of their starting XP total (rounded up, after all modifiers) on one or more of these skills (from their race or region, in any combination). If a Core skill has a numerical value, then it may only be purchased up to that rank as a Core skill (additional ranks may still be purchased as normal).
- **Prohibited Skills:** These are skills that are impossible for that race to ever learn. The character may never purchase these skills, either at character creation or later in their careers (even if they are listed as free skills for the character's region).
- **Restricted Skills:** These are skills that are fairly difficult for that race to learn. The character may not purchase these skills at character creation, unless they are listed as a free skill for the character's region. They may learn these skills later in game, although the training downtime required to learn them will be doubled, after all other modifiers (see the Between Event Actions chapter).
- **Racial Traits:** These are special abilities that are possessed by all members of that race. Traits that are common to more than a single race are instead described in the Traits chapter.
- **Allowed Regions:** The character must select their starting region from this list.
- **Physical Representation:** These are the minimum costuming requirements in order to physically represent the race, although players are permitted to further enhance this representation with additional elements



fitting the aesthetic of the lore. These minimum physical representations must be worn at every event that you play the character. As this is used to identify different races in-game, a character may never wear additional costuming that mimics the physical representation of a different race and should make sure that their own physical representation is clearly visible. For example, although our game will represent an Elf as a Human (you) with pointed ears, there are additional defining

traits that make it easy for in-game characters to distinguish between the two races which do not require mandatory representation. As such, an Elf character cannot simply hide their ears in order to pass as a Human up-close. Unless the player's costuming and other physical representation make it very obvious that they are an Elf, they should therefore not conceal their ears beneath a hood or non-Elven helmet.

HUMAN

Of the playable races, Humans are by far the most common within not only the Empire, but the Old World itself. More so than any other race, they are also remarkably diverse and quite difficult to describe with universal characteristics. However, while they are a relatively young race compared to the Dwarfs and Elves, Humans have achieved much in their short time. In the span of a couple thousand years, a series of primitive tribes spread across much of the world, founding mighty nations while the elder races have continued their slow decline. One on one, Humans are rarely a match for many of those creatures that relentlessly seek their destruction. As such, the strength of Human nations of the Old World depends much on their unity, for many such realms are deeply divided and should those internal and external alliances fracture, the race of man will assuredly be driven back into the shadows. It is their adaptability though that is perhaps both their greatest strength and weakness. While many of the Human nations stand as a bulwark against the forces of destruction, they are also by far the most corruptible and comprise the vast majority of those who willingly give themselves unto the service of the Ruinous Powers. It is therefore perhaps little surprise that many of the elder races grow increasingly concerned at the continuing rapid rise of humanity, for they may be either the world's saviours or its final doom.

STARTING CHARACTERISTICS:

M	WS	BS	S	T	Ag	Aw	Int	Wp	Cha
4	3	3	3	3	3	3	3	3	3
W	SP	FP	IP	CP	SR				
5	5	2	0	1	S1				

STARTING XP: 20

FREE SKILLS:

- Speak [Reikspiel] 1

CORE SKILLS:

- Hand of Fate
- Skill Mastery [any active Core Skill]

PROHIBITED SKILLS:

- none

RESTRICTED SKILLS:

- none

RACIAL TRAITS:

- Early Mastery: Fated with great ambition but lacking the centuries necessary to truly perfect their craft, Humans must become quick studies in their area of expertise. Human characters may purchase the Skill Mastery skill with only a single rank in the relevant active skill, instead of the normal pre-requisite requiring them to have max ranks.

ALLOWED REGIONS:

- any except Ulthuan, Laurelorn Forest, Karaz Ankor, the Moot, or the Mountains of Mourn

PHYSICAL REPRESENTATION:

- none (you're already a Human... we hope)



DWARF

Dwarfs, or the *Dawi* as they call themselves in their tongue, are easily recognizable by their squat frames and long, thick beards. In fact, having their beard shorn is one of the most shameful acts that can ever befall a Dwarf. Like their mountain homes, Dwarfs are a slow, methodical, resilient and ancient race. They are a remarkably hardy folk, able to easily endure physical injury, disease and fatigue. They are also naturally resilient to magic, able to shrug off its effects to some extent but also unable to wield it themselves through the practice of spellcraft. Though not nearly as long-lived as the Elves, Dwarfs can nevertheless live for many centuries and deeply venerate age.

For all their strengths, Dwarfs are also notorious for several character traits. Their lust for gold is quite legendary, and never does a Dwarf stretch the line of acceptable behaviour than when gold is on the line. They also tend to be quite literal and direct in their speech. Along with the importance they place on things like tradition, oaths and honour, this often leads to them being perceived by other races as gruff and dour, to the point of being compassionless. It is true though that, as a race, Dwarfs are remarkably stubborn and their pride sees them easily offended. Moreover, to say that dwarfs have long memories in such things is an incredibly understatement. They are legendary in their ability to hold a grudge, not just against those who have harmed, dishonored or otherwise offered offense to them in some way, but also against their descendants for many generations to come. In some cases, such grudges are even taken up by a Dwarf's entire clan, hold or occasionally the whole of the Karaz Ankor, and recorded in their respective Book of Grudges. To a Dwarf, there is no greater act of dishonour than to break an oath, regardless of its nature. Entire clans have marched to war for a single missing penny of their promised payment. What is more, a Dwarf who considers their honour sufficiently impugned is likely to take up the Slayer Oath, finding atonement only in a worthy death. A Dwarf trusts in tradition, that which has withstood the test of time and proven itself. They mistrust new-fangled ideas and largely see humans (or *Ungi* in the Dwarf tongue) as being young and reckless. Of course, this is nothing compared to the mistrust that a dwarf bears towards magic or the dishonourable, foppish Elves (*Elgi*) who wield it.

Despite all this, the Dwarf race also possesses many admirable traits for which they are deeply respected in the Empire. They are paragons of courage and honour. Though shrewd and stubborn negotiators, when a Dwarf makes an agreement or oath, they are almost guaranteed to honour it to the letter. There is a deep bond of alliance between the dwarfs of the Karaz Ankor and the Empire, going all the way back to the time of Sigmar himself. Though many outside of the Sigmarite faith have long forgotten such things, the Dwarfs have not and are unwaveringly loyal to those deemed allies. A very rare few humans have even earned the title of Dwarf-friend, an outsider who has not only learned their ways but rendered a great service to the Dwarfen people. Skilled miners and craftsmen, the Empire also owes much of its knowledge of architecture and engineering to the Dwarfs.

Though the vast majority of Dwarfs still reside in the Karaz Ankor and other Dwarf holds, the Empire does boast the largest number of expatriate Dwarfs in the Old World. Sometimes having lived within its borders for generations, such Dwarfs are valued as imperial citizens for the craftsmanship and trade contacts with near-by Dwarf holds (although they often come into conflict with human tradesmen, who find themselves unable to compete). Though they do retain many of the same traditions, their mountain kin look down upon these expatriate Dwarfs, calling them manling-Dwarfs or flatlanders.

STARTING CHARACTERISTICS:

M	WS	BS	S	T	Ag	Aw	Int	Wp	Cha
3	4	3	3	4	2	3	3	5	2
W	SP		FP	IP	CP	SR			
7	7		1	0	1	S1			

STARTING XP: 10

FREE SKILLS:

- Speak [Khazalid, Reikspiel] 2
- Read & Write [Khazalid] 1
- Knowledge [Dwarfs] 2
- Hatred [Greenskins]
- Endurance 1

CORE SKILLS:

- Appraise
- Enhanced Stamina
- Enhanced Resilience
- Enhanced [Toughness]
- Enhanced [Willpower]
- Endurance
- Extractor [Miner]
- Craftsman [Brewer, Mason, Smith]

PROHIBITED SKILLS:

- Magical Aptitude
- Ride

RESTRICTED SKILLS:

- Backstab

RACIAL TRAITS:

- Natural Resistance [Magic 1, Poison 1, Alcohol 2] – see the Traits chapter for further details.
- Animosity (Elves)
- Dwarf Weapons: The character can use all variants of the following weapons normally: unarmed, hammers, axes, picks, crossbows, arquebuses, pistols, bombs and Dwarf war-machines. If the character gains a Weapon Proficiency as a Free Skill or Core Skill, that weapon is automatically added to this list. Active skills made with other weapons cost +2 SP. If the character produces a weapon other than the ones on this list, it requires twice the normal downtime. The character may not use any Elf-Wrought weapons.
- Dwarf Pride: Any item produced by the character is automatically of the Dwarf-Wrought quality, with all the accompanying modifiers for its production. Additionally, should a Dwarf choose to produce an item that is not Superior Quality, they instantly gain an Insanity Point (or 2 IP, for producing an Inferior Quality item). Note that this generally means that Dwarf characters will require additional training in Craftsman skills before they can make effective use of them, as they won't produce items until they can do it as well as an Umgi 'master' at the craft. Moreover, the character may not voluntarily reduce their Status Ranking to Brass without the

approval of Logistics (this is usually reserved for particularly austere Dwarfs, such as rangers and slayers).

- Traditional: If learning a skill from an instructor other than a Dwarf, the skill requires twice as many downtime hours to learn (after the effect of using an instructor). The character may not learn a skill from an Elf instructor.
- Oathbreaker: If the character breaks a promise or agreement (voluntarily or otherwise), they automatically gain 1 Insanity Point. If in doubt, a Plot Marshal is the final arbiter about whether or not an oath has been broken.
- Grudge: The character can declare a grudge against a specific individual or small group for a specific slight. To do so, the player must notify the Logistics Manager before or during their next prelog, and the grudge will be recorded on their character sheet. The character receives +1 XP if they personally manage to settle the grudge in a way that is deemed satisfactory to a Plot Marshal at a subsequent event. The character may only declare a single grudge per logistics period, but there is no limit to the number of grudges they may have at any one time.

ALLOWED REGIONS:

- Karaz Ankor, any Imperial Province

PHYSICAL REPRESENTATION:

- Male-identifying Dwarf characters must wear an artificial beard (or beard extensions) that includes a moustache and reaches 25-100 cm below their chin (younger Dwarfs should aim towards the shorter end of this, while only venerable whitebeards will have a beard over 75 cm).
- Female-identifying Dwarf characters (Rinns) must wear a wig with thick, braided pigtails that reach at least 50 cm below the shoulders.
- All Dwarf characters must wear bushy, artificial eyebrows.
- While not technically classified as small-sized, Dwarf characters are highly encouraged to portray their shorter in-game heights through roleplayed action (such as straining to see over taller individuals, etc.)

HIGH ELF

The Old Ones created only a single Elven race, the polar opposite of their later Dwarfen creations in many ways. However, over five millennia ago, they were forever divided into three distinct peoples through the events of the Sundering and the War of the Beard. The High Elves or *Asur*, as they are now known, are those Elves who have remained on Ulthuan and most closely maintained their ancestral customs. Like all Elves, they are easily recognized by their pointed ears and distinctive facial features that are quite alien among mankind. Lithe and graceful, with melodious voices, even were an Elf to conceal their ears it would be quite difficult to fool anyone into thinking they were anything else. The *Asur* in particular tend to keep their fine, fair hair quite long and straight and there are few gender differences in their attire, occasionally leading to some confusion among other races. Their minds are as quick as their bodies, and their pattern of speech is at once both sophisticated and subtle. An Elf can convey much with a minor change of tone or slight facial gesture that would often go unnoticed by most outsiders. Though less physically resilient, Elves are slightly more resistant to disease and are naturally quite long-lived. Though few survive to old age, Elves can easily live over a thousand years (and some have far surpassed this with the aid of magic). Living through many generations of other races, it is a commonly-held belief among the majority of outsiders that Elves are simply immortal. They are also among the most magically-attuned races of the world, and their tastes tend to be exceptionally refined, with even a lowborn *Asur* accustomed to living in greater luxury and with a greater understanding of magic than most imperial nobles and scholars, respectively.

Though a noble and compassionate people, who have likely saved the world many times over at tremendous cost to themselves, the *Asur* are not without their own dark flaws. While largely resistant to the physical corruptions of Chaos, its taint has affected the Elves of Ulthuan in a different way. It is their intense pride and arrogance that is perhaps their most defining trait. In their great hubris and sense of superiority, the High Elves have often distanced themselves from the affairs of other races, who thus perceive them as being aloof and haughty. Despite this, they are not so far gone as to not recognize the gradual decline of their own race and that their time is slowly passing. As such, many

Elves increasingly find themselves forced to accept that they must one day place the world into the care of mankind. While many continue to balk at such a thought and cling to vain notions of past glories, others see it as their duty to ready this young race for the enormity of the task that they cannot possibly be prepared for.

It is this latter sort of High Elf who is most commonly found within the Empire. Masters of the sea, High Elf merchants do conduct trade across the world, and merchant houses can be found within the largest trading cities, such as Aldorf, Nuln, Middenheim and Marienburg. Several of these are even built upon the ancient ruins of the former Elven colonies in the Old World (*Elthin Arvan*), destroyed by the Dwarfs some 5000 years ago. However, even these metropolises only boast small Elven quarters, where the *Asur* largely keep to themselves. Outside of these city states, it is quite rare indeed to see a High Elf travelling through the Empire and the vast majority of its populace is unlikely to ever lay eyes upon one in their entire lives. While many are aware that the Imperial Colleges of Magic owe their very existence to the High Elves, who taught Humans how to safely utilize magic during the Great War, given the general mistrust of wizards within the Empire, this has not endeared many towards the Elves any more. Therefore, Elves are often looked upon with great suspicion and superstition by the common folk of the Empire, often greeted with fear and mistrust when they are discovered.

STARTING CHARACTERISTICS:

M	WS	BS	S	T	Ag	Aw	Int	WP	Cha
5	4	4	3	3	5	4	4	4	3
W	SP		FP	IP	CP	SR			
4	3		1	0	1	S1			

STARTING XP: 10

FREE SKILLS:

- Speak [Eltharin] 2
- Speak [Reikspiel] 1
- Read & Write [Eltharin] 2
- Knowledge [High Elves] 2
- Knowledge [Dark Elves] 1
- Knowledge [Ulthuan] 1

CORE SKILLS:

- Merchant 1
- Magical Aptitude
- Speak [Reikspiel] 2
- Read & Write [Reikspiel] 1
- Dodge

PROHIBITED SKILLS:

- Enhanced [Toughness]
- Blackpowder Proficiency

RESTRICTED SKILLS:

- Wear Heavy Armour
- Frenzied Stance

RACIAL TRAITS:

- Natural Resistance [Disease 1] – see the Traits chapter for further details.
- Elf Weapons: The character can use all variants of the following weapons normally: unarmed, dagger, sword, spear, bow, staff, lance and Elf war-machines. If the character gains a Weapon Proficiency as a Free Skill or Core Skill, that weapon is automatically added to this list. Active skills made with other weapons cost +2 SP. If the character produces a weapon other than the ones on this list, it requires twice the normal downtime. The character may not use any Dwarf-Wrought weapons.
- Elf Pride: Any item produced by the character is automatically of the Elf-Wrought quality, with all the accompanying modifiers for its production. Additionally, they may never choose to produce an Inferior Quality

item and must choose to produce it as a Superior Quality item if they are capable of doing so.

- Refined Tastes: High Elves pay double the normal amount of personal upkeep for their Status Ranking. Moreover, they may not voluntarily reduce their Status Ranking to Brass without the approval of Logistics (this is usually reserved for particularly austere Elves, such as Shadow Warriors of Nagarythe or lowborn Chracian hunters).
- Haughty: If learning a skill from an instructor other than an Elf, the skill requires twice as many downtime hours to learn (after the effect of using an instructor). The character may not learn a skill from a Dwarf instructor.

ALLOWED REGIONS:

- Ulthuan [Kingdom], Wasteland (Marienburg), Reikland (Altdorf), Wissenland (Nuln), Middenland (Middenheim)

PHYSICAL REPRESENTATION:

- High Elf characters must wear pointed prosthetic ears that are clearly visible through the hair.
- High Elf characters must wear an artificial wig of long (at least 20 cm below the shoulders) blonde hair. High Elf characters selecting the region Ulthuan [Nagarythe] substitute this with a wig of long black hair.
- High Elf characters may not have any facial hair apart from eyebrows (i.e. no beard or moustache). A player with facial hair may instead keep their face covered at all times such that no facial hair is showing.



HALFLING

A race of short, beardless, pot-bellied people, Halflings are often mistaken for large Human children at a distance. Up close though, there is no mistaking their adult faces and large, hairy feet. They are known best by outsiders for their prodigious appetites, colourful personalities, nimble fingers and lack of social boundaries. There is little of greater value to a Halfling than good food, strong drink, fine pipe weed and interesting conversation. Despite their small size, Halflings tend to eat more than any other civilized race, save the Ogres themselves. In disposition, Halflings tend to be exceedingly exuberant. While generally quite friendly, they are also notorious for their crude language, bawdy innuendo and utter lack of modesty that could make even a seasoned sailor blush. Actually, they have very little understanding of social boundaries, openly discussing deeply personal subjects about themselves and others along with every piece of juicy gossip they come across. As much as they love to talk, an outsider can sometimes have a great deal of difficulty understanding what a Halfling is saying. They speak so quickly that they often slur words together, and not only make frequent use of colloquial language, but are constantly inventing new terms for things that are commonly understood by no one apart from themselves. They are also quite fond of using hand gestures, although very few of them would be appropriate in polite company.

When meeting another Halfling for the first time, the conversation almost invariably turns to that of lineage, and it's rare for any two Halflings in the Empire to have to go back further than a generation or two in order to find a familial link. This is partially because Halflings are a very communal race, generally found living in large family units, where everyone contributes and everyone shares. As marriages occur, such familial units only become larger, with the families coming together instead of the new couple striking out on their own. Such communal units can thus see upwards of dozens of extended families and close friends sharing homes, rooms or even beds. In fact, Halflings tend to struggle with the concept of private ownership and personal space, as these ideas are rather foreign to them. It is perfectly normal in Halfling communities to simply take whatever is needed without asking permission, since if everyone is family then why wouldn't they let you borrow it. Unfortunately, such cultural misunderstandings have led

many in the Empire to treating Halflings with a high degree of suspicion and keeping a close eye on their belongings whenever they are about. Of course, such stereotypes are not without a grain of truth, as Halflings have a surprising manual dexterity that makes them excellent at quietly pocketing items when no one is looking.

Most Halflings in the Empire reside within the Moot, a remarkably peaceful land in the middle of the Empire. Though decent shots with a sling or thrown stone, the inhabitants of the Mootland are a largely peaceful people with little desire for conflict or excitement. Most want little more than to simply tend their farms, and to enjoy a puff of strong pipe weed after a hearty meal in peace. However, there are a small number of Halflings who find this lifestyle dreadfully dull, and set off in search of adventure throughout the Empire (and very occasionally beyond). It is these Halflings that can be found in every province, from small districts in the bustling city-states, to a single family or even individuals in smaller cities and towns. While many find work as cooks, inn-keepers and street-food vendors, it has not gone unnoticed that a disproportionate percentage of them also tend to find themselves employed by less law-abiding organizations, further harming the race's reputation throughout much of the Empire.

As a result, Halflings have had a somewhat tumultuous history of intolerance and discrimination outside of their own province, especially in the neighbouring provinces of Stirland and Averland. As an example, in the Stirland town of Wördern, it used to be traditional to celebrate a child's birthday by making a Halfling from straw-filled clothing and stuff it with candies that they 'stole' from the children. Suspended from a nearby branch, it would then be struck by blindfolded children until it breaks open and 'gives back' the candy. Authorities deny that there have been accounts of drunk locals occasionally using a real Halfling. While some of these former attitudes are no longer considered socially acceptable and outright violence against them has been banned by imperial authority, Halflings are still often greeted by a great deal of initial suspicion wherever they go. In fact, the only race that seems to have a great deal of affinity for Halflings are Ogres, who greatly respect the small folk for their culinary talents.

STARTING CHARACTERISTICS:

M	WS	BS	S	T	Ag	Aw	Int	WP	Cha
3	2	4	2	2	4	3	3	3	3
W	SP		FP	IP	CP	SR			
4	3		1	0	1	S1			

STARTING XP: 20

FREE SKILLS:

- Speak [Reikspiel] 2
- Lucky 1

CORE SKILLS:

- Enhanced [Charisma]
- Lucky
- Lucky Blow
- Danger Sense
- Hide
- Pick Pocket
- Disable Mechanism
- Merchant
- Labourer [Cook] 1
- Gossip [any Imperial Province]

PROHIBITED SKILLS:

- Enhanced [Strength]
- Magical Aptitude
- Armour Proficiency, Heavy
- Shield Proficiency, Tower

RESTRICTED SKILLS:

- Armour Proficiency, Medium
- Faithful

RACIAL TRAITS:

- Small – see the Traits chapter for further details.
- Natural Resistance [Warp 2] – see the Traits chapter for further details.
- Second Breakfast: The character's Personal Upkeep is increased by 5 silver per month.
- The Tart of War: When wielded by a Halfling character, an Improvised Weapon that is phys-repped as either an element of food or a cooking instrument, counts as having the Easy 1 quality for all Offensive Combat Skills and Defensive Combat Skills that the character possesses with Improvised Weapon. Note that this does not allow the character to use skills that they do not possess.

ALLOWED REGIONS:

- the Moot, any Imperial Province

PHYSICAL REPRESENTATION:

- Halfling characters must wear false bare feet over top of proper footwear (for safety reasons, the player should not actually go barefoot).
- Halfling characters must wear a false, padded gut around the abdomen.
- Halfling characters must be clean shaven on their face (no beard/moustache). A player with facial hair may instead keep their face covered at all times such that no facial hair is showing.



OGRE

Ogres vaguely resemble heavy-set, muscular Humans in form, but are significantly larger. Nearly twice as tall as a man and several times as wide, underneath their obvious fat lies thick slabs of muscle that allow an Ogre to perform incredible feats of strength. Their bulbous heads are generally devoid of all hair, save for the goatees and top-knots that are common among their race. The majority of an Ogre's vital organs are located around their prodigious guts, protected by even more muscles to aid in the digestion of food. With an unusually tough skin and thick bones, Ogres are capable of shrugging off all but the most serious of wounds. As such, they rarely bother with much armour beyond a crude, steel 'gut-plate' to protect their abdomen, which is of great importance to them not only physically, but also socially and spiritually.

For all their strength and resilience, Ogres are not overly intelligent creatures, and their thick skulls protect a relatively small brain. Nor do they possess great manual dexterity and generally do not concern themselves with creating lasting works of great complexity or beauty. They are fairly straightforward in both speech and action, and generally concerned with only two things: fighting and eating.

Ogres very much operate on the principle that right makes right, and are seemingly oblivious to questions of morality. The strong take what they want from the weak, and Ogres will go to great lengths to display their strength. Though a large gut is of the utmost importance, they will also display impressive trophies of their kills, adorn themselves with tattoos marking their tribal allegiance or earn great names for themselves through exceptional deeds. For this reason, an Ogre will almost never refuse a challenge or physical contest of any sort, such is their need to demonstrate their superiority over others. If Ogres can get food (or the wealth to buy it) through violence, then they'll do so without hesitation. However, they are neither malicious nor unable to recognize opportunities, and if they stand to gain more by not killing the creature in front of them, then that is what they'll do.

To say that Ogres eat a lot is a gross understatement. Due to the influence of their god, the Great Maw, an Ogre never actually grows full, and at best simply become less hungry. As such, they have been known to consume more than their own bodyweight in a sitting. Their powerful guts are capable of digesting just about anything, though their diet is centred primarily around meat of all sorts. Consuming meat is

effectively a spiritual experience to an Ogre, for to eat something is to demonstrate one's superiority over it. As such, Ogre society is centred around feasts, in which the entire tribe will gorge themselves for days or even weeks, interspersed with contests of all sorts. To an Ogre, it is actually incredibly impolite to eat neatly, and thus they will always eat as messily as possible, with utensils rarely used except in the actual preparation of the food and the concept of a napkin is virtually unheard of to them.

Though their ancient origins lie even further to the east near distant Cathay, the Ogre race now largely inhabits the area to the west of the Dark Lands known as the Mountains of Mourn. Given its distance from the Old World, direct interaction between the Empire and the Ogre Kingdoms themselves is not an everyday occurrence. However, Ogres are migratory by nature, rarely spending very long in any one place, for they deeply believe that to do so will attract the wrath of the Great Maw or even cause the sky to fall down on them. Therefore, it is not uncommon for Ogres to wander far and wide, to all corners of the world. Such Ogres will generally hire themselves out as mercenaries or bodyguards in exchange for gold or food (or preferably, both). While travelling in foreign lands, Ogres more than any other race and known to emulate the dress and mannerisms of those around them. When such Ogres invariably return to the Mountains of Mourn decades later, they are known as Maneaters among their tribe and respected as experienced veterans. Despite the great expense in feeding them (along with a host of other problems that can result from inviting an Ogre into polite society), many in the Empire do employ them for their exceptional combat prowess. They have an exceptionally good working relationship with Halflings though, no doubt due to the culinary expertise of the Moot-folk. However, Ogres will work for just about anyone who can meet their demands, and have been commonly found in the employ of both Greenskins and the mortal followers of Chaos. Interestingly enough, despite being fairly resistant to the physically-corrupting influence of Chaos, Ogres do not look disavourably upon those of their race who do develop mutations, so long as those mutations do not leave them weakened in some way. In addition to such wanderings, all Ogres feel an innate and increasingly-irresistible compulsion to witness the Great Maw at least once in their lives, a pilgrimage to their ancestral homeland from which not all return, and those who do are somewhat changed by the experience.

STARTING CHARACTERISTICS:

M	WS	BS	S	T	Ag	Aw	Int	WP	Cha
5	3	2	4	4	2	2	2	3	2
W	SP		FP	IP	CP	SR			
10	12		1	0	1	S1			

STARTING XP: 10

FREE SKILLS:

- Speak [Grumbarth] 2
- Speak [Reikspiel] 1
- Weapon Proficiency [Unarmed, Club, Great Club, Improvised]
- Faithful [Great Maw]
- Lethal Fist
- Iron Fist

CORE SKILLS:

- Labourer [Guard, Soldier]
- Mighty Blow
- Push-back
- Grapple
- Brace
- Enhanced Stamina
- Enhanced Resilience
- Enhanced [Strength] 3
- Iron Fortitude
- Resilience
- Intimidating Presence
- Faithful [Fire Mouth] – *replaces Great Maw*

PROHIBITED SKILLS:

- Weapon Proficiency [any advanced weapon]
- Speak [any language] 3
- Read & Write [any language] 2
- Read & Write [any arcane language]
- Hide
- Labourer [Scribe, Performer]
- Craftsman [any] 2
- Physician
- Faithful [any other than the Great Maw, Fire Mouth, Khorne, Nurgle, Tzeentch or Slaanesh]

RESTRICTED SKILLS:

- Ride

- Enhanced [Intelligence, Charisma]
- Weapon Proficiency [any standard weapon]
- Read & Write [any basic language]

RACIAL TRAITS:

- Natural Resistance [Warp 1] – see the Traits chapter for further details.
- Large – see the Traits chapter for further details.
- Endless Hunger: The character's Personal Upkeep is increased by 20 silver per month.
- Eat Anything: Ogre characters benefit from the Resistance to Poison 2 and Resistance to Disease 2 when receiving the Poison or Disease effects as a result of ingesting something (there is no benefit from this rule should they receive these effects from any other source).
- Unsophisticated: An Ogre character may never obtain a Gold Status Ranking within the Empire. In addition to other factors, Ogres do not simply integrate very well into high society.
- Gut Plate: Armour phys-reps that cover the entirety of the character's lower, front torso (their gut) count as two full locations of armour. All other armour phys-reps count as half as many locations as they otherwise would.
- Migratory: When the number of consecutive events that an Ogre character has attended surpasses their base Willpower characteristic will gain the effects of the Phobia Insanity (with the trigger of being under the open sky) until the character is either not played for at least one event or spends at least 50 hours of downtime travelling during a single logistics period. Note that this does not increase the character's IP and they do not actually gain the stated insanity, they simply act as if they did have it during this time.

ALLOWED REGIONS:

- Mountains of Mourn (other options only available through special permission of Logistics Manager)

PHYSICAL REPRESENTATION:

- Ogre characters must wear a mask to create a larger, bulbous head.
- Ogre characters must wear additional padding (pillow-thickness or greater) around at least their torso, with an extra layer around their abdomen to create a false OGRE-gut.



REGIONS

A character's starting region isn't necessarily the land in which they were born, but instead represents the area where they have spent the majority of their life before arriving in Neudorf. Which regions you can select from depends upon the character's race, with allowed regions listed under each race's entry. Each region affects the skills and equipment that the character will start with, representing those talents and items that are more commonly found within these lands. In the case of the Imperial provinces, some skills are limited to Humans who select this region, representing the characteristics of the Human tribes from whom the people of these regions are descended.

Under the entry for each region, you will find the following information:

- **Description:** A short description of the region.
- **Free Skills:** These are skills possessed by virtually all members of that region and the character automatically begins with these for no additional XP cost (even if they do not meet the prerequisites for them). Occasionally an advantage or flaw is also included in this list, in which case they must take it, losing/gaining the XP for that advantage/flaw as normal. The ranks gained in a particular free skill do not stack with any that may be gained from the character's race, simply use the higher total.
- **Core Skills:** These are skills that are very common amongst members of that region. The character must spend at least 50% of their starting XP total (rounded up, after all modifiers) on one or more Core skills (from their race or region, in any combination). If a Core skill has a numerical value, then it may only be purchased up to that rank as a Core skill (additional ranks may still be purchased as normal).
- **Restricted Skills:** These are skills that are fairly difficult for that race to learn and/or uncommon in that region. The character may not purchase these skills at character creation, unless they are listed as a free skill for the character's race. They may learn these skills later in game, although the training downtime required to learn them will be doubled, after all other modifiers (see the Between Event Actions chapter).
- **Starting Equipment:** A character automatically starts their first game with the following:
 - A number and type of coins equal to their Status Ranking (e.g. a character with SR Silver 2 will receive two silver shillings).
 - A Clothing Set tag. If the player wears eye-glasses, they also receive a Spectacles tag. In both cases, the appraised value on the tags will be 0, so that they cannot be sold for coin.
 - Tagged items of their choice with a total market value indicated here. A character may also convert OC to obtain additional value of equipment tags at character creation at the rate of 1 OC = 5 p, to a maximum of 1000 OC. A list of all available equipment and their market prices can be found in the Equipment chapter. Note that this value cannot be converted to additional coin, but only spent on tagged items, so make sure to spend it all!
- **Discount Equipment:** This equipment is quite common in that region. When purchasing equipment at character creation, a character may purchase any number of these items at half of their market value in brass pence, rounded up. If a price is listed in parentheses, then the character may instead purchase one of these items at that price (and any additional at half price) during character creation.
- **Prohibited Equipment:** This equipment is exceedingly rare in that region. The character cannot purchase these items at character creation (if the character wishes them, they must be obtained after entering game).

IMPERIAL PROVINCES

Though outwardly it may give the appearance of a vast, powerful, unified realm ruled centrally by Emperor Karl Franz from Altdorf, in actuality the Empire is an electoral monarchy composed of a confederation of semi-autonomous feudal states formed together from the tribes of these lands by Sigmar Heldenhammer nearly two and a half millennia ago. Though they share a common language and many cultural elements, significant differences can still be seen between the peoples of each province, and particularly between those of the southern and northern Imperial provinces.

AVERLAND

In stark contrast to the great forests that cover much of the Empire, the open fertile plains of the Grand County of Averland are well known for the raising of longhorn cattle and grapes. In the east of the province lies Black Fire Pass, cutting its way to the Border Princes between the Black and World's Edge Mountains. Averland nobles go to great lengths to stay on good terms with the Dawi holds that make up these ranges. While Dwarfs are generally admired and afforded a great deal of respect, many in the province hold a far less favourable view of Halflings, possibly for the land lost during the formation of the Moot. Descendants of the Brigundian tribe, Averlanders tend to be passionate, generous, forthright and honest, frequently letting others know exactly what it is that they think about a person or situation. However, outsiders also consider the entire province to be a little 'moon-touched', a view that was reinforced by the late Elector Count "Mad" Marius Leitdorf. The great importance placed upon superstition by Averlanders has also given them a reputation of being changeable or even unreliable. While they are stoic and difficult to break in the face of battle, entire armies have been known to delay marching in the face of ill-omens or merchants abandoning a profitable deal made during an inauspicious hour. This is made even more frustrating to outsiders by the Averlanders' dislike of lawyers and contracts, insisting that all deals be struck 'on honour'. In speech, Averlanders tend to soften much of the guttural Reikspiel, lengthening vowels and adding an almost melodious element to their words. The state colours of Averland are black and yellow and clothing tends to be highly ostentatious.

FREE SKILLS:

- Speak [Reikspiel] 2
- Knowledge [Empire] 1
- Knowledge [Averland] 1
- Flaw: Moon-Touched x 1 – Human only

CORE SKILLS:

- Knowledge [Empire, Averland, Dwarfs, Orcs & Goblins, Sigmar]
- Weapon Proficiency [Long Spear, Heavy Crossbow]
- Extractor [Farmer (Livestock), Miner]
- Craftsman [Brewer, Tanner, Leatherworker]
- Enhanced Characteristic [Intelligence] – Human only
- Faithful [Sigmar] – Human only
- Ride

RESTRICTED SKILLS:

- Extractor [Woodsmen]

STARTING EQUIPMENT: items worth 800 brass + SR coins

DISCOUNT EQUIPMENT:

- any Dwarf-Wrought equipment (maximum of 1 item)
- SQ Clothing
- Cow
- Wine (Alcohol), Bottle
- Lucky Charm

PROHIBITED EQUIPMENT:

- none



HOCHLAND

Almost entirely covered by the thick, eastern Drakwald, the Grand Barony of Hochland is a heavily wooded province. Unsurprisingly, most there earn their living directly from the forest, with timber and finished wooden goods comprising the bulk of its exports, and this small, northern province boasts some of the finest hunters and trackers in all the Empire. Tourism is also a major source of revenue for many Hochlanders, with the province being a favoured retreat for those with the coin to travel. Primarily descended from the Cherusen tribe, Hochlanders are known not only for their loyalty and bravery, but are often considered some of the most friendly, hospitable and tolerant people in all the Empire. Their love of hunting has left little doubt that Hochland produces some of the best marksmen in the Old World, while many outsiders go so far as to joke that Hochlanders have a closer relationship with their bow or rifle than with their own family. Though perhaps surprising for a province of woodsmen, many Hochlanders have also developed a great respect for intellectuals and the capital of Hergig boasts several private academies and even a collegiate school of magic. The Hochlander accent is quite mild, but they are known for their use of warm and positive language, with many references to animals of the forest. The state colours of Hochland are red and green.

FREE SKILLS:

- Speak [Reikspiel] 2
- Knowledge [Empire] 1
- Knowledge [Hochland] 1

CORE SKILLS:

- Knowledge [Empire, Hochland, Beastmen, Sigmar, Taal & Rhya, Ulric, Shalya]
- Weapon Proficiency [Longbow, Hochland Long Rifle]
- Weapon Expertise [Longbow, Hochland Long Rifle]
- Labourer [Coachman]
- Extractor [Woodsmen, Hunter]
- Craftsman [Bower/Fletcher, Carpenter]
- Enhanced Characteristic [Ballistic Skill] – Human only
- Faithful [Sigmar, Taal & Rhya, Ulric, Shalya] – Human only
- Track

RESTRICTED SKILLS:

- none

STARTING EQUIPMENT: items worth 500 brass + SR coins

DISCOUNT EQUIPMENT:

- Arquebus
- Hochland Long Rifle
- any Longbow
- Arrows
- Arrow Quiver
- Shot
- Blackpowder
- Blackpowder Kit
- Hand Axe
- Axe

PROHIBITED EQUIPMENT:

- None

MIDDENLAND

The Grand Duchy of Middenland has long been seen as the preeminent political, militaristic and economic power of the northern provinces, often acting as their mouthpiece in imperial matters. Situated in the Drakwald, the province often finds itself beset by the Beastmen who make that dark forest their home, no matter how many expeditions are sent to wipe them out. The great bastion of Middenheim rests atop the Ulricsberg in the north of the province. Though the two are often thought of similarly by outsiders, they remain separate political entities, held together primarily by shared culture and the rule of Elector Count Boris Todbringer. Descendants of the warlike Teutogen tribe, Middenlanders are fierce in battle and famed for their course attitudes and legendary stubbornness. Despite also being staunch traditionalists, resisting change and holding to what has worked for them in the past, Middenlanders are often quick to challenge what they consider to be an unjust or unworthy leader, with armed mobs marching in fiery protest not being an uncommon sight. Showing much less tolerance than their Hochland neighbours, Middenlanders tend to be suspicious of foreign influence and are quick to mock outsiders, particularly those they consider to be effete and foppish southerners. Most Middenlanders speak in harsh tones and make more common use of archaic words and spellings, resisting linguistic changes and what they consider to be foreign terms trying to pervade the language. Northern Middenlanders tend to be concise with their words, while the further south you go in the province, the more talkative the locals become. Carroburg, in fact, boasts the Empire's only school of oratory. The state colour of Middenland is

blue, while those of Middenheim are blue and white. Clothing trimmed in wolf's fur are common, as are wolf tooth amulets.

FREE SKILLS:

- Speak [Reikspiel] 2
- Knowledge [Empire] 1
- Knowledge [Middenland] 1
- Knowledge [Ulric] 1

CORE SKILLS:

- Knowledge [Empire, Middenland, Beastmen, Forest Goblins, Ulric]
- Weapon Proficiency [Axe, Warhammer]
- Labourer [Soldier]
- Extractor [Miner]
- Enhanced Characteristic [Weapon Skill] – Human only
- Faithful [Ulric] – Human only

RESTRICTED SKILLS:

- Speak [any other than Reikspiel]
- Enhanced Characteristic [Charisma] – Human only

STARTING EQUIPMENT: items worth 600 brass + SR coins

DISCOUNT EQUIPMENT:

- Warhammer
- Bastard Hammer
- Great Hammer
- any Light Armour

PROHIBITED EQUIPMENT:

- none



MOOTLAND

Technically its own imperial province, the lands of the Grand County of the Mootland (so simply 'the Moot') were taken from Averland and Stirland and given to the Halflings to self-govern in the 11th century by Emperor Ludwig the Fat. The current Elder of the Moot is Hisme Stoutheart, governing a realm comprised entirely of chartered free towns from the capital of Eicheschatten. Its principal exports comprise of various foodstuffs and tobacco.

Comprising some of the most fertile farmland in all the Empire, the Moot is an idyllic land of gently rolling hills and open plains, scattered with small copses of trees along the narrow, winding rivers. Despite this virtual paradise, few visitors choose to stay very long as life among the Halflings can be challenging on outsiders who are unaccustomed to it. Though most days are rather uneventful, tending to the duties of life in the rural countryside, Halflings of the Moot do love celebrations and parties of all sorts, partaking in many grand festivities throughout the year. The most famous of all though is Pie Week, which rests at the very pinnacle of Halfling culture.

Though never known as a warlike people, it would be foolish to consider the Moot completely defenseless. While it cannot boast the same well-equipped state armies of some of its neighbours, every Halfling will fight bravely in defense of their homeland should it be necessary, and the Moot will occasionally supply regiments of skilled Halfling skirmishers and huntsmen to fight in larger conflicts.

FREE SKILLS:

- Speak [Mootish] 2
- Knowledge [The Moot] 2
- Weapon Proficiency [Stone, Improvised Weapon]

CORE SKILLS:

- Knowledge [The Moot, Empire]
- Labourer [Cook]
- Extractor [Farmer (Crops), Farmer (Livestock)]
- Craftsman [Brewer]
- Weapon Proficiency [Sling, Short Bow]
- Weapon Expertise [Stone, Improvised Weapon]

RESTRICTED SKILLS:

- Blackpowder Proficiency
- Weapon Proficiency [any advanced]

STARTING EQUIPMENT: items worth 600 brass + SR coins

DISCOUNT EQUIPMENT:

- any food
- any animal
- Tool Set [Cook]

PROHIBITED EQUIPMENT:

- any Medium or Heavy Armour
- any blackpowder weapon

NORDLAND

The Grand Barony of Nordland extends much further on paper than Elector Count Theoderic Gausser can actually exert his influence over, with much of its population settled along the desolate north-eastern coastline and in small pockets carved out of the Forest of Shadows. Though a harsh place to live, Nordland's access to the Sea of Claws had led to the province housing the Imperial fleet since Marienburg's secession from the Empire. Many Nordlanders earn their living either directly from the sea or the woods, with the province boasting many excellent sailors and woodsmen. Covering much of the western province, the Laurelorn Forest is, in reality, an entirely independent land, ruled by the reclusive Wood Elves that call it home, and they place strict limits on where the Humans may settle and what they may take from that wooded realm. The Asrai are known to defend their borders with great vigilance, not only against Human poachers, but against the Beastmen and Goblin tribes that harry the east of the province. Descendants of the Was Jutone tribe, Nordland was not one of the founding provinces of the Empire, but was instead later brought under Imperial rule by force. A later subjugation and colonization by Norscan raiders led to mixing of their bloodlines and the adoption of many Norscan customs into their culture. Nordlanders today are said to be among the most uncouth, blunt and straightforward people of the Empire, often lacking any sense of tact, guile or subtlety in their speech or mannerisms. They are recognized by other Imperials as powerful, fierce and brave warriors, but also impulsive and rash, and perhaps not that different from the 'uncivilized barbarians' that raid their coastlines. To compensate for this view, Nordlanders will often go further than any to demonstrate their loyalty to the Empire and to the cult of Ulric. The speech of Nordlanders tends to be barked out quickly in harsh tones, and loud enough to be easily overheard from across a crowded room. The state colours of Nordland are blue and yellow.

FREE SKILLS:

- Speak [Reikspiel] 2
- Knowledge [Empire] 1
- Knowledge [Nordland] 1

CORE SKILLS:

- Knowledge [Nordland, Asrai, Ulric, Rhya]
- Weapon Proficiency [Axe, Longbow, Short Bow]
- Labourer [Sailor]
- Extractor [Fisher, Woodsman, Hunter]
- Craftsman [Shipwright]
- Enhanced Characteristic [Strength] – Human only
- Enhanced Stamina – Human only
- Enhanced Resilience – Human only
- Endurance – Human only
- Mighty Blow – Human only
- Intimidating Presence – Human only
- Frenzied Stance – Human only
- Faithful [Ulric, Rhya] – Human only

RESTRICTED SKILLS:

- Enhanced Characteristic [Intelligence] – Human only
- Enhanced Characteristic [Charisma] – Human only
- Engineer [any]
- Armour Proficiency [Heavy]

STARTING EQUIPMENT: items worth 600 brass + SR coins

DISCOUNT EQUIPMENT:

- any axe
- any bow
- Arrows
- Shield
- Anchor
- any boat or ship

PROHIBITED EQUIPMENT:

- none



NULN

Though located at the northern tip of Wissenland, the city-state of Nuln is a separate political entity, tied to the rest of the province only by the rule of Elector Countess Emmanuelle von Liebwitz. It has not gone unnoticed though that the countess seems to greatly prefer the city-state to the remainder of the province, spending the vast majority of her time there and delegating provincial matters whenever possible. In stark contrast to the rest of the province, Nuln is renowned as the social centre and capital of the arts in the Empire. It is also home to both Imperial Gunnery School and the renowned University of Nuln, drawing in academics and artists from across the Old World. Just as wide a divide also exists between the people of Nuln and other Wissenlanders, to the point where they are nearly polar opposites in some ways. Counter to the remainder of the province, Nulners are exceedingly fond of elaborate clothing and jewellery. They are also much more expressive and emotional, frequently speaking with their hands in a similar manner to Tileans. The colour of Nuln state troops is officially black, though it is often accented in red.

FREE SKILLS:

- Speak [Reikspiel] 2
- Knowledge [Empire] 1
- Knowledge [Wissenland] 1

CORE SKILLS:

- Read & Write [Reikspiel]
- Knowledge [Empire, Wissenland, Nuln]
- Knowledge [any] 1
- Blackpowder Proficiency
- Weapon Proficiency [Arquebus]
- Labourer [Performer]
- Craftsman [Smith, Alchemist, Tailor, Jeweler, Painter, Sculptor]
- Engineer [Imperial] – Human only
- Enhanced Characteristic [Intelligence] – Human only

RESTRICTED SKILLS:

- Extractor [any]

STARTING EQUIPMENT: items worth 700 brass + SR coins

DISCOUNT EQUIPMENT:

- all blackpowder weapons
- Shot
- Blackpowder
- Blackpowder Kit
- Tool Set [Engineer]

PROHIBITED EQUIPMENT:

- none

OSTERMARK

The League of Ostermark is a sombre, dreary land of bleak moors situated between the Great Forest and the World's Edge Mountains. The province's political and economic life now centres around the city of Bechafen, after the destruction of its previous capital of Mordheim over 500 years ago, an act which has left a lasting taint on the lands around it even to today. Though originally settled by the Ostragoths, the peoples of the Ostermark have always recognized the value of cooperation and unity, and have mingled with the surrounding provinces and neighbouring Kislev to produce a unique variation of Imperial culture. Their men are given to sporting long moustaches in place of beards, while women wear their hair loose while unattached, and in a long braid when they wed. Peaked fur hats have replaced the headwear found elsewhere in the Empire, and layered clothing is quite common in the cold reaches of the Ostermark. In truth, many Ostermarkers can be a lively lot, with a strong passion for dancing, horses and vodka, and their women in particular are well known for their quick tempers. However, this side of them tends to be eclipsed by their well-earned reputation as being perpetually sullen and depressed, a reflection of the lands in which they live. In part this results from what can only be described as an obsession with death, to the extent that it has become a pervasive feature of their culture. In speech, Ostermarker's have a distinctive Kislevite accent, and make regular use of words from both archaic Reikspiel and Kislevarin. The state colours of Ostermark are purple, worn alongside either yellow or white.

FREE SKILLS:

- Speak [Reikspiel] 2
- Knowledge [Empire] 1
- Knowledge [Ostermark] 1

CORE SKILLS:

- Knowledge [Empire, Ostermark, Kislev, Morr, Undead]
- Speak [Kislevarin]
- Weapon Proficiency [Demi-Lance]
- Labourer [Outrider]
- Enhanced Characteristic [Willpower] – Human only
- Faithful [Morr] – Human only
- Ride

RESTRICTED SKILLS:

- Enhanced Characteristic [Charisma] – Human only

STARTING EQUIPMENT: items worth 500 brass + SR coins

DISCOUNT EQUIPMENT:

- Cloth, Purple
- Horse or Warhorse
- Tack
- Spirits (Alcohol x2), Bottle

PROHIBITED EQUIPMENT:

- none



OSTLAND

The Grand Principality of Ostland is almost completely covered by the dark and foreboding Forest of Shadows, which has ever been the dwelling place of fell creatures who prey on mankind. In particular, Beastmen herds and spider-riding Goblins have been known to frequently threaten impoverished Ostland settlements. Descended from the Udoses tribe, Ostlanders are known to rival even the Dwarfs in their stubbornness. Like the province's heraldic emblem, the people of Ostland therefore have a well-deserved reputation for being bull-headed. Proud and intolerant, they are well known for refusing to give ground, both on and off the battlefield. However, this nature has also made Ostlanders into a hardy group of survivors, very practical in habit and able to persist off of whatever they have. Though this has caused many outsiders to label them as frugal and thrifty, Ostlanders have simply learned to never discard anything that can still be of use. They tend to loathe waste of all sorts and despise pointless displays of ostentation. Though such sentiments have gotten an unwealthy province through some difficult times, it has also been responsible for significant delays in progress, with blackpowder weaponry having taken much longer to see regular adoption than in other provinces. When it comes to faith, the worship of Sigmar far surpasses all others in Ostland, with a fervor quite unusual in the northern and eastern provinces. In speech, Ostlanders often display a slight Kislevite accent, but are best known... for their frequent use of pauses in the middle of a sentence. The state colours of Ostland are black and white.

FREE SKILLS:

- Speak [Reikspiel] 2
- Knowledge [Empire] 1
- Knowledge [Ostland] 1
- Knowledge [Sigmar] 1

CORE SKILLS:

- Knowledge [Empire, Ostland, Kislev, Sigmar, Beastmen, Forest Goblins]
- Speak [Kislevite] 1
- Weapon Proficiency [any basic weapon]
- Extractor [Woodsmen]
- Enhanced Characteristic [Willpower] – Human only
- Faithful [Sigmar] – Human only
- Defensive Stance
- Iron Will 1 – Human only
- Stubborn – Human only

RESTRICTED SKILLS:

- Blackpowder Proficiency
- Enhanced Characteristic [Charisma] – Human only
- Charmer

STARTING EQUIPMENT: items worth 400 brass + SR coins

DISCOUNT EQUIPMENT:

- any Inferior Quality (IQ) items

PROHIBITED EQUIPMENT:

- all blackpowder weapons

REIKLAND

The Grand Principality of the Reikland has been the seat of power for the reigning emperor for many years. Its capital of Altdorf houses not only the famed Altdorf University and Cathedral of Sigmar, but is also home to the Colleges of Magic. Blessed with a wide variety of natural resources and patronage, it is little wonder that the Reikland is also the most wealthy and cosmopolitan of the Empire's provinces. Trade not only flows down the River Reik, from the central provinces to great Marienburg, but Reikland also holds the two primary passes through the Grey Mountains to fair Bretonnia. Descended from Sigmar's own tribe, the Unberogens, many in the Reikland fancy themselves the natural leaders of the Empire. They are quick to extol Sigmar's teaching of Imperial unity, often taking a keen interest in the affairs of the Empire. While this makes them quick to enlist to aid their neighbour, many have noted the Reikland tendency to also depart for home again once the glory's been won, even when there is hard fighting left to do. Such attitudes have also not always endeared them to foreign provinces, who often view Reiklanders as arrogant and opinionated meddlers that frequently involve themselves in other's business. With that said, Reiklanders also tend to be friendly, optimistic and genuinely open-minded, at least by Imperial standards. If the province as whole could be said to have a vice, it would be that they are slaves to fashion. While the rural peasantry cares no more for such frivolities than they do elsewhere in the Empire, the Reikland nobility are well known for setting new fashion trends for the season, with the social lives of the blossoming middle revolving around replicating these looks. In speech, Reiklanders are known for their clear, highborn diction and are quick to adopt words from other tongues into their everyday conversations. The state colour of Reikland is white, while those of Altdorf are blue and red.

FREE SKILLS:

- Speak [Reikspiel] 2
- Knowledge [Empire] 1
- Knowledge [Reikland] 1

CORE SKILLS:

- Speak [Reikspiel]
- Read & Write [Reikspiel]
- Knowledge [Empire, Reikland, Sigmar]
- Labourer [Performer, Soldier]
- Craftsman [Tailor, Jeweler, Painter, Sculptor]
- Merchant
- Enhanced Characteristic [Intelligence] – Human only
- Enhanced Characteristic [Charisma] – Human only
- Faithful [Sigmar] – Human only
- Charmer

RESTRICTED SKILLS:

- none

STARTING EQUIPMENT: items worth 800 brass + SR coins

DISCOUNT EQUIPMENT:

- SQ Clothing
- Perfume or Cologne
- any Jewellery
- any Holy Symbol [Sigmar]

PROHIBITED EQUIPMENT:

- none



STIRLAND

The Grand County of Stirland is a rugged land, but despite its reputation as a rural backwater, does boast several sizable towns and has a profitable trading relationship with the Dwarf hold of Zhufbar. Bounded by three mighty rivers, the province is also well known for its well-trained river patrols, particularly along the Stir that lends its name to these lands. In the east of the province lies the dreaded realm of Sylvania, a territory once ruled by the infamous Von Carsteins. Though Stirland officially claims to govern these lands, it is a haunted realm where no sane official would willingly tread unless accompanied by a sizable guard. Descended from the Asoborn tribe, Stirlanders maintain a strong sense of isolationism, and relatively few ever leave their province. They are openly suspicious of outsiders, generally taking on a dour and cautious demeanour in the presence of strangers and sometimes taking years to make friends. This tends to go doubly so in the case of Halflings, for whom most Stirlanders have little love for. Though the animosity stretches back some 1500 years to when they lost their best farmland to the Moot, they have since invented many more reasons to distrust and dislike the small folk. Often accused by outsiders as being rural and backward, this perception largely comes out of Stirlander superstitions and their slow pace of life. Prone to superstitions of all sorts, most Stirland villages have at least one local custom to ward off bad luck in a particular situation. They also have a penchant for taking their time and not rushing a thing just to see it done. Beyond all that, Stirlanders are a proud folk and keep to tradition as well as any Middenlander. And the tradition that visitors to Stirland are most likely to encounter, is their penchant for drinking their ale piping hot. In speech, the Stirland accent is rustic and their words slow. It is not unusual for a Stirlander to pause a great deal of time to consider before answering a question, making it quite difficult to have a quick conversation. The state colours of Stirland are green and yellow, with the Stir River Patrol wearing green and white.

FREE SKILLS:

- Speak [Reikspiel] 2
- Knowledge [Empire] 1
- Knowledge [Stirland] 1
- Trait: Animosity [Halfling] – Human only

CORE SKILLS:

- Knowledge [Empire, Stirland, Sylvania]
- Labourer [Sailor]
- Extractor [Farmer (Crops), Farmer (Livestock)]
- Craftsman [Shipwright]

RESTRICTED SKILLS:

- Enhanced Characteristic [Intelligence] – Human only
- Enhanced Characteristic [Charisma] – Human only

STARTING EQUIPMENT: items worth 400 brass + SR coins

DISCOUNT EQUIPMENT:

- any Dwarf-Wrought equipment (maximum of 1 item)
- Garlic
- Blessed Water
- Lock

PROHIBITED EQUIPMENT:

- none

SYLVANIA [HUMAN-ONLY]

The County of Sylvania was once an independent realm of the Fennone tribe, and not brought into the Empire until well after the time of Sigmar's unification. After the Vampire Wars, it was officially absorbed into the territory of Stirland, though the Elector Count's control over this eastern backwater is tenuous at best and many in the Empire still consider it an entirely separate realm. The land has long been a haunted place, even before the coming of the von Carsteins. The Winds of Magic blow strongly there, often concentrating into pools of dark magic, and many of the nobility built their homes on various focal points of such magical power. There are many who willingly served their vampire masters, even fighting alongside the ranks of undeath, if for no other reason than such was preferable to life under the rule of the former von Drak family. Though they hang garlic in their windows, many Sylvanians will still willingly give up their children or unlucky travellers to pay the blood tax, the only tax levied by their local undead masters. Even its largest towns are little more than rural backwaters in comparison to neighbouring provinces. They lag behind the rest of the Empire technologically, and there exists an even greater class divide between the nobility and peasantry than does in Bretonnia. Disease and starvation are constant threats, but Sylvanians have largely adopted an almost blasé attitude towards death and take a perverse pride in the harshness of their lives. Though considered distasteful, they are not above eating 'sweet pork' (their euphemism for Human flesh) when times are rough, which unsurprisingly has caused many to degenerate into cannibalistic Ghouls. Perhaps even worse, the large concentration of Warpstone in the soil has led to one of the highest rates of mutants in the Old World. Those with only minor mutations are often accepted in Sylvanian settlements, even though they may be burned for such stigmata elsewhere in the Empire. For all these reasons, Sylvanians are often despised and mistrusted by the rest of the Empire, and non-Human races are virtually non-existent there. Not that Sylvanians think much of outsiders either, generally believing the worst stereotypes and rumours about

a particular people. They tend to avoid all contact with the outside world and tend to know surprisingly little about what happens beyond their borders, with many Sylvanians probably not even able to name the current emperor. Although they vary from settlement to settlement, Sylvanian dialects tend to share at least some commonalities with other eastern provinces, commonly elongating vowels and pronouncing a 'w' as 'v'.

FREE SKILLS:

- Speak [Reikspiel] 2
- Knowledge [Sylvania] 1
- Flaw: Corrupted by Chaos

CORE SKILLS:

- Knowledge [Sylvania, Undead]
- Channel Magic [Dhar]
- Dark Lore [Necromancy]

RESTRICTED SKILLS:

- Blackpowder Proficiency
- Enhanced Characteristic [Charisma] – Human only
- Knowledge [any other realm than Sylvania]
- Knowledge [any faith]
- Labourer [Sailor]
- Craftsman [Alchemist, Shipwright]
- Engineer [any]

STARTING EQUIPMENT: items worth 400 brass + SR coins

DISCOUNT EQUIPMENT:

- any Inferior Quality (IQ) items
- Garlic
- Cart
- Wagon

PROHIBITED EQUIPMENT:

- all blackpowder weapons
- all Relics
- Purity Seal



TALABECLAND

Situated at the heart of the Empire, the Grand Duchy of Talabecland serves as a major transit route for Imperial trade. Dominated by the Great Forest that spans its wide breadth, many Talabeclanders make their living from the woods. The provincial capital and chartered free city of Talabheim rests in a sprawling crater, many miles across, and is considered by many to be an impregnable bastion. Descendants of the Taleuten tribe, even city-dwelling Talabeclanders are most at home in the wilds. It is a right of passage for a parent to take their children to the woods to teach them how to track, hunt and make a fire. Though some of the more cosmopolitan of outsiders may consider Talabeclanders to be ignorant barbarians, such actions are merely a matter of practicality. Academic pursuits are well respected within the province, it is just that wilderness survival skills will always take precedence over such book-learning. It is perhaps unsurprising, therefore, that many in Talabecland hold a special reverence for Taal and Rhya and prefer practical clothing to more elaborate and decorative garb. Though dangerous, the forest is not viewed as a threat, but as a source of great freedom, where a Talabeclander may think nothing of vanishing into the woods for weeks at a time should Taal call them to do so, leaving behind family and responsibility. Though many outsiders have painted them as argumentative, callous, drunkards, this is but one side of the Talabeclander personality. Men of the province hold one's deeds over honeyed words, and it rare for any individual to boast in personal glory. Though prideful in their own way, Talabeclander stories tell of the great deeds themselves, while downplaying the roles of those involved. Acclaim is given to the province as a whole, leaving Talabecland with few recognized heroes. Except for

their most cultured elite, Talabeclander speech is generally smooth, with their words slightly slurred together. The state colour of Talabecland are red and yellow, while those of Talabheim are red and white.

FREE SKILLS:

- Speak [Reikspiel] 2
- Knowledge [Empire] 1
- Knowledge [Talabecland] 1

CORE SKILLS:

- Knowledge [Empire, Talabecland, Beastmen, Taal & Rhya, Ulric]
- Weapon Proficiency [Longbow]
- Extractor [Woodsmen, Hunter]
- Enhanced Characteristic [Awareness] – Human only
- Faithful [Taal & Rhya, Ulric] – Human only
- Track
- Hide

RESTRICTED SKILLS:

- none

STARTING EQUIPMENT: items worth 600 brass + SR coins

DISCOUNT EQUIPMENT:

- Hand Axe
- any Longbow
- Tools [Woodsmen]
- Tools [Hunter]
- any Holy Symbol [Taal]
- Dog, Hunting

PROHIBITED EQUIPMENT:

- none

WISSENLAND

Today, the Grand County of Wissenland encompasses both its own historic territory and that of former Solland, decimated by Gorbard Ironclaw some 800 years prior. Farmers tend the fertile soil near the Reik, while those closer to the Grey Mountains has secured limited mining rights from the nearby Dwarf Karaks. Multiple passes through the mountains into Bretonnia, Tilea and the Border Princes also make Wissenland an important trade hub. Descended from the Merogen tribe, Wissenlanders are widely seen as a dour and dreary people. While a hardy lot, it is true that most Wissenlanders are generally inexpressive, given to few words and rarely showing outward emotion. Though enough drink can sometimes soften this otherwise hard exterior, more often than not it is a deep melancholy that breaks through, perhaps with a dreary lament about the fall of Solland or the like. Despite this reputation as a dull and depressing lot, Wissenlanders are also known to be dependable and stoic, able to endure whatever hardships come their way. They are also a very devout people, with settlements often containing temples or shrines to all the recognized deities of the Empire, and it is not uncommon for Wissenlanders to pay their respects at each over the course of a week. In speech, Wissenlanders tend to slightly soften their words, which are spoken in an impassive monotone. The state colours of Wissenland are grey and white.

FREE SKILLS:

- Speak [Reikspiel] 2
- Knowledge [Empire] 1
- Knowledge [Wissenland] 1

CORE SKILLS:

- Read & Write [Reikspiel]
- Knowledge [Empire, Wissenland, Nuln, Dwarfs, any Old-World Human deity]
- Weapon Proficiency [Stone]
- Extractor [Miner]
- Craftsman [Tailor]
- Enhanced Characteristic [Willpower] – Human only
- Faithful [Sigmar, Taal & Rhya] – Human only

RESTRICTED SKILLS:

- Enhanced Characteristic [Charisma] – Human only
- Speak [any] 3
- Read & Write [any] 3
- Craftsman [Painter, Sculptor]
- Charmer

STARTING EQUIPMENT: items worth 700 brass + SR coins

DISCOUNT EQUIPMENT:

- Cart
- Wagon
- any one item (not multiples of same item)

PROHIBITED EQUIPMENT:

- none



OTHER REALMS

Though many in the Empire will never travel far from their place of birth, not all who reside there were born Imperial citizens. The largest and most central power in the Old World, the Empire sees many pass through its borders from neighbouring lands and even further abroad.

BRETONNIA

The second-largest of the Human realms, the Kingdom of Bretonnia are the descendants of the Bretonni tribe who settled the lands west of the Grey Mountains. It is a land of strict social hierarchy, based on aristocratic birthright and the code of chivalry. Noble knights, under a feudal hierarchy, are sworn to keep their domains safe, while the peasantry toils to provide for their noble protectors. Though technologically, the kingdom remains many centuries behind the Empire, its strong martial tradition and piety has more than compensated for such in its long history of battle. Though other gods are recognized, the religious life of the nobility centres around a zealous devotion to the mysterious Lady of the Lake, who aided the nation's uniter, Gilles le Breton.

Due to the strict social structure of Bretonnia, this region is further subdivided by class and gender, as follows. Please note that while these factors do limit how a character from that region begins their first event, it does not mean that they cannot find other opportunities in the Empire as the character advances.

BRETONNIAN PEASANT

Those not blessed to be born into the nobility live a very different experience in Bretonnia. A rare few in the cities might rise to a semi-respectable station, fulfilling various important roles deemed beneath the knightly class. The vast majority though live in squalid conditions, toiling in the fields in order to provide produce and taxes to their knightly lord. Such peasants live in complete and utter destitution, and are often in poor health. Though the strongest may join a knight's retinue of men at arms, a peasant is most likely to see battle conscripted into a levy of longbowmen and there are few who have not learned to handle such a weapon.

FREE SKILLS:

- Flaw: Low Born (no extra XP)
- Speak [Breton] 2
- Knowledge [Bretonnia] 1
- one Labourer, Extractor or Craftsman skill 1

CORE SKILLS:

- Knowledge [Bretonnia]
- Weapon Proficiency [Longbow]
- Labourer [any]
- Extractor [any]
- Craftsman [any]

RESTRICTED SKILLS:

- Armour Proficiency [Heavy]

STARTING EQUIPMENT: items worth 200 brass + SR coins

DISCOUNT EQUIPMENT:

- Longbow
- Arrows
- Arrow Quiver
- any animal

PROHIBITED EQUIPMENT:

- none

BRETONNIAN KNIGHT

The sons of Bretonnian nobility are raised for a single purpose, to serve as knightly defenders of that realm. Holding honour, virtue and devotion to the Lady above all things, Bretonnian knights are trained to fight from childhood, and further temper their martial skills through frequent training, tournaments and battle. Except with the permission of an Owner, a character with this starting region is has not yet proven themselves as a Knight of the Realm, instead beginning the game as a Knight Errant.

FREE SKILLS:

- Advantage: Minor Noble Title
- Speak [Breton] 2
- Knowledge [Bretonnia, Lady of the Lake] 1
- Faithful [Lady of the Lake] 1
- Weapon Proficiency [Lance]
- Armour Proficiency, Light
- Armour Proficiency, Medium
- Armour Proficiency, Heavy
- Shield Proficiency, Medium
- Ride
- Mounted Combat Stance

CORE SKILLS:

- Knowledge [Bretonnia, Lady of the Lake]
- Weapon Proficiency [Longsword, Flail, Axe]
- Faithful [Lady of the Lake]
- Enhanced [Charisma]
- Enhanced [Weapon Skill]
- Mighty Charge

RESTRICTED SKILLS:

- Magical Aptitude
- Weapon Proficiency [Sap, Club, Great Club, Short Spear, Long Spear, Halberd, Scythe, Whip, Garotte any ranged weapon]
- Labourer [any]
- Extractor [any]
- Craftsman [any]

STARTING EQUIPMENT: items worth 1000 brass + SR coins

DISCOUNT EQUIPMENT:

- Maille
- Formed Plate (Helmet only)
- Medium Shield
- Lance
- Longsword, Bastard Sword, Flail, Axe
- Warhorse (2 g)

PROHIBITED EQUIPMENT:

- Sap, Club, Great Club, Short Spear, Long Spear, Halberd, Whip, any ranged weapon

SPECIAL: This starting region may only be selected for a Human character that identifies as male.



BRETONNIAN DAMSEL

Bretonnian law and custom continue to hold an antiquated notion of gender segregation, even as other nations continue to progress. Whether noble or peasant, Bretonnian women are generally forbidden from taking up arms, riding a horse and in many cases even holding a job. The only common exception to this, beyond the legendary Repanse de Lyonesse, are the Grail Damsels. Children who exhibit signs of strange powers are taken away by the Fay Enchantress to the Otherworld. Such male children are never seen from again, but the girls may return years later as priestesses of the Lady. These damsels lie outside the laws and customs of Bretonnia, able to go and do as they please. Few in the land would ever dare criticize these servants of the Lady, and they often act as advisers to the nobles of the land. On rare occasion, a Prophetess has even been known to give orders to the dukes themselves.

FREE SKILLS:

- Advantage: Minor Noble Title
- Speak [Breton] 2
- Knowledge [Bretonnia, Lady of the Lake] 1
- Faithful [Lady of the Lake] 2
- Magical Aptitude
- Witchsight 1
- Arcane Lore [Life] 1

CORE SKILLS:

- Knowledge [Bretonnia, Athel Loren, Lady of the Lake]
- Faithful [Lady of the Lake]
- Ride
- Mounted Combat Stance
- Arcane Lore [Beasts or Heavens] 1 – this replaces Arcane Lore [Life] 1

RESTRICTED SKILLS:

- Weapons Proficiency (any other than Arming Sword and Staff)
- Armour Proficiency [any]
- Shield Proficiency [any]
- Labourer [any]
- Extractor [any]
- Craftsman [any]

STARTING EQUIPMENT: items worth 1000 brass + SR coins

DISCOUNT EQUIPMENT:

- Staff
- Horse (4 g)
- Warhorse (10 g)

PROHIBITED EQUIPMENT:

- Armour and shields of any kind
- any weapon other than Arming Sword or Staff

SPECIAL: This starting region may only be selected for a Human character that identifies as female. The character will automatically start in the Apprentice Wizard class.

KARAZ ANKOR

Translated as the *Everlasting Realm*, the Karaz Ankor is the ancestral mountain homeland of the Dwarfs that they have inhabited long before the rise of mankind. At its height during the Golden Age, this great realm once stretched across the mountains of the Old World and beyond, though many holds have since been lost to both foe and terrible disaster. The heart of the Karaz Ankor still remains the Worlds Edge Mountains, even though it also includes holds across other ranges as well, such as the Grey and Black Mountains. A Dwarf hold (or *Karak*) is an extensive system of halls, chambers and fortifications carved into a mountain. Though many do have unique characteristics that mark them as distinctive from the others, at their core they share many similarities and most have not altered their customs or traditions in centuries, if not millennia. Each Karak is a self-contained economy and ruled by its own King, who in turn has made sworn allegiance to High King Thorgrim Grudgebearer. Social ranking within a hold is largely based upon which clan a Dwarf belongs to. These clans are extended families, who can trace their ancestry back to a specific founder of great renown. When called to battle by their King, each clan will form its own regiments of warriors, fighting side by side to defend hold and honour. To guard the secrets of their craft, Dwarfs have also created guilds, which are not unlike artisan clans in their own right. Such guilds have a strict hierarchical structure of apprentices, journeymen and masters, and the secrets of their trade are never shared outside of the guild under any circumstances.

FREE SKILLS:

- Weapon Proficiency [Axe or Warhammer]
- Light Armour Proficiency
- Medium Armour Proficiency
- Medium Shield Proficiency

CORE SKILLS:

- Knowledge [Dwarfs, Karaz Ankor, Orcs & Goblins, Skaven]
- Weapon Proficiency [Hand Axe, Axe, Bastard Axe, Great Axe, Warhammer, Bastard Hammer, Great Hammer, Throwing Axe/Hammer, Heavy Crossbow, Arquebus]
- Blackpowder Proficiency
- Heavy Armour Proficiency
- Brace
- Defensive Stance
- Second Wind
- Iron Will
- Parry

RESTRICTED SKILLS:

- Labourer [Outrider, Coachman, Rat Catcher]

STARTING EQUIPMENT: items worth 1200 brass + SR coins

DISCOUNT EQUIPMENT:

- any Dwarf-Wrought equipment (20% of market value)
- any Superior Quality Dwarf-Wrought equipment (10% of market value)

PROHIBITED EQUIPMENT:

- any equipment that is not Dwarf-Wrought
- weapons not included in the Dwarf Weapons racial characteristic



KISLEV

Kislev is a cold, infertile land that stands as a bulwark between the Chaos Wastes and the Empire and bearing much of the brunt from that ever-present threat. Known as a cold and stubborn people, Kislevites are as unforgiving as the harsh lands in which they dwell, with a grim sense of humour. In some ways though, Kislev is almost two separate nations. Much of Praag and north of the Lynsk is primarily the territory of the Ungol tribes. Kurgan influence remains strong in many of their traditions and customs, even today. Most live a nomadic existence, leading their horses from one grazing ground to the next, and are easily among the best mounted archers in the Old World. In the south, where the lands are relatively more fertile, can be found the cities of the Gospodar people. Originally a nomadic tribe from the Eastern Steppes that alone managed to resist falling to the worship of the Ruinous Powers, the land of Kislev called to the first Khan-Queen, promising her great power if she led her people there. The Gospodars pushed back the Ungols, and expanded westward pushing into the lands of the Empire. Though the Gospodar and Ungol peoples now live in relative harmony, creating the modern-day Kislevite society, there is still a great social division between them. The ruling elite are almost exclusively of Gospodar heritage, and the influence of their language and faith predominates, particularly in the south. In particular, worship of the bear god, Ursun, has quickly become the dominant faith of Kislev, though worship of the Gospodar gods Ursun, Dazh and Tor are also common. In addition, most Kislevites also pay tribute to a wide variety of nature and household spirits for assistance in their everyday lives.

FREE SKILLS:

- Speak [Kislevarin] 2
- Knowledge [Kislev] 1

CORE SKILLS:

- Knowledge [Kislev, Empire]
- Knowledge [Chaos] 1
- Ride
- Mounted Combat Stance
- Mounted Dodge
- Steer Mount

RESTRICTED SKILLS:

- Arcane Lore [any] – male-identifying characters only
- Divine Lore [any] – female-identifying characters only
- Arcane Lore [any apart from Lore of Ice (Gospodar female only) and Lore of the Hag (Ungol female only)]

STARTING EQUIPMENT: items worth 600 brass + SR coins

DISCOUNT EQUIPMENT:

- Horse (4 g)
- Warhorse (10 g)
- Spirits (Alcohol x2), Bottle

PROHIBITED EQUIPMENT:

- none

MOUNTAINS OF MOURN

Situated just east of the Dark Lands, the Mountains of Mourn are home to the Ogre Kingdoms. Nominally this is a collection of hundreds of independent tribes, each ranging from a few dozen to several hundred Ogres. In addition to this, each tribe boasts a variety of beasts of burden and uncountable hordes of Gnoblars, diminutive Greenskins that are slightly smaller than a Goblin and perform all manner of undesirable tasks for the Ogres in exchange for some semblance of protection. Each tribe is led by a Tyrant, who claims all the land they can physically see (given the steep mountain peaks, this is most often the entirety of a single valley). However, the Ogre tribes are migratory by both nature and custom, and frequently move from valley to valley within the Mountains of Mourn, following the food and avoiding the perceived impending doom that awaits an Ogre who stays still for too long.

In recent decades the tribes of the Ogre Kingdoms have once again been marshalled together once again under a single Overtyrant. The educational reforms of Greasus Goldtooth (or more formally, Tradelord Greasus Tribestealer Drakecrush Gatecrasher Hoardmaster Goldtooth the Shockingly Obese) have slowly expounded the idea among the tribes that gold is the equivalent of meat, since it can be traded for such. Under his leadership, the Ogres' population has swollen to such an extent that the Mountains of Mourn will soon no longer be able to support them. So, with the recent eruption of the Fire Mouth, Greasus has declared it as a sign that the Ogre Kingdoms are to march forth and conquer new lands.

FREE SKILLS:

- Knowledge [Ogre Kingdoms] 1
- Weapon Proficiency [Gauntlet]

CORE SKILLS:

- Knowledge [Ogre Kingdoms]
- Knowledge [Chaos Dwarfs]
- Knowledge [Great Maw]
- Labourer [Cook]
- Extractor [Hunter]

RESTRICTED SKILLS:

- Shield Proficiency [any]

STARTING EQUIPMENT: items worth 400 brass + SR coins

DISCOUNT EQUIPMENT:

- any Inferior Quality items
- any item from the Food & Drink section

PROHIBITED EQUIPMENT:

- any Superior Quality items
- any advanced weapons
- any shields
- any item from the Writing section of Miscellaneous Items

ULTHUAN [KINGDOM]

The ancestral homeland of the Elves, Ulthuan is a large, mystical island that floats atop the waters of the Great Ocean. It is to here that much of the magic that would otherwise overwhelm and forever warp the world is safely drained away by the Great Vortex. It is also home to the majority of those dragons remaining in the world, though they spend increasing lengths of time slumbering beneath the Dragon Spine Mountains of Caledor and are usually stirred only in the most dire of situations. Many wars have been fought on Ulthuan's soil between its High Elf denizens and the Dark Elves of Naggaroth who seek to reclaim it for themselves. Although divided into ten kingdoms, each with their own unique character and traditions, the entirety of Ulthuan is ruled over by the Phoenix King and Everqueen.

A High Elf's temperament and training is largely dependent upon which of the ten kingdoms they were raised in. A character that selects Ulthuan as a region must also select one of its ten kingdoms as a subregion. If a Free/Core Skill below does not list a kingdom, then it pertains to all High Elves from the Ulthuan region, otherwise it pertains only to those from that kingdom.

FREE SKILLS:

- Knowledge [Ulthuan] 2
- Weapon Proficiency [one of Longsword, Short Spear or Longbow]
- Tiranoc and Nagarythe only: Corrupted by Chaos flaw (resulting Corruption is automatically Enmity [Dark Elves])

CORE SKILLS [ALL]:

- Knowledge [High Elves, Ulthuan]
- Speak [Eltharin] 3
- Read & Write [Eltharin] 3
- Weapon Proficiency [Arming Sword, Longsword, Short Spear, Long Spear, Longbow]
- Danger Sense

CORE SKILLS [KINGDOM]:

- Avelorn: Weapon Expertise [Longbow], Witchsight 1, Arcane Lore [Life], Faithful [Isha]

- Caledor: Knowledge [Dragons], Ride, Arcane Lore [Fire], Craftsman [Smith], Faithful [Vaul]
- Eataine: Knowledge [any nation] 1, Speak Language [any basic] 1, Labourer [Sailor], Craftsman [Shipwright], Merchant
- Ellyrion: Ride, Mounted Combat Stance, Weapon Proficiency [Demi-lance], Weapon Expertise [Demi-lance], Labourer [Animal Trainer]
- Saphery: Knowledge [any], Witchsight, Arcane Lore [any], Faithful [Lileath]
- Chrace: Weapon Proficiency [all axes], Extractor [Hunter], Track, Preternatural Senses
- Cothique: Knowledge [any nation], Speak Language [any basic], Labourer [Sailor], Craftsman [Shipwright]
- Nagarythe: Knowledge [Dark Elves], Hatred [Dark Elves], Arcane Lore [Shadow], Backstab, Track, Hide, Scout
- Tiranoc: Ride [Chariot], Mounted Combat Stance, Hatred [Dark Elves], Labourer [Sailor]
- Yvresse: Hatred [Goblins], Weapon Expertise [Short Spear, Long Spear], Stubborn

RESTRICTED SKILLS:

- Tiranoc, Nagarythe and Caledor only: Uncorrupted by Chaos advantage. In addition, when the character receives their first Major Spiritual Corruption, this must be an amplification of the Enmity [Dark Elves] corruption (Tiranoc and Nagarythe) or Vainglory corruption (Caledor).

STARTING EQUIPMENT: items worth 1200 brass + SR coins

DISCOUNT EQUIPMENT:

- any Elf-Wrought equipment (20% of market value)
- any Superior Quality Elf-Wrought equipment (10% of market value)

PROHIBITED EQUIPMENT:

- any equipment that is not Elf-Wrought
- weapons not included in the Elf Weapons racial characteristic

THE WASTELAND

The Wasteland comprises the coastal area where the River Reik empties into the Sea of Claws. Originally the Imperial province of Westerland, it seceded from the Empire a century ago and is now a wholly independent state. Though a scattering of small settlements dot the otherwise forlorn and swampy landscape, most of its population lives in the vast metropolis of Marienburg, situated on numerous, interconnected islands at the mouth of the Reik. Perhaps the greatest port and trading hub in the Old World, Marienburg has grown incredibly wealthy. Instead of a singular ruler, the Wasteland is governed by the Directorate, an executive council consisting of four high priests, a college rector and the heads of its ten wealthiest merchant families. Unique in the world, they have classified this form of government as a *democracy*, or 'rule by the masses', though the accuracy of the term is certainly debateable. Moreover, while a great deal more social mobility is certainly possible in Marienburg than in any other Old World realm, it can still be a difficult climb, with the city ruled by its very wealthiest citizens who hold little regard for those below their station. Marienburgers themselves are largely descended from the Jutone tribe, while the remainder of Westerland's settlements are of the Endal tribe, who had been originally driven from the lands, along with the Fimir, by the Jutones.

FUTURE REGIONS

Don't see your favourite region in the list above? Fear not, for there are plans to expand the offerings of starting character regions as the game grows. While not available to player characters yet, additional regions are in the works. These include: Laurelorn Forest, Norsca, Strigany, Tilea, Estalia, the Border Princes, Sartosa, Araby, Cathay, Nipon and Ind.

FREE SKILLS:

- Speak [Reikspiel] 2
- Speak [Wastelander] 1
- Knowledge [The Wasteland] 1

CORE SKILLS:

- Knowledge [The Wasteland, Empire, Manann]
- Speak [Reikspiel, Wastelander]
- Labourer [Sailor]
- Extractor [Fisher]
- Merchant 1
- Appraise

RESTRICTED SKILLS:

- none

STARTING EQUIPMENT: items worth 1000 brass + SR coins

DISCOUNT EQUIPMENT:

- any boat or ship
- any item with Availability Rating 5

PROHIBITED EQUIPMENT:

- none



CLASSES

A character's class denotes the general archetype of what the character does or the path they have chosen to follow. This conceptual title begins fairly vague and general with the core classes, but gradually becomes more and more specific as a player eventually gains advanced and epic classes.

Note that, unlike their race and starting region, a character's class is a pseudo-OOG classification primarily used for rules mechanics, instead of an official in-game classification of individuals. As such, a character's class is not always directly observable by other characters in-game, although they are free to make assumptions based upon what they observe. Likewise, characters themselves may not even identify as a member of a particular class (or even think too deeply about such artificial constructs and terminology in the first place). For instance, while a character of the Warrior class can certainly think of themselves as being a 'warrior', this is not an official designation and they may not see themselves as such in-game. Other characters may also think of themselves as 'warriors', regardless of their actual class. With that said, as a character gains increasingly specific advanced or epic classes, they're more and more likely to describe the exact in-game career or path that the character sees themselves as part of, such as Witch Hunter or Physician.

SWITCHING CLASSES

Although a character must select a core class at character creation, they are not necessarily stuck with this choice for their entire adventuring careers. A character's class simply represents the path they are currently on. As that character grows or shifts their goals, it is possible for them to change their class, subject to the following rules.

PERMISSION TO CHANGE CLASS

Changing classes represents a major shift in the character's development, either advancing to the next step along their chosen path or undergoing a complete paradigm shift to another path altogether. As such, class changes are never done lightly, on a whim or simply to pick up a few different skills. Changing classes requires the permission of the Logistics Manager and, in some cases, may even involve a quest (although this may be a relatively short one or combined with a quest for a related purpose, at the discretion of the Questmaster). A request to change classes shortly after a previous change is likely to be denied, except under special circumstances.

CLASS PREREQUISITES


Like skills, each class has minimum requirements that a character must meet before they can enter it. Often these prerequisites include minimum characteristic values or skills. Advanced and epic classes also more likely to also have:

- a minimum overall character XP level
- prerequisite classes that the character must enter the new class from
- minimum costuming requirements to represent the class, to be approved by the Logistics Manager
- other in-game requirements or conditions

Note that a character does not instantly lose their class if they temporarily lose one or more of its prerequisites, although they should consult with the Logistics Manager if the loss of prerequisites becomes permanent.

NO MULTICLASSING

Though it is possible to change classes, a character can only ever have one class at any given time. When a character switches classes, it is a complete shift to the new class from the old. The character does not lose what they have learned from their previous class, but neither do they continue to benefit from it.



CLASSES & SKILLS

Whereas a character's race and region primarily affect what skills a character starts the game with, a character's class impacts them through the downtime requirement to learn new skills after character creation. As the character has devoted themselves to a particular path, some skills will come more naturally to them as they synergize with similar learning, while other skills in unaccustomed areas can take them longer to master. Even though a character's class does make some paths of advancement easier than others, it does not shoehorn all members of that class into the same build, instead leaving quite a bit of room for individualization.

CLASS SKILLS

Representing those traits and abilities that form the very foundation of the class, a character learning one of these

skills requires only half the regular number of downtime hours to do so (after all other modifiers, rounding up). This counters the effect of a restricted skill from the character's race or starting region, with such skills now costing their regular number of downtime hours to learn. The character cannot benefit from this reduced learning time during a logistics period where they did not meet the prerequisites of the class.

PROHIBITED SKILLS


The very opposite of class skills, these are skills that are so far removed from the premise of the class that its members never devote time to their study. A character may never purchase these skills while they remain a member of this class.

PLAYER CLASSES

The following classes are those that are available to player characters. They are split into core classes, advanced classes and epic classes, each of which is described in its own section.

Under the entry for each class, you will find the following information:

- **Description:** A short description of the class.
- **Prerequisites:** These are the minimum requirements that a character must meet in order to enter a class. Generally these include minimum characteristic values or skills, but some classes may have additional prerequisites. Note that a character does not instantly lose their class if they temporarily lose one or more of the prerequisites, but they may not be able to access certain class features while they do (such as faster learning of primary class skills).
- **Class Skills:** These skills may be learned in half the regular time (see above).
- **Prohibited Skills:** A character may never purchase these skills while they remain a member of this class.



CORE CLASSES

These are the very generalized character archetypes where all player characters begin their adventuring career. A core class defines the character's overall role in society that they have chosen, while still leaving many different paths of advancement open to them.

APPRENTICE WIZARD [LORE]

An apprentice wizard is one of those rare few Human or Elven individuals with an aptitude for magic and has recently begun the long, scholarly journey in the study of a particular lore. For Humans in the Empire, this generally means membership in one of the eight Colleges of Magic, whilst Elves invariably study under more experienced arcane practitioners of their own race.

PREREQUISITES:

- Intelligence 3
- Magical Aptitude
- Read & Write [any] 1

CLASS SKILLS:

- Enhanced [Intelligence, Willpower]
- Weapon Proficiency [Staff]
- Witchsight 2
- Arcane Lore [lore] 1
- Channeling 1
- Arcane Reservoir
- Learn Spell
- Resist Miscast
- Dispel Magic 1
- Speak [any Arcane Language]
- Read & Write [any Arcane Language]
- Knowledge [Magic]

PROHIBITED CLASS SKILLS:

- Armour Proficiency [any]
- Shield Proficiency [any]
- all Magic skills of the Divine tree

SPECIAL:

- Additional primary and secondary class skills are available for this class by lore. See the Arcane Lore entry in the Lore of Magic Supplement.
- If selected at character creation, it is recommended that the character also select the Membership advantage, in order to provide contacts who may be able to arrange for the continued training of the apprentice in the study of magic.

HEDGE WIZARD

A hedge wizard is one of those rare few Human individuals with an aptitude for magic, but who has received no formal instruction in its safe practice. Hedge wizardry is illegal within the Empire, and for good cause, for an individual who manipulates the Winds of Magic without the proper training and understanding of what they are doing can unwittingly cause catastrophic outcomes. A player must have an Owner's permission before entering this class.

PREREQUISITES:

- Willpower 3
- Magical Aptitude

CLASS SKILLS:

- Hedge Magic
- Wild Channeling
- Arcane Reservoir
- Learn Spell
- Enhanced [Willpower]
- Danger Sense
- Preternatural Senses
- Physician 2
- Craftsman [Apothecary] 2
- Eschew Incant

PROHIBITED CLASS SKILLS:

- Armour Proficiency [any]
- Shield Proficiency [any]
- all Magic skills of the Divine tree

INITIATE [DEITY]

Although the vast majority of Old Worlders will pay due respects to the gods, only a rare few are so devout that they undertake the calling to dedicate their lives to the service of a particular faith. Initiates are those followers who have taken up this call relatively recently, the future priests and priestesses of the imperial cults in training.

PREREQUISITES:

- Wp 3
- Knowledge [deity] 1
- Faithful [deity] 1

CLASS SKILLS:

- Knowledge [deity]
- Faithful [deity]
- Devotion [deity]
- Divine Lore [deity] 1
- Enhanced [Willpower]

PROHIBITED CLASS SKILLS:

- all Magic skills of the Arcane tree

SPECIAL:

- Additional primary and secondary class skills are available for this class by deity. See the Divine Lore entry for the deity in the Lores of Magic Supplement.
- If selected at character creation, it is recommended that the character also select the Membership advantage, in order to provide contacts who may be able to arrange for the continued training of the initiate in the faith.

RANGER

Although city states like Altdorf or Nuln are lauded as great bastions of civilization, the vast majority of the Empire's territory remains an untamed wilderness, and many are far more comfortable within these wilds. Such individuals are as diverse as their burgher counterparts, including rural farmers, hunters, woodsmen, sailors, road wardens, bandits and the like.

PREREQUISITES:

- Aw 3

CLASS SKILLS:

- Enhanced [Awareness, Ballistic Skill]
- Weapon Proficiency [Dagger, Hand Axe, Short Bow, Longbow, Throwing Axe]
- Ride
- Aim
- Hunter's Stance
- Danger Sense
- Track
- Endurance
- Forced March
- Preternatural Senses
- Hide
- Labourer [Sailor, Outrider, Coachman] 2
- Extractor [any] 2
- Craftsman [Bower/Fletcher, Apothecary] 2

PROHIBITED CLASS SKILLS:

- Armour Proficiency [Heavy]
- Shield Proficiency [Medium, Tower]
- all Magic skills



ROGUE

From simple pickpockets and burglars to professional assassins, rogues are a diverse lot. What they tend to have in common with each other is that they prefer to conduct their business unobserved, relying more upon stealth, skill and agility over directness and brute force.

PREREQUISITES:

- Ag 3

CLASS SKILLS:

- Enhanced [Agility, Awareness]
- Weapon Proficiency [Dagger, Sap]
- Backstab 2
- Sneak Attack
- Dodge
- Appraise
- Hide 3
- Shadow Walk
- Pick Pocket 3

PROHIBITED CLASS SKILLS:

- Armour Proficiency [Medium, Heavy]
- Shield Proficiency [Medium, Tower]
- all Magic skills

SCHOLAR

While many rely primarily upon their physical bodies to work their chosen trade, the greatest asset of the scholar is their mind. Always seeking new knowledge and to expend their own understanding, scholars vary widely in their area of expertise, ranging from engineers, apothecaries, alchemists and physicians, to pure academics like historians, and even creative geniuses, like playwrights and poets.

PREREQUISITES:

- Int 3

CLASS SKILLS:

- Enhanced [Intelligence]
- Knowledge [any]
- Read & Write [any]
- Speak [any Basic]
- Read & Write [any Basic]
- Knowledge [any] 2
- any 1 of the following:
 - Physician 2
 - Engineer [any] 2
 - Merchant 2
 - Craftsman [Alchemist] 2
 - Craftsman [Apothecary] 2

PROHIBITED CLASS SKILLS:

- all Magic skills

SPIELER

Relying neither on their brawn nor academic book-learning, *spieler* is a low-Reikspiel term used to describe those charismatic individuals who primarily get by on their quick wits and silver-tongues. From wandering minstrels, charlatans and smooth-talking merchants, to orators, courtiers and politicians, given the right conditions a skilled *spieler* could convince an Ogre that it wasn't hungry... for a few moments anyway.

PREREQUISITES:

- Cha 3

CLASS SKILLS:

- Enhanced [Charisma]
- Gossip 2
- Merchant 3
- Trainer
- Labourer [Performer] 3
- all Leadership skills

PROHIBITED CLASS SKILLS:

- all Magic skills

TRADESMAN

The backbone of the Empire, tradesmen work by the sweat of their brow and their own two hands on trades that they have learned either by themselves or as an apprentice, without the necessity of more formal schooling. Labourers, craftsmen and merchants are all examples of tradesmen.

PREREQUISITES:

- Labourer, Extractor or Craftsman [any] 1

CLASS SKILLS:

- Appraise
- Labourer [Cook, Sailor, Guard, Soldier, Bounty Hunter, Outrider, Coachman, Rat Catcher, Scribe, Servant] 5
- Extractor [Farmer (Crops), Farmer (Livestock), Fisher, Hunter, Miner, Woodsman] 5
- Craftsman [Butcher, Bookbinder, Brewer, Mason, Carpenter, Tanner, Tailor, Smith, Jeweler, Painter, Sculptor, Bower/Fletcher, Shipwright, Glassblower, Leatherworker, Miller, Chandler, Charcoal Burner, Cordier, Tattooist] 5

PROHIBITED CLASS SKILLS:

- all Magic skills

WARRIOR

The world is a violent and dangerous place and it is far from uncommon to encounter individuals who make their living from such violence. From mercenaries, hired thugs and bodyguards, to professional soldiers, warriors are a necessary part of any community.

PREREQUISITES:

- WS 3 or BS 3; S 3 or T 3

CLASS SKILLS:

- Enhanced [WS, BS, S, T]
- Enhanced Resilience
- Weapon Proficiency [any]
- Weapon Expertise [any]
- Armour Proficiency [any]
- Shield Proficiency [any]
- Parry
- Dodge
- Labourer [Guard, Soldier]

PROHIBITED CLASS SKILLS:

- all Magic skills

ADVANCED CLASSES

These classes include the next stage(s) in a character's development, representing increasingly specific and more experienced character archetypes that distinguish them from the majority of the populace. By entering such a class, a character usually makes some commitment to the chosen path, often through in-game connections or roleplay. Advanced classes typically include a prerequisite character XP total between 100 and 500, but may also possess more unusual prerequisites, including in-game accomplishments, items, or physical-representation/costuming.

Below is listing of just some potential advanced classes and an example of such a class: the Bounty Hunter. Additional advanced classes beyond those listed here may also be available to Player Characters.

- Journeyman Wizard [Lore]
- Magister/Magistrix [Lore]
- Battle Wizard [Lore]
- Master Wizard [Lore]
- Black Magister/Magistrix
- Ice Witch
- Damsel
- Prophetess
- Witch
- Warlock
- Necromancer
- Cultist
- Priest/Priestess [Deity]
- Warrior Priest/ess [Deity]
- Outlaw
- Scout
- Outrider
- Road Warden
- Bounty Hunter
- Witch Hunter
- Sailor
- Smuggler
- Thief
- Assassin
- Engineer
- Physician
- Master Scholar
- Merchant
- Agitator
- Entertainer
- Courtier
- Politician
- Spy
- Artisan [Trade]
- Runesmith
- Bodyguard
- Watchman
- Duelist
- Mercenary
- Soldier
- Veteran
- Sergeant
- Captain
- Knight [Order]
- Knight of the Realm
- Questing Knight
- Troll Slayer
- Giant Slayer
- Dragon Slayer
- Zealot

BOUNTY HUNTER

Hardened professional killers, bounty hunters make their living by tracking down and delivering their quarry, dead or alive. Whether that be an outlaw on the run for specific crimes, a gang of bandits or even a local monstrous menace like Goblins or Beastmen, a bounty hunter is willing to deliver their mark to whichever authority is willing to pay them.

PREREQUISITES:

- Ex-Ranger or Ex-Warrior, 125 XP, Aw 4, Wp 4, CP 2, Read & Write [Reikspiel] 1, must have been paid for an official bounty

CLASS SKILLS:

- Enhanced [Awareness, Ballistic Skill]
- Weapon Proficiency [Sap, Net]
- Weapon Expertise [Sap, Net]
- Armour Proficiency [Light]
- Ride
- Endurance
- Forced March
- Aim
- Quick Aim
- Pinning Shot
- Disarming Shot

- Disarming Strike
- Hook
- Crippling Strike
- Pummeling Blow
- Stunning Blow
- Subduing Blow
- Grapple
- Parry 2
- Dodge 2
- Hunter's Stance
- Intimidating Presence 2
- Forced March
- Gossip
- Preternatural Senses
- Track
- Scout
- Physician 1

PROHIBITED CLASS SKILLS:

- Armour Proficiency [Heavy]
- Shield Proficiency [Tower]
- all Magic, Arcane and Divine skills



EPIC CLASSES

These classes are generally the very pinnacle of a character's goals, representing very specific archetypes or even unique positions of great renown for a character to aspire to. While positions of ultimate authority, such as Elector Count, Grand Patriarch/Matriarch or Phoenix King are beyond the reach of Player Characters, examples of epic classes could include: Wizard Lord/Lady, High Priest/Priestess, Master Engineer, Guildmaster, General, Daemon Slayer, or the like. Such individuals are the lauded heroes of the Empire (or possibly other realms), whose deeds are sung far beyond the bounds of Neudorf. A full list of epic classes available to Player Characters is not publicly available and are always worked out with the player before entering the class.

Epic classes typically include a prerequisite character XP total over 500. As they tend to represent the pinnacle of a character's achievements, epic classes are often a character's final class before planned retirement, although this is not a requirement.



SKILLS

Unlike their characteristics, a character's skills tend to represent much more specific abilities, aptitudes and knowledge. While a character may be overall quite intelligent (a characteristic), this does not necessarily mean that they can speak fluent Khazalid, are familiar with the ancient history of Nehekhara or can harness the Winds of Magic (skills based upon intelligence).

SKILL RANKS

Even if a character is trained in a particular skill, there can be vast differences between its use by a novice and by a master in that skill. The abstract concept of skill ranks is therefore used to measure a character's level of proficiency in any particular skill. When the character first purchases a skill, they have 1 rank in it. If they purchase that skill again, they now have 2 ranks, and so on. A character may not learn a higher rank in a skill until they already possess the rank immediately before it (e.g. a character cannot learn Mighty Blow 2 until they have learned Mighty Blow 1). How many ranks can be learned for a skill and what effect increasing the rank has on that skill will be clearly stated in each skill's description. Some skills have a maximum of only a single rank. There's no level of mastery with such skills, you either know them or you don't.

SKILL CATEGORIES

All skills fall into one of eleven categories: General, Offensive Combat, Defensive Combat, Stance, Physical, Academic & Social, Perception, Trade, Magic, Unit and Leadership. These categories group similar sets of skills together, primarily to make it easier to classify which skills are affected by a certain rule (e.g. an effect might prohibit a character from using any of their Magic Skills). Many categories will also include one or more skill trees, which are effectively sub-groups of these skills that share the same prerequisite base skill to unlock. No additional rules pertain to skill trees, they are simply an organizational tool for presenting subcategories of skills.

SKILL SUBTYPES

Some skills require the character to select a particular focus or subtype for it at the time the skill is learned, such as a particular weapon, lore of magic, language, etc. This subtype is listed in square brackets after the skill's name. Skills with different subtypes are different skills for all intents and purposes. For example, Weapon Mastery [Longbow] is a different skill than Weapon Mastery [Greatsword]. Except where noted, such skills may be purchased multiple times, with the character selecting a different subtype each time.

ACTIVE VS PASSIVE SKILLS

All skills are listed as either an active skill or a passive skill.

PASSIVE SKILLS

Passive skills are those that generally grant a continuous benefit without requiring any strenuous effort or focus by the character. Characters may always benefit from the effect of passive skills, unless a particular rule specifically indicates that the skill may not be used.

Unless using an active skill, a character generally makes the same attack call every time they attack with a particular weapon, known as a passive attack call. Passive skills may be used to modify a character's passive attack call (and multiple passive skills can even modify the same attack call).

ACTIVE SKILLS

Active skills are those that generally require some level of strenuous effort or focus by the character in order to produce an instantaneous effect, such as allowing the character to make a particular reaction call or modifying the character's passive attack call for a single attack. Characters must consciously choose when to use active skills. As such, unless specifically indicated otherwise in a skill's description, an unconscious character may not use active skills.

To represent the exertions of using such skills, all active skills have a Stamina Point cost. When a character uses an active skill, they take the Sap X Stamina effect, where X is the SP cost of the skill. The Sap effect is described in more detail in the Combat chapter, but essentially this will temporarily deduct X from the character's SP total. Some active skills don't have a fixed SP cost, but instead modify the SP cost of another active skill (written as +X SP) while allowing the character to use it in some enhanced way.

Unless otherwise noted in the skills' descriptions, only one active skill may be used at a time. For example, a character cannot use both the Feint skill to add the Sneak effect to an attack and the Power Attack skill to increase the damage of that same attack.

ADVANCING SKILLS

STARTING SKILLS

A character will start their first game with a number of skills, as described in the Character Creation section. These are things that the character has already learned prior to arriving in Neudorf. Except where noted, a character may begin with any skills that they meet the prerequisites for and does not need to worry about the other mechanics for training presented below.

LEARNING SKILLS

As a character earns Experience Points, they can spend these to either increase their rank in current skills or learn entirely new skills. To do either, they must ensure the following:

- 1. Meet All Prerequisites:** Most skills have conditions that must be met by the character before they can be learned. Often these are other skills and minimum characteristic values, but they could also include other factors, like the completion of a quest. If a skill and one of its prerequisite skills both include a subtype, then the subtypes must match. For example, to take Killing Blow [Greatsword], a character would require Weapon Mastery [Greatsword], and could not use the Weapon Mastery [Dagger] skill as a prerequisite instead. In addition to all listed prerequisites, to learn an active skill, a character's base SP must be at least equal to the skill's SP cost.

For some skills, the prerequisites may depend upon the rank in that skill being learned.

e.g. A prerequisite of "Aw R + 1" would require the character to have an Awareness characteristic of at least 2 for rank 1 of the skill, at least 3 for rank 2, etc.

- 2. Have Sufficient XP:** Some skills are more difficult to learn than others. The amount of XP that it is required to learn a particular skill is noted in its description. For some skills this is a fixed value, while for others the XP cost depends upon the rank the character is purchasing. Where this is the case, the formula for the XP cost will include the variable R.

e.g. An XP cost of "R x 2" would cost 2 XP for rank 1, 4 XP for rank 2, 6 XP for rank 3, etc.; and

An XP cost of "R + 1" would cost 2 XP for rank 1, 3 XP for rank 2, 4 XP for rank 3, etc.

A character that doesn't have enough free (unspent) XP to cover the XP cost of a skill, may not begin training in it.

- 3. Have Sufficient Downtime to Train:** In addition to requiring XP, all skills require time for the character to train in them. Although such training can be roleplayed at events if a character wishes, all the time is deducted from a character's downtime between events (see the Between Event Actions chapter).

Learning a skill normally requires a number of downtime hours equal to the skill's **XP cost x 10**. This assumes that character has a trainer who is helping them to learn the skill. In order to act as a trainer, another willing PC or NPC must possess the exact skill that the character is attempting to learn and requires them to spend an equal number of hours of their own downtime in order to train the character.

If a character does not have a trainer, they may still be able to learn the skill on their own, but it will take considerably more time to do so. Multiply the usual number of hours required by the self-trained multiplier listed for the skill (usually between $\times 2$ and $\times 10$). A self-trained multiplier of "-" indicates that no additional time is required without a trainer. A self-trained multiplier of "R" indicates that the skill cannot be learned at all without a trainer.

DEAD SKILLS

Once a character has spent XP to learn a skill, it cannot be unlearned or changed (even to a different subtype), except when remorting a character. However, in rare instances, a character might lose access to a skill that they had previously trained in. This may be because they have taken another skill that is an anti-requisite to one they already had, because they no longer meet the prerequisites for it, or for a variety of other reasons. Such skills are known as dead skills. A character can never use a dead skill or use it as a prerequisite for other skills. As such, it is possible that when one skill becomes a dead skill, other skills that the character no longer meets the prerequisites for without it will become dead skills as well. However, unless indicated otherwise, dead skills remain on the player's character sheet, and if the reason for them becoming a dead skill is ever reversed, the character does not need to retrain in order to use it again. Since a character can act as a trainer for any skill on their character sheets, they can teach these skills to others even though they can't currently use them themselves.

SKILL TABLES

The tables below provide a quick reference for skills available to characters, including the number of ranks that may be purchased in the skill (R), its cost in Experience Points (XP), the self-trained multiplier for downtime hours without a tutor (Self), the Stamina Point cost of active skills (SP), and any prerequisites required to take the skill (conditional prerequisites are marked with an asterisk). A detailed description of what each skill does can be found in the following sections of this chapter.

GENERAL SKILLS

Skill	R	XP	Self	SP	Prerequisites
Hand of Fate	5	25	–	P	
Hatred [Target]	1	5	–	P	Enmity [Target] corruption
Lucky	5	R×5	–	P	
Lucky Blow	5	R×3	–	6–R	Lucky R
Fateful Strike	1	5	–	P	Lucky Blow 2
Prophecy	5	R×6	×3	P	IP R+5 or (Magical Aptitude and IP R+3)
Ride	1	5	×3	P	
Skill Mastery [Active Skill]	1	15	×5	P	max ranks in [Skill]*

OFFENSIVE COMBAT SKILLS

Skill	R	XP	Self	SP	Prerequisites
Proficiency Tree					
Blackpowder Proficiency	1	3	×6	P	Int 3; Human, Dwarf or Ogre
Weapon Proficiency:					
[Basic Weapon]	1	2	×2	P	WS 1 or BS 1*
[Standard Weapon]	1	4	×3	P	WS 2 or BS 2*; Blackpowder Proficiency*
[Advanced Weapon]	1	6	×4	P	WS 4 or BS 4*; Blackpowder Proficiency*
Weapon Expertise:					
[Basic Weapon]	1	3	×2	P	WS 3 or BS 3*; Weapon Proficiency [Weapon]
[Standard Weapon]	1	4	×3	P	WS 3 or BS 3*; Weapon Proficiency [Weapon]
[Advanced Weapon]	1	6	×4	P	WS 5 or BS 5*; Weapon Proficiency [Weapon]
Weapon Mastery [Weapon]	1	12	×5	P	WS 5 or BS 5*; Weapon Expertise [Weapon]
Flurry Attack	3	R×4	×2	3	WS R+3 or Ag R+3
Ranged Attack Tree					
Aim	5	R×3	×2	4	BS R+2
Quick Aim	1	5	×2	P	Aim 3
Pinning Shot	5	R+2	×5	4	Aim R
Disarming Shot	1	7	×5	5	Aim 4
Multi-Shot	4	R×4	×5	4	BS R+4, Aim 1
Piercing Shot	1	6	×3	4	Aw 4, Aim 2
Dead Eye Shot	1	10	×5	10	Aim 3, Piercing Shot
Killing Shot [Weapon]	3	14	×8	14	BS R+4, Aim 4, Piercing Shot, Weapon Mastery [Weapon]
Dual Attack Tree					
Ambidexterity	1	3	×2	P	
Dual Wield	1	4	×2	P	Ambidexterity
Dual Strike	1	6	×5	2	Dual Wield
Sneak Attack Tree					
Backstab	3	R×4	×2	P	WS R+2, Ag R+2, Hide R
Sneak Attack	1	8	×5	4	Backstab 3 or Aim 3*
Assassinate [Weapon]	1	20	×8	20	Sneak Attack; Precision Strike 3 or Aim 5*; Piercing Strike or Piercing Shot*

Precision Attack Tree					
Precision Strike	3	4	×3	4-R	WS R+2
Disarming Strike	5	R+4	×3	4	S R+3 or Precision Strike R
Hook	1	8	×3	4	Precision Strike 1
Counter-Attack	5	R+1	×3	2	Precision Strike 1
Feint	1	5	×3	5	Ag 4, Precision Strike 3
Piercing Strike	1	6	×3	4	Precision Strike 2
Arterial Strike	1	7	×5	7	Precision Strike 3
Blinding Strike	1	10	×2	9	Precision Strike 3 or Aim 5*
Killing Blow [Weapon]	3	14	×8	14	WS R+4, Precision Strike 3, Piercing Strike ,Weapon Mastery [Weapon]
Power Attack Tree					
Mighty Blow	5	R×3	×2	4	S R+2
Unstoppable Blow	1	15	×2	P	Mighty Blow 2
Severing Strike	5	R+7	×5	12	Mighty Blow R, Precision Strike R
Crippling Strike	5	R+5	×5	7	Mighty Blow R or Precision Strike R
Sundering Strike	5	R+5	×5	7	Mighty Blow R, Precision Strike R
Push-Back	5	R+1	×5	2	Mighty Blow R
Frenzied Attack Tree					
Fury	1	10	×2	P	Frenzied Stance
Berserk	5	R×2	×2	P	Fury
Blood Frenzy	5	R×3	×2	P	Berserk R
Blind Rage	1	15	×3	P	Blood Frenzy 3
Nonlethal Attack Tree					
Pummeling Blow	5	R+1	×3	1	WS R+1
Stunning Blow	5	R+4	×3	8-R	S R+3 or Pummeling Blow R
Subduing Blow	5	9	×5	9	WS R+2, Stunning Blow 1
Choking Hold	5	R×5	×5	5	Pummeling Blow R
Muting Blow	1	8	×5	1	WS 4, S 3, Pummeling Blow 1
Unarmed Attack Tree					
Lethal Fist	1	3	×3	P	Weapon Expertise (Unarmed)
Iron Fist	1	12	×5	P	Lethal Fist, Weapon Mastery (Unarmed)
Unarmed Block	1	10	×5	P	Iron Fist
Grapple	1	8	×2	5	Weapon Expertise (Unarmed)
Mounted Offensive Tree					
Mighty Charge	5	R×2	×2	3	Mounted Combat Stance
Devastating Charge	1	10	×3	+3	Mighty Charge 3

DEFENSIVE COMBAT SKILLS

Skill	R	XP	Self	SP	Prerequisites
Parry Tree					
Parry	5	R×5	×5	6-R	WS R+2
Blind Parry	1	10	×5	+3	Parry 4, Preternatural Senses 2
Deflect Missile	1	7	×7	P	Aw 5, Ag 4, Parry 3
Reflect Missile	1	12	×8	+3	Ag 7, BS 6, Parry 5, Deflect Missile
Riposte [Weapon]	1	10	×5	+3	Parry 2, Counter-Attack 2
Dual Defense	1	10	×3	P	Parry 1, Dual Wield
Firm Grip	5	R×2	×2	P	S R+2, Parry 1
Dodge Tree					
Dodge	5	R×7	×3	8-R	Ag R+2
Blind Dodge	1	15	×5	+4	Dodge 3, Preternatural Senses 3

Armour Tree					
Armour Proficiency, Light	1	4	×2	P	-
Armour Proficiency, Medium	1	8	×2	P	Light Armour Proficiency
Armour Proficiency, Heavy	1	12	×2	P	Medium Armour Proficiency, Endurance 1
Shield Proficiency, Buckler	1	2	×2	P	-
Shield Proficiency, Medium	1	4	×2	P	Buckler Shield Proficiency
Shield Proficiency, Tower	1	8	×2	P	S 3, Medium Shield Proficiency, Endurance 1
Armour Mastery	5	R×4	×5	1	WS R+2; Medium Armour Proficiency or Natural Armour R trait
Armour Supremacy	1	15	×5	P	Armour Mastery 3
Shield Mastery	5	R+3	×5	P	WS R+2, Buckler Shield Proficiency
Complete Cover	1	10	×2	P	Shield Mastery 3, Tower Shield Proficiency
Brace	5	R+1	×3	3	S R+2
Mounted Defensive Tree					
Mounted Dodge	1	5	×2	P	Mounted Combat Stance, Ag 4
Steer Mount	1	7	×2	P	Mounted Combat Stance, Ag 4, Aw 4
Leap from the Saddle	1	3	×3	P	Mounted Combat Stance, Ag 5

STANCE SKILLS

Skill	R	XP	Self	SP	Prerequisites
Defensive Stance	1	8	×3	2	WS 4 or Ag 4
Flagellant's Stance	1	8	×2	3	IP 5
Frenzied Stance	1	10	×3	3	Flurry Attack 1
Hunter's Stance	1	9	×3	3	Aw 4
Mounted Combat Stance	1	8	×3	1	Ride

PHYSICAL SKILLS

Skill	R	XP	Self	SP	Prerequisites
Enhanced Stamina	∞	R÷5	-	P	-
Enhanced Resilience	W×2	R+2	-	P	-
Enhanced [M, S, T]	1	20	×2	P	-
Enhanced [WS, BS, Ag, Aw, Int, Wp, Cha]	3	R×10	×2	P	-
Exceptional [Characteristic]	1	40	×5	P	max ranks in Enhanced [Characteristic]
Second Wind	∞	R×2	-	0	SP R×5
Iron Will	3	R+6	×2	5	Wp R+3
Supreme Will	1	10	×5	15	Wp 7, Iron Will 3
Iron Fortitude	3	R+6	×2	5	T R+3
Supreme Fortitude	1	10	×5	15	Iron Fortitude 3
Iron Might	3	R+6	×2	5	S R+3
Supreme Might	1	10	×5	15	Iron Might 3
Endurance	5	R×2	×2	P	T R+2
Shrug it Off	3	R×3	-	4-R	T R+2 or Wp R+3
Die Hard	3	10	-	P	T R+3, Shrug it Off 3
Escape Artist	10	R+1	×3	X	Ag R
Quick Escape	1	4	×4	+3	Escape Artist 6
Concealed Escape	1	4	×4	+3	Escape Artist 5
Fearless	1	15	-	P	IP 8 or Supreme Will
Slow Bleed	1	10	-	P	T 4 or Hand of Fate 3
Stubborn	1	15	-	P	Wp 5 or Int < 2
Forced March	1	4	×2	P	Endurance 1
Rapid Healing	5	R×3	-	P	T R+2

ACADEMIC & SOCIAL SKILLS

Skill	R	XP	Self	SP	Prerequisites
Speak Language [Basic]	3	7	×7	P	Int R+1
Speak Language [Advanced]	3	9	N	P	Int R+2
Speak Language [Arcane]	3	10	N	P	Int R+3
Read & Write [Basic]	3	8	N	P	Speak [Language] R
Read & Write [Advanced]	3	12	N	P	Speak [Language] R
Read & Write [Arcane]	3	15	N	P	Speak [Language] R
Knowledge [Lore Topic]	3	R×4	N	P	Int R+2
Master Scholar [Lore Topic]	1	20	N	P	Knowledge [Lore Topic] 3, Quest
Appraise	5	R+1	×3	P	Int R
Trainer	5	R×3	×3	P	Int R
Gossip [Region]	3	R×6	×3	P	Cha R+2, Knowledge [Region] R
Torture	3	R×5	×3	8	Wp R+1; CP R+2; Int or Cha R+1
Master Torturer	1	20	×5	10	CP 6, Torture 3
Intimidating Presence	5	R+2	×3	5	Cha R+2 or S R+2 or Large trait
Charmer	5	R+3	×3	8	Cha R+2

PERCEPTION SKILLS

Skill	R	XP	Self	SP	Prerequisites
Awareness Tree					
Preternatural Senses	5	R+3	×3	6-R	Aw R+3
Danger Sense	1	10	×3	P	Preternatural Senses 2
Track	5	R×3	×3	3	Aw R+2
Quick Search	5	4	×2	P	Aw R+2
Blind Fight	1	12	×5	P	Aw 6, Preternatural Senses 5
Stealth Tree					
Hide	5	5	×3	6-R	Ag R+2
Shadow Walk	1	10	×5	2	Hide 3
Strike from the Shadows	1	12	×5	2	Hide 5
Scout	1	10	×3	P	Danger Sense, Hide 2
Pick Pocket	5	R×3	×5	4	Ag R+1, Hide 1

TRADE SKILLS

Skill	R	XP	Self	SP	Prerequisites
Labourer [Profession]	10	R×2	×2	P	–
Extractor [Profession]	10	R×3	×3	P	–
Craftsman [Profession]	10	R×3	×4	P	–
Recover Material	1	3	×3	P	Craftsman 3, special
Material Expertise [Material]	1	12	*	P	varies
Trade Master [Profession]	1	35	×3	P	Quest; Labourer/Extractor/Craftsman/Engineer/Physician 10
Physician	10	R×4	×5	*	Int 3 (R 1-3), Int 4 (R 4-6), Int 5 (R 7-8), Int 6 (R 9-10)
Battlefield Medic	5	R+4	×4	P	Physician R+5
Expedited Care	5	R×2	×3	P	Physician R+5
Kopfdoktor	5	R×2	×7	P	Physician R+4
Harvest Creature	5	R+1	×3	P	Physician R or Extractor [Hunter] R+1 or Alchemist R+2
Apply Poison	5	R+2	×2	P	Ag R
Engineer [Subtype]	10	R×3	×5	P	Int 4 (R 1-3), Int 5 (R 4-6), Int 6 (R 7-8), Int 7 (9-10)
Engineering Plans [Item]	1	*	×5	P	varies
Engineering Masterpiece [Item]	1	*	×10	P	Quest, Engineer 7

Disable Mechanism	5	R×2	×3	*	Engineer R×2 or (Ag R+2 and Aw R+2)
Merchant	1	R×3	×2	P	Int (by rank), Appraise (by rank)
Merchant Speciality [Category]	1	12	×3	P	Merchant 5
Fence Connections [Settlement]	1	10	×5	P	Merchant 3

MAGIC SKILLS

Skill	R	XP	Self	SP	Prerequisites
Magical Aptitude	1	25	–	P	Int 4 or Wp 4
Learn Spell [Spell]	1	2 x lvl	×4	P	varies
Dispel Magic	5	R×5	×2	1	Channeling R or Divine Lore R
Counterspell	1	8	×4	*	Dispel Magic 2
Mighty Spell	5	R×5	×5	P	Channeling R or Divine Lore R
Spell Mastery [Spell]	1	5	×2	P	Learn Spell [Spell]
Arcane Tree					
Witchsight	5	R+3	–	P	Magical Aptitude
Arcane Lore	5	R×8	×7	P	Int R+2, Knowledge [Magic] R÷2, special (see <i>Lores of Magic</i>)
Dark Lore	5	R×8	×7	P	Wp R+2, special (see <i>Lores of Magic</i>)
Hedge Magic	2	R×7	×3	P	Wp R+2, Wild Channeling
Develop Spell [Spell]	1	*	–	P	Quest; Arcane Lore 4 or Dark Lore 4
Channeling [Wind]	5	R×5	×3	1	Witchsight 1, Knowledge [Magic] 1
Wild Channeling	3	R×4	×2	1	Magical Aptitude
Arcane Reservoir	∞	2	–	P	Channeling [any] or Wild Channeling
Resist Miscast	1	15	×5	X	Wp 5, Concentration 10
Concentration	∞	2	–	P	Wp 4, Channeling [any]
Targeted Dispel	1	7	×3	P	Witchsight 3, Dispel Magic 1
Channel Mastery [Wind]	5	R×4	×5	P	Channeling [Wind] R
Eschew Incant	3	12	×5	P	Wp R+5, Int R+4, Channeling R
Divine Tree					
Divine Lore [Deity]	*	R×10	×5	P	Devotion [Deity] R, Magical Aptitude, special (see <i>Lores of Magic</i>)
Devotion [Deity]	∞	4	×2	P	Faithful [Deity]
Prayer	5	R+1	×2	P	Devotion 1
Sermon	1	5	×3	P	Cha 4, Prayer 1

UNIT SKILLS

Skill	R	XP	Self	SP	Prerequisites
Unit Tactics [ST Handgunners]	5	R+2	×5	P	Human, BS3, Speak Reikspiel 1, Weapon Proficiency [Arquebus]
Unit Position [Musician]	1	7	×3	P	Unit Tactics [any State Troop] 2, Labourer [Performer] 1
Unit Position [Standard Bearer]	1	8	×2	P	Wp 4, Unit Tactics [any State Troop] 3
Unit Position [ST Sergeant]	1	8	×2	P	Wp 4, Cha 4, Unit Tactics [any State Troop] 4

LEADERSHIP SKILLS

Skill	R	XP	Self	SP	Prerequisites
War Cry	1	10	×2	+3	Cha 5, Unit Leader
Unit Leader	1	8	×2	+3	Cha 4, Unit Position [ST Sergeant or equivalent]
Commander	1	12	×2	+5	Quest, Cha 6, Unit Leader, SR Gold 1 or higher
Hold the Line!	5	R+2	×2	6-R	Cha R+3
Steel Your Nerves!	5	R+2	×2	6-R	Cha R+3
Double Time!	5	R+1	–	6-R	Cha R+3
Kill them All!	5	R+3	–	10	Cha R+3

GENERAL SKILLS

Skills in this category include both variety of miscellaneous skills that don't fit neatly into any other category and a few abilities that really cannot be learned and thus arguably cannot even be called true skills.

FAITHFUL [DEITY]

Passive XP: R×3 Self-Trained: — Max Ranks: 5

Prerequisites: —

Restrictions: In most circumstances this skill may only be selected once. Unless indicated otherwise, if it is taken again, all previous Faithful skills become dead skills.

Effect: Faith is a powerful possession, able to sometimes work miracles all of its own. While most within the Empire will acknowledge and pay due respects to an entire pantheon of deities, some will choose focus their devotion primarily towards a single divine patron. A character with this skill is granted the following benefits:

- A character with a higher rank in this skill is more likely to attract their patron's attention when they pray for divine intervention. A Plot Marshal must be consulted when attempting to use the skill in this way, and any results are completely at their discretion. It is worth noting though that many deities will very rarely intervene directly on behalf of even their most devout followers, and when such interventions do occur, they can sometimes be quite subtle.
- The character gains unique mechanical benefits, including increased benefits from certain spells in that deity's lore of magic. These benefits depend upon the deity to whom the character is devoted (see that deity's Divine/Arcane Lore entry in the Lores of Magic supplement for further details).

FATEFUL STRIKE

Passive XP: 5 Self-Trained: — Max Ranks: 1

Prerequisites: Lucky Blow 2

Effect: Sometimes fate will intervene when a destined blow must be struck true in the most desperate of situations. If the character uses an active skill when making an attack and the attack physically misses or is blocked (not negated by a reaction call), then they can spend a Luck Point to immediately make the same attack call again without

expending further SP. The second attack call must be made immediately after the strike misses, just as a reaction call would be, and must be exactly the same attack call made previously. The character must attempt to strike the same opponent with the attack, and may not intentionally target a different character.

HAND OF FATE

Passive XP: 25 Self-Trained: — Max Ranks: 5

Prerequisites: —

Effect: You are a chosen instrument of some cosmic being or another, destined to play some part in events which have not yet come to pass. Each time the character takes this skill, their current Fate Points total is increased by 1.

Special: This skill takes no downtime at all to learn.

HATRED [TARGET]

Passive XP: 5 Self-Trained: — Max Ranks: 1

Prerequisites: Enmity [Target] corruption

Effect: In such a dark and violent world, it is not uncommon to find deep-seated enmities and utter loathing among many. A character with this skill adds +1 to their damage with any physical melee attack call against a target of their chosen individual or group, and may never choose to voluntarily reduce their damage.

LUCKY

Passive XP: R×5 Self-Trained: — Max Ranks: 5

Prerequisites: —

Effect: Whether you are fated for some great destiny or merely on Ranald's good side, sheer luck grants you success more often than can be accounted for by random chance alone. The character receives a number of extra Luck Points equal to their rank in this skill at the start of each event.

Note: this has no effect on the character's Fate Points characteristic.

Special: This skill takes no downtime at all to learn.



LUCKY BLOW

Active (6–R SP) XP: R×3 Self-Trained: – Max Ranks: 5

Prerequisites: Lucky R

Effect: Through sheer luck, the character's weapon finds their enemy's most vital locations far more often than their martial skill alone can account for. To use this skill, the character makes an attack with a weapon and makes the attack call: "[X+LP] [Damage Type]", where X is the amount of damage the character inflicts with a passive attack call from that weapon and LP is the character's current number of Luck Points remaining (not the LP total granted at the start of an event).

PROPHECY

Passive XP: R×6 Self-Trained: ×3 Max Ranks: 5

Prerequisites: IP R+5 or (Magical Aptitude and IP R+3)

Effect: Though the magisters of the Celestial College specialize in divination, they are not the only ones who can receive insight into potential futures. The Winds of Magic exist both within and outside the physical confines of time and space, and those who are sensitive to them and whose minds are less connected to the physical world can sometimes be imprinted with knowledge beyond mortal comprehension. However, few who receive such visions (much less those around them) truly understand where they come from, and they are generally believed to be visions granted by the gods. The Cult of Morr has the Augurs, while that of Myrmidia maintains the Blessed Order of True Insight. The Sigmarites simultaneously discredit the soothsayers of the old faiths as charlatans, while at the same time upholding the divinely-granted prophecies of their own

prophets. Regardless of what they believe, a character with this skill receives such visions. During their log, the character will be provided with a description of the visions they have had over the past month. What information they receive will depend upon their rank in this skill, but expect all such visions to be cryptic, filled with strange symbolism and unclear imagery that will be up to the character to interpret.

Special: Not only are these visions more easily seen by those with fractured minds, but being constantly exposed to them does little to ground the character in reality. Every time the character learns a rank in this skill, they automatically gain an Insanity Point.

RIDE

Passive XP: 5 Self-Trained: ×3 Max Ranks: 1

Prerequisites: –

Effect: The character knows how to control a mount. While they are moving through open terrain (roads, fields, etc.), a mounted character counts their Movement characteristic as that of their mount. In order to make attack calls or use active skills while mounted, a character must enter the Mounted Combat Stance, as per that skill. See the Mounted Combat section in the Combat chapter for further details.

SKILL MASTERY [ACTIVE SKILL]

Passive XP: 15 Self-Trained: ×5 Max Ranks: 1

Prerequisites: max ranks in that skill (non-Human only)

Effect: The Stamina Point cost for the indicated active skill is reduced by 1 for the character, to a minimum of 1 SP.

Special: This skill may be purchased multiple times, but a different active skill must be selected each time.

OFFENSIVE COMBAT SKILLS

Skills in this category enhance a character's ability to attack others in combat.

Note: Although not noted as such in their descriptions, Weapon Expertise [Weapon] is a prerequisite for every other Offensive Combat Skill. In order to benefit from an Offensive Combat Skill in any way, the character must have a weapon, for which they possess the Weapon Expertise skill, actively equipped in their dominant hand.

AIM

Active (4 SP) XP: R×3 Self-Trained: ×2 Max Ranks: 5

Prerequisites: BS R+2

Effect: With a moment to aim, the character is adept at targeting the most vulnerable areas on a target. When the character is completely ready to make an attack with a ranged weapon at a chosen target (e.g. bow string drawn, loaded pistol pointed, etc.), they may use this skill by making the call "Described Action: Aiming 1, Aiming 2, ... , Aiming 5". Immediately after completing the 5-count, they may fire their weapon, making the attack call "[X+R] [Damage Type]", where X is the amount of damage the character inflicts with a passive attack call from that weapon. The character may not move or take any other actions until after they have made their shot. They may choose to abandon the 5-count before its end with no reduction in SP (useful if they lose sight of the target or an ally gets in the way), but if they reach the end of their count then the SP are used even if the character is forced to abandon the shot before firing by moving or taking some other action.

For example, the notorious Witch Hunter Helmet von Kessig draws his loaded pistol and raises it towards a distracted cultist. With the pistol ready to fire, he calls "Described Action: Aiming 1, Aiming 2, Aiming 3, Aiming 4, Aiming 5." While the pistol would normally do "5 Steel", Helmut has 3 ranks in Aim and so loudly calls out "8 Steel" for the shot.

AMBIDEXTERITY

Passive XP: 3 Self-Trained: ×2 Max Ranks: 1

Prerequisites: none

Effect: A character with this skill treats both hands as being dominant, allowing them to use either to attack without penalty. Without this skill, a character selects which of their hands is dominant at character creation and any attacks made with a one-handed weapon wielded in their non-dominant hand suffers a penalty of -1 to their WS and damage.

ARTERIAL STRIKE

Active (7 SP) XP: 7 Self-Trained: ×5 Max Ranks: 1

Prerequisites: Precision Strike 3

Effect: By targeting major blood vessels, the character can leave the target with a wound which continues to hemorrhage blood. To use this skill, the character makes the attack call: "[X] [Damage Type] Bleed", where X is the amount of damage the character inflicts with a passive attack call from that weapon.

Special: This skill may only be used with a slashing or piercing weapon.

ASSASSINATE [WEAPON]

Active (20 SP*) XP: 20 Self-Trained: ×8 Max Ranks: 1

Prerequisites: Precision Strike 3 (melee) or Aim 5 (ranged), Piercing Strike (melee) or Piercing Shot (ranged), Sneak Attack, Weapon Mastery [Weapon]

Effect: Unseen until too late, the character is able to slay their foe with a single, well-placed strike before melting back into the shadows. To use this skill, the character must strike the rear facing of the target's torso and makes the attack call: "Sneak: [Damage Type] Killing Blow". In order to benefit from this skill, the target must be unable to see the character at the moment of the attack (regardless of whether or not they know they're there).

Special: This skill may only be used with a ranged weapon or with a one-handed melee weapon of size 1H-Short or smaller (each has their own prerequisites in order to use).

*If this skill is used with a non-piercing weapon, the SP cost is doubled (after any other modifiers).

BACKSTAB

Passive XP: R×4 Self-Trained: ×2 Max Ranks: 3

Prerequisites: WS R+2, Ag R+2, Hide R

Effect: Far from a gentlemanly fighter, the character is trained to strike with deadly effect at an opponent when their back is turned. The character may add their rank in this skill to the damage of their passive attack call whenever the target is unable to see the character at the moment of the attack (regardless of whether or not they know they're there). This skill can also be used in unusual circumstances where the target can see the character but can't see their weapon and has not identified the character as a foe (e.g. a stranger sitting beside the target in a tavern stabs them with a dagger that was concealed beneath the table).

Despite the name of the skill, the attack need not strike the target's back (this just happens to be the simplest way to attack someone without being seen by them).

BERSERK

Passive XP: R×2 Self-Trained: ×2 Max Ranks: 5

Prerequisites: Fury

Effect: When worked into a frenzy, the sight of their own blood only further fuels the character's bloodlust. Whenever the character loses one or more Wounds while in a Frenzied Stance, they instantly regain a number of SP equal to their rank in this skill for each Wound lost (up to their normal maximum SP). Likewise, if the character regains one or more Wounds while in a Frenzied Stance, they instantly lose a number of SP equal to their rank in this skill for each Wound regained (to a minimum of 0).

BLACKPOWDER PROFICIENCY

Passive XP: 3 Self-Trained: ×5 Max Ranks: 1

Prerequisites: Int 3; Human, Dwarf or Ogre

Effect: A character with this skill is knowledgeable in the theory of blackpowder weapons. The character is able to safely store, handle and measure out appropriate amounts of powder for use in blackpowder weapons.

BLIND RAGE

Passive XP: 15 Self-Trained: ×3 Max Ranks: 1

Prerequisites: Blood Frenzy 3

Effect: When worked into a frenzy, the character's bloodlust completely takes over, driving out all other rational thought. While in the Frenzied Stance, the SP cost of the Flurry Attack skill is reduced to 0 SP (but note that they still cannot combine this with any other active skill). In addition, whenever the character enters a Frenzied Stance, they immediately take the Rage effect (if the Rage effect is resisted in any way, then the character does not gain any of the benefits of this skill but may enter the Frenzied Stance as normal). Likewise, if the character ever takes a Rage effect from any other source, they instantly enter a Frenzied Stance for no SP cost. Finally, the character no longer automatically ends their Frenzied Stance when their SP total is 0.

BLINDING STRIKE

Active (9 SP*) XP: 10 Self-Trained: ×2 Max Ranks: 1

Prerequisites: Precision Strike 3 (melee) or Aim 5 (ranged)

Effect: Though a difficult target to hit, damaging an opponent's eye can leave them at a considerable disadvantage in a fight. To use this skill, the character must strike the target's torso (not a limb and definitely not their actual eyes) and makes the attack call: "[Damage Type] Blind (single eye, permanent)".

*If this skill is used with a bludgeoning weapon, the SP cost is doubled (after any other modifiers).

BLOOD FRENZY

Passive XP: R×3 Self-Trained: ×2 Max Ranks: 5

Prerequisites: Berserk R

Effect: When worked into a frenzy, the sight of their enemy's blood only further fuels the character's bloodlust. Whenever the character drops an enemy combatant while in a Frenzied Stance, they instantly regain a number of SP equal to their rank in this skill (up to their normal maximum SP). To count as having 'dropped' an enemy combatant, the character must believe that they have put that combatant into the Mortally Wounded, Dying or Dead conditions as a result of their attack(s).

Special: For a character under the Rage effect, all individuals count as enemy combatants for the purpose of this skill.

CHOKING HOLD

Active (5 SP*) XP: R×5 Self-Trained: ×5 Max Ranks: 5

Prerequisites: Pummeling Blow R

Effect: The character attempts to cut off the target's airway. To use this skill, the character makes simultaneous attacks with two unarmed boffers* (or a single whip boffer) against the target and makes the attack call: "Choke [S]", where S is the character's Strength characteristic to a maximum of R+2. At rank 5, the character instead makes the attack call: "Sneak: Choke [S]". If the target does not avoid or resist the attack, they will begin their silent 1-minute count. During this time the character must maintain contact with both fist boffers (or the whip boffer) on the target. If the character breaks contact, makes another attack call or uses another active skill before the count is complete, the target will be free to act again (as per the Choke effect).

*If this skill is used while the character is also holding a garrotte phys rep in one hand instead of a second unarmed boffer, the SP cost is reduced by 2 (as per the Easy quality) and the choking force of the attack is increased by 1. Note that you should never attempt to even simulate placing the garrotte around the target's throat.

COUNTER-ATTACK

Active (2 SP) XP: R+1 Self-Trained: ×3 Max Ranks: 5

Prerequisites: Precision Strike 1

Effect: When they fully commit to an attack, your opponent may leave themselves open to a retaliatory strike if you can react quickly enough. When the character has been successfully struck by a melee weapon phys-rep, they may use this skill in order to make the reaction call: "Reaction: [R] [Damage Type]" (or they may add this to the end of any passive reaction call they make). This skill may not be used against attack calls with the Sneak effect, against ranged attacks of any sort or against an attempted melee attack where the weapon phys-rep physically misses or is blocked. Additionally, this skill may not be used if the character chooses to use a different active skill as a reaction call (such as Parry or Dodge). The damage done has the same damage type as their equipped weapon and has a damage value equal to the character's rank in this skill, to a maximum of their regular passive damage from that same weapon.

For example, Thorgi the Dwarf miner is beset by a hulking Black Orc with a massive choppa. It swings at Thorgi, calling "7 Steel" and hits the Dwarf in the leg. Thorgi doesn't have

the strength to parry the blow, but is determined to give the Orc a taste of his pick in turn. Having 3 ranks in this skill, he calls "Reaction: 3 Steel", even though his passive damage would normally be higher than this.

CRIPPLING STRIKE

Active (7 SP) XP: R+5 Self-Trained: ×5 Max Ranks: 5

Prerequisites: Mighty Blow R or Precision Strike R

Effect: From cutting their hamstring to breaking a bone, many attacks can effectively disable an opponent's limb. To use this skill, the character attacks with a melee weapon and makes the attack call: "[Damage Type] Disable [X+R]", where X is the amount of damage the character inflicts with a passive attack call from that weapon.

DEAD EYE SHOT

Active (10 SP) XP: 10 Self-Trained: ×5 Max Ranks: 1

Prerequisites: Aim 3, Piercing Shot

Effect: A peerless marksman, the character is capable of carefully targeting their shot so that it slips past even the best prepared defence. When using this skill, the character can use a ranged weapon to make the attack call: "Irresistible: [X] [Damage Type] Piercing", where X is the amount of damage the character inflicts with a passive attack call from that weapon.

Special: Although active skills can not usually be combined, the effects of this skill can be combined with the Aim and Quick Aim skills. The character may simply choose to pay both SP costs and benefit from both skills for the attack.

DEVASTATING CHARGE

Active (+3 SP) XP: 10 Self-Trained: ×3 Max Ranks: 1

Prerequisites: Mighty Charge 3

Effect: Such is the precision and power of the character's lance on a charge, that it will drive cleanly through almost any form of protection. When using the Mighty Charge skill, the character can choose to spend an additional 3 SP in order to either:

- add the Piercing effect to the end of the attack call; or
- instead make the attack call: "Shatter [X]", where X is the damage value of the character's attack when using the Mighty Charge skill.

This skill is only usable when attacking with a lance or demi-lance that is used to thrust.

DISARMING SHOT

Active (5 SP) XP: 7 Self-Trained: ×5 Max Ranks: 1
Prerequisites: Aim 4

Effect: The character is so precise with their ranged attacks that they can knock an opponent's weapon clean out of their hand. When using this skill, the character can use a ranged weapon to make the attack call: "Disarm 5 [Item]", where the named item may be any object held in either of the target's hands. The description of the item may be as short as the attacker wishes, so long as there is no ambiguity as to the target. For example, if used against a targeting wielding a short sword and a flail, the call "Disarm sword" would be sufficiently clear, while that same call would be insufficient if used against a target wielding a sword in either hand.

DISARMING STRIKE

Active (4 SP) XP: R+4 Self-Trained: ×3 Max Ranks: 5
Prerequisites: S R+3 or Precision Strike R

Effect: Either through a practiced manoeuvre or sheer strength, you are able to force your opponent's weapon from their grip. To use this skill, the character makes an attack with a melee weapon and makes the attack call: "Disarm [X+R]", where X is the amount of damage the character inflicts with a passive attack call from that weapon. Note that, as per the Disarm effect, this will have no effect unless the strike physically impacts an item held by the target.

DUAL STRIKE

Active (2 SP) XP: 6 Self-Trained: ×5 Max Ranks: 1
Prerequisites: Dual Wield

Effect: When wielding two 1-handed melee weapons, a character using this skill may make a strike with each of their melee weapon phys reps before they must draw back outside of striking distance for a silent 3-count. Each strike requires a separate attack call and cannot be combined with any other active skills (except Flurry Attack). No other attack calls or reaction calls may be made between these strikes. This is an exception to the usual Machine-Gunning rule, but all other rules for making an attack (including the rule for Drawback) remain unchanged.

If the character also possesses the Flurry Attack skill, they may make one additional strike when using that skill, so long as each of their weapons is used to make at least one strike each. In this case the character only pays the SP cost for Flurry Attack and not also for Dual Strike.

For example, a character who normally attacks for "3 Steel" with a short sword and "2 Wood" with a club, could make the attack calls: "3 Steel. 2 Wood.", making a separate physical strike for each attack, before stepping back.

DUAL WIELD

Passive XP: 4 Self-Trained: ×2 Max Ranks: 1
Prerequisites: Ambidexterity

Effect: A character with this skill may wield a 1-handed melee weapon in each hand without penalty (being careful to remember the correct attack call and which active skills may be used with each). When wielding two melee weapons without this skill, a character suffers a penalty of -1 to their WS and damage when making an attack with either weapon.

FEINT

Active (5 SP) XP: 5 Self-Trained: ×3 Max Ranks: 1
Prerequisites: Ag 4, Precision Strike 3

Effect: When executed properly, a quick feint can trick your opponent into opening up their guard. To use this skill, the character makes an attack with a melee weapon and makes the attack call: "Sneak: [X] [Damage Type]", where X is the amount of damage the character inflicts with a passive attack call from that weapon.

FLURRY ATTACK

Active (3 SP) XP: R×4 Self-Trained: ×2 Max Ranks: 3
Prerequisites: WS R+3 or Ag R+3

Effect: Moving with lightning speed, you are able to land a series of light blows in the time it would take another warrior to make one. When using this skill, the character makes the call "Flurry" before making a number of successive strikes with their melee weapon phys-rep equal to 1+R before they must draw back outside of striking distance for a silent 3-count. Each strike requires a separate passive attack call and cannot be combined with any other active skills. No other attack calls or reaction calls may be made between these strikes. This is an exception to the usual Machine-Gunning rule, but all other rules for making an attack (including the rule for Drawback) remain unchanged.

For example, a character who normally attacks for "4 Steel" and who has 2 ranks in this skill, could make the attack calls: "Flurry: 4 Steel. 4 Steel. 4 Steel.", making a separate physical strike for each of the three attacks, before stepping back.

FURY

Passive XP: 10 Self-Trained: ×2 Max Ranks: 1

Prerequisites: Frenzied Stance

Effect: When worked into a frenzy, the character's bloodlust grants them an extra measure of strength. While in a Frenzied Stance, the character counts their Strength characteristic as if it were one point higher than normal.

GRAPPLE

Active (5 SP) XP: 8 Self-Trained: ×2 Max Ranks: 1

Prerequisites: Weapon Expertise (Unarmed)

Effect: The character attempts to physically hold the target in place and prevent them from moving. To use this skill, the character makes simultaneous attacks with two unarmed boffers against the target and makes the attack call:

"Constrict [S], Concentration", where S is the character's Strength characteristic. A small-sized character subtracts 1 from this value while a large-sized character adds 1.

Assuming that the target does not resist it, the Constrict effect remains as long as the character maintains contact with both fist boffers (or otherwise removes the effect). If the character breaks contact, makes another attack call or uses another active skill, then they must immediately make the call: "Remove Constrict" and draw back from the target.

HOOK

Active (4 SP) XP: 8 Self-Trained: ×3 Max Ranks: 1

Prerequisites: Precision Strike 1

Effect: Using their weapon the character is able to drag an enemy towards them or send them toppling to the ground. To use this skill, the character makes an attack with a melee weapon against a target and makes the attack call: "Pull [S]". Alternatively, if the character is using a whip or hooked polearm, they can instead choose to make an attack against the target's legs and make the attack call: "Trip [S]". In both cases, S is the Strength characteristic of the character

IRON FIST

Passive XP: 12 Self-Trained: ×5 Max Ranks: 1

Prerequisites: Lethal Fist, Weapon Mastery (Unarmed)

Effect: You are so proficient in unarmed combat that you can do just as much damage with your fist, elbow or knee as another warrior might cause with sword, axe or mace.

When making an unarmoured unarmed attack with a red fist boffer (or a Gauntlet attack with a black fist boffer), the base damage of the attack is increased to S instead of S-3 or S-2.

KILLING BLOW [WEAPON]

Active (14 SP) XP: 14 Self-Trained: ×8 Max Ranks: 3

Prerequisites: WS R+4, Precision Strike 3, Piercing Strike, Weapon Mastery [Weapon]

Effect: The character's martial expertise affords them the knowledge of how to drop even the hardest foe with a single, well-placed hit. To use this skill, the character attacks with a melee weapon and makes the attack call: "[Damage Type] Killing Blow [R+3]".

KILLING SHOT [WEAPON]

Active (14 SP) XP: 14 Self-Trained: ×8 Max Ranks: 3

Prerequisites: BS R+4, Aim 4, Piercing Shot, Weapon Mastery [Weapon]

Effect: The character's exceptional aim allows them to drop even the heartiest foe with a single, well-placed shot. To use this skill, the character attacks with a ranged weapon and makes the attack call: "[Damage Type] Killing Blow [R+3]".

LETHAL FIST

Passive XP: 3 Self-Trained: ×3 Max Ranks: 1

Prerequisites: Weapon Expertise (Unarmed)

Effect: Though most unarmed strikes will leave little more than some deep bruising, a practiced pugilist can easily cause far more serious harm should they so choose. When making an attack with a red unarmed fist boffer, the character can choose to do Wood damage instead of Padded damage. If they are wearing steel plate armour on their hands or elbows, they can instead choose to do Steel damage.

MIGHTY BLOW

Active (4 SP) XP: R×3 Self-Trained: ×2 Max Ranks: 5

Prerequisites: S R+2

Effect: Able to temporarily draw upon even greater reserves of strength, the character is able to deliver particularly powerful blows. To use this skill, the character makes an attack with a melee weapon and makes the attack call: "[X+R] [Damage Type]", where X is the amount of damage the character inflicts with a passive attack call from that weapon.

MIGHTY CHARGE

Active (3 SP) XP: R×2 Self-Trained: ×2 Max Ranks: 5

Prerequisites: Mounted Combat Stance

Effect: The character knows full well how to funnel the impetus of their charging steed into their weapon, to deliver a powerful blow. When using this skill, the character may add the Charging R quality to their weapon for a single attack. If their weapon already has the Charging quality, its numerical value is instead increased by R for the attack.

MULTI-SHOT

Active (4 SP) XP: R×4 Self-Trained: ×5 Max Ranks: 4

Prerequisites: BS R+4, Aim 1

Effect: The character is either able to fire arrows from a bow with alarming speed or may have even mastered the physics-defying feat of firing multiple arrows in a single shot. In either case, the character may use this skill when firing an arrow from a bow (of any sort). They will add the Multi-Attack prefix and then make their passive attack call for the weapon a number of times equal to their rank in this skill plus one. Although only one arrow phys-rep is fired, the character must be equipped with enough arrows to make that many passive attacks and the damage type may not be changed between attacks.

For example, a character who normally attacks for “4 Steel” with their longbow and who has 2 ranks in this skill, could make the attack calls: “Multi-Attack: 4 Steel. 4 Steel. 4 Steel.”, making a single shot with their arrow phys rep. If it strikes the target, they will count as having been hit by three separate arrows, each with a separate “4 Steel” attack call.

Special: This skill can only be used with a bow (of any sort). It may not be used with a crossbow, thrown weapon, blackpowder weapon or any other sort of ranged attack.

MUTING BLOW

Active (5 SP) XP: 8 Self-Trained: ×5 Max Ranks: 1

Prerequisites: WS 4, S3, Pummeling Blow 1

Effect: With the application of sufficient force to a foe’s throat, the character is capable of temporarily disrupting their ability to speak. To use this skill, the character makes an attack with a melee weapon against a target’s torso and makes the attack call: “Mute”.

PIERCING SHOT

Active (4 SP*) XP: 6 Self-Trained: ×3 Max Ranks: 1

Prerequisites: Aw 4, Aim 2

Effect: The character is adept at aiming their shots at the narrow gaps between armour. When using this skill during a ranged attack, they make the attack call: “[X] [Damage Type] Piercing”, where X is the amount of damage the character inflicts with a passive attack call from that weapon.

*If this skill is used with a non-piercing weapon, the SP cost is doubled (after any other modifiers).

PIERCING STRIKE

Active (4 SP*) XP: 6 Self-Trained: ×3 Max Ranks: 1

Prerequisites: Precision Strike 2

Effect: The character is adept at finding the gaps between armour. When using this skill to make a melee attack, they make the attack call: “[X] [Damage Type] Piercing”, where X is the amount of damage the character inflicts with a passive attack call from that weapon.

*If this skill is used with a non-piercing weapon, the SP cost is doubled (after any other modifiers).

PINNING SHOT

Active (4 SP) XP: R+2 Self-Trained: ×5 Max Ranks: 5

Prerequisites: Aim R

Effect: The character is adept at pinning a target’s loose clothing or other accoutrement to a nearby surface. When using this skill, the character can use a ranged weapon to make the attack call: “Pin [R] - [Location]”. As per the Pin effect, if one of the target’s hands is selected as the location, there must be a suitable surface within reach to pin it to. Regardless of the character’s rank in this skill, the pinning force may never exceed the normal damage of the weapon fired (without any active skills). Only piercing thrown weapons and ammunition with sufficient length to transfix an item may be used for this skill (e.g. a crossbow bolt or thrown knife would work, but pistol shot, throwing hammer or a sling stone would not). If the target is successfully struck by the attack and they do not intend to immediately break free, they may choose to hold the pinning weapon in the affected hand or rest it on top of the affected foot, if possible to do so, to representation the effect.

For example, the Shadow Warrior Menelara attempts to pin a Druchii in place with an arrow, so the rest of her warband can finish them off. She has 4 ranks in this skill but her bow only does 3 damage, so she makes the call “Pin 3 – Left Foot”, affixing the surprised Druchii’s boot to the ground.

PRECISION STRIKE

Active (4-R SP) XP: 4 Self-Trained: ×3 Max Ranks: 3

Prerequisites: WS R+2

Effect: Skilled enough to strike at the most vulnerable locations, you consistently prove that a well-placed strike can be far more devastating than one swung wildly with great force. To use this skill, the character makes an attack with a melee weapon but may use their Weapon Skill characteristic in place of their Strength characteristic when determining the damage value for the attack.

PUMMELING BLOW

Active (1 SP*) XP: R+1 Self-Trained: ×3 Max Ranks: 5

Prerequisites: WS R+1

Effect: The character is trained in using ordinarily-lethal weapons to dispatch an opponent without causing lasting harm. To use this skill, the character makes an attack with a melee weapon and makes the attack call: “[R] Padded”, up to a maximum of the normal amount of damage that the character inflicts with a passive attack call from that weapon. At rank 5, the character instead makes the attack call: “[R] Padded Piercing”.

*If this skill is used with a non-bludgeoning weapon, the base SP cost is increased to 5 (before any other modifiers).

PUSH-BACK

Active (2 SP*) XP: R+1 Self-Trained: ×5 Max Ranks: 5

Prerequisites: Mighty Blow R

Effect: The character can clear the space around them by shoving an opponent away with their weapon. To use this skill, the character attacks with a melee weapon and makes the attack call: “Push [R+2]”.

*If this skill is used with a one-handed weapon, the SP cost is doubled (after any other modifiers).

QUICK AIM

Passive XP: 5 Self-Trained: ×2 Max Ranks: 1

Prerequisites: Aim 3

Effect: When using the Aim skill, the character no longer needs to make a Described Action 5-count. They can aim their weapon so quickly that they may essentially just choose to add the extra damage from the skill (and pay the SP cost) when they make a passive attack call with a ranged weapon.

SEVERING STRIKE

Active (12 SP*) XP: R+7 Self-Trained: ×5 Max Ranks: 5

Prerequisites: Mighty Blow R, Precision Strike R

Effect: In a show of both precision and strength, the character’s blade can take off limbs or heads with one clean strike. To use this skill, the character attacks with a melee weapon and makes the attack call: “[Damage Type] Sever [X+R]”, where X is the amount of damage the character inflicts with a passive attack call from that weapon.

*If this skill is used with a non-slashing weapon or a one-handed melee weapon of size 1H-Short or smaller, the SP cost is doubled (after any other modifiers).

SNEAK ATTACK

Active (4 SP) XP: 8 Self-Trained: ×5 Max Ranks: 1

Prerequisites: Backstab 3 (melee) or Aim 3 (ranged)

Effect: It is difficult to stop a blade that you don’t see coming. To use this skill, the character makes the attack call: “Sneak: [X] [Damage Type]”, where X is the amount of damage the character inflicts with a passive attack call from that weapon. In order to use this skill, the target must be unable to see the character at the moment of the attack (regardless of whether or not they know they’re there). This skill can also be used in unusual circumstances where the target can see the character but can’t see their weapon and has not identified the character as a foe (e.g. a stranger sitting beside the target in a tavern stabs them with a dagger that was concealed beneath the table).

Special: This skill may only be used with a ranged weapon or with a one-handed melee weapon of size 1H-Short or smaller (each has their own prerequisites in order to use).

STUNNING BLOW

Active (8-R SP*) XP: R+4 Self-Trained: ×3 Max Ranks: 5

Prerequisites: S R+3 or Pummeling Blow R

Effect: The character knows just how to strike an opponent to leave them temporarily staggered or disorientated. To use this skill, the character makes an attack with a melee weapon and makes the attack call: “Stun [S]”, where S is the character’s Strength characteristic to a maximum of R+2.

*If this skill is used with a non-bludgeoning weapon, the SP cost is doubled (after any other modifiers).

SUBDUING BLOW

Active (9 SP*) XP: R×5 Self-Trained: ×5 Max Ranks: 5

Prerequisites: WS R+2, Stunning Blow 1

Effect: The character is capable of rending a foe unconscious with a single well-placed blow to the base of the neck or head. To use this skill, the character makes an attack with a melee weapon against the back of a target's torso and makes the attack call: "Knockout [S]", where S is the character's Strength characteristic to a maximum of R+2. At rank 5, the character instead makes the attack call: "Sneak: Sleep [S]".

*If this skill is used with a non-bludgeoning weapon, the SP cost is doubled (after any other modifiers).

SUNDERING STRIKE

Active (7 SP*) XP: R+5 Self-Trained: ×5 Max Ranks: 5

Prerequisites: Mighty Blow R, Precision Strike R

Effect: The character's blows can shatter wood and steel as easily as they can pulverize flesh. To use this skill, the character attacks with a melee weapon and makes the attack call: "[Damage Type] Shatter [X+R]", where X is the amount of damage the character inflicts with a passive attack call from that weapon.

*If this skill is used with a non-bludgeoning weapon or a one-handed melee weapon of size 1H-Short or smaller, the SP cost is doubled (after any other modifiers).

UNARMED BLOCK

Passive XP: 10 Self-Trained: ×5 Max Ranks: 1

Prerequisites: Iron Fist

Effect: You are quite adept at turning aside blows with your body. When fighting unarmed, the character may instead use a black fist boffer to defend themselves and make armoured unarmed attacks without the need for a Gauntlet. Note that this still benefits from the Iron Fist skill, increasing the base damage to S.

UNSTOPPABLE BLOW

Passive XP: 15 Self-Trained: ×2 Max Ranks: 1

Prerequisites: Mighty Blow 2

Effect: The sheer force of the character's most devastating swings are just too powerful to be stopped. When the

character uses the Mighty Blow skill, they may choose to double the SP cost of the skill and add the Irresistible effect prefix to their attack call.

Special: This skill can only be used with a two-handed melee weapon or a one-handed melee weapon whose passive attack call has a damage of 6 or higher.

WEAPON EXPERTISE [BASIC WEAPON]

Passive XP: 3 Self-Trained: ×2 Max Ranks: 1

Prerequisites: WS 3 (melee weapon only) or BS 3 (ranged weapon only); Weapon Proficiency [Weapon]

Effect: This skill allows a character to use the basic weapon in conjunction with any Offensive or Defensive Combat Skill in which they are trained (subject to any additional restrictions of the individual skill).

WEAPON EXPERTISE [STANDARD WEAPON]

Passive XP: 4 Self-Trained: ×3 Max Ranks: 1

Prerequisites: WS 4 (melee weapon only) or BS 4 (ranged weapon only); Weapon Proficiency [Weapon]

Effect: This skill allows a character to use the standard weapon in conjunction with any Offensive or Defensive Combat Skill in which they are trained (subject to any additional restrictions of the individual skill).

WEAPON EXPERTISE [ADVANCED WEAPON]

Passive XP: 6 Self-Trained: ×4 Max Ranks: 1

Prerequisites: WS 5 (melee weapon only) or BS 5 (ranged weapon only); Weapon Proficiency [Weapon]

Effect: This skill allows a character to use the advanced weapon in conjunction with any Offensive or Defensive Combat Skill in which they are trained (subject to any additional restrictions of the individual skill).

WEAPON MASTERY [WEAPON]

Passive XP: 12 Self-Trained: ×5 Max Ranks: 1

Prerequisites: WS 5 (melee weapon only) or BS 5 (ranged weapon only); Weapon Expertise [Weapon]

Effect: When the character attacks with the indicated weapon, the damage is 1 higher than normal. There is no effect for attack calls that do not include damage.

WEAPON PROFICIENCY [BASIC WEAPON]

Passive XP: 2 Self-Trained: ×2 Max Ranks: 1

Prerequisites: WS 1 (melee weapon only) or BS 1 (ranged weapon only)

Effect: This skill allows a character to wield the indicated basic weapon using the rules presented in the Combat section. Any attacks made by a basic weapon for which the attacker does not possess this skill, will be made at 1 less WS/BS and damage than normal, to a minimum of 0.

Subtype Options: see the Melee Weapons and Ranged Weapons charts in the Equipment chapter.

WEAPON PROFICIENCY [STANDARD WEAPON]

Passive XP: 4 Self-Trained: ×3 Max Ranks: 1

Prerequisites: WS 2 (melee weapon only) or BS 2 (ranged weapon only); Blackpowder Proficiency (blackpowder weapon only)

Effect: This skill allows a character to wield the indicated standard weapon using the rules presented in the Combat section. Any attacks made by a standard weapon for which

the attacker does not possess this skill, will be made at 2 less WS/BS and damage than normal, to a minimum of 0, and blackpowder weapons cannot be used at all.

Subtype Options: see the Melee Weapons and Ranged Weapons charts in the Equipment chapter.

WEAPON PROFICIENCY [ADVANCED WEAPON]

Passive XP: 6 Self-Trained: ×4 Max Ranks: 1

Prerequisites: WS 4 (melee weapon only) or BS 4 (ranged weapon only); Blackpowder Proficiency (blackpowder weapon only)

Effect: This skill allows a character to wield the indicated standard weapon using the rules presented in the Combat section. A character without this skill may not make any attack calls with the advanced weapon.

Subtype Options: see the Melee Weapons and Ranged Weapons charts in the Equipment chapter.

DEFENSIVE COMBAT SKILLS

Skills in this category enhance a character's ability to defend themselves from attacks in combat.

Note: Although not noted as such in their descriptions, Weapon Expertise [Weapon] is a prerequisite for every Defensive Combat Skill in the Parry skill tree. In order to benefit from these skills in any way, the character must have a weapon, for which they possess the Weapon Expertise skill, actively equipped in their dominant hand.

ARMOUR MASTERY

Active (1 SP) XP: R×4 Self-Trained: ×5 Max Ranks: 5*

Prerequisites: WS R+2; Medium Armour Proficiency or Natural Armour R trait

Effect: You not only know how to fight while wearing armour, but have mastered using it to its full potential, moving so that blows glance off of your armour rather than bite into it and the vulnerable flesh below. When a character with this skill is hit by an attack call with a damage value less than or equal to their rank in this skill, they may choose to use this skill to make the reaction call: "Resist".

Restrictions: The character's effective rank in this skill may never be higher than their current Armour Points total (effectively treat their effective rank as the lower of their actual rank in the skill and their current AP total) – no matter how good you are with armour, you actually have to wear some for it to be effective. Likewise, attacks that ignore AP (such as those with the Piercing effect or those that do not have a damage value) are unaffected by this skill. If an attack has a damage value and one or more effects that don't depend upon that damage value, then only the damage portion of the attack call is resisted.

ARMOUR PROFICIENCY, LIGHT

Passive XP: 4 Self-Trained: ×2 Max Ranks: 1

Prerequisites: -

Effect: You are accustomed to fighting in light armours, such as leathers or gambeson. The character may wear any Light Armour without penalty.

ARMOUR PROFICIENCY, MEDIUM

Passive XP: 8 Self-Trained: ×2 Max Ranks: 1

Prerequisites: Light Armour Proficiency

Effect: You are accustomed to fighting in medium armours, such as hardened leathers or maille. The character may wear any Medium Armour without penalty.

ARMOUR PROFICIENCY, HEAVY

Passive XP: 12 Self-Trained: ×2 Max Ranks: 1

Prerequisites: Medium Armour Proficiency, Endurance 1

Effect: You are accustomed to fighting in heavy armours, such as plate. The character may wear any Heavy Armour without penalty.

ARMOUR SUPREMACY

Passive XP: 15 Self-Trained: ×5 Max Ranks: 1

Prerequisites: Armour Mastery 3

Effect: You have mastered armoured combat to such an extent that it becomes like a second skin, providing extra resilience against devastating attacks that would cause injury. When a character with this skill would be affected by an Injury Effect, they may gain a situational bonus to their Toughness characteristic for the purposes of resisting the effect. This bonus is gained against:

- The Disable effect if the character is wearing at least 1 full location of armour on the limb struck.
- The Sever effect if the character is wearing at least 1 full location of armour on the limb struck, or at least 1 full location of armour on their neck and/or head if struck in the torso.
- The Stun effect if the character is wearing at least 1 full location of armour on their head.
- The Killing Blow effect if the character is wearing at least 5 full locations of armour on their torso, neck and/or head.

In all cases, the bonus to Toughness for wearing the required locations of armour is +1 for Light Armour, +2 for Medium Armour and +3 for Heavy Armour. No bonus is gained against attacks with the Piercing effect.

BLIND DODGE

Active (+4 SP) XP: 15 Self-Trained: ×5 Max Ranks: 1

Prerequisites: Preternatural Senses 3, Dodge 3

Effect: The character's preternatural reflexes and situational awareness allow them to nimbly sidestep even attacks they can't see coming. When using the Dodge skill, the character can choose to spend an additional 4 SP in order to use the skill against attack calls with the Sneak, Blast or Gaze effects. If they do so, the character instead makes the reaction call: "Blind Dodge".

BLIND PARRY

Active (+3 SP) XP: 10 Self-Trained: ×5 Max Ranks: 1

Prerequisites: Parry 4, Preternatural Senses 2

Effect: So aware are they of their surroundings, that the character can block attacks that they can't see coming. When using the Parry skill, the character can choose to spend an additional 3 SP in order to use the skill against attack calls with the Sneak effect (all other restrictions remain in effect). If they do so, the character instead makes the reaction call: "Blind Parry".

BRACE

Active (3 SP*) XP: R+1 Self-Trained: ×3 Max Ranks: 5

Prerequisites: S R+2

Effect: With feet firmly planted and braced for the attack, you prove difficult to budge as you hold the line. When the character is hit by an attack that includes the Push or Pull effects, they can choose to use this skill in order to temporarily gain the Resistance to Push/Pull R effect until the attack has been fully resolved. Note that this skill cannot be used against the Repel effect.

* If this skill is used against a Push effect (not a Pull effect) and the character is equipped with a Medium Shield or Tower Shield (in which the character is proficient), then the SP cost is reduced by 1 or 2, respectively.

COMPLETE COVER

Passive XP: 10 Self-Trained: ×2 Max Ranks: 1

Prerequisites: Shield Mastery 3, Tower Shield Proficiency

Effect: You have learned to quickly get your whole body behind your shield when their space around you fills with death and destruction. A character with this skill may use a Tower Shield to physically block attacks with the Splash and

Blast effects. Likewise, they may use the Parry and Blind Parry reaction calls against such attacks (assuming they would otherwise be able to do so), when equipped with a Tower Shield in their hand. In either case, after using this skill the character should immediately crouch behind their shield and must make a described action 5-count: "Taking cover 1, 2, 3, 4, 5." before being able to stand and take further actions.

DEFLECT MISSILE [WEAPON]

Passive XP: 7 Self-Trained: ×7 Max Ranks: 1

Prerequisites: Aw 5, Ag 4, Parry 3

Effect: The character is able to turn aside arrows, bolts and even shot with a sweep of their blades. They may use the Parry and Blind Parry skills against ranged attacks (but not spells), so long as they meet all the other requirements of those skills.

DODGE

Active (8-R SP*) XP: R×7 Self-Trained: ×3 Max Ranks: 5

Prerequisites: Ag R+2

Effect: Trained until it becomes second nature, the character knows when to throw themselves out of the way of an attack. When the character is physically struck by a weapon phys-rep or packet, they may use the reaction call: "Dodge". This skill may not be used to defend against attack calls with the Sneak, Blast, Radius or Gaze effects.

* Note that the SP cost of this skill depends upon the character's rank in it, normally ranging between 3 and 7 SP. If this skill is used by a character wearing physical armour, the AP granted by the armour is added to the SP cost. If this skill is used by a character carrying a tower shield (or any other similar-sized object, including another character), the SP cost is doubled (after any other modifiers).

DUAL DEFENSE

Passive XP: 10 Self-Trained: ×3 Max Ranks: 1

Prerequisites: Dual Wield, Parry 1

Effect: A second weapon is just as often employed to block a foe's attacks as it is to strike them in return. When wielding a one-handed melee weapon in each hand, the SP cost of the Parry skill is reduced by 1.

FIRM GRIP

Passive XP: R×2 Self-Trained: ×2 Max Ranks: 5

Prerequisites: S R+2, Parry 1

Effect: Wary of attempts to wrest your weapon from your grip, you maintain a solid hold to prevent such an occurrence. The character gains a permanent Resistance to Disarm [R] effect.

LEAP FROM THE SADDLE

Passive XP: 3 Self-Trained: ×3 Max Ranks: 1

Prerequisites: Mounted Combat Stance, Ag 5

Effect: The character has learned to throw themselves clear of a falling mount to prevent from becoming trapped beneath it. If a character with this skill has mounted a creature that falls to the ground, they take neither the Disable nor Pin effects that normally result from it. Instead, they may call a localized Zebra (in the area of fighting directly around them) and remove the mount phys-rep before calling the lay on, representing them leaping from the saddle and landing on their feet, ready to continue the fight.

MOUNTED DODGE

Passive XP: 5 Self-Trained: ×2 Max Ranks: 1

Prerequisites: Mounted Combat Stance, Ag 4

Effect: The character loses none of the agility in the saddle, able throw themselves out of harm's way without leaving their steed. When in the Mounted Combat Stance, the character is able to use Dodge and Blind Dodge reaction calls against attacks that strike them. This skill gives no benefit against attacks that hit the character's mount.

PARRY

Active (6-R SP*) XP: R×5 Self-Trained: ×5 Max Ranks: 5

Prerequisites: WS R+2

Effect: The character is able to interpose a weapon or shield to defend themselves from a blow that would have otherwise struck them. When the character is physically struck by a weapon phys-rep, they may use this skill to make the reaction call: "Parry". Unlike physically blocking with a weapon phys-rep or shield, using this skill represents a skilled maneuver that places less strain on the defending item, and thus there is no chance of it being damaged by the

attack, regardless of its Hardness Value. However, this skill may not be used to defend against the following:

- attack calls with the Sneak, Splash, Blast, Radius, Gaze or Irresistible effects.
- attack calls from spells (with the Spell prefix).
- attack calls from a ranged weapon (unless the character possesses the Deflect Missile skill).

If this skill is used to defend against an attack call that directly affects the held item struck instead of the target themselves (such as those with the Disarm, Shatter or Corrode effects), then the item used to Parry will count as having been struck by the attack instead (and an additional reaction call may be made, if appropriate). This can be useful to a character who has one held item struck and would prefer that the parrying item be struck instead.

Special: To use this skill, the character must have equipped either a weapon for which they have the Weapon Expertise skill or a shield for which they have the relevant Shield Proficiency skill, and must be able to freely move the arm holding this item. If the character is holding more than one item that they are capable of parrying with, they may choose which is used.

* Note that the SP cost of this skill depends upon the character's rank in it, normally ranging between 1 and 5 SP.

REFLECT MISSILE [WEAPON]

Active (+3 SP) XP: 12 Self-Trained: ×8 Max Ranks: 1

Prerequisites: Ag 7, BS 6, Parry 5, Deflect Missile

Effect: A true master of their weapon, the character is so skilled in its use that they can deflect projectiles straight back at their source. When using the Parry skill against a ranged attack, the character can choose to spend an additional 3 SP in order to instead make the reaction call: "Reflect". This skill cannot be used in conjunction with the Blind Parry skill against a ranged attack with the Sneak effect – such attacks are too sudden to allow even such a weapon master the opportunity to deflect the shot with sufficient precision.

RIPOSTE [WEAPON]

Active (+3 SP) XP: 10 Self-Trained: ×5 Max Ranks: 1
Prerequisites: Parry 2, Counter-Attack 2

Effect: The character's weapon moves with blinding speed, able to defend and attack in the same motion. When using the Parry skill against a melee attack, the character can choose to spend an additional 3 SP in order to retaliate after parrying the blow, instead making the reaction call: "Parry. Reaction: [R_c] [Damage Type]", where R_c represents the character's rank in the Counter-Attack skill. What attacks can be parried are limited by the normal restrictions, but you may not Riposte a ranged attack of any sort. This skill cannot be used in conjunction with the Blind Parry skill against an attack with the Sneak effect – such attacks are so sudden that even such a weapon master must choose between stopping the attack and making one of their own.

SHIELD MASTERY

Passive XP: R+3 Self-Trained: ×5 Max Ranks: 5
Prerequisites: WS R+2, Buckler Shield Proficiency

Effect: You not only know how to protect yourself with a shield, but have mastered protecting your shield itself from forceful blows that might otherwise split it in twain. When a character with this skill has their shield struck by an attack, they may add their rank in this skill to the hardness of the shield for the purposes of determining whether or not it will take a Shatter effect from the strength of the attack. In the same way, the character may use their shield to make the Parry or Blind Parry reaction calls against such attacks without the shield taking the Shatter effect.

Restrictions: This skill provides no defence against the Shatter effect from any other source, nor can it be used to protect any item other than a shield (of any type in which the character is proficient) that is actively held defensively in the character's hand.

STANCE SKILLS

Skills in this category pertain to an overall method of combat employed by a character, as opposed to the individual manoeuvres of Combat Skills. Almost somewhere between an active and passive skills, Stance Skills allow a character to adopt a particular mode of fighting (or 'stance') for an extended (but finite) period of time. While they remain in that stance, the character is granted particular benefit(s), and sometimes drawback(s). In addition to any rules for particular stances, a stance will automatically end if the character becomes Helpless, at the end of an encounter, or after 5 minutes outside an encounter. Unless noted otherwise, a character cannot be in more than one stance at a time.

SHIELD PROFICIENCY, BUCKLER

Passive XP: 2 Self-Trained: ×2 Max Ranks: 1
Prerequisites: -

Effect: You are accustomed to fighting with a small, buckler-sized shield. The character may wield a Buckler Shield to block attacks without penalty.

SHIELD PROFICIENCY, MEDIUM

Passive XP: 4 Self-Trained: ×2 Max Ranks: 1
Prerequisites: Buckler Shield Proficiency

Effect: You are accustomed to fighting with a shield that covers about half your body. The character may wield a Medium Shield to block attacks without penalty.

SHIELD PROFICIENCY, TOWER

Passive XP: 8 Self-Trained: ×2 Max Ranks: 1
Prerequisites: S 3, Medium Shield Proficiency, Endurance 1

Effect: You are accustomed to fighting with a tower shield that covers most of your body. The character may wield a Tower Shield to block attacks without penalty.

STEER MOUNT

Passive XP: 7 Self-Trained: ×2 Max Ranks: 1
Prerequisites: Mounted Combat Stance, Ag 4, Aw 4

Effect: The character has such a connection with their steed that they are able to quickly steer it out of the path of oncoming blows. When in the Mounted Combat Stance, the character is able to use Dodge and Blind Dodge reaction calls (through their own skills and using their own Stamina Points) against attacks that strike their mount. This skill gives no additional benefit against attacks that hit the character themselves.

DEFENSIVE STANCE

Active (2 SP) XP: 8 Self-Trained: ×3 Max Ranks: 1
Prerequisites: WS 4 or Ag 4

Effect: You slip into a well-practiced defensive guard. While you cannot take advantage of offensive opportunities with quite the same ease, you make it considerably more difficult for your opponent to find an opening in your own defence. To use this skill, the character makes the call: “Described Action: Entering Defensive Stance.” While in the Defensive Stance, all Defensive Combat Skills cost the character one less SP than normal (to a minimum of 1 SP), but all Offensive Combat Skills cost the character 1 more SP than normal.

When entering the Defensive Stance, the character must choose one foot to affix to its spot on the ground. The character may rotate that foot and move the other freely, but the Defensive Stance ends immediately if they move their chosen foot from the spot where it was planted.

FLAGELLANT STANCE

Active (3 SP) XP: 8 Self-Trained: ×2 Max Ranks: 1
Prerequisites: IP 5

Effect: Instead of hindering, pain actually invigorates you, driving you to ever-greater feats. To use this skill, the character must lose 1 or more Wounds (self-inflicted or otherwise) and then immediately call: “Described Action: Entering Flagellant Stance”. For each additional Wound lost while in the Flagellant Stance, the character immediately regains 2 SP, to a maximum of their full base SP. This stance will end automatically if the character receives the Heal effect. When a character’s Flagellant Stance ends (for any reason), they immediately lose 10 SP (to a minimum of 0).

FRENZIED STANCE

Active (3 SP) XP: 10 Self-Trained: ×3 Max Ranks: 1
Prerequisites: Flurry Attack 1

Effect: With a blood-curdling roar, you allow the deep rage inside you to partially take over. Giving less heed to your own defence, you land blow after blow down upon your foes in a frenzied torrent of bloodshed. To use this skill, the character makes the call: “Described Action: Entering Frenzied Stance” and then roleplay this with a loud scream, roar or the like. While in the Frenzied Stance, the SP cost of the Flurry Attack skill is reduced to 1 SP, but all Defensive

Combat Skills cost the character double the normal SP (after any other modifiers). While in the Frenzied Stance, the character may also not make a Flee Move, use any ranged weapons, cast any spells or use any Trade or Academic skills.

The character may not voluntarily end the Frenzied Stance, but it will end automatically if the character becomes Helpless, their SP is reduced to 0 or below, or if they are reasonably convinced that there is no more fighting (or imminent fighting) within earshot. The mad frenzy is extremely taxing on the character, although it also prevents them from feeling it until the bloodlust has left their minds. When a character’s Frenzied Stance ends (for any reason), they immediately take the Exhaustion effect.

HUNTER’S STANCE

Active (3 SP) XP: 9 Self-Trained: ×3 Max Ranks: 1
Prerequisites: Aw 4

Effect: Common among duelists and hunters, the character narrows their focus on a chosen prey, tuning out all other distractions around them. To use this skill, the character must point to a single creature and make the call: “Described Action: Entering Hunter’s Stance”. While in this stance, all Offensive and Defensive Combat Skills used against that target cost 1 SP less than normal. This stance will end automatically if the chosen target is rendered Helpless in some way or if the character makes either an attack call or reaction call against someone other than their chosen target.

MOUNTED COMBAT STANCE

Active (1 SP) XP: 8 Self-Trained: ×3 Max Ranks: 1
Prerequisites: Ride

Effect: You are adept at fighting in the saddle and can easily navigate a cooperative mount through the thick of combat without distraction. To use this skill, the character must mount an appropriate beast under their control and make the call: “Described Action: Entering Mounted Combat Stance”. While in the Mounted Combat Stance, the character can make attack calls and use active skills as normal. Certain weapons (such as lances) may receive additional benefit while used in this stance. This stance will end automatically if the character dismounts for whatever reason. See the full rules for Mounted Combat in the Combat chapter.

PHYSICAL SKILLS

Skills in this category enhance a character's body and mind, representing more of a physical and mental conditioning than a true skill that can be learned through study.

CONCEALED ESCAPE

Active (+3 SP) XP: 4 Self-Trained: ×4 Max Ranks: 1

Prerequisites: Escape Artist 5

Effect: The character is adept at disguising their attempts to break free of what binds them. When using the Escape Artist skill, the character can choose to spend an additional 3 SP in order to forgo the described action call(s). They must still make the Remove call at the end, as normal.

DIE HARD

Passive XP: 10 Self-Trained: - Max Ranks: 3

Prerequisites: T R+3, Shrug it Off 3

Effect: Little can stop you from continuing the fighting, even mortal wounds. The character can choose to temporarily ignore the effects of one or more injury conditions (depending upon their rank in this skill) and continue fighting without penalty. If they do so however, then at the end of the encounter (or after 5 minutes if used outside of an encounter) their injury condition will automatically worsen one step (lower their Wounds by the minimum amount in order to achieve this). This skill cannot be used again until the character has completed a Short Rest.

At rank 1 the character can temporarily ignore the Critically Wounded condition. At rank 2 they may ignore the Critically Wounded and Mortally Wounded conditions. At rank 3 they may ignore the Critically Wounded, Mortally Wounded and Dying conditions.

For example, Ragnar Ranulfsson has the Die Hard 2 skill. During a fight with a Rat Ogre, the Dwarf Slayer is reduced to 1 Wound. Determined to take the beast's head before his demise, Ragnar makes use of this skill. He suffers no debilitating effects from his injury condition at all until his Wounds are reduced to -6, at which point he enters the Dying condition as normal with its full effect. At the end of the encounter (assuming he has not been healed above -6 Wounds), his condition worsens one step to Dead (-11 Wounds), and Ragnar finally fulfils his Slayer's oath.

ENDURANCE

Passive XP: R×2 Self-Trained: ×2 Max Ranks: 5

Prerequisites: T R+2

Effect: Accustomed to extreme exertions, you are able to push yourself through trials that would prove physically draining to most. While under a number Exhaustion effects less than or equal to their rank in this skill, a character with this skill does not double the SP expended for SP costs less than or equal to their rank in this skill. Moreover, the character reduces the downtime hours required to walk between towns by 10% per rank in this skill. There is no effect on downtime hours for other modes of transportation.

Restrictions: This skill cannot be used to negate the Drain effect or to negate any loss of SP from using an active skill.

ENHANCED [CHARACTERISTIC]

Passive XP: 20 or R×10 Self-Trained: ×2 Max Ranks: 1 or 3

Prerequisites: -

Effect: You are above average for your race in terms of a particular characteristic. The base value of the indicated characteristic is increased by 1 for each rank in this skill.

Special: The XP cost and max ranks for the skill depends upon the chosen characteristic, according to the table below. This skill may be taken separately for each characteristic.

Enhanced Characteristic	XP Cost	Max Ranks
M, S, or T	20	1
WS, BS, Ag, Aw, Int, Wp or Cha	R×10	3

ENHANCED RESILIENCE

Passive XP: R+2 Self-Trained: - Max Ranks: W×2*

Prerequisites: -

Effect: As they endure and survive dreadful injuries, the character's body becomes more resilient, able to push through greater levels of trauma inflicted upon it. The character's base Wounds characteristic is increased by an amount equal to their rank in this skill.

* The max ranks in this skill is equal to twice the starting number of Wounds for their character's race (allowing them to effectively triple their starting number of Wounds).

ENHANCED STAMINA

Passive XP: $R \div 5^*$ Self-Trained: – Max Ranks: ∞

Prerequisites: –

Effect: With sufficient training and experience, the character learns to push their body and mind further. The character's initial maximum Stamina Points is increased by an amount equal to their rank in this skill (i.e. each time they take a rank in this skill, their maximum Stamina Points increases by 1).

* Note to always round the XP cost of this skill up to the next whole number. For example, ranks 1 through 5 each cost 1 XP, ranks 6-10 each cost 2 XP, etc.

ESCAPE ARTIST

Active (X SP) XP: R+1 Self-Trained: $\times 3$ Max Ranks: 10

Prerequisites: Ag R

Effect: While a hulking brute might attempt to use sheer force to break themselves free from a binding force, others find it more effectively to slowly work themselves loose of such restraints. When a character has been affected with either a Pin [X] or Constrict [X] effect, they can use this skill to escape the effect at the cost of X SP, so long as X is less than or equal to their rank in this skill. To do so, they must make the call: "Described Action: Escaping" and then begin to physically roleplay attempting to work themselves free for X minutes. At the end of each minute, the character must repeat the same described action call. If they are not stopped, then at the end of this time the character may make the call: "Remove Pin" or "Remove Constrict", as appropriate. Note that only a single Pin or Constrict effect may be removed for each use of this skill, although the character can continue to escape multiple effects, one after another. At a Plot Marshal's discretion, this skill can also be used to help a character squeeze through tight areas, providing an appropriate effect strength.

EXCEPTIONAL [CHARACTERISTIC]

Passive XP: 40 Self-Trained: $\times 5$ Max Ranks: 1

Prerequisites: max ranks in Enhanced [Characteristic]

Effect: You have trained a physical or mental characteristic to the very pinnacle of achievement for your species. The indicated characteristic for the character is increased by 1.

Restrictions: You may only take this skill once total, not once per characteristic. For instance, if you have Exceptional Strength, you cannot also have Exceptional Toughness.

FEARLESS

Passive XP: 15 Self-Trained: – Max Ranks: 1

Prerequisites: IP 8 or Supreme Will

Effect: Warriors such as Dwarf Slayers and flagellants are completely devoid of all fear, having no more qualms about charging a rampaging Dragon than they would a Snotling. A character with this skill is completely immune to the Fear and Panic effects (reaction call: "No Effect"). In addition, they take no further effect from the Intimidated, Phobia or Despair Insanities (and can no longer select these when gaining an Insanity Point).

FORCED MARCH

Passive XP: 4 Self-Trained: $\times 2$ Max Ranks: 1

Prerequisites: Endurance 1

Effect: Accustomed to long marches, you are able to walk further in a day than most. A character with this skill reduces the downtime hours required to walk between towns by 20%. There is no effect on downtime hours for other modes of transportation.

IRON FORTITUDE

Active 5 SP XP: R+6 Self-Trained: $\times 2$ Max Ranks: 3

Prerequisites: T R+3

Effect: The character's exceptional constitution allows them to call upon their reserves to fight off deadly toxins and virulent diseases. When the character would be affected by a Health Effect, they may choose to use this skill to count their Toughness characteristic as being R points higher for the purposes of resisting the effect. The SP cost of this skill replaces the usual SP cost of 1 to resist an effect.

Alternatively, a character can also use this skill to resist the effects of a drug with an Addiction Level of R or less (for alcohol, they may resist a single dose that counts as R or fewer drinks). The character takes no effect at all from the drug (immediate effect, after effect or addiction), as if they had not consumed it.

In either case, when successfully resisting Health Effects or drugs with this skill, the reaction call is: "Iron Fortitude: Resist".

IRON MIGHT

Active 5 SP XP: R+6 Self-Trained: ×2 Max Ranks: 3
Prerequisites: S R+3

Effect: The character is able to call upon their reserves to exhibit a great feat of strength, resisting attempts to move them against their will or break free of constraining forces.

When the character would be affected by a Disarm, Push, Pull or Trip effect, they may choose to use this skill to count their Strength characteristic as being R points higher for the purposes of resisting the effect. The SP cost of this skill replaces the usual SP cost of 1 to resist an effect. When successfully resisting such effects with this skill, the reaction call is: "Iron Might: Resist".

When the character is attempting to break free of a Constrict or Pin effect, they may choose to use this skill to count their Strength characteristic as being R points higher for the purposes of removing the effect. When doing so, the player adds the call "Iron Might" as a prefix to their described action.

IRON WILL

Active 5 SP XP: R+6 Self-Trained: ×2 Max Ranks: 3
Prerequisites: Wp R+3

Effect: Through sheer force of will, the character is able to call upon their reserves to shrug off magical manipulations of their mind or the more mundane horrors of the Old World. When the character would be affected by a Mental Effect, they may choose to use this skill to count their Willpower characteristic as being R points higher for the purposes of resisting the effect. The SP cost of this skill replaces the usual SP cost of 1 to resist an effect. When successfully resisting Mental Effects with this skill, the reaction call is: "Iron Will: Resist".

RAPID HEALING

Passive XP: R×3 Self-Trained: — Max Ranks: 5
Prerequisites: T R+2

Effect: Given sufficient rest, your body is more quickly able to recover from injury. The number of Wounds a character recovers from completing a Long Rest is increased by their rank in this skill.

SECOND WIND

Active (0 SP*) XP: R×2 Self-Trained: — Max Ranks: ∞
Prerequisites: SP R×5

Effect: For a seasoned warrior, sometimes it can just take a few moments to regather their spent strength before charging once more into the fray. The character can choose to take a short breather during an encounter. They make the call "Second Wind" and then begin a silent 1-minute count. During this time the character must not take any actions, including walking, making attack calls, making reaction calls or using active skills. If the character finishes the count without being interrupted, then they immediately regain a number of SP equal to their rank in this skill (to a maximum of their normal SP total). If the character is interrupted before completing the count, they may attempt to do so again during the same encounter, but must start the count over again. Once used successfully, this skill cannot be used again until the character has completed a Short Rest. This skill cannot be used by a character that is currently under one or more Exhaustion effects.

* This is an unusual active skill in the sense that it does not cost SP to use, but actually restores SP when used.

SHRUG IT OFF

Active (4–R SP*) XP: R×3 Self-Trained: —
Max Ranks: 3

Prerequisites: T R+2 or Wp R+3

Effect: The character is able to shrug off minor injuries such as bruising and minor lacerations. Any time that a character would lose a single Wound from an attack with a damage value (including when they would use the Minimize reaction call), the character can use this skill to instead make the reaction call: "Resist". Note that for attacks with additional effects, only the damage itself is resisted.

* Note that the SP cost of this skill depends upon the character's rank in it, normally ranging between 1 and 3 SP.



SLOW BLEED

Passive XP: 10 Self-Trained: – Max Ranks: 1

Prerequisites: T 4 or Hand of Fate 3

Effect: Through the power of either a strong constitution or an unfulfilled destiny, the character is able to survive far longer with a deep wound that would have caused a lesser creature to quickly bleed out. A character with this skill under the Bleed effect only loses additional Wounds from it during a combat encounter when using an active Offensive Combat Skill, and increases the count between lost Wounds outside of combat to 5 minutes.

STUBBORN

Passive XP: 15 Self-Trained: – Max Ranks: 1

Prerequisites: Wp 5 or Int less than 2

Effect: Whether they're unusually brave, pig-headed or just too slow-witted to understand the danger they are in, the character is not easily panicked when the odds turn against them. A character with this skill is completely immune to the Panic effect (reaction call: "No Effect"). In addition, they take no further effect from the Intimidated, Phobia or Despair Insanities (and can no longer select these when gaining an Insanity Point).

SUPREME FORTITUDE

Passive XP: 10 Self-Trained: ×5 Max Ranks: 1

Prerequisites: Iron Fortitude 3

Effect: The character's constitution is so strong that they are virtually immune to weaker toxins and diseases. When the character would be affected by a Health Effect with an effect strength of 3 or less, they make the reaction call: "No Effect". The character cannot voluntarily suppress this resistance to allow themselves to be affected.

SUPREME MIGHT

Passive XP: 10 Self-Trained: ×5 Max Ranks: 1

Prerequisites: Iron Might 3

Effect: The character's strength is so great that they can shrug off weak attempts to move or constrain them with virtual impunity. When the character would be affected by a Movement Effect with an effect strength of 3 or less, they make the reaction call: "No Effect".

SUPREME WILL

Passive XP: 10 Self-Trained: ×5 Max Ranks: 1

Prerequisites: Wp 7, Iron Will 3

Effect: The character's willpower is so strong that they are virtually immune to weaker mental influences. When the character would be affected by a Mental Effect with an effect strength of 3 or less, they make the reaction call: "No Effect".

ACADEMIC & SOCIAL SKILLS

Skills in this category generally represent specific knowledge or other purely mental/social talents that a character can acquire.

CHARMER

Active (8 SP) XP: R+3 Self-Trained: ×3 Max Ranks: 5

Prerequisites: Cha R+2

Effect: The character's silver tongue allows them to easily charm and beguile those lacking a strong will. To use this skill, the character must first carry on a conversation with the intended target* for at least one minute, while they roleplay attempting to charm them. If the target does not understand the language spoken or interrupts the conversation by any means (including combat), the attempt fails. If not interrupted, at the end of the required conversation, the character locks eyes with the target and makes the attack call: "Gaze: Charm [R]".

*Note that this skill may not be used by a player character against another player character.

GOSSIP [REGION]

Passive XP: R×6 Self-Trained: ×3 Max Ranks: 3

Prerequisites: Knowledge [Region] R, Cha R+2

Effect: The character has established a network of contacts through which they are able to gather information about what may be happening in a particular region. Unlike an active network of professional spies, these contacts will not deliver information unless the character reaches out to them, which can require both time and a little coin to grease the wheels. This skill is only usable during downtime, and not at an event. To use this skill, send an email to both Plot and Logistics with the subject "Gossip [R] [Region] Skill Use". In the body of the email, include the following information:

- the topic that you are attempting to gather information about or the question you are trying to get answered
- your Status Ranking
- how many hours of downtime you are using (deducted on next Prelog)
- how much coin you are using (deducted on next Prelog)

The information you receive will depend upon these factors:

- your rank in this skill
- your Status Ranking and nature of the topic/question (e.g. those with a Gold SR might have contacts in the know about an Elector Count's court, while a Brass SR might have contacts that are better informed about what's going on in the slums of a city).
- how specific is the topic/question
- how common is the knowledge you are seeking
- how much downtime and money you are dedicating to getting an answer
- how distant the region is from you (not applicable if you travel there during downtime)
- what information is actually available to more than a couple individuals

Special: This skill may be taken multiple times. Each time it allows the character to select one additional region.

INTIMIDATING PRESENCE

Active (5 SP) XP: R+2 Self-Trained: ×3 Max Ranks: 5

Prerequisites: Cha R+2 or S R+2 or Large trait

Effect: Such is the character's intimidating presence, that sometimes it can take little more than chilling threat or show of force to convince an opponent that they'd rather be fighting someone else. To use this skill, the character must first lock eyes with their target and make some kind of intimidating action – this could be a dramatic flourish of their weapon, a verbal threat or even a bestial roar. The character then immediately makes the attack call: "Gaze: Fear [R]".

*If this skill is used against an opponent that the character has not yet physically injured (i.e. caused a loss of one or more Wounds) this encounter or against an opponent who has physically injured the character this encounter, the SP cost is doubled (after any other modifiers).

KNOWLEDGE [LORE TOPIC]

Passive XP: R×4 Self-Trained: N Max Ranks: 3

Prerequisites: Int R+2

Effect: The character has knowledge about a particular topic to a degree determined by their rank in this skill:

- Rank 0: The character is aware of the content in the Rumour section for this topic's entry in the Lore Wiki. Such information represents the rumours spread by the ignorant masses, some of which might contain kernels of truth, but much of which can be misleading.
- Rank 1: The character is aware of the content in the Common Knowledge section for this topic's entry in the Lore Wiki. Such information represents the most basic information about a topic by those who are somewhat exposed to it. This knowledge is generally accurate, but fairly limited in depth.
- Rank 2: The character is aware of the content in the Academic Knowledge section for this topic's entry in the Lore Wiki. Such information represents that information available to those who are reasonably familiar with the topic or who have pursued its study scholastically.
- Rank 3: The character is aware of the content in the Expert Knowledge section for this topic's entry in the Lore Wiki. Such information represents those details that are generally only learned by those who devote significant time to the study of the topic.

A full list of lore topics is available in the Lore Wiki.

Caution is advised to avoid meta-gaming in terms of lore knowledge. Your character only has an understanding of the information presented in Lore Wiki entries if they possess the relative Knowledge skill for that entry. Even if another character explains something about that topic to your character in-game, by the start of the following event your character will no longer truly understand or recall the details of what they have been told. If you want your character to gain permanent access to this knowledge, they must purchase the relevant skill.

MASTER SCHOLAR [LORE TOPIC]

Passive XP: 20 Self-Trained: N Max Ranks: 1

Prerequisites: Knowledge [Lore Topic] 3; Quest

Effect: You are one of the pre-emanate experts on this topic in the entire Old World, and know everything there is to know about it with the exception of personal secrets or lost records. When you obtain this skill, you will be provided with the in-game information now available to your character.

MASTER TORTURER

Active (10 SP) XP: 20 Self-Trained: ×5 Max Ranks: 1

Prerequisites: Torture 3, CP 6

Effect: A master at breaking the will of others, the character can use the Torture skill to instead make one of the following attack calls. If they do, the roleplay/fade-to-black before the call increases to a 10-minute count.

- "Drain 1 Willpower"
- "Suggestion [R]"
- "Dominate [R]"

APPRAISE

Passive XP: R+1 Self-Trained: ×3 Max Ranks: 5

Prerequisites: Int R

Effect: A character with this skill knows the exact market value of any tagged item with an Availability Rating of R or less. For items found in the Equipment chapter of this book, the player may look up the market value there without needing to examine the item itself. Alternatively, the character may read the appraised value from the item's tag using the following process:

Examine the string of 19 characters near the bottom of the tag. The last three characters will be "AR" and then a number between 1 and 5. This number is the item's Availability Rating, and a character with even 1 rank in this skill can identify this. If the Availability Rating is R or less, the character can also identify the item's appraised value. To do so, examine the 16 digits prior to "AR". The digits in even-numbered positions are not needed for this purpose (ignore these entirely). The remaining digits indicate how many brass pence (2 digits), silver schillings (2 digits) and gold pieces (4 digits) the item is worth, in that order. For examples, if an item's tag had the code 0105030804023159AR3, then the item has an Availability Rating of 3. A character with 3 or more ranks in this skill can also appraise the item as being worth 0 brass, 0 silver and 35 gold.

If an item has an upkeep cost, this will be listed as an additional 5 characters: a "U" followed by the monthly upkeep in brass pence written in reverse order from right to left. For example, a code of 0702152401040206AR2 U4100 has a market value of 12 silver and a monthly upkeep of 14 brass. This information is deciphered in-game at the same time as determining its Market Value.

Without this skill a character may have an intuition that something looks rare or expensive, but has no way to verify an exact market value or availability rating themselves.

READ & WRITE [LANGUAGE]

Passive XP: * Self-Trained: N Max Ranks: 3

Prerequisites: Speak [Language] R

Effect: The character can read and write the indicated language to a degree determined by their rank in this skill:

- Rank 1: The character has a very crude understanding of the written language, allowing them to understand the main idea of what is written on a page and write a few key (albeit often misspelled) words.
- Rank 2: The character has a good grasp of the written language, being able to write and comprehend complex thoughts.
- Rank 3: The character is a master of the written language, able to eloquently express their ideas with a full lexicon and possibly discern information about an author based upon their writing. Few outside of poets and playwrights bother to learn such nuances of the language.

Special: The XP cost and self-trained modifier for the skill depend upon the language, according to the table below. Due to the limitations of the written language itself, rank 2 may not be purchased for Grumbarth or Orrakh.

Language Class	XP Cost
Basic	8
Advanced	12
Arcane	15

How Does Written Language Work In-Game?

Although you certainly can learn the alphabets of these languages and incorporate them as decorative elements for flavour, there is absolutely no requirement to do so when using this skill. Most in-game written works will be written in English. By default, when your character writes something, it is assumed that they are writing Reikspiel.

If you wish for your character to write in another language that they know, a tag indicating the written language should be clearly affixed to the beginning or top of the written work. What is written on that tagged item is then understood to be written in the indicated language and understood only by those with the relevant skill.

Occasionally Plot may instead use a tagged written work that asks players to see them directly if they wish to translate it, in order to minimize unintentional meta-gaming.

SPEAK [LANGUAGE]

Passive XP: * Self-Trained: * Max Ranks: 3

Prerequisites: *

Effect: The character can speak and orally comprehend the indicated language to a degree determined by their rank in this skill:

- Rank 1: The character has a very crude understanding of the language, allowing them to communicate very simple thoughts and understand the broad topic of what is being said to them. When speaking, either use one- or two-word phrases instead of full sentences (such as “you go” or “friend”) or speak in broken English, frequently interjecting words from another language the character speaks more fluently.
- Rank 2: The character is fluent in the language, able to speak in full sentences and convey reasonably complex ideas.
- Rank 3: The character is a master of the language, able to eloquently express their ideas with a full lexicon and possibly discern information about those speaking it from their dialect and tonal inflections. Few who do not make oratory their profession bother to learn such nuances of the language. Those making use of this rank in the skill often will use language that is overly pretentious or needlessly erudite (though they need to do so if they wish otherwise).

Special: The XP cost, self-trained modifier and prerequisites for the skill depend upon the chosen language, according to the table below. Rank 3 may not be purchased for underlined languages (sorry, but there are no renowned Ogre poets).

Language Class	XP Cost	Self-Trained	Prerequisites
Basic	7	×7	Int R+1
Advanced	9	N	Int R+2
Arcane	10	N	Int R+3

Basic languages are structurally simple and not guarded knowledge, making them relatively easy to learn. They include: Reikspiel (Empire), Breton (Bretonnia), Kislevarin (Kislev), Wastelander (The Wasteland), Estalian (Estalia), Tilean (Tilea), and Norse (Norsca).

Advanced languages are more complicated in their structure, rarely taught to outsiders, and/or outlawed in the Empire. They include: Classical (Ancient Old-World), Albion (Albion), Khazalid (Dwarf), Mootish (Halfling), Grumbarth (Ogre),

Eltharin (includes dialects of Tar-Eltharin for High Elves, Fan-Eltharin for Wood Elves and Druhir for Dark Elves), Cathan (Cathan), Orrakh (Orcs & Goblins), Queekish (Skaven), Dark Tongue (Chaos, Beastmen) and High Nehekharan (Tomb Kings).

Arcane languages are those used by wizards to cast spells. They include: Lingua Praestantia (Magick), Anoqueyån and Daemonic.

How Does Spoken Language Work In-Game?

Although you certainly can learn a few words from these languages and incorporate them into your vocabulary at events for flavour, there is absolutely no requirement to do so when using this skill. All in-game conversation occurring at an event is expected to occur in OOG English. By default, when your character is speaking, it is assumed that they are speaking Reikspiel (and thus will be reasonably understood by virtually every PC and many NPCs).

If you wish for your character to temporarily speak in another language that they know, make the call: "Described Action: I Speak [language]". What is spoken immediately after this is then understood to be spoken in the indicated language and understood only by those with the relevant skill. It is strongly recommended that this skill is used sparingly in public and only for short durations of a sentence or two, in order to avoid confusion from those entering and leaving the area. If you wish to have an extended conversation in another language, consider doing so in private with the other participant(s). This is especially true if you wish to convey secrets in front of other players. While they will do their best not to meta-game with that information, this can be difficult and potentially lead to disagreements.

TORTURE

Active (8 SP) XP: R×5 Self-Trained: ×3 Max Ranks: 3

Prerequisites: Wp R+1, Int or Cha R+1, CP R+2

Effect: Through pain, psychological manipulation or both, the character is adept at breaking an individual's mind to either gain access to their secrets or coerce them to take some action. This skill is only usable on a Helpless target and requires a 5-minute count with one of two options. Either:

1. The torturer moves themselves and the target to an unobserved location before beginning the 5-minute count. During the count, the scene fades to black, with no roleplay conducted. Should another player come upon them during the count, a physical description of what is happening should be provided.

or

2. If both players (and all observers) consent, the character may roleplay their torture technique(s) for the 5-minute count. During this time, the character may make other attack calls against the target (as part of the torture), but may take no other actions. Remember that physical contact with another player beyond using approved phys-reps still requires their consent, even if they have already consented to the torture roleplay itself. Consent for roleplay torture may be withdrawn at any time, in which case the 5-count should be concluded using the above fade-to-black option.

In either situation, at the end of the count, the player touches the target with a weapon phys-rep or unarmed boffer and makes one of the following attack calls:

- "Sap 1 Willpower"
- "Fear [R]"
- "Command [R]"

TRAINER

Passive XP: R×3 Self-Trained: ×3 Max Ranks: 5

Prerequisites: Int R

Effect: Some individuals are particularly effective at imparting knowledge or technique on to others. When a character with this skill acts as a tutor for another character learning a skill, the number of hours required from both individuals is reduced by the character's rank in this skill for every point of XP cost in the skill being trained. For example, if a character with 3 ranks in this skill was training another character in a skill that cost 4 XP, the total amount of time that is required from each character is reduced by 12 hours.

PERCEPTION SKILLS

Skills in this category represent a character's ability to perceive things around them or to prevent others from perceiving them.

BLIND FIGHT

Passive XP: 12 Self-Trained: ×5 Max Ranks: 1

Prerequisites: Aw 6, Preternatural Senses 5

Effect: You are so attuned to what is happening around you, that you can defend yourself even from opponents that you cannot see. When a character with this skill is under a Blind effect, they may ignore the portion of the effect which has them treat all attacks against them as having the Sneak effect. All other aspects of the Blind effect persist as normal, and this effect itself grants no additional ability to locate specific creatures or discern between creatures in a mass combat.

DANGER SENSE

Passive XP: 10 Self-Trained: ×3 Max Ranks: 1

Prerequisites: Preternatural Senses 2

Effect: In a feat that can rival Celestial magisters, your heightened senses pick up on subtle clues that allow you to discern impending danger. When a character with this skill spots an ambush insta-mod, you can choose to not instantly trigger it as long as you don't approach any closer to it or read it (should that be possible from the spotting distance). If you do approach closer and/or read the mod sheet, it is triggered as normal and you should follow all the instructions on the mod sheet. Note that this skill does not stop the mod from being triggered if another nearby character without this skill also notices it, either before or after you.

HIDE

Active (6-R SP*) XP: 5 Self-Trained: ×3 Max Ranks: 5

Prerequisites: Ag R+2

Effect: A master of stealth, the character is adept at concealing themselves in cover. To use this skill, the character must largely conceal themselves from sight with the surrounding terrain (e.g. standing within thick brush, crouching in deep shadow, etc.) and then make the call: "Described Action: Hiding 1, Hiding 2, Hiding 3, Hiding 4, Hiding 5. Does anyone notice?" This must be spoken at a

regular attack call volume. If no response is immediately made, then the character has successfully concealed themselves and the player puts on a white ("invisible") headband. While concealed, the character may not move from that spot, cast spells, benefit from a Short Rest, or make an attack call of any sort. The character may reveal themselves at any point by the player simply removing the headband, at which point they may act freely. Note that this effect does not prevent the character from being heard or make them immune to the Detect effect.

* Note that the SP cost of this skill depends upon the character's rank in it, normally ranging between 1 and 5 SP.

PICK POCKET

Active (4 SP) XP: R×3 Self-Trained: ×5 Max Ranks: 5

Prerequisites: Ag R+1, Hide 1

Effect: The life of a cutpurse can be a dangerous one, but for some it still beats honest labour. In order to use this skill, the character must use an unarmed boffer to physically touch some easily-grabbable item that is being worn by the target and then make the attack call: "Pick Pocket [R+1] [Item]". As per the Pick Pocket effect, the character must maintain contact with the named item for a 5-count "Described Action: Picking 1, Picking 2, ..., Picking 5" after the attack call in order to successfully acquire the item, which is only likely to happen if the target (and those around them) do not notice the attempt with their Awareness characteristic. After the target player has handed over the pick-pocketed item, the character will have a 5-count to conceal the item or make a nonchalant escape before the target might notice what has happened.

Remember that only items that can be easily removed without notice by hand or with the assistance of a small blade can be pick-pocketed. For example, a sheathed dagger or a belt pouch are viable targets, but a worn breastplate, large shield strapped to the back or any item currently being held are not.



PRETERNATURAL SENSES

Active (6-R SP*) XP: R+3 Self-Trained: ×3 Max Ranks: 5
Prerequisites: Aw R+3

Effect: Your senses are so acute that you can sense the presence of others nearby when you concentrate, even if they are fully concealed. To use this skill, the character makes the attack call: "Radius: Detect Creature". Note, this does not allow you see a creature that you would not otherwise be able to or track its location after the initial detection.

* Note that the SP cost of this skill depends upon the character's rank in it, normally ranging between 1 and 5 SP.

QUICK SEARCH

Passive XP: 4 Self-Trained: ×2 Max Ranks: 5
Prerequisites: Aw R+2

Effect: Quite used to searching bodies or rooms, you have picked up a knack for uncovering concealed items rather quickly. When performing a Search action, the duration of the count is reduced by 1 minute for every rank in this skill, to a minimum of 30 seconds. If a Search action is being shared by multiple characters, use the character with the fewest ranks in this skill to establish the total time that is to be split amongst them.

SCOUT

Passive XP: 10 Self-Trained: ×3 Max Ranks: 1
Prerequisites: Danger Sense, Hide 2

Effect: Used to ranging ahead on your own, you are adept at spotting lurking danger before it sees you. When a character with this skill spots an ambush insta-mod, you can choose to not instantly trigger it. Moreover, you can choose to approach closer and read the mod sheet without triggering it (unless you so choose to). As with the Danger Sense skill, this skill does not stop the mod from being triggered if another nearby character without this skill also notices it, either before or after you.

SHADOW WALK

Active (2 SP) XP: 10 Self-Trained: ×5 Max Ranks: 1
Prerequisites: Hide 3

Effect: You have learned to move carefully while remaining concealed from sight. While concealed through the Hide skill, the character may use this skill to take a number of steps equal to your Agility characteristic in any direction without revealing themselves.

STRIKE FROM THE SHADOWS

Active (2 SP) XP: 12 Self-Trained: ×5 Max Ranks: 1
Prerequisites: Hide 5

Effect: Such a master of stealth, you can attack a foe without revealing your position. While concealed through the Hide skill, the character may use this skill to make a single regular passive attack (melee or ranged) without revealing themselves. Note that this skill does not itself allow the character to move themselves from their concealed position, either before or after the attack, without revealing themselves. This skill cannot be used to make an attack with a weapon possessing the Loud quality.

TRACK

Active (3 SP) XP: R×3 Self-Trained: ×3 Max Ranks: 5
Prerequisites: Aw R+2

Effect: You are able to follow the path taken by another through various signs that aren't obvious to the common observer. To use this skill, the character requires a Plot Marshal (or designated NPC) present. The character makes the call: "Described Action: Track [R]" and then roleplays looking for tracks for 5-R minutes (so at rank 5, this skill works instantly). The Plot Marshal will then relay what information you have been able to discern, based upon your rank in the skill. This may be modified based upon specific information that you are looking for, if this is relayed to the Plot Marshal prior to using the skill. It is at the discretion of the Plot Marshal to decide if multiple characters using this skill grant any extra benefit in a particular situation.

TRADE SKILLS

Skills in this category represent the specific knowledge and practical experience necessary to practice a particular profession.

APPLY POISON

Passive XP: R+2 Self-Trained: ×2 Max Ranks: 5

Prerequisites: Ag R

Effect: It takes a special knowledge and practice to successfully apply poison to one's weapon, particularly if they wish to avoid becoming poisoned themselves in the process. A character with this skill can apply an injury poison of Availability Rating R or less to a weapon. To do so, a character must have both the tagged poison phys-rep and the weapon phys-rep(s) in hand, and roleplay the application for a silent 1-minute count. For the remainder of the encounter, an additional effect is added to the end of every passive attack call made with the poisoned weapon, as specified in the poison's description. If the weapon is bludgeoning-only, then this extra effect is added only to the first successful attack (one that strikes a target without being avoided with the Parry, Dodge, Blind Parry or Blind Dodge reaction calls) made by the weapon during the encounter. There is no additional effect to attack calls made using active skills. After the encounter, the poison has lost enough potency that it no longer adds this additional effect (even if trace elements of it still remain). A character can attempt to hasten the application of the poison, reducing the time required to a silent 5-count, but they accidentally nick themselves in the process and also take the effect of the applied poison at the end of their count.

BATTLEFIELD MEDIC

Passive XP: R+4 Self-Trained: ×4 Max Ranks: 5

Prerequisites: Physician R+5

Effect: Perhaps serving in one of the Empire's armies, the physician has treated no few physical injuries on the battlefield and has become extremely proficient in healing such wounds quickly in order to return the soldier to the fighting. When a character with this skill uses an ability of the Physician skill to cause the Heal effect on a patient, the numerical value of the Heal effect is increased by the character's rank in this skill. Moreover, using active Defensive Combat Skills does not disrupt the character while roleplaying an ability of the Physician skill.

CRAFTSMAN [PROFESSION]

Passive XP: R×3 Self-Trained: ×4 Max Ranks: 10

Prerequisites: -

Effect: Craftsmen are skilled tradespeople who turn raw materials into finished products. A character with this skill may use it to earn income with downtime hours between events. In addition, the character can use downtime hours to produce tagged items related to their profession using other tagged items (see the Earning Income and Producing Items sections of the Between Event Actions chapter). Although the player may roleplay their trade at events, there is no set mechanical benefit to this skill during an event except at a Plot Marshal's discretion for a specific situation.

Craftsman professions include (but are not limited to): Alchemist, Apothecary, Bookbinder, Bower/Fletcher, Brewer, Butcher, Carpenter, Chandler, Charcoal Burner, Cordier, Glassblower, Jeweler, Leatherworker, Mason, Painter, Sculptor, Shipwright, Smith, Tailor, Tanner and Tattooist.

DISABLE MECHANISM

Active (see below) XP: R×2 Self-Trained: ×3 Max Ranks: 5

Prerequisites: Engineer [any] R×2 or (Ag R+2 and Aw R+2)

Effect: Although certainly within the capabilities of a skilled engineer, the ability to circumvent a locking mechanism or disable a trap is also often the mark of an altogether different profession. A character with this skill is able to discern the quality and type of a lock or trap with a silent 5-count examination. In addition, they are able to open locks without the key or disable an active trap through roleplayed action for a silent count. If during this time they make an attack call or use another active skill, then the attempt fails (SP are still used). The quality of lock/trap that the character can open/disable is determined by their rank in this skill. This also affects the SP cost, what equipment must be used in the roleplay and how long it takes:

Item	Rank	RP Time	SP	Required Tools
IQ Lock	1	30 sec.	2	IQ Lock Picks <i>or</i> improvised item
IQ Trap	1	30 sec.	2	none
Lock	2	1 min.	4	Lock Picks
Trap	3	1 min.	6	Tool Set [Engineer]
SQ Lock	4	5 min.	8	SQ Lock Picks
SQ Trap	5	5 min.	10	SQ Tool Set [Engineer]

ENGINEER [SUBTYPE]

Passive XP: R×3 Self-Trained: ×5 Max Ranks: 10

Prerequisites: Int 4 (ranks 1-3); Int 5 (ranks 4-6); Int 6 (ranks 7-8); Int 7 (ranks 9-10)

Effect: Engineers are scientifically-minded craftsmen who focus on the practical implementation of mechanical devices, ranging from simple gears and pulleys to steam-driven vehicles and war machines. A character with this skill may use it to earn income and/or produce tagged items related to the profession with downtime hours between events (see the Earning Income and Producing Items sections of the Between Event Actions chapter). In addition, during an event the character may be able to glean additional information from the examination of a mechanical device (this use of the skill is completely at the discretion of a Plot Marshal and will likely be based upon the character's rank in this skill and the nature of their examination).

Subtype Options: The most common subtypes of Engineering open to PCs are Imperial and Dwarf. Additional options may be available, but must be discovered in-game and not all may progress to the full 10 ranks.

ENGINEERING MASTERPIECE [ITEM]

Passive XP: * Self-Trained: ×10 Max Ranks: 1

Prerequisites: Quest, Engineer 7

Effect: Most mechanical items crafted by an engineer are simply recreations of the tried and tested designs of others, perhaps with minor modifications. The dream of most engineers though is to put their name to an invention of their own, one that will secure their legacy and immortalize them for centuries to come as future generations of engineers replicate their design. This, of course, is slow and laborious work, rife with frequent complications and setbacks. Therefore, such inventions are often the pinnacle achievement of their life's work. Known as their *magnum opus* in Tilea, or *chef-d'oeuvre* in Bretonnia, an engineer's masterpiece is the sum of all their hopes and ambitions. This skill allows a character to invent a new mechanical item not already found in this book. Exactly what can be achieved will depend upon a variety of factors, including the character's rank in Engineering and other skills they have. Once invented, the character is also able to produce that item, as per the Engineering Plans skill.

ENGINEERING PLANS [ITEM]

Passive XP: * Self-Trained: ×5 Max Ranks: 1

Prerequisites: Engineer [Subtype]

Effect: The complex mechanical creations of engineers rely upon precisely-calibrated mechanisms, whose inner-workings can seem as complex as magical spells to the untrained. This notion is only reinforced further by the elaborate and technical names that engineers tend to give their inventions, such as *Von Meinkopt's Whirling Cavalcade of Death* or *Leon Todmeister's Fantabulously Far-reaching Harquebus of Unforseeable and Unperceived Bereavement*, better known as the Repeater Handgun and Hochland Long Rifle respectively.

Although Engineers can produce many items in a similar manner as the Craftsman skill, an understanding of the greatest mechanical marvels is not unlocked through the advancement of that skill alone. Instead, they must meticulously research each such mechanical device they wish to create in order to gain a sufficient-enough understanding of its workings to create a working copy. A character with this skill is able to craft the indicated item, as described in the Production section of the Between Event Actions chapter. Further details about production requirements for the item will be provided to the player upon obtainment of this skill.

The XP and minimum rank in the Engineer [Subtype] skill required in order to learn particular engineering plans are provided for a selection of items below. Engineering Plans may also exist for items not listed here, and must be discovered in-game.

IMPERIAL ENGINEERING PLANS

Item	XP	Rank
Repeater Arquebus	3	7
Repeater Pistol	4	8
Mortar	5	5
Cannon	6	6
Great Cannon	7	7
Helstorm Rocket Battery	8	8
Helblaster Volley Gun	9	9
Steam Engine	8	8
Mechanical Horse	10	10

DWARF ENGINEERING PLANS

Blasting Charge	3	2
Cinderblast Bomb	5	4
Drakefire Pistol	9	8
Drakegun	7	6
Steam Drill	8	7
Bolt Thrower	4	3
Catapult	5	4
Cannon	6	5
Organ Gun	7	6
Flame Cannon	8	7
Steam Engine	8	7
Gyrocopter	9	8
Dwarf Ironclad	9	8

EXPEDITED CARE

Passive XP: R×2 Self-Trained: ×3 Max Ranks: 5

Prerequisites: Physician R+5

Effect: Especially in settings where they might simultaneously have multiple patients in critical condition, many physicians learn to perform routine tasks so quickly that they almost become second nature. A character with this skill reduces the RP time of certain Physician abilities to 5 seconds and reduces their SP cost by 1 (to a minimum of 0). Which abilities are affected is determined by their rank in this skill:

Rank 1: Awaken

Rank 2: Diagnose (Basic)

Rank 3: Stabilize

Rank 4: Diagnose (Moderate)

Rank 5: Knit Wounds (Basic)

EXTRACTOR [PROFESSION]

Passive XP: R×3 Self-Trained: ×3 Max Ranks: 10

Prerequisites: -

Effect: Those who engage in extracting professions generally harvest some natural resource directly from the land or water. A character with this skill may use it to earn income with downtime hours between events. In addition, the character can use downtime hours to produce tagged items related to their profession (see the Earning Income and Producing Items sections of the Between Event Actions

chapter). Although the player may roleplay their trade at events, there is no set mechanical benefit to this skill during an event except at a Plot Marshal's discretion for a specific situation.

Extractor professions include (but are not limited to): Farmer (Crops), Farmer (Livestock), Fisher, Hunter, Miner and Woodsman.

FENCE CONNECTIONS [SETTLEMENT]

Passive XP: 10 Self-Trained: ×5 Max Ranks: 1

Prerequisites: Merchant 3

Effect: While not all business transactions are conducted as an open spectacle, sometimes it is quite beneficial for an arrangement to remain particularly discrete. When a character with this skill uses the Merchant skill within the indicated settlement between events, the transaction remains completely anonymous (virtually no chance of any investigation into the matter being connected directly to the character).

HARVEST CREATURE

Passive XP: R+1 Self-Trained: ×3 Max Ranks: 5

Prerequisites: Physician R *or* Extractor [Hunter] R+1 *or* Alchemist R+2

Effect: Just as a farmer can harvest wheat from the fields, a skilled individual can harvest organic substances from a slain creature. This could include excretions, venom, organs or any other part of the creature other than meat. To use this skill, the character must roleplay the extraction for a silent 5-minute count in the presence of a Plot Marshal. At the end of the count, the Plot Marshal will inform the player of the results of their efforts. A successful extraction will likely depend upon the roleplay performed, the difficulty of the item being extracted and the character's rank in this skill, but a successful extraction generally produces 1 unit of the extracted item. These items are usually tagged simply as Extract [Creature], and typically expire in 1 month if not used or somehow preserved. This skill requires the use of a Tool Set matching the prerequisite trade skill used to obtain this skill and potentially a suitable container to hold the extracted item (such as a glass vial, etc.), at the discretion of the Plot Marshal. An extraction can only be performed upon a creature that died in the past hour.

KOPFDOKTOR

Passive XP: R×2 Self-Trained: ×7 Max Ranks: 5

Prerequisites: Physician R+4

Effect: Although the actual practice of psychology does not exist, a few learned members of the Physicians' Guild have begun studying the physical mind and developing rudimentary techniques to help treat patients who have been diagnosed as 'insane'. Colloquially called Kopfdoktors by the general populace, it has not gone unnoticed that quite a few of them seem half-way mad themselves. A character with this skill is able to use the abilities of the Physician skill for new uses pertaining to Insanity. Which abilities are affected is determined by their rank in this skill:

Rank 1: Diagnose (Moderate) and Autopsy (Basic) can be used to make the call: "Investigate: *How many Insanity Points do you have?*"

Rank 2: Treat Illness (Basic) can be used to carefully administer a dose of any addictive drug (which is added to the Tools & Materials requirements). The patient may choose to replace any Moderate Insanity with the Addiction Insanity, so long as they do not already possess it. When this ability is used to administer a drug to a patient with the Addiction Insanity, the character will not suffer the "Sap [X] SP" effect or resume being affected by other Insanities when it wears off until after they have completed a Short Rest.

Rank 3: Diagnose (Advanced) can be used to make the call: "Investigate: *What is one Insanity that you have?*". Note that this use of the skill requires a separate use of the Diagnose (Advanced) ability in order to diagnose each of a patient's Insanities. Players are also not required to divulge a different Insanity than one they have on a previous use of this ability, meaning it can be difficult to fully diagnose a patient who is actively uncooperative.

Rank 4: Stabilize can be used to temporarily stabilize a patient's mental state. For the duration of the encounter (or 5 minutes outside of an encounter), they no longer suffer from the effects (mechanical and roleplay) of a single Insanity of the physician's choice. The Tools & Materials requirements are replaced with a healing tonic.

Rank 5: Surgery (Advanced) can be used on a patient with IP 8 or 9 to remove one Major Insanity. Their Insanity Points are lowered by 1, losing their most recently-gained insanity, but they also permanently lower either their Int or Wp characteristic (affected

player's choice) by 1. This has no effect on a patient who does not have a Major Insanity. Surgery (Advanced) can also be used to lower a patient's IP from 10 to 9, but they also permanently lower both their Int and Wp characteristics by 1 and this can only be done during the same event that the patient obtained their tenth IP (after that the character is retired and no surgical technique will be successful).

LABOURER [PROFESSION]

Passive XP: R×2 Self-Trained: ×2 Max Ranks: 10

Prerequisites: -

Effect: Though the nature of the work can vary considerably, all labourers make a living by selling the sweat of their brow itself rather than more tangible items. A character with this skill may use it to earn income with downtime hours between events (see the Earning Income section of the Between Event Actions chapter). Although the player may roleplay their trade at events, there is no set mechanical benefit to this skill during an event except at a Plot Marshal's discretion for a specific situation.

Labourer professions include (but are not limited to): Animal Trainer, Coachman, Cook, Bounty Hunter, Guard, Miller, Outrider, Performer, Rat Catcher, Sailor, Scribe, Servant and Soldier.

MATERIAL EXPERTISE [MATERIAL]

Passive XP: 12 Self-Trained: see below Max Ranks: 1

Prerequisites: see below

Effect: The craftsman has learned to work with one of the more legendary materials in the world. When producing items, the character is able to substitute certain materials with the material from this skill, as described in the Producing Items section of the Between Event Actions chapter. Other possibilities than those listed below may exist, but must be researched in game.

Material	Self-Trained	Prerequisites
Warpstone	× 6	Craftsman [Mason] 5
Wutroth	× 7	Craftsman [Carpenter] 7
Ithilmar	× 8	Craftsman [Smith] 7
Gromril	× 9	Craftsman [Smith] 7
Obsinite	N	Craftsman [Mason] 7

In addition to the listed prerequisites, the character must also have access to at least one unit of the material and all the necessary tools to work it while learning the skill.

MERCHANT

Passive XP: R×3 Self-Trained: ×2 Max Ranks: 10

Prerequisites: Int (see table), Appraise (see table)

Effect: From paupers to emperors, few in the Empire do not rely heavily upon merchants. By developing a network of contacts, business partners and an acumen for haggling, they are likely to get the better end of the deal in any financial agreement. A character with this skill has an enhanced ability to buy and sell in-game items during their downtime, as described in the Between Event Actions section. The rules presented there are modified for the character based upon their rank in this skill, according to the table below.

Rank	Prerequisites		Eligible Items		% of Market Value	
	Int	Appraise	AR	Value	Sell Price	Buy Price
0	2	-	any	50	10%	-
0	2	-	by city	2	25%	150%
1	3	1	1	4	50%	125%
2	3	2	2	6	60%	120%
3	3	2	2	8	70%	115%
4	4	3	3	10	80%	110%
5	4	3	3	12	90%	105%
6	5	3	3	14	100%	100%
7	5	4	4	16	105%	95%
8	6	4	4	18	110%	90%
9	6	4	4	20	115%	85%
10	7	5	5	25	120%	80%

For each hour of downtime used, the character can buy and/or sell a total amount of items with a maximum market value equal to the Value column. Items bought and sold in this way are done so at the indicated percentage of their market price (with the total value from all buying/selling rounded to the nearest pence). The rarer an item is, the less likely a merchant is to find a seller or buyer in a smaller settlement. Even in larger cities, particularly rare items require specialty contacts in order to help locate such buyers and sellers, contacts that less skilled merchants do not

always possess. As such, if a merchant attempts to buy or sell an item whose Availability Rating is greater than either the Settlement Size of the locale in which they are or the Availability Rating entry for the merchant's rank in the table above, then they will instead use the rank 0 percent values (buy at 150%, sell at 25%).

For example, Erika (with the Merchant 9 skill) travels to Marienburg (with Settlement Size 5). She spends 20 hours in Marienburg purchasing items (with Availability Ratings between 1 and 4) with a total value of 400 brass, but pays only 340 brass for them. Erika then spends an additional 10 hours selling items there with a total value of 200 brass, for which she actually receives 230 brass. She decides not to sell an item in her possession with an Availability Rating of 5. Although Marienburg itself is large enough to support a buyer for the item, Erika does not yet have sufficient contacts to deal in such rare items, and thus would only receive 25% of its market value.

MERCHANT SPECIALTY [CATEGORY]

Passive XP: 12 Self-Trained: ×3 Max Ranks: 1

Prerequisites: Merchant 5

Effect: Many merchants will specialize in buying and selling a particular type of item, with network connections that help facilitate trade in those particular goods. A character with this skill must select a category of in-game items from the following list: Weapons, Armour, Books, Mixtures, Materials, General Goods, Arcana. When the character buys or sells items from this category using the Merchant skill, they treat the Availability Rating of the item as being one less than normal (to a minimum of 1).

In addition, if a character with this skill can perform a short (silent 5-count) roleplay examination of a tagged phys-rep for an identification-required item in that category, then they are able to identify the item if they have sufficient ranks in the Merchant skill to ordinarily be able to purchase and sell it with that skill.

Special: This skill may be taken multiple times. Each time it allows the character to select one additional category.

PHYSICIAN

Active (see below) XP: R×4 Self-Trained: ×5 Max Ranks: 10

Prerequisites: Int 3 (ranks 1-3); Int 4 (ranks 4-6); Int 5 (ranks 7-8); Int 6 (ranks 9-10)

Effect: From barber surgeons to standing members of the physician's guild, there are many who practice the healing arts using physical techniques. A character with this skill may use it to earn income and/or produce tagged items related to the profession with downtime hours between events (see the Earning Income and Producing Items sections of the Between Event Actions chapter).

In addition, at each rank the character will also gain access to various physician abilities that can be used during an event. Although these abilities are not separate skills, using each ability counts as using an active skill and has its own SP cost. Each ability will also require the character to roleplay the medical procedure for a minimum time and requires the use of specific tools and materials. The character begins a silent

count during the roleplayed action. If during this time they make an attack call or use another active skill, then the attempt fails (SP are still used). Items marked with an asterisk are used up during the procedure (whether successful or not). Bandage tags should be attached to a suitable phys-rep and actually tied to the treated area of the patient during the roleplayed procedure. Bandages should remain on the patient until the full benefit has taken effect. Tags used up in a procedure should be handed over to a Plot Marshal as soon as possible after it is complete (bandages may be turned over when they are removed). For any ability that has a mechanical effect on the patient that is not covered by a call made by the physician, the physician should explain these effects to the player OOG while the procedure is being roleplayed. Note that a character with any ranks in this skill can also perform a short (silent 5-count) roleplay examination of a tagged phys-rep in order to identify a healing tonic, healing salve or healing draught.

Physician Ability	Rank	SP	RP Time	Required Tools & Materials
Awaken	1	1	1 min.	–
Bandage	1	1	1 min.	1 bandage*
Diagnose (Basic)	2	2	2 min.	–
Surgery (Basic)	2	2	2 min.	trade tools (Physician), 1 bandage*
Bleed	3	3	3 min.	trade tools (Physician)
Knit Wounds (Basic)	3	3	3 min.	trade tools (Physician), 1 bandage*
Bedside Care	4	4	4 min.	trade tools (Physician), 1 bandage*, 1 healing tonic*, 1 healing salve*
Amputate	4	4	4 min.	trade tools (Physician), 2 bandages*
Autopsy (Basic)	5	5	5 min.	trade tools (Physician)
Diagnose (Moderate)	5	5	5 min.	trade tools (Physician)
Knit Wounds (Moderate)	6	6	6 min.	trade tools (Physician), 2 bandages*, 1 healing salve*
Treat Illness (Basic)	6	6	6 min.	trade tools (Physician), 1-2 healing tonics*
Set Limb	7	7	7 min.	trade tools (Physician), 3 bandages*, 1 wood
Surgery (Moderate)	7	7	7 min.	SQ trade tools (Physician), 2 bandages*
Restore	7	7	7 min.	SQ trade tools (Physician), 1 healing tonic*
Autopsy (Advanced)	8	8	8 min.	SQ trade tools (Physician)
Diagnose (Advanced)	8	8	8 min.	SQ trade tools (Physician)
Knit Wounds (Advanced)	8	8	8 min.	SQ trade tools (Physician), 3 bandages*, 1 healing salve*
Treat Illness (Advanced)	9	9	9 min.	SQ trade tools (Physician), 2 healing tonics*
Surgery (Advanced)	9	9	9 min.	SQ trade tools (Physician), 3 bandages*, 1 healing salve*
Revive	10	10	10 min.	SQ trade tools (Physician) 3 bandages*, 2 healing draughts*

Awaken: The physician can bring a patient to consciousness. After completing the RP procedure, the character touches the patient with an unarmed boffer and makes the call: "Remove Sleep".

Bandage: The physician knows how to cleanse and bandage a wound, to stop external bleeding and prevent infection. After completing the RP procedure, the character touches the patient with an unarmed boffer and makes the call: "Stabilize".

Diagnose: After an examination, the physician can ascertain what is wrong with a living patient. After completing the RP procedure, the character touches the patient with an unarmed boffer and makes the call: "Investigate: [Question]". The list of possible questions that the physician can ask depends upon the skill of the diagnosis:

Basic: At this level the physician can ascertain the broad extent of the patient's immediate condition and ask the following:

- In what injury condition are you? (e.g. Uninjured, Lightly Injured, Critically Injured, Mortally Injured, Dying, Dead)

Moderate: At this level the physician can ascertain greater specifics about the patient's condition and ask the following:

- How many Wounds do you currently have?
- Are you currently under the Poison effect?
- Are you currently under the Disease/Plague effect?
- Which characteristics are currently affected by a Sap/Drain effect?

Advanced: At this level the physician can ascertain minute details about the patient's condition and ask the following:

- What effects are you currently under? (note that this won't identify the cause of the effects, only detect which ones the patient has)
- What physical mutations do you currently have?
- What narcotics are you currently under the influence of (or have been under the influence of recently)?
- Which disease/plague/poison is currently affecting you? (a Plot Marshal may need to be consulted)
- What significant injuries have you sustained recently?
- What medical procedures have you had performed on you recently?

Surgery: The physician can perform various surgical (or pseudo-surgical) procedures on a patient not accounted for in the other abilities of this skill. The surgical skill (along with any extra materials) required for a particular procedure is entirely at the discretion of a Plot Marshal, but the following will give a general idea of some options:

Basic: At this level the physician can perform very basic surgical techniques such as removing a tooth, removing an arrow/bolt impaling a patient without further harm, attaching a basic prosthetic, etc.

Moderate: At this level the physician can perform moderate surgical techniques such as removing an arrowhead the broke off inside a patient. Regardless of the exact procedure, the patient will instantly take the Bleed effect any time they run or use an active skill after the procedure until they complete a Short Rest.

Advanced: At this level the physician can perform advanced surgical techniques such as attaching a mechanical prosthetic, safely removing a creature or organ from a living patient's body, etc. Regardless of the exact procedure, such surgeries are extremely risky. The patient must be put under a Sleep effect during the surgery and their current Wounds are set to -10 (with no Bleed effect) as soon as it begins. If the roleplayed surgery is interrupted for longer than a 5-count for any reason, the patient immediately receives the Bleed effect. Even if the patient survives, after the procedure their current Wounds are set to 0 and, until they complete a Long Rest, they will instantly take the Bleed effect any time they run or use an active skill.


Bleed: The physician can remove some quantity of a patient's blood without putting them at too much risk. After completing the RP procedure, the character touches the patient with an unarmed boffer and makes the call: "Remove Poison, Drain 2 Wounds, Bleed." Given the final part of this effect, the physician may wish to be ready with an extra bandage to Stabilize the patient immediately afterward. At a Plot Marshal's discretion, bleeding a patient may have some additional or alternate effect in specific situations (if a greater or smaller quantity of blood is required, this may also alter the RP time requirement).

Knit Wounds: This physician can help speed the natural healing of their patient's wounds. After completing the RP procedure, the character should inform the patient out-of-game that they will take the Heal [X] effect after they complete a Short Rest, and that they cannot benefit from the same level of the Knit Wounds ability again until they have completed a Long Rest. The extent of the healing and which patients are eligible depends on the physician's skill:

Basic: If patient is in the Lightly Wounded condition, they receive the Heal 1 effect after a Short Rest.

Moderate: If patient is in the Lightly Wounded or Critically Wounded conditions, they receive the Heal 2 effect after a Short Rest.

Advanced: If patient isn't dead, they receive Heal 3 effect after a Short Rest.



Bedside Care: With extended bedside care, the physician is able to ensure that their patient recovers as quickly as possible during their rest. After completing the RP procedure, the character touches the patient with an unarmed boffer and makes the call: “Sleep”. They should then inform a Lightly Wounded patient out-of-game that after a Long Rest, they will recover a number of Wounds equal to their Toughness characteristic or the Physician’s rank (whichever is higher). If the patient has 1 or fewer Wounds, then they will instead recover 2 Wounds after a Long Rest.

Amputate: The physician is able to remove some portion of the patient’s body without killing them. After completing the RP procedure, the character should inform the patient out-of-game that the body part has been removed and what mechanical effect (if any) this will have – for a limb this is the same as from the Sever effect, but the effects of other amputations are at a Plot Marshal’s discretion. A patient who knowingly and voluntarily undergoes the procedure while under a Sleep effect does not automatically gain an IP from the loss of the limb or body part. A patient with WP 5 or less must be put under a Sleep effect or physically restrained during the procedure.

Autopsy: After the examination of a corpse, the physician can ascertain its cause of death and previous medical condition. After completing the RP procedure, the character touches the corpse with an unarmed boffer and makes the call: “Investigate: [Question]”. The list of possible questions that the physician can ask depends upon the skill of the autopsy. If the corpse has been deceased for more than a week, the autopsy skill required increases by one step.

Basic: At this level the physician can ascertain the general time of death (to the nearest hour if less than a day, nearest day if less than a week, etc.) and the general cause of death (e.g. bludgeoning, slashing, piercing, disease, poison, fire, etc.).

Advanced: At this level the physician can ascertain specific details of the cause of death (e.g. which weapon, which disease, which poison, etc.) and any other conditions/effects that the target had been under at the time.

Treat Illness: After a proper diagnosis, the physician is capable of treating many diseases if they are caught in time. The effect depends upon the skill of the physician:

Basic: Diagnose (Moderate or Advanced) is required before using this ability. After completing the RP procedure for Treat Illness, the physician should inform the patient out of game that they will take the Remove Disease effect after completing a Short Rest.

Advanced: Diagnose (Advanced) is required before using this ability. After completing the RP procedure for Treat Illness, the physician should inform the patient out of game that they will take the Remove Disease and Remove Plague effects after completing a Long Rest. Note that a patient with the Plague effect remains contagious during this time.

Set Limb: The physician is able to set a broken or disabled limb so that it can heal properly. After completing the RP procedure, the character should inform the patient out of game that they will receive the ‘Remove Disable’ effect after completing a Short Rest. Note that each use of this ability will only remove the Disable effect from a single limb, but it can be repeated for multiple limbs on a particularly unfortunate patient.

Restore: The physician is able to treat a variety of debilitating conditions that are hampering the patient’s body or mind in some way, restoring it to its normal function. After completing the RP procedure, the physician should inform the patient out of game that they will take the ‘Restore [Characteristic] 1’ effect (with the physician choosing any one of the primary characteristics) after completing a Short Rest.

Revive: The very pinnacle of the physician’s art, they are sometimes even able to revive a patient whose heart has stopped, so long as the spirit has not yet left the body. Upon beginning the RP procedure, the physician should inform the patient out of game to pause their death count during the procedure (resuming it again from where they left off, only if the procedure is interrupted). After completing the RP procedure, the physician should inform the patient out of game that their Wounds are now at –6 and they are in the Mortally Wounded condition, but have received the Stabilize effect. They will still be in quite rough shape, but they are alive and stable for the moment. Note that decapitation (or similar situations, at a Plot Marshal’s discretion) is a condition that is beyond the abilities of even a master physician to heal – even if the physician can restart their heart, the patient will immediately die again without their head.

RECOVER MATERIAL [MATERIAL]

Passive XP: 3 Self-Trained: ×3 Max Ranks: 1

Prerequisites: Craftsman 3, see below

Effect: When fresh materials are scarce, a resourceful craftsman can recover the materials necessary to make a new item from other objects they no longer have use for. Between events, a character with this skill may dismantle and harvest a tagged item for the materials that were used to create it. This takes 1 hour of downtime for each unit of material recovered. Only materials that the character has this skill for can be recovered, although they may choose to recover fewer materials in order to save time. During the character's next prelog they owe the tag for the dismantled item (which is effectively destroyed in the process) and will be given tags for any materials recovered. Any materials that are not recovered are lost and cannot be recovered at a later date. To use this skill the character requires the same tools and equipment that are necessary to work the material in the first place (often a set of craftsman tools).

Subtype Options: The character may select any required material for an item that they are currently capable of making.

TRADE MASTER [PROFESSION]

Passive XP: 35 Self-Trained: ×3 Max Ranks: 1

Prerequisites: Quest; Labourer 10 or Extractor 10 or Craftsman 10 or Engineer 10 or Physician 10

Effect: There are skilled experts in any given profession and then there are the true masters of that trade, those legends whose names live on for generations to come. A character with this skill counts their rank in the associated trade skill as being 2 higher for all purposes (e.g. using the skill to earn income, production time requirements, what items can be made as Superior Quality, etc.). This skill may also grant additional abilities to the character during and between events, at the discretion of Plot and Logistics.

MAGIC SKILLS

Skills in this category are used by arcane and divine spellcasters to alter reality itself by shaping the Winds of Magic into spells.

ARCANE LORE [LORE]

Passive XP: R×8 Self-Trained: ×7 Max Ranks: 5

Prerequisites: Int R+2; Knowledge [Magic] R÷2 (rounded up), special (see *Lores of Magic* supplement)

Restrictions: If the character takes a rank in any other Arcane Lore, Dark Lore, Divine Lore or Hedge Magic, then this skill becomes a dead skill.

Effect: Known by a wide variety of titles, arcane practitioners have carefully studied a particular aspect of magic and are able to cast spells from that lore. A character with this skill has knowledge of a single Arcane Lore (see the *Lores of Magic* supplement for a list of lores).

Special: Every time the character learns an odd-numbered rank in this skill, they automatically gain a Corruption Point. If this causes the character to gain a corruption, they must select from the Arcane Corruptions list presented in that lore's entry in the *Lores of Magic* supplement.

ARCANE RESERVOIR

Passive XP: 2 Self-Trained: – Max Ranks: ∞

Prerequisites: Channeling [any] or Wild Channeling

Effect: Though an apprentice wizard may eventually learn to draw one of the Winds of Magic to them, it will do them little good if they do not possess the skill to hold onto that power in a controlled manner whilst they form a spell. The maximum number of Magic Points that a character can have channeled at any one time is equal to their rank in this skill.

CHANNELING [WIND]

Active (1 SP) XP: R×5 Self-Trained: ×3 Max Ranks: 5

Prerequisites: Witchsight 1, Knowledge [Magic] 1

Effect: Before a wizard can cast a spell, they must first gather to them the Winds of Magic. A character with this skill is able to channel the selected wind of magic to gain R Magic Points (see the Magic chapter for more details).

Special: This skill may be taken multiple times. Each time it allows the character to channel a different wind of magic. Each time a character takes this skill (i.e. separate Winds of Magic, not additional ranks), they gain an Insanity Point. An Elven character only gains an Insanity Point if they will have taken the skill more times than their Willpower characteristic. In addition, every time a character learns an even-numbered rank in Channeling [Dhar] they gain a Corruption Point.

CHANNEL MASTERY [WIND]

Passive XP: R×4 Self-Trained: ×5 Max Ranks: 5

Prerequisites: Channeling [Wind] R

Effect: Instead of drawing the power into themselves first, the caster has learned to draw very small amounts of the Winds of Magic from the area around them directly into the simplest of their spells. When a character would only need to channel R Magic Points or less in order to meet the casting value of a spell (after all modifiers, such as from an arcane vessel or focus), then they do not need to make a call to channel the Winds of Magic first in order to gain the MP. As a result, if the caster does not have any MP channeled, then there is no effect should they miscast the spell. This skill cannot be used if a Magical Saturation effect has reduced the caster's channeling to 0 MP.

CONCENTRATION

Passive XP: 2 Self-Trained: – Max Ranks: ∞

Prerequisites: Wp 4, Channeling [any]

Effect: All spellcasting requires a great deal of concentration, but many wizards dedicate themselves to perfecting that mental control in order to better mitigate the chances of losing it at an inopportune moment. For every rank the character has in this skill, the character adds one more 'regular' spell packet to their pouch, effectively making it less likely to draw a Miscast Packet.

COUNTERSPELL

Active (variable SP*) XP: 8 Self-Trained: ×4 Max Ranks: 1

Prerequisites: Dispel Magic 2

Effect: The caster is adept at working quickly to unweave the strands of magic in an opponent's spell before it can even be completed. The character may use this skill immediately after another caster has finished their spell attack call (even if the character is not the target of the spell). To do so, the character makes the reaction call: "Reactionary Dispel [X]", where X is equal to the number of SP they choose to spend on this use of the skill, to a maximum of their rank in the Dispel Magic skill. Normally there should be little confusion over which spell is being dispelled, but just to be sure (especially if there are multiple

casters actively casting in the area), the player is encouraged to roleplay some arcane gestures directly toward the caster whose spell they are dispelling.

* The SP cost of this skill is variable. The character can choose to use any number of SP between 1 and their rank in the Dispel Magic skill, impacting the skill as described above.

DARK LORE [LORE]

Passive XP: R×8 Self-Trained: ×7 Max Ranks: 5

Prerequisites: WP R+2; special (see Lores of Magic supplement)

Restrictions: If the character takes a rank in any other Arcane Lore, Dark Lore, Divine Lore or Hedge Magic, then this skill becomes a dead skill.

Effect: Although Dhar can be used to fuel almost any spell, some lores of magic can only be cast using this dark magic. A character with this skill has knowledge of a single Dark Lore (see the Lores of Magic supplement for a list of lores). Note that practicing a dark lore is illegal within the Empire. The best that such a character can generally hope for if discovered by rightful authorities or the superstitious peasantry is a swift death.

Special: Every time the character learns a rank in this skill, they automatically gain a Corruption Point. If this causes the character to gain a corruption, they may select from the Arcane Corruptions list presented in that lore's entry in the *Lores of Magic* supplement.

DEVELOP SPELL [SPELL]

Passive XP: * Self-Trained: — Max Ranks: 1

Prerequisites: Quest; Arcane Lore 4 or Dark Lore 4

Effect: Though most spells cast by an arcane practitioner are simply copied from dusty tomes and may be decades, centuries or even millennia old, they can still take them considerable time and effort to learn. By contrast, creating a new spell from nothing is incredibly complicated and potentially dangerous, and only the greatest wizards have the skill to undertake such an endeavour. Those that succeed will see their works live on as future generations study their spells, but it is best not to think about the fate of those who experiment with the Winds of Magic and fail. This skill allows a character to develop a new spell for their lore not already found in the Lores of Magic supplement. Once developed, the character is also assumed to have learned the spell, and will be able to cast it.

DEVOTION [DEITY]

Passive XP: 5 Self-Trained: ×2 Max Ranks: ∞

Prerequisites: Faithful [Deity]

Restrictions: In most circumstances this skill may only be selected for a single deity. If it is taken for another deity, then all previous Devotion skills become dead skills, unless specifically indicated otherwise.

Effect: The magnitude of miracles worked through the power of a character's divine patron is often limited by their connection to that deity. The character's maximum Devotion Points equal to their rank in this skill.

DIVINE LORE [DEITY]

Passive XP: R×10 Self-Trained: ×5 Max Ranks: varies

Prerequisites: Devotion [Deity] R; Magical Aptitude; special (see Lores of Magic supplement)

Restrictions: If the character takes a rank in any other Arcane Lore, Dark Lore, Divine Lore or Hedge Magic, then this skill becomes a dead skill.

Effect: Exceptionally pious followers are sometimes granted to ability to call upon their deity to work miracles. A character with this skill has knowledge of a particular lore of magic (see the Lores of Magic supplement for a list of lores).

DISPEL MAGIC

Active (5 SP) XP: R×5 Self-Trained: ×2 Max Ranks: 5

Prerequisites: Channeling R or Divine Lore R

Effect: Just as the Winds of Magic can be woven into a complex spell in order to create a specific effect, so too can that spell be unwoven by a skilled practitioner. To use this skill, the caster makes the attack call: "Dispel [R]" and attempts to touch the target with either an unarmed boffer or by throwing a packet. The character can attempt to dispel more powerful magics, but this is incredibly draining. For every additional 5 SP the character spends, they may increase the effect strength of the Dispel effect by 1. Although not strictly required, many casters will choose to discern the levels of the spells in play on the target (or at least the level of the spell they wish to dispel) in advance using the Witchsight skill, so that they don't use more SP than strictly required in order to dispel it. If a character has 3 or more ranks in this skill, they can instead choose to add the Gaze effect prefix to their call, in order to dispel more accurately at a distance.

ESCHEW INCANT

Passive XP: 12 Self-Trained: ×5 Max Ranks: 3

Prerequisites: WP R+5, Int R+4, Channeling R

Effect: Although arcane spells generally require incredibly precise wording in an arcane language in order for the Winds of Magic to produce the desired effect upon the physical world, a wizard with a sufficiently strong mind may be able to bend the Winds to do their bidding through sheer force of will alone. A character with this skill can choose to forgo the in-game incant of an arcane spell whose spell level is R or less. Instead, they simply speak the name of the spell as an OOG call and then proceed with the attack call as normal. When the character uses this skill, the casting value of the spell increases by an amount equal to twice the level of the spell.

HEDGE MAGIC

Passive XP: R×7 Self-Trained: ×3 Max Ranks: 2

Prerequisites: WP R+2, Wild Channeling

Restrictions: If the character takes a rank in any Arcane Lore, Dark Lore or Divine Lore, then this skill becomes a dead skill.

Effect: Though not inherently evil or servants of the Ruinous Powers, those labeled as hedge wizards are often self-taught and ignorantly draw upon multiple Winds of Magic without the learning and discipline provided by the Colleges, and thus find themselves at a greater risk of corruption. A character with this skill has knowledge of the 'Lore' of Hedge Magic. Note that hedge wizardry is illegal within the Empire. If discovered by a magister, such a character may be forced to train at the Colleges of Magic, but most others will simply execute them outright.

Special: Every time the character learns a rank in this skill, they automatically gain both a Corruption Point and an Insanity Point.

LEARN SPELL [SPELL]

Passive XP: * Self-Trained: ×4 Max Ranks: 1

Prerequisites: special (see below and Lores of Magic supplement)

Effect: Through spells a caster is able to force the Winds of Magic to create a very particular effect in the physical world. A character with this skill is able to cast the indicated spell, as described in the Magic chapter. A description of the spells themselves can be found in the Lores of Magic supplement. This skill may be taken multiple times. Each time it allows the character to learn a new spell.

Special: The XP cost to learn a spell is equal to twice its spell level, to a minimum of 1 XP (i.e. level 0 = 1 XP, level 1 = 2 XP, ... level 5 = 10 XP). The prerequisites required in order to learn a spell are described in the *Lores of Magic* supplement.

In general, most spells are only available to those with a specific Arcane, Dark or Divine Lore skill of a particular rank. In addition to these prerequisites, an arcane caster requires the Speak [any arcane language] (except for spells from the Lore of Hedge Magic) and Arcane Reservoir [casting value] skills, and a divine caster's regular Devotion Points must be at least equal to the casting value of the spell.

MAGICAL APTITUDE

Passive XP: 25 Self-Trained: – Max Ranks: 1

Prerequisites: Int 4 or WP 4

Effect: While theoretically almost any sentient creature could be taught to perceive and manipulate the Winds of Magic (just as they could any other skill), in practice it is so incredibly difficult that only those with an innate magical aptitude go on to practice spellcraft. A character with this skill was either one of those rare few born with such potential (via the Magical Potential advantage) and had little choice in the matter, or one of the even rarer few who managed to learn such a skill later in life. Regardless, they are able to now continue their path, with the prerequisite for becoming either an arcane or divine caster.

Special: To take this skill after character creation requires permission from an Owner.

MIGHTY SPELL

Passive XP: R×5 Self-Trained: ×5 Max Ranks: 5

Prerequisites: Channeling R or Divine Lore R

Effect: The aethyric bolts hurled by the caster are remarkably powerful. A character with this skill can choose to increase the damage of any Magic Missile spell that they cast by an amount up to their rank in this skill. When the character uses this skill, the casting value of the spell increases by twice this amount.

PRAYER

Passive XP: R+1 Self-Trained: ×2 Max Ranks: 5

Prerequisites: Devotion

Effect: The character's fervent prayers are able to attract a small measure of their patron deity's attention, rewarding them with divine blessings to carry out their devotion. To use this skill, the character must roleplay a fervent prayer to their patron deity for 5 minutes. If they do so, they restore a number of Devotion Points equal to their rank in this skill, up to their maximum DP. The prayer must be spoken aloud, no softer than regular speaking volume. While praying, the character may take no other actions. If they are interrupted, then they must start their count again. The time spent in prayer does not count towards taking a Short Rest.

RESIST MISCAS

Active (X SP*) XP: 15 Self-Trained: ×5 Max Ranks: 1

Prerequisites: Wp 5, Concentration 10

Effect: Nearly every apprentice wizard is taught the inherent danger in using magic. Those who don't learn how to quickly disperse magic that they lose control of, are not likely to survive long enough to graduate that apprenticeship. When a character with this skill would normally suffer a miscast, they may use this skill to make the call: "Resist Miscast". At the last moment they manage to disperse the excess energy into the ground before it can do any harm, but this is extremely taxing on their mind and body, leaving the wizard exhausted and disoriented. The SP cost to use this skill is equal to the casting value of the spell, and the caster takes the Irresistible Stun effect after it is used.

SERMON

Passive XP: 5 Self-Trained: ×3 Max Ranks: 1

Prerequisites: Cha 4, Prayer

Effect: The character's prayers and words of devotion are a shining beacon to others of the faith. To use this skill, the character must roleplay delivering a sermon to at least one other member of the same faith for 5 minutes. If they do so, all characters with the Devotion skill for the speaking character's patron deity who heard the whole sermon (including the speaking character) will restore a number of Devotion Points equal to the speaking character's rank in the Prayer skill, up to their maximum DP. The sermon must be spoken aloud, in a booming voice for all in the area to hear. While delivering the sermon, the speaking character and all listening characters intending to benefit may take no other actions. If they are interrupted, then they must start their count again. The time spent delivering a sermon does not count towards taking a Short Rest. The time spent listening to a sermon may count towards taking a Short Rest, if it meets all other requirements for doing so. The character should explain the effects of this skill to all affected characters OOG, either before or after using the skill.

SPELL MASTERY [SPELL]

Passive XP: 5 Self-Trained: ×2 Max Ranks: 1

Prerequisites: Learn Spell [Spell]

Effect: The caster has cast a particular spell so often that it has become second nature to them. A character with this skill selects one spell that they know, and its casting value is reduced by a number of MP equal to the spell's base level (to a minimum of 1). This skill may be taken multiple times. Each time it allows the character to master a different spell.

TARGETED DISPEL

Passive XP: 7 Self-Trained: ×3 Max Ranks: 1

Prerequisites: Witchesight 3, Dispel Magic 1

Effect: The caster can discern between the strands of magic of different spells, allowing them to unweave one spell while leaving another intact. When a character with this skill uses the Dispel Magic skill, they may instead make the call "Dispel [Spell] [X]", specifying the name of the spell that they wish to target.

WILD CHANNELING

Active (1 SP) XP: R×4 Self-Trained: ×2 Max Ranks: 3

Prerequisites: Magical Aptitude

Restrictions: If the character takes the Channelling skill, then this skill becomes a dead skill.

Effect: Even if able to perceive the Winds of Magic, most hedge wizards have not mastered the ability to carefully channel a single wind. Instead, they instinctively draw upon all magical energy in an area to fuel their spells, creating dangerous and unpredictable results. A character with this skill is able to channel Dhar to gain R Magic Points (see the Magic chapter for more details on using this skill), which can only be used to power spells from the Lore of Hedge Magic. When using this skill, the character must add a number of extra Miscast Packets to their pouch equal to their rank in this skill.


Special: Each time a character takes a rank of this skill they gain a Corruption Point.

WITCHSIGHT

Passive XP: R+3 Self-Trained: – Max Ranks: 5

Prerequisites: Magical Aptitude

Effect: Although Collegiate Magisters may more formally refer to it as aethyric attunement, the sixth-sense possessed by all arcane spellcasters (and a few divine casters) is more commonly referred to as second sight or witchesight. In addition to what their normal sight allows them to see, a character with this skill perceives the Winds of Magic superimposed on top of it. Sometimes this might appear as vibrant clouds or rivers, or other times as far stranger representations of the winds themselves or uncontrolled and bizarre manifestations of the thoughts and emotions of those around them. The character may substitute their level in this skill for their Awareness characteristic for the purposes of meeting a prerequisite for other skills.



Additional effects granted to the character depend upon their rank in this skill:

Rank 1:

- The character can see (and potentially interact with) creatures and objects with a green headband.
- The character can make the call “Radius: Detect Magic” at will.

Rank 2:

- The character recognizes what wind of magic and how much of it is being channeled when they witness the Channeling skill being used.
- If the character spends some time examining an object, creature or area (performing a Search action), they may use the Investigate effect to ask a Plot Marshal (and only a Plot Marshal) relevant questions about any magic that may be present. The response they get may depend upon a variety of factors, including the character’s relative skill with magic in general and which Wind(s) of Magic they know how to channel. At best though, such answers will usually be imprecise or vague, and may never replicate the effect of any other spell or skill.

Rank 3:

- If the character first roleplays mystically examining a target for a silent 1-minute count (during which time they can use no other active skills or make an attack call), they may then make the following calls: “Investigate: What spells do you currently have in effect on you?” and “Investigate: What is the spell level of [name one of the spells in play]”.

Rank 4:

- The character is able to request a physical description using witchsight from a Plot Marshal (and only a Plot Marshal). Sometimes this can provide some potentially-useful information about a situation (even if magic itself is not directly involved, as the Winds of Magic are tied to various tangible and intangible concepts in the physical world), but only if the character can correctly decipher the meaning of what their witchsight is showing them. For example, a Plot Marshal may inform the character that they can see a shimmering, violet scythe hovering above someone who has just ingested a lethal poison.

Rank 5:

- The character is able to clearly perceive any creature or object that is detecting as magical, even with their eyes closed or under the Blind effect. They may ignore the impact of the Blind effect when interacting with such things.

Note that if a character is discovered with this skill within the Empire and they are not already a legally practicing arcane or divine caster, they are likely to be taken to train at the Colleges of Magic at the best (if not killed outright).

Special: Unlike with regular sight, witchsight can never be turned off by closing one’s eyes. The fact that they are constantly exposed to bizarre images that can defy all reason, is perhaps why practitioners of the arcane seem so eccentric, if not outright mad. When a character learns this skill, they automatically gain an Insanity Point. Additionally, in some rare occasions Plot may award Insanity Points for witnessing disturbing sights for things seen through this skill.

UNIT SKILLS

Skills in this category are unique in that they pertain to how larger groups operate together, instead of the distinct abilities of individual characters.

Although there is always room for individual heroes fighting in glorious duels and skirmishes, few true battles are won by the Empire without the push and grind of disciplined units fighting in organized formations. In End Times, “unit” is a catch-all term for a group of characters with a similar role and equipment fighting together in some kind of formation. It is also very likely that they will share a common Job (as described in the Between Event Actions chapter). Examples of units include the disciplined ranks and files of a State Troop block of halberdiers, a small band of skirmishing huntsmen, or a choir of apprentice Hierophants from the Order of Light.

Organized units can often produce greater feats working together than the sum of what its individual members could accomplish on their own. As such, Unit Tactic skills provide various benefits to all characters with the skill, so long as they are fighting in the indicated formation with at least the minimum number of members. If their formation is disrupted (on account of casualties, an enemy assault, or the unit moving in a disorganized manner), then they lose all benefit from their Unit Tactic skill until they are able to regain their formation. The specific benefits of Unit Tactic skills are as varied as the units they represent and it is therefore impractical to list all the possibilities in this book. An example for State Troop Handgunners has been given below. Existing units can be freely-joined in-game by acquiring the in-game position, though only characters who have taken the relevant Unit Tactic skill will benefit from those mechanics. If you and a group of other players wish to create a new unit, contact Logistics and Plot to work out the particular details for both the in-game organization and Unit Tactic Skill. These skills are only purchasable on character creation with the permission of an Owner.

This section also includes Unit Position skills. These represent individual positions within a unit that fulfil a specific purpose for that unit’s operation. Each provides a different benefit to members of the unit, so long as the unit is in formation. Like Unit Tactic skills, these positions also vary widely, although some more common examples of Standard Bearer, Musician and Sergeant are provided here

as an example. Such individuals are generally the only ones in a unit that are permitted to have different equipment options. Which Unit Position skills are available for a particular unit are established at the same time as its Unit Tactic skill. A unit may have multiple members with the same Unit Position skill, but they may only benefit from one at a time (these are generally determined through in-game considerations, such as a unit’s official sergeant).

Some units may have more unusual formations, though some of the more common ones are:

- **Infantry Block:** The unit fights in a large rectangular block of ranks and files (minimum 2 ranks). Members must remain in relatively close proximity to each other, no further than an arm’s reach between torsos.
- **Detachment:** The unit fights as a smaller block, often to guard the flank of a larger unit or in another support role. Members must remain in relatively close proximity to each other, no further than an arm’s reach between torsos. Detachments can never benefit from their own Unit Position skills, but may benefit from the Unit Position skills of a designated parent unit of State Troops or Greatswords from the same province in Infantry Block formation that is within 3 metres of the detachment.
- **Skirmishers:** The unit fights together but with a much looser coherency than an infantry block, allowing them greater ability to quickly navigate rough terrain and redeploy across the battlefield. Members must remain in loose proximity to each other, no further than 3 metres between torsos.

UNIT TACTICS [STATE TROOP HANDGUNNERS]

Passive XP: R+2 Self-Trained: ×5 Max
Ranks: 5

Prerequisites: Human, Speak [Reikspiel] 1, BS 3, Weapon Proficiency [Arquebus]

Unit Size: 10+ (or 5+ for detachment)

Formation: Infantry Block or Detachment

Required Equipment: Arquebus

Unit Position Roles: Sergeant/Marksman, Standard Bearer, Musician

Effect: While the unit is in formation, the character benefits from the following:

- May add the Splash prefix to any attack call made with an arquebus, representing the increased rate of fire from the unit filling an entire area with lead shot.
- May choose to replace their arquebus' Easy [Piercing Shot] 2 weapon quality with Easy [Piercing Shot] R. Contrary to the normal rules for the Easy weapon quality, this can reduce the SP cost of the Piercing Shot skill to 0.

UNIT POSITION [MUSICIAN]

Passive XP: 7 Self-Trained: ×3 Max
Ranks: 1

Prerequisites: Unit Tactics [any State Troop] 2, Labourer [Performer] 1

Required Equipment: Drum, horn or pipe. May forgo any 2-handed melee weapon or shield required by unit.

Effect: If the character plays an appropriate rhythm or tune on their instrument for at least 1 minute while in formation during a combat encounter, then at the end of the

performance they may make the call: "Target [unit name]: Radius Boost Stamina [X]", where X is equal to the sum of the character's Charisma plus their rank in the relevant Unit Tactics skill. The character may use this ability a number of times per encounter equal to their rank in the relevant Unit Tactics skill. This skill has no effect when used outside of a combat encounter.

UNIT POSITION [STANDARD BEARER]

Passive XP: 8 Self-Trained: ×2 Max
Ranks: 1

Prerequisites: Wp 4, Unit Tactics [any State Troop] 3

Required Equipment: Banner. May forgo any 2-handed melee weapon or shield required by unit.

Effect: While the banner is held aloft by the character while in formation, all members of the unit who are also in formation benefit from the Panic Resistance X and Fear Resistance X effects, where X is their own rank in the relevant Unit Tactics skill. Note that the resistance strength gained from this effect is only reset after a Long Rest, not each time the unit enters formation.

UNIT POSITION [STATE TROOP SERGEANT]

Passive XP: 8 Self-Trained: ×3 Max
Ranks: 1

Prerequisites: Wp 4, Cha 4, Unit Tactics [any State Troop] 4

Required Equipment: May forgo equipment required by unit.

Effect: The character's Status Ranking automatically increases by 1. Beyond that, this skill acts primarily as a prerequisite for the Unit Leader skill, allowing the character to affect their unit with Leadership skills.

LEADERSHIP SKILLS

Skills in this category represent the ability of a respected (or feared) leader to inspire those around them. Most of these skills require the character to give a roleplayed speech before making the skill's call. Such a speech should be at least 1 minute long and should reflect the relevant effect of the skill being used. If in the middle of a battle, you do not need to stop fighting during the speech so long as all who are to be affected by it can hear the whole thing. Certain skills can modify how the inspiration is given and who it is given to, but in all cases, a character can never benefit from the effect of their own use of a leadership skill.

COMMANDER

Active (+5 SP) XP: 12 Self-Trained: ×2 Max Ranks: 1
Prerequisites: Cha 6, Unit Leader, SR Gold 1 or higher, Quest
Effect: Having led entire armies into battle, you know how to inspire those around you. When using any active leadership skill, the character may choose to spend an additional 5 SP in order target all nearby allies instead of a single individual. When doing so, make sure that all intended targets can hear your speech (or war cry) and replace the 'Gaze' effect prefix with 'Target Allies: Radius' in the skill's call.

DOUBLE TIME!

Active (6–R SP*) XP: R+1 Self-Trained: – Max Ranks: 5
Prerequisites: Cha R+3
Effect: The character knows how to get people moving. To use this skill, the character must first give a rousing speech to the target and then makes the attack call: "Gaze: Boost 1 Movement".

* Note that the SP cost of this skill depends upon the character's rank in it, normally ranging between 1 and 5 SP.

HOLD THE LINE!

Active (6–R SP*) XP: R+2 Self-Trained: ×2 Max Ranks: 5
Prerequisites: Cha R+3
Effect: The character knows just the words to calm the nerves and hold together a battle line on the verge of breaking. To use this skill, the character must first give a rousing speech to the target and then makes the attack call: "Gaze: Remove Panic".

* Note that the SP cost of this skill depends upon the character's rank in it, normally ranging between 1 and 5 SP.

KILL THEM ALL!

Active (10 SP) XP: R+3 Self-Trained: – Max Ranks: 5
Prerequisites: Cha R+3
Effect: Whether a berserker instilling battle rage in their fellows, a demagogue inciting a riot in the streets or a

cunning duelist taunting their opponent into rash action, the character knows how to incite mindless violence in the minds of those around them. To use this skill, the character must first give a rousing speech to the target and then makes the attack call: "Gaze: Rage [R]".

STEEL YOUR NERVES!

Active (6–R SP*) XP: R+2 Self-Trained: ×2 Max Ranks: 5
Prerequisites: Cha R+3
Effect: The character knows how to still fears and call upon the bravery of others. To use this skill, the character must first give a rousing speech to the target and then makes the attack call: "Gaze: Remove Fear".

* Note that the SP cost of this skill depends upon the character's rank in it, normally ranging between 1 and 5 SP.

UNIT LEADER

Active (+3 SP) XP: 8 Self-Trained: ×2 Max Ranks: 1
Prerequisites: Cha 4, Unit Position [ST Sergeant or equivalent]
Effect: You command the respect of a small band – where you lead, they will follow. When using any active leadership skill, the character may choose to spend an additional 3 SP in order target all nearby members of your unit instead of a single individual. When doing so, make sure that all intended targets can hear your speech (or war cry) and replace the 'Gaze' effect prefix with 'Target [unit name]: Radius' in the skill's call.

WAR CRY

Active (+3 SP) XP: 10 Self-Trained: ×2 Max Ranks: 1
Prerequisites: Cha 5; Unit Leader
Effect: You do not require a lengthy speech to inspire those around you. When using any active leadership skill, the character may choose to spend an additional 3 SP in order to replace the requirement of a speech with a shorter war cry or bellowed order. This can be anywhere from a single word to a full sentence, but should still reflect either the sentiment of the skill or the target(s) to whom it is delivered.



TRAITS

Although similar to skills in some ways, traits differ in that they cannot be learned and generally affect a character at all times, whether they wish it to or not. Traits can sometimes be acquired through things that occur to a character in-game (either temporarily or otherwise), but are most commonly gained during character creation from their race. Those traits that affect only a single race are described in that race's description for the sake of ease, but traits that could potentially apply to different races are described below. Note that other traits than these may also exist for non-player characters and monsters.

SIZE TRAITS

Most characters are roughly Human-sized, but not all. These traits describe the effects of playing a creature either smaller or larger than this, both in terms of role-play tools and more mechanical effects.

SMALL

The creature is roughly half the height of a typical Human. Typical examples include Halflings and Goblins. Small characters must portray their short in-game height in some way. That can be through physical representation (such as false-barrel feet or walking with bent legs), or simply through roleplayed action (such as straining to see over people or tables, or looking upward when speaking with others). This trait also affects what equipment the character can use. See the Equipment chapter for more information about small-sized creatures.

LARGE

The creature, standing upright, is roughly one and a half to two times the height of a typical Human, and likely much wider. Common examples include Ogres, Trolls and Demigryph. Large characters must portray their tall in-game stature in some way. That can be through physical representation (such as safe platform footwear or body suits), or simply through roleplayed action (such as straining

to fit through regular doorways). This trait also affects what equipment the character can use. See the Equipment chapter for more information about large-sized creatures. Large creatures also generally require a much more devastating blow to topple with a single strike, and hence gain a +2 bonus to their Toughness for the purposes of resisting Injury Effects.

GIANT

The creature, if standing upright, is at least three times the height of a typical Human, and likely much wider. Typical examples include Griffons, Wyverns and, perhaps unsurprisingly, Giants. Giant creatures follow similar rules to Large creatures, but use weapons 2 sizes larger than normal and gain a +4 bonus to their Toughness for the purposes of resisting Injury Effects.

TITANIC

The creature is amongst some of the largest known to exist, easily six or more times the height of a typical Human, if standing upright. Some examples Exalted Greater Daemons and Emperor Dragons. Titanic creatures follow similar rules to Large creatures, but use weapons 3 sizes larger than normal and gain a +6 bonus to their Toughness for the purposes of resisting Injury Effects.

PHYSICAL TRAITS

These traits affect the creature physically, either giving them an ability or otherwise affecting how they function.

ANIMOSITY [GROUP]

The creature is extremely suspicious and mistrusting of a particular group, to the extent that a great deal of their focus is kept paying attention to such individuals whenever they

are near. All active skills used within melee-striking distance of any member of the designated group cost +2 SP, with the exception of skills being used to either attack that individual or defend against their attacks.

ETHEREAL

The creature is ghostly and insubstantial, almost entirely unaffected by anything that's grounded in this world.

Ethereal creatures can pass through non-magical solid barriers of all sorts with a 5-count "Described Action: Passing through [object] 1, Passing through [object] 2, ... Passing through [object] 5". During the count, the player should place a hand on their head and manoeuvre themselves to the other side of the barrier, removing their hand at the end of the count. Ethereal creatures are also immune (reaction call: "No effect") to any non-magical attacks or effects. In other words, only spells, magical items and attacks with the magic damage type will generally affect them.

FLY [X]

Either through the use of natural wings, technology or some more supernatural means, the creature is able to achieve flight. They can take to their air by calling "Described Action: Taking off 1, Taking off 2, Taking off 5." While in the air, the creature counts their Movement characteristic as X instead of its base value. Moreover, a flying creature can neither attack nor be attacked by melee weapons, except from other flying creatures (reaction call: "No Effect – Flying"). They can still affect creatures on the ground (and be affected by them) through ranged effects, including spells. The creature can land once again with a similar 5-count: "Described Action: Landing 1, Landing 2, Landing 5."

FRIGHTENING [X]

Whether they're some kind of supernatural horror or just due to their sheer size, the creature is frightening enough to simply behold, let alone engage in a fight. To use this trait, the creature must make some kind of intimidating action (e.g. a bestial roar, the unnatural staggering motion of certain undead, etc.). The character then immediately makes the attack call: "Radius: Fear [X]". The creature may use this trait a maximum of X times during an encounter.

HEALED BY [DAMAGE TYPE]

The creature is not only immune to a particular damage type, it can actually reinvigorate them and knit their wounds. When the creature is hit by an attack with the indicated damage type and the attack is not avoided by some other means, they must use the reaction call: Absorb.

IMMUNE TO [DAMAGE TYPE OR EFFECT]

The creature is completely immune to a particular damage type or effect. When the creature is hit by an attack with the indicated damage type or effect, they must use the reaction call: No Effect.

MAJOR VULNERABILITY TO [DAMAGE TYPE]

The creature is exceptionally susceptible to a particular damage type. Unless they can avoid the attack altogether by some other means, when the creature is hit by an attack with the indicated damage type, they must use the reaction call: Double. They may never make the Minimize or Resist reaction calls against attacks with the indicated damage type. Should an object with this trait be Shattered by an attack with the indicated damage type, it instead takes the Destroy effect.

MINOR VULNERABILITY TO [DAMAGE TYPE]

The creature is slightly susceptible to a particular damage type. When the creature is hit by an attack with the indicated damage type, they may never use either the Minimize or Resist reaction calls.

NATURAL ARMOUR [X]

The creature is partially covered in thick scales, hard chitin or some other form of natural armour. While still possible for an opponent to find the gaps between these, it affords the creature a measure of protection against most blows. The creature adds X to their Armour Points, stacking with any physical armour worn.

NATURAL RESISTANCE [CONDITION, X]

The creature is less susceptible to the effects of some condition, effect or damage type. The creature has the [Condition] Resistance [X] effect on them permanently.

RESISTANT TO [DAMAGE TYPE]

The creature is especially resistant to a particular damage type. When the creature is hit by an attack with the indicated damage type, they must use the reaction call: Half.



CORRUPTION & INSANITY

In the grimdark world of this setting, madness and damnation are ever-present threats, just as common and concerning as the physical dangers that await characters. This is represented in-game through corruptions and insanities. Similar to skills, new characters will begin their first event with relatively few (if any) of these, but may gain them as their character advances. Unlike skills though, corruptions and insanities are not things that characters intentionally train to obtain, but instead are generally considered in-game to be undesirable outcomes that result from interactions with the nightmarish world around them. Compared to skills, they also have relatively few hard game-mechanics that affect things like combat, but instead are more designed as roleplay tools to assist players in further developing certain aspects of their character's identity.

IGNORANCE IS BLISS

Regardless of whether one agrees with this adage, it is important to remember that characters will largely remain ignorant in-game of the mechanics presented in this chapter. Corruption Points and Insanity Points are artificial OOG constructs and, unlike physical injuries, are not easily noticed or measured in-game. Although they may begin acting differently in a way that other characters could notice, the affected characters themselves will generally not be consciously aware when they develop a new insanity or

spiritual corruption. Likewise, characters won't generally have an understanding of their current overall level of corruption or insanity, especially in a way that they can express numerically. This is information that the player has and uses to influence their character's actions, but which remains unknown to the character themselves. The only exceptions to this are for physical mutations (which are evident to anyone looking at them), and using the Kopfdoktor skill to diagnose an insanity.

CORRUPTION

Ever since the collapse of the polar gates millennia ago, Chaos has had a corrupting influence on the world and everything in it. The degree to which an individual finds themselves affected by the taint of Chaos depends upon many factors. Those living closer to the collapsed polar gates are more exposed to its influence, as are those who open themselves to the use of magic – the very essence of Chaos itself. The manner in which Chaos affects a person or object can also vary widely, with imperceptible subtlety or glaringly overtly, from causing physical mutation to their body to darkening their minds and souls.

CORRUPTION POINTS

The extent of Chaos' influence on a character is represented by their Corruption Points (CP) characteristic. Most characters will start their adventuring careers with a single Corruption Point. This secondary characteristic cannot be increased voluntarily through skills (not that many characters would want to do so), but there are multiple ways in which it can be increased during an event. How a character's Corruption Points characteristic changes and how this can translate into gaining or losing corruptions is described in more detail in the Mental & Spiritual Injury section of the Combat chapter.

Halflings have an innate predisposition against prolonged fasting, they are otherwise quite resilient to Chaos' corrupting taint. Likewise, the touch of Chaos rarely manifests itself in a physical manner amongst the Elves, but instead corrupts their souls in ways that even they often do not fully realise.

As such, no two characters are likely to be affected by Chaos in exactly the same way, even if they have the same Corruption Points. When a character gains a corruption, they consult the following table to see what form this Chaos influence takes, the result depending on both the character's race and their current CP characteristic. This can be either a physical corruption (requiring physical representation) or a spiritual corruption (with only roleplay requirements). In most cases this involves the player selecting from a list of possibilities. Sometimes a specific corruption is required at that CP value, but even here the player has choice in how to roleplay it with their character. Regardless of type, these effects are cumulative with each other and permanent, unless indicated otherwise.

GAINING CORRUPTIONS

How Chaos corrupts a person varies widely, depending as much on the individual as the situation. Moreover, either by the design of the Old Ones or not, some races are less susceptible to the influence of Chaos than others, or are influenced by it in different ways. For instance, while



CP	Human	Dwarf	Elf	Halfling	Ogre
0	-	Avidity (Gold only)	-	Gluttony	Gluttony
1	-	Enmity (Greenskins)	Vainglory	-	-
2	Spiritual (Minor)	Enmity	Spiritual (Minor)	Avidity	Avidity
3	Spiritual (Minor)	Vainglory	Spiritual (Minor)	Indolency	Spiritual (Minor)
4	Spiritual (Major)	Spiritual (Minor)	Spiritual (Minor)	-	-
5	Physical (Minor)	Spiritual (Major)	Spiritual (Major)	Spiritual (Minor)	Physical (Minor)
6	Physical (Minor)	Spiritual (Major)	Spiritual (Major)	-	-
7	Physical (Major)	Physical (Minor)	Spiritual (Major)	Spiritual (Minor)	Physical (Major)
8	Physical (Major)	Physical (Major)	Physical (Minor)	-	Physical (Major)
9	Physical (Major)	Physical (Major)	Physical (Major)	Physical (Minor)	Physical (Major)
10	Damnation (see Plot)	Damnation (see Plot)	Damnation (see Plot)	Damnation (see Plot)	Damnation (see Plot)

MINOR SPIRITUAL CORRUPTION

The spiritual corruption of a mortal begins by intensifying within them pre-existing desires and emotions that feed the powers of the Chaos gods. Each time a character gains a Minor Spiritual Corruption, they may select from the list below (unless the above table or another special rule dictates the selection for them). These corruptions will describe situations in which the character will be tempted to indulge or compelled to act in a certain way. While it is largely up to the player to interpret how to roleplay this, a character that wishes to incorporate game-mechanics should note that these compulsions count as a Mental Effect (with an effect strength equal to the character's CP), and can thus be resisted with the Iron Will skill or any other ability that allows the character to resist Mental Effects.

AVIDITY

This corruption intensifies the character's greed and desire for possessions to the point of excess. Whenever the character is presented with an opportunity to acquire (or hold onto) material wealth or possessions of value, they are compelled to act towards it. This does not mean that they have to steal or forcibly take something from another (although they certainly can), but the character believes that such belongings should rightfully belong to them and will act accordingly.

CARNALITY

This corruption intensifies the character's lustful and licentious desires to the point of excess. The character is easily enamoured by whatever they consider to be physical beauty or pleasure, and when presented with such temptation they are compelled to give into their hedonistic

desires. This does not mean that they have to stab their friend because a stranger bats their eyelashes at them (although they certainly can), but they may be more suggestible to something that sounds almost reasonable or resistant to the idea of using the same amount of force upon an enemy that they usually would. It is completely up to the player to determine how to roleplay this, and they should never feel compelled to put themselves in a situation (even a roleplayed situation) that they do not feel comfortable with out-of-game or that makes another player uncomfortable.

ENMITY

This corruption intensifies the character's hatred of others to the point of excess. While some will direct such contempt towards all other beings, most will channel at least the majority towards one or more groups (anywhere from an entire race to something more specific, such as spellcasters, cowards or even a particular individual). Whenever the character encounters the object of their hatred, they are compelled to harm it and are loathe to abandon the field while such opportunities still exist. This does not mean that an undead-hating character will remain aboard a rapidly sinking ship just so that they can keep fighting that last skeleton below decks (although they certainly can), but they may be more reluctant to retreat against an undead foe than they would against a comparable threat and will generally take greater risks to bring harm to them. Needless to say, the very concept of working alongside the target of their enmity is practically anathema to the character.



GLUTTONY

This corruption intensifies the character's desire for food and drink to the point of excess. Some go to great lengths to seek out only the finest, rarest or strangest cuisine, while others will consume almost anything around them with an endless hunger. Regardless of the gourmand character's particular appetites, they are compelled to seek out opportunities to indulge it. This does not mean that the character must constantly have some food or drink in hand (although they certainly can), but they may spend considerably more time partaking in such things (and talking about it when they're not), or may be more easily influenced by the promise of a particularly good meal than by gold and glory. In addition, the character must eat or drink something in order to gain the mechanical benefits of a Short Rest.

Note that the player is always free to roleplay such consumption on behalf of their character instead of physically partaking, so that they may consume food and drink responsibly during an event.

INDOLENCY

This corruption intensifies the character's lethargic desire for rest to the point of excess. Whenever the character is presented with a situation that would require significant effort on their part, they are compelled towards refraining from it. This does not mean that they must simply lounge around in sedentary torpor for the entirety of an event (although they certainly can), but such languid characters often require greater motivation to rouse them from their torpid states of slothful idleness. This Minor Spiritual Corruption may not be selected by Dwarf characters.

IRE

This corruption intensifies the character's anger and frustrations to the point of excess. They are not well known for their patience and easily lose their cool. Whenever the character is presented with a situation that would irritate them, they are compelled to react heatedly and disproportionately to the offence. This does not mean that they have to scream murderous threats against someone attempting to offer them a gift (although they certainly can), but they are more likely to become visibly and audibly agitated at upsetting situations and are unable to fully mask such emotions. For some characters, these enraged reactions may be limited to roared tirade against the source of their irritation, while others find themselves far more likely to pick up a weapon to solve their problems in situations where conflict was perhaps avoidable.

MALICE


This corruption intensifies the character's malicious thoughts to the point of excess. For some, this manifests as a simple desire to kill, while others instead delight in the infliction of pain and suffering. Whether violent bloodlust or sadistic cruelty though, the character takes a degree of satisfaction in such acts (even if they attempt to deny it and justify their actions to themselves and others). Whenever the character is presented with an opportunity to practice their particular brand of malicious intent, they are compelled to act upon it. This does not mean that they must murder an ally or blindly attack a dragon single-handedly (although they certainly can), but the desire to spill blood, take life or inflict pain is there and the character is ever-ready to jump upon viable opportunities.

PARAMOUNTCY

This corruption intensifies the character's ambition and aspirations for power to the point of excess. Whenever the character is presented with an opportunity to acquire (or hold onto) power in any form (martial, magical, social, political, etc.), they are compelled to act towards acquiring it. This does not mean that they have to sell their souls to a Daemon in exchange for its patronage (although they certainly can), but the character believes that such power should rightfully be theirs and will act accordingly. Most start down this dark path with the noblest of intentions, seeking to use such power for some noble pursuit, but as the old adage goes: power corrupts. Such characters are more likely to increasingly view others around them as either potential servants and pawns, or as jealous rivals plotting to take their rightful power from them.

TEDIUM

This corruption intensifies the character's need for new stimuli or change to the point of excess. They are rarely content with how things are now and are usually looking for something different, either just on a personal basis or perhaps for a larger element of society. For some thrill-seekers this manifests as an acute boredom of the monotonous and a need to pursue new experiences, while for others it is more a fear of stagnation or constant dissatisfaction with the current order of things. Whenever the character is presented with an opportunity to experience something new or bring about change, they are compelled to act upon it. This does not mean that they have to try fighting with a large fish instead of their sword or raise an open revolt against the Emperor (although they certainly can), but they are likely to be more open to trying new experiences (e.g. exploring new lands, experimenting with



drugs, etc.) or attempting to bring about change in some kind of established order (e.g. encouraging new practices or innovation, defaming a local hero or even agitating a riot). Such individuals are also likely to make more frequent changes in their personal lives, be it their wardrobes, careers, allegiances or anything else.

VAINGLORY

This corruption intensifies the character's sense of pride to the point of excess. This can manifest in different ways. It makes some into braggarts, frequently boasting and exaggerating their accomplishments and becoming more susceptible to flattery and praise. For others, it gives them an exaggerated self-confidence and a corresponding disdain for those they consider beneath them. Whenever the character encounters a situation that corresponds to their particular form of vainglory, they are compelled to respond according to their immense self-pride. This does not mean that they must let a prisoner go for complementing their hat or casually ignore the threat posed to them by a rampaging Bloodthirster (although they certainly can), but in less extreme situations their judgement may become somewhat clouded by their extreme arrogance or inflated ego. Such prideful characters also tend to have a difficult time dealing with personal failures, either becoming tortured by such memories or finding ways to justify placing the blame on another.

MAJOR SPIRITUAL CORRUPTION

As Minor Spiritual Corruptions are simply amplifications of natural mortal emotions, many of the Empire's most upstanding citizens can manifest these without ever realizing them for what they are. In fact, some of these attitudes and actions can even be praised as being particularly righteous by the pious, such as a mob ironically calling for the blood of a mutant before it can corrupt them. As Chaos continues to subtly work away at their soul, however, eventually its influence becomes more difficult to ignore.

When a character acquires a Major Spiritual Corruption, the player should work with the Questmaster to come up with something unique to their character that may be based upon previous corruptions, the source of this corruption and/or the direction in which the player would like the character to progress. This could take the form of an extreme amplification of an existing Minor Spiritual Corruption, willingly making a pact with a Daemonic entity or Chaos god, or something else altogether. While the possibilities for these are even more numerous than with Minor Spiritual Corruptions, they should generally be much more difficult (or even impossible) for the character to resist.

MINOR PHYSICAL CORRUPTION

Although Chaos often begins its influence over living beings though more subtle changes upon their mind and soul, eventually continued corruption will begin to change them physically as well. A Minor Physical Corruption represents a physical mutation of the body, albeit one that is small enough that it can be easily concealed underneath clothing, such as a small horn, a third eye, a patch of persistent boils, or some similar small growth on the body. The exact form of the mutation is up to the player, but it should be one that they are comfortable with, as the decision cannot later be changed and the mutation must be phys-repped at all times while playing their character (even if it is concealed beneath clothing). Once the player has decided upon the details, this decision should be reported to the Logistics Manager to be recorded on their character sheet. Such mutations generally provide no game-mechanics effect to the character.

MAJOR PHYSICAL CORRUPTION

As Chaos continues to work its changes upon a creature's body, eventually these become more pronounced. A Major Physical Corruption represents a significant physical mutation that cannot be easily concealed. Examples include an extra tentacled arm, goat-like legs, a forelimb transforming into a pincer claw, a second head, scaly skin or festering sores covering the body, or the like.

When a character acquires a Major Physical Corruption, the player should work with the Questmaster to come up with something unique to their character that may be based upon previous corruptions, the source of this corruption and/or the direction in which the player would like the character to progress. As with Minor Physical Corruptions, this decision cannot later be changed and the mutation must be phys-repped at all times while playing their character. Unlike Minor Physical Corruptions, however, Major Physical Corruptions generally have a games-mechanics effect. Typically, they will grant the character both a benefit and a drawback (such as increasing one characteristic and decreasing another). The exact effect will be reported to the Logistics Manager and recorded on the player's character sheet.

Although such mutations are difficult to conceal and the character should expect little mercy for their condition within the Empire, there are still options open to them. For instance, it is possible for certain mutations to be amputated by a skilled physician. Alternatively, the character might consider throwing in their lot with the followers of Chaos and travelling north to join the Norsca LARP, where such mutations are actually seen as blessings from the gods.

INSANITY

Physical harm and chaos corruption are not the only dangers that present themselves to characters. The world in which our game is set can be a dark place, full of unspeakable horrors and creatures that defy reality itself. It takes an incredibly strong mind to deal with all that on a regular basis and come through entirely unaffected. Were that not enough, the dark moon of Morrslieb has been known to cause not only physical mutation, but madness in those caught under its sickly green light.

INSANITY POINTS

The extent to which these things have affected a character's mind is represented by their Insanity Points (IP) characteristic. Most characters will start their adventuring careers with no Insanity Points, reasonably well-adjusted and fully in charge of their own minds. This secondary characteristic cannot be increased voluntarily through skills (not that many characters would want to do so), but there are multiple ways in which it can be increased during an event. How a character's Insanity Points characteristic changes and how this can translate into gaining or losing insanities is described in more detail in the Mental & Spiritual Injury section of the Combat chapter.

GAINING INSANITIES

How mental trauma affects a person varies widely, depending as much on the individual and their past as it does the present situation. As such, no two characters are likely to have exactly the same psychological conditions, even if they have the same Insanity Points. When a character gains an insanity, they consult the following table to see what form this trauma takes on their character's mind, the result depending on their current IP characteristic. In all cases this involves the player selecting from a list of possibilities and determining how to roleplay this selection with their character.

Despite the term, insanities do not represent a complete collapse of a character's mental faculties all at once, but are instead a variety of psychological impacts that gradually increase in severity. Characters could start developing only minor eccentricities and quirks, before progressing to specific paranoid or seething hatreds, and eventually to full-on delusions of reality... some have even been known to proclaim the existence of ratmen in the sewers! Regardless of type or severity, these effects are cumulative with each other and permanent, unless cured or indicated otherwise.

IP	Insanity Gained
0	-
1	Minor
2	Minor
3	Minor
4	Minor
5	Moderate
6	Moderate
7	Moderate
8	Major
9	Major
10	Madness (see Plot)

MINOR INSANITIES

When a character gains a Minor Insanity, they select from one of the options below and then develop the specifics of how it affects their character. The same option may be selected multiple times, affecting the character in a new way each time. Minor Insanities represent small quirks of personality or superstitious beliefs and have no mechanical effects on the character (they are for roleplay purposes only). While the details are entirely at the discretion of the player, they are encouraged to devise something that has a good chance of actually coming into play at least once every few events and might get noticed by other players. The player may consider the events that led to them gaining the insanity when determining the details, but this is not a requirement.

SUPERSTITION

The character has developed a strong belief about the consequences of some potential action that are completely unjustified according to common knowledge and reason. For instance, it is perfectly justified in Stirland (and elsewhere for that matter) to be concerned about the dead rising from their graves, but an overly superstitious person might cross the arms of every corpse they come across because they believe for some reason that this will prevent them from joining the ranks of undeath. Likewise, there are many in the Empire who consider it perfectly reasonable to be cautious in business dealings in Averland, given their merchants' distaste for contracts, but an overly superstitious person might consider it bad luck to do any kind of business at all on Konistag.

ECCENTRICITY

The character has developed an odd behaviour, habit or preference that, while not harmful, is typically perceived as unusual or unnecessary by society. Whistling a jaunty tune while fighting against overwhelming odds, that might be considered eccentric. Drinking one's beer piping hot, well that would be eccentric if it wasn't how it was served across all of Stirland.

MODERATE INSANITIES

When a character gains a Moderate Insanity, they select from one of the options below and then develop the specifics of how it affects their character. The same option may be selected multiple times, affecting the character in a new way each time. Moderate Insanities represent somewhat more serious psychological traumas that now impact the character with a mechanical effect in addition to roleplay opportunities, although often only in specific situations.

While the selection and details are entirely at the discretion of the player, they are encouraged to take into consideration the events that led to them gaining the insanity. For example, Sigmund gains an Insanity Point after narrowly surviving grisly wounds from a Beastman ambush in the Drakwald by expending a Fate Point. The character may become Intimidated by all Beastmen, develop a Phobia of the forest, be plagued by Nightmares of the incident, turn to Despair over how easily he can be harmed, suffer a Concussion, or even turn to chewing Weirdroot to numb the memories and end up with an Addiction.

INTIMIDATED

The character now harbours a deep-rooted fear of a particular type of creature. This could be anything from all Orcs, spiders, wizards, archers or even any creature wielding something that could cause Fire damage. When the character sees something that triggers this insanity, they take the "Fear [X]" effect, where X is equal to the character's current IP. If they manage to resist the Fear effect, then they no longer need to take that effect from that particular creature or object for the remainder of the encounter, although they take a new Fear effect from any additional creatures or objects that trigger one. If a creature that triggers this insanity actually causes its own Fear effect on the character (i.e. not the result of this insanity), then the character is unable to use the Resist reaction call against it for any reason (they are especially afraid of something that is already quite frightening).

PHOBIA

The character now harbours a deep-rooted fear of a particular environment, object or situation (similar to the Intimidated insanity, but the trigger is not a creature). This could be almost anything, from enclosed spaces, open spaces, the forest, large bodies of water, fire, the dark, etc. The trigger causes a permanent "Fear [Wp]" effect in the character – if they have a way of avoiding the trigger, they have a compulsion to do so. If the character is suddenly forced into their trigger without warning, they panic and immediately instead take the Fear 10 effect for a number of minutes equal to their current IP. These Fear effects can be resisted with the Iron Will skill or any other ability that allows the character to resist Fear Effects, allowing them to voluntarily enter or interact with the trigger. However, while within or engaging with their trigger, the character is fighting off panic and is overly paranoid of everything. In addition to roleplay effects (such as refusing to sheath a weapon or swinging it 'blindly' at every sudden noise), the character suffers the "Sap [X] Willpower" effect, where X is equal to the character's current IP and which persists for as long as the character is within or interacting with the trigger.

NIGHTMARES

Haunted by recurring nightmares that are inspired by a particular traumatic experience, the character has a difficult time getting a good night's rest and is visibly shaken or unnerved upon awakening. Any time that the character wakes from sleep (including taking a Long Rest, the Sleep effect, or simply unconscious due to their injury condition), they take the "Sap [X] Wp" effect, where X is equal to the character's current IP. In addition, when the character completes a Long Rest, they only ever regain a maximum of a single Wound and the removal of a single detrimental effect that would normally end after a Long Rest (player selects which eligible effect is removed). All purely-beneficial effects that would end after a Long Rest still do so automatically.

DESPAIR

Perhaps traumatized by a recent defeat, the character has suffered a blow to their confidence and now easily loses their nerve in battle. Each time the character loses 2 or more Wounds from a single attack in a combat that leaves them with fewer Wounds than IP, they take the "Command [X] Flee" effect, where X is equal to the character's current IP. Adjust the wording of the command appropriately if the character loses Wounds outside of a combat situation so that they refuse to voluntarily put themselves at risk of being harmed further. In addition, any time the character takes the Fear [X] effect, if X is less than the character's current IP, it instead counts as being equal to their current IP.



CONCUSSION

The character has suffered one too many blows to the head and further physical trauma only aggravates these old injuries further. Each time the character loses 2 or more Wounds from an attack in battle, they take the “Stun [X]” effect (or “Stun [X-2] if the character is wearing a full plate helmet), where X is equal to the character’s current IP. In addition, when target is reduced to 0 or fewer Wounds, they take the Confuse [X] effect for a number of minutes equal to their current IP.

ADDICTION

Either to escape some other trauma or for an entirely unrelated reason, the character has turned to some mind-altering substance, either legal (such as alcohol) or otherwise (such as Weirdroot, Crimson Shade or the like). Whenever the character is presented with an opportunity to acquire or partake in the triggering substance, they are compelled towards doing so (this is a Mental Effect with an effect strength equal to their current IP, and can be resisted with Iron Will or the like). Furthermore, while under the effect of the triggering substance, the character may ignore the effects of any other Minor or Moderate Insanities. However, when not under the effect of the substance, the character suffers the “Sap [X] SP” effect, where X is equal to the character’s current IP. For each additional day that the character has not had the substance, they suffer this cumulative effect again. SP lost in this manner cannot be restored by any means until the character is once again under the influence of the substance. During their downtime between events, the character must also spend at least $IP \times 100$ brass in upkeep for their habit, or else they lose all downtime hours.

MAJOR INSANITIES

When a character gains a Major Insanity, the player will be allowed to select from a provided list of possibilities, but will be given the chance to work with the Logistics Manager to develop the specifics of how it affects their character. Major Insanities represent fairly serious psychological disorders that can impact the character on a more regular and ongoing basis than Moderate Insanities. As such, it is important that the character selects one that they are comfortable roleplaying and are prepared to deal with any in-game consequences for.

OOG CONSIDERATIONS WITH INSANITY

The section of the rules requires a brief aside to discuss some special considerations that apply to it and how it affects players out-of-game. In addition to being an important element of this grimdark setting, inclusion of these rules in the game is hoped to help normalize mental health and portray mental damage as being just as real and valid as physical damage, without stigmatizing it. Additionally, these rules allow for more complex continued character development and roleplay opportunities.

With that being said, just as our players can have out-of-game connections to physical conditions or other game elements, some of the psychological conditions mentioned and alluded to in this section can be similar to those that players (or others that they know) may struggle with out-of-game. As such, it is important to reiterate two important points about how our policies relate specifically to this section:

1. As always, players are free to not engage in any specific situation in game with which they are not comfortable. This is also why the rules in this section give players so much personal choice in selecting and customizing insanities that they are comfortable roleplaying. If a personal situation changes and a player is no longer comfortable with one of these aspects that they have created for their character, they are encouraged to speak with an Owner and work with them to make any necessary changes for the player.
2. As always, a player should also remember that, even though they may be comfortable with roleplaying a particular element of their character, others may not be. If another player chooses to remove themselves from a roleplay situation with your character (particularly one involving these rules), please allow them to do so without taking offense. If the player asks you OOG to not include them in that particular roleplay element again, please also respect these wishes.



COMBAT

The world is a dark and dangerous place. The Empire is constantly beset by numerous enemies, both beyond its borders and within, and few areas remain untouched by such violence for very long. Though a LARP is far more than just a hack-and-slash brawl, physical combat remains an important element of the game and one that has the most rules governing how it works. It is important for all players to understand how combat works, even if they plan to specialize in other areas or eschew violence altogether, as any character may (and likely will) find themselves under attack at some point, regardless of their intentions.

MAKING AN ATTACK

All combat in End Times is real-time, simulated, role-play combat. This means that players actually physically engage in the battles that their characters find themselves in. They may attack (and be attacked) by striking with approved weapon phys-reps or throwing packets, explained in more detail in the Equipment chapter. There are no dice or skills to determine whether such attacks hit. If the weapon phys-rep or packet strikes a character, then the attack succeeds in hitting them, causing some in-game effect.

SAFE, FUN & DRAMATIC COMBAT

The rules that govern how such attacks may be made were created with three primary criteria in mind. In descending order of priority, these rules will ensure that attacks are:

- 1. Safe:** First and foremost, it is imperative that all attacks be delivered in a safe manner that ensures that no one receives out-of-game injury to their person.
- 2. Fun:** Making exceptions for safety, the combat rules are designed to allow all players to enjoy the game equally. Therefore, the system is designed to not give unbalanced advantage to one style of combat over another, to allow all players to participate in a combat and to limit the mental calculations that a player needs to perform in real-time.
- 3. Dramatic:** Finally, it's important that a fight just looks good. Although simulated, a combat should look and feel realistic, adding to the players' immersion. The weapon phys-reps used by players are far lighter than the weapons they represent and are intentionally not swung with the force necessary to inflict serious injury. While important for safety, this can lead to a very unrealistic portrayal of combat. We encourage players to roleplay these factors, pretending that they are

actually wielding real-life weapons and not carefully-disguised foam. However, the adrenaline of combat (even a simulated combat) can leave players with the feeling that they are fighting for their characters' lives, and as a natural consequence they may act more competitively, finding the most effective way to win the fight by whatever means possible. To combat this tendency, End Times enforces several rules to encourage players to act out both an exciting and realistic combat.

With these priorities in mind, the following are the rules that govern how an attack may be physically made.

APPROVED PHYS-REPS


Approved weapon phys-reps and packets are the only way to engage another player or NPC in physical combat. These phys-reps will be checked by a Safety Marshal every event to ensure that they are safe for use. If a weapon phys-rep has not passed a safety inspection at that event, then it may not be used. Further details about this can be found in the Equipment chapter.

Never use any part of your body or another object to strike, push, restrain or otherwise physically affect another person.

Spells or other effects that are administered in-game by touch may be delivered by a red unarmed boffer to represent the character's hand. For physical contact during non-combat roleplay, please refer to the rules for Physical Contact and Roleplay in the Playing Safely section of The Basics chapter.

PROHIBITED TARGETS

With the exception of a few particular skills, an attack may strike almost any part of a player's body and will have the same damage or effect. Physical strikes that impact held items (including weapons and shields) or anything on a



player that is not directly over their torso or limbs (such as the edge of a billowing cloak), have no effect unless indicated otherwise by a particular rule. This does not include red unarmed boffers, as these represent the actual limbs of the character. If a red unarmed boffer is struck by a physical attack, the character takes damage as if the limb holding it had been struck.

For safety reasons, the following areas of the body may **NOT** be targeted: head, neck and groin. Any attack that lands in one of these areas will not count as having hit and the defender may use the reaction call “No Effect – Prohibited Target”. If they have sustained an out-of-game injury due to such an attack or need a moment to recover, they should immediately call a “Zebra”.

BLIND-STRIKE

In order to limit the chance of prohibited targets being accidentally hit, an attacker must always be able to see their intended target. They cannot attempt to swing around corners where they know someone is hiding or to swing behind them without looking. If the attacker cannot see the target that is hit by a packet or weapon phys-rep at the moment of impact, then the attack has no effect as if it had missed them. Note that there is no requirement for the target to be able to see their attacker, so it is best to always keep an eye out for those who may wish to sneak up on you.

EXCESSIVE FORCE

Despite using relatively safe weapons and avoiding sensitive areas, players must still pull their blows in order to limit how much force is put behind their attacks. A strike should be just forceful enough to be clearly felt by a distracted opponent, while light enough to avoid bruising or otherwise causing injury to the target. When determining how much to pull your blows, take into consideration a variety of factors, including how soft/light your particular weapon phys-rep is and what type of armour your target may be wearing. With the adrenaline from combat, it is easy for anyone to begin striking with too much force without even realising it. So, if you feel that you are being struck too hard, please immediately ask your opponent out-of-game (in a non-confrontational manner) to check their swings, and do not simply strike back more forcibly yourself. Likewise, if you are asked to check your swings, please do so without arguing or taking offense.

INSUFFICIENT FORCE

Even the sharpest weapon must strike with sufficient force in order to cause a serious wound. While a player is prohibited from actually striking with such impetus, the following rules are designed to simulate forceful swings.

WEAPON DRAWBACK: Each swing with a melee weapon phys-rep must traverse at least 90° before striking the target. In the case of a thrusting weapon, the elbow(s) should be bent at least 90° and then straightened each time.

DEFLECTED HIT: No damage or effect is caused by weapon swings that strike a valid target after being deflected off of a weapon, shield or other object, nor is there any effect from a weapon striking a target on the backswing after an attack. There is simply not enough force in such contact to cause a serious injury to the character.

MACHINE-GUNNING & WITHDRAW

Even when drawing weapons back to a 90° position, it is still quite easy to swing a light foam weapon phys-rep with unrealistic speed. Even if a real (much heavier) weapon could be swung repeatedly at that speed, keep in mind that the target of the attack is not a computer, but a Human being who has to register each hit, choose (and communicate) a possible reaction to it and/or calculate any effect it may have on them. If they are attacked repeatedly at an incredible rate (sometimes called “machine-gunning”), this can become very difficult at the best of times, and virtually impossible when engaging more than one opponent. If a target is not given enough time to respond to an attack, they’re more likely to unintentionally miss counting it, ultimately creating a situation that is frustrating for both players.

Therefore, after each attack call is made with a melee weapon phys-rep, the attacker must physically draw back just outside striking distance (the reach of their own weapon), for a silent 3-count, before being able to make another attack call against the same target. This will not only allow the defender to react by making any out-of-game decisions or mental calculations required of them, but will also prevent a potentially dangerous situation where one combatant gets too close for the other to safely use their own weapon (which might result in them blindly back-peddling or trying to physically force their opponent away from them).

It is worth noting that this rule does not create a turn-based combat system. You do not need to wait for your opponent to strike back before attacking them again, and you are free to take any other actions during this 3-count 'recharge' apart from making another attack on the same target. We encourage players through this rule to improve their dramatic combat, really focussing on each attack and making it look great, rather than just swinging as rapidly as possible at the nearest opponent until it eventually goes down.

MOBBING

For similar reasons, we ask that combatants avoid 'mobbing' a single PC or NPC. If you find yourself in a situation where there are already three allies facing a single opponent, consider backing off rather than joining the combat directly. If there are no other combatants to fight, feel free to offer support (such as helping to curtail their movement with the threat of attack), without actually making attacks.

DISCOUNTING HITS

If you feel that someone attacking you is breaking one or more of these rules, you may call the Reaction Call "No Effect - Dramatic Combat". This call is meant to both deter the aforementioned problems and quickly resolve any potential issues during the combat. It lets the attacker know that you did not count their attack(s) and reminds them of these rules (which can be easy to forget in the heat of battle, even for an experienced player). Please do not misuse this call and do not be offended if it is said to you. Consider how you are attacking, adjust accordingly, and get back into the game.

ATTACK CALLS

Having covered the above rules and restrictions on how weapons may be physically used to hit an opponent, we now get to the mechanics of how to translate such an attack into an in-game effect.

Not every weapon causes the same amount of damage to a target. Depending on an attacker's skill and physical characteristics, even the same weapon may cause a different amount of damage or additional effects when wielded by different individuals. Therefore, it is important for an attacker to communicate what their weapon will do to anyone it hits through an ooc call known as an attack call.

An attack call is made each time an attack is made, immediately before the weapon phys-rep is swung, thrust, thrown or fired. If an attacker does not make a proper attack call before attacking, the attack will have no effect. The target of such an attack can let the attacker know they did not take the attack with the reaction call "No Effect - Miscall".

There are three parts to an attack call:

- 1) **Damage Value:** The first word of an attack call is generally a number that indicates the amount of damage that the attack does to any target struck. If the attack causes no damage (as is the case with several skills), the damage value may be omitted. The effects of damage are described in the Injury section.

For physical strikes from melee weapons, the attacker may choose to voluntarily reduce the normal damage of the attack to a minimum of 0, representing them pulling their blow. For strikes from ranged weapons, spells or the like, the attacker must always call the full damage of the attack, unless using a skill or ability to modify it.
- 2) **Damage Type:** The second word of an attack call is the type of damage caused by the attack. This is often the material the weapon is made from, though certain spells or other effects may alter this. While most of the time this may not have a large impact upon the effect of the attack, it is important to communicate this information as some creatures may react differently to different types of damage. Descriptions of the various types of damage are listed in the Damage Types section.
- 3) **Effects:** The final word(s) of an attack call indicate any additional effects that the attack has on the target beyond the specified damage. If an attack has no additional effects, then this portion of the attack call is omitted. A few effects (known as effect prefixes) actually require themselves to be stated first in an attack call. Other effects are followed by a numerical value, indicating the strength of the effect. In both instances, where this is the case, it will be clearly indicated in the effect's description in the Effects section.

For example, the following are possible attack calls:

- "5 Steel" – an attack that does 5 points of Steel damage
- "3 Wood Piercing" – an attack that does 3 points of Wood damage with the Piercing effect
- "Sneak: 4 Silver" – an attack that does 4 points of Silver damage with the Sneak effect
- "Corrode" – an attack that does the Corrode effect
- "Push 3" – an attack that does the Push effect with an effect strength of 3 (and no damage)



RECEIVING AN ATTACK

When simulating real combat, there is an equal responsibility for clear communication from the individual being attacked as there is from the attacker themselves.

AVOIDING THE HIT

Except where noted otherwise, every attempted attack relies upon the attacker actually striking the target with a weapon phys-rep or packet. If, for whatever reason, the attack does not directly connect with a permitted location of the target's body, then there is no effect to the target. This will generally occur for one of three reasons:

1. **ATTACKER MISSES:** Sometimes the attacker's aim is just off and will miss the intended target even if they didn't see it coming. The target should consider themselves lucky and hope that their opponent's aim does not improve.
2. **DEFENDER EVADES:** A player may attempt to physically evade the attack by moving their body out of the way (in essence, they are simply helping the attacker to miss them). There are very few effects in game that cannot be avoided by physically getting yourself out of the path of an attack.
3. **DEFENDER BLOCKS:** Finally, a player may attempt to physically block an attack with a held shield or weapon phys-rep. Only physical attacks (melee strikes or a ranged weapon) can be avoided in this manner – spells will affect a target if they hit any part of them, including their weapon or shield. Moreover, sometimes a weapon or shield is not much more capable of withstanding a blow than the one holding them. If a weapon or shield is used to block an attack and the damage of the attack is greater than the Hardness of the blocking item, then the item used to block takes a Shatter effect (although it does still manage to protect the target from that particular strike). Similarly, if an attack includes an effect that directly impacts an item, that effect takes hold on the weapon or shield used to block it.

HIT CONFIRMATION

If the target has successfully avoided the hit, then their job is done (at least for now). They do not need to call that the attack has missed, as most of the time this will be obvious to both the attacker and target.

On the other hand, if an attack manages to strike a target, it will generally cause the damage and/or effects stated in the attack call. Though the target doesn't need to make an official call that they have taken the hit as stated, they should roleplay taking it. Such dramatic combat could include a verbal component (such as a cry of pain, grunt or gasp from the damage dealt to them) and/or a physical action (such as being shoved back slightly, grabbing your struck limb, or the like). Keep in mind the nature of the attack in your roleplay. For example, if you are struck by a fireball, consider trying to put small spots of fire on your clothing out or even rolling on the ground for a more extreme effect. While it is up to the target to decide how to roleplay being hit, it is their responsibility to make it obvious that they have been. This is important to help eliminate any confusion that the attacker may have about whether they have succeeded in their attack or not and avoids disruptions in the game to sort out such issues.

Due to the reduced force with which weapon phys-reps and packets should be striking, it is sometimes possible for a target to not notice being struck, especially when the attack originates from behind them, they are engaged with multiple opponents and/or they are wearing thick armour. If it seems to the attacker like the target may not have registered a hit (i.e. they do not make a reaction call or roleplay a reaction to it), the attacker is allowed to ask out-of-game if they took the hit. In this instance, if you, as the target, aren't sure if the attack hit or not, consider taking it or using a skill to avoid it. The attacker is asking because they believe their attack has hit and it is unlikely that they would do so without good cause.

REACTION CALLS

Sometimes an attack may strike the target but have a different result than what was indicated by the attack call (including not having any impact on the target at all). This could be the result of an innate ability of the target, the effects of a spell, or the use of a skill to defend themselves. Regardless of the reason, since the attack will have a different effect than the one intended, the target must make an OOG call known as a reaction call to notify the attacker of what effect the attack has had (if any). While this reaction call is sufficient communication, it never hurts to also roleplay this reaction (such as leaping clear when performing a Dodge, etc.).

Sometimes a target will be able to decide whether to take the hit as normal or to use a skill to make a reaction call, such as with Parry. Other times they have no choice in the reaction call (e.g. a creature vulnerable to Fire damage will always call Double when struck by Fire damage, unless they can avoid taking it through a different reaction call, such as Dodge.) All possible reaction calls are listed below.

ABSORB

Some creatures are not only immune to certain types of damage, but will actually feed off of it. The target takes no damage from the attack, but instead heals a number of Wounds equal to the called damage (up to their normal maximum). An attack that causes no damage will still heal the target 1 Wound. Any other effects from the attack have no effect on the target. This reaction will not restore Wounds beyond the normal maximum of the target. If the target is already at their maximum number of Wounds, they will use the "No Effect" reaction call instead.

BLIND [REACTION CALL]

The target need not see an attack in order to react to it. This is not so much a complete reaction call in and of itself, as it is a prefix to another reaction call. A reaction call that is prefixed with "Blind" (typically "Blind Dodge", "Blind Parry" or "Blind Reflect") indicates that the target is able to use that reaction even against an attack call with the Sneak effect.

BLIND LUCK

The target is unbelievably lucky. Perhaps they stumble and end up avoiding an axe intent on taking off their head; Perhaps an arrow is miraculously deflected when it strikes

one of their buttons; Or perhaps they suddenly sneeze and spit out the poisoned drink they were just about to consume. Regardless of the details, the target has managed to avoid an unpleasant fate through absolutely no skill (or even intention) of their own. The target takes no effect from the attack or effect. The target is encouraged to roleplay this however they wish, letting their opponent know what unbelievable twist of fate has just spoiled their attack. The target may even use this reaction call if they are unable to use active skills, are completely helpless, immobile or even unconscious (representing more of a bad luck on behalf of the attacker). This attack call always has the Blind prefix and as such can be used against attacks with the Sneak effect.

DODGE

The target leaps out of the path of danger at the last moment. The target takes no effect from the attack, just as if the blow had not physically struck them. This reaction call cannot be used against attacks with the Sneak effect, nor can it be used if the target is unable to move from their location (e.g. they are under a Paralyze, Stun or Constrict effect, or the like).

DOUBLE

The target is susceptible to this type of damage and takes double the called damage value from the attack. The damage is doubled before comparing to Toughness and Armour Points. Any non-damage effects will affect the target as normal (thus this reaction call need not be made if the attack does not have a stated damage value). If the target is in a position to use both the Double and Half reaction calls, these cancel each other out and no reaction call is made.

HALF

The target is partially resistant to this type of damage and takes half the called damage value from the attack (rounding up). The damage is halved before comparing to Toughness and Armour Points. Any non-damage effects will affect the target as normal (thus this reaction call need not be made if the attack does not have a stated damage value). If the target is in a position to use both the Double and Half reaction calls, these cancel each other out and no reaction call is made.

NO EFFECT

The target is completely immune to this type of damage or effect, either temporarily or otherwise, and the attacker should not expect this to change during the course of the encounter except under unusual circumstances. The target takes no effect from the attack. If able, the target can also give the attacker an idea of the reason for the immunity with a short description (such as “No Effect - Innate”, “No Effect - [spell name]”, etc.). Sometimes a target may be immune to only part of the attack, such as the damage or one of the effects. In this case, they should indicate which part they did not take as part of the reaction call (e.g. “No Effect on the damage”).

MINIMIZE

While the target didn't escape harm entirely, they were tough enough (or heavily armoured enough) to walk away with only a light graze or other minor injury. The target takes minimal damage, losing only a single Wound instead of the damage stated in the attack call. Any non-damage effects will affect the target as normal (thus this reaction call need not be made if the attack does not have a stated damage value). This reaction call can be made in conjunction with the “Half” or “Double” reaction calls (and the former will be quite common, as half damage is much easier to resist with Toughness and Armour Points).

MISCALL

This reaction call is slightly different than the others, in that it is not an in-game reaction to the intended attack but an out-of-game notification to the attacker that they have not made a valid attack call. For instance, an attacker may make the call “4 Freeze Piercing” or “Ice Piercing” – the first of these has listed a damage type that does not exist and the second has not included the damage value for an attack that requires one. Unless noted otherwise, the situation is treated as if the attacker did not make the attack – they do not use up any Stamina Points, items or uses of a skill, and the defender is not affected.

If the situation allows for it, it is generally considered good form for someone making this reaction call to quickly explain out-of-game to the attacker the error they have made, so that they can make a proper attempt next time.

PARRY

The target swats the attack aside or interposes their own weapon at the last moment. The target generally takes no effect from the attack, as if they had physically deflected the blow with their weapon phys-rep. This reaction call cannot be used against attacks with the Sneak effect, nor can it be used if the target is not holding a weapon/shield phys-rep for which they can use the Parry skill or if they are unable to move the limb holding this item for any reason.

REACTION [ATTACK CALL]

While the target does not resist the attack, something about them causes the attacker to also be affected in some way. This reaction call includes a separate attack call, and the original attacker is instantly affected by this new attack call as if they had been hit. Though this reactionary attack does not need to physically hit the attacker with a weapon phys-rep or packet, it can still be negated by any reaction calls to which the attacker may have access.

By default, this reactionary attack counts as having struck the attacker in the torso. However, if the suffix “Weapon” is added to the end of the reaction call, then the reactionary attack will instead count as having struck whichever weapon phys rep made the original attack (if unarmed it counts as having struck the limb holding the unarmed boffer). For example, “Reaction: 4 Ice” will affect the attacker themselves as if they had taken a “4 Ice” hit to the torso, but “Reaction: Corrode Weapon” or “Reaction: Disarm Weapon” will instead affect the weapon that struck the original blow.

Although rarer, this reaction call is sometimes used against ranged or spell attacks, and it follows the same rules.

REFLECT

The attack is turned around on the attacker, as the target either shunts the weapon back at its wielder or a mystical ward causes the spell to reflect back at the caster. The target takes no effect from the attack and instead the attacker takes the full effect of the attack call as if they had just been hit by it. The attacker may use a reaction call as normal on their own reflected attack.

RESIST

The target manages to resist the damage or effect, but it is obvious to the attacker that such resistance has limits and that the target is not outright immune to such effects. The target takes no effect from the attack... this time. Sometimes a target may be able to Resist only part of the attack, such as the damage or one of the effects. In this case, they should indicate which part they did not take as part of the reaction call (e.g. “Resist the Stun effect”).

PHYSICAL INJURY

Though it should now be clear that not every attack will necessarily result in bodily harm, at some point even the most skilled fighters are going to get injured. This section details how such bodily harm affects a character in-game.

TOUGHNESS & WOUNDS

As explained in the Characteristics chapter, every character has a Toughness characteristic (T). This represents how resistant their body is to being injured by physical abuse. While a well-thrown punch might knock out a Goblin, it's unlikely to even disturb a sleeping Dragon.

Every character also has a Wounds characteristic (W), representing how much injury their body can sustain and still function. While a sword might be able to injure both a rooster and a Cockatrice, the former will likely collapse under the first strike while the latter might be able to endure several such blows and still fight back.

Each race has a set starting value for both their Wounds and Toughness characteristics, and these can be modified either temporarily or permanently through the purchase of skills and various effects.

SUFFERING WOUND DAMAGE

Obviously, being hit by weapons or blasted by fireballs is generally not conducive to good health. With that said, an attack that might prove lethal to one creature might be little more than a pinprick to another.

When a target is hit by an attack call with a damage value (and not negated entirely through a reaction call), compare the called damage value to the character's Toughness:

- If the damage is greater than their Toughness, then the blow has enough force to score a telling injury. The character reduces their Wounds characteristic by an amount equal to the damage value of the attack.
- If the damage is less than or equal to their Toughness, then the character has managed to shrug off the worst of it, suffering only a minor injury. The character reduces their Wounds characteristic by one, and makes the reaction call: "Min".

INJURY CONDITIONS

How many Wounds a character has remaining in relation to their base Wounds (the value stated on their character sheet) indicates how injured that character is. In game terms, this is known as their injury condition. Each injury condition has one or more effects on the character, which are described in greater detail below.

By examining a willing or Helpless creature up close for a 5-count "Physical Description: examining body", any character can determine if the creature is dead, uninjured or injured (somewhere between these other two extremes), and make the call: "Investigate: Are you dead, uninjured or injured?". Certain skills can provide a character with more information about a creature's current condition.

Wounds	Condition	Effect
max	Uninjured	-
3 to (max-1)	Lightly Wounded	Risk of infection. RP effect from pain.
0 to 2	Critically Wounded	M1. Double SP cost.
-1 to -5	Mortally Wounded	Helpless. Can't move. Bleed.
-6 to -10	Dying	Helpless. Irresistible Sleep. Bleed.
-11 or below	Dead	Helpless. Immunity to Heal. 5-minute count.

UNINJURED

Though it is possible that the character has suffered some superficial injuries like scrapes and bruises, these have not affected their ability to act normally. However, a character may still roleplay such superficial injuries if they wish.

LIGHTLY WOUNDED

The character has suffered one or more debilitating injuries that, while not life-threatening, are still quite painful and could cause further complications. If a character ends a Short Rest in this condition without receiving the Stabilize effect, their wounds become infected and they immediately take the Disease X effect, where X is the difference between their current and maximum Wounds characteristic. Additionally, the player is strongly encouraged to roleplay the injury. This might include hobbling slightly as you walk on an injured leg, wincing every time you move your injured arm, or holding burned flesh under cold water.



CRITICALLY WOUNDED

The character has suffered serious injury that might become life threatening if not treated, but for the time being their condition is simply debilitating. Any time a character in this condition is required to expend Stamina Points (e.g. using an active skill, resisting effects, etc.), they must expend twice as many SP as normal (after any other modifiers). Additionally, their Movement characteristic is reduced to 1, such that they cannot walk faster than a slow hobble. Though they are capable of defending themselves to some extent, this level of injury should be roleplayed as being unable to move quickly.

MORTALLY WOUNDED

The character has suffered a mortal wound. Without quick intervention they are not long for this world. The character is considered Helpless. They are barely conscious, unable to move at all, except to open their eyes and speak quietly (and even this is incredibly painful and stilted). The character also takes a Bleed effect each time they lose one or more Wounds that leaves them in this condition.

DYING

The character has succumbed to their wounds. Though their heart still beats weakly and they draw shallow breath, they have lost consciousness and are quickly fading. The character becomes Helpless as they lose consciousness, and they cannot regain consciousness in any way while they remain in this condition. The character also takes a Bleed effect each time they lose one or more Wounds that leaves them in this condition.

DEAD

The character is no longer breathing and their heart has stopped. A character in this condition appears to be beyond the point where they can be saved by most traditional means... or are they? Perhaps fate has smiled upon the character, saving them for some other purpose. A character in this condition is unconscious and unable to interact with the in-game world in any way (considered Helpless). They take the Immunity to Heal effect for as long as they remain in this condition, and are unable to benefit from any other mechanic that restores Wounds unless its rule explicitly indicates otherwise. When a character enters this condition, they should begin a silent 5-minute count. After this time is up, they should wait for a convenient moment (usually not during a battle) and discretely get the attention of a Plot Marshal, going Away from Game in order to find one if necessary. If the character has one or more Fate Points remaining, they may choose to burn one in order to be miraculously saved from their grisly fate (see the Fate section). If they do not have Fate Points remaining or do not wish to use one, then the character's spirit has truly passed on from this world and the character is retired.

HELPLESS CHARACTERS

Sometimes an effect or injury will leave a character in a Helpless state. A Helpless character may not locomote themselves, physically block or evade attacks, interrupt a described action, or use a Defensive Combat Skill to make the Dodge, Parry or Reflect reaction calls (including any Blind versions thereof). They will also not be able to make attack calls of any sort themselves.

COUP DE GRÂCE

A Helpless character is completely at the mercy of those around them, and it takes little skill to finish them off with a *coup de grâce* (Bretonnian for 'stroke of mercy'). A character may hold their weapon phys-rep against a Helpless target and begin a 5-count "Described Action: Coup de Grâce 1, Coup de Grâce 2,... Coup de Grâce 5.". At the end of the count, if it has not been interrupted, the character makes the attack call: "[Damage Type] Killing Blow." This does not require the character to know a particular skill and does not use up any Stamina Points. A coup de grâce action may not be taken with a weapon that only deals Padded damage.

DISABLING A CHARACTER

Sometimes a character may wish to damage another outside of combat, breaking an appendage or even removing it altogether. To break or otherwise disable a creature's limb, the target must be Helpless. Touch the target with an unarmed boffer and make a 5-count "Described Action: Breaking [limb] 1, Breaking [limb] 2, ... , Breaking [limb] 5." At the end of this count, make the call: "Disable [S]". The target may not use their Armour Points to resist the effect. To break a limb/appendage faster, with greater force or in a combat situation, you must use the Crippling Strike skill. If instead you wish to permanently cut off a part of another character without the aid of the Physician or Severing Strike skills, this must always be done with a Plot Marshal present. When performed by the untrained, such amputations are extremely dangerous and gruesome, potentially resulting in additional harm to the target and trauma to the amputator.

BREAKING AN OBJECT

Likewise, a character can also attempt to break an object outside of combat. To break an object, it must be unattended or attended by a willing or Helpless creature. Either hold the object or touch it with an unarmed boffer and make a 5-count "Described Action: Breaking 1, Breaking 2, ... , Breaking 5." At the end of this count, make the call: "Shatter [S]". To break an object faster, with greater force or in a combat situation, you must use the Sundering Strike skill. Note that you should never physically destroy the OOG phys-rep for any object without the express prior permission of that object's OOG owner.

OTHER CHARACTERISTIC DAMAGE

Although their Wounds is the most common characteristic that will suffer damage, a character's other characteristics may also be reduced over the course of an event. Sometimes this may be temporary damage, as with the Sap effect. Other times characteristic damage may persist until restored, as with the Drain effect.

The previous section detailed what happens when a character's Wounds characteristic is reduced. When other characteristics receive damage, the character should roleplay the new value of their characteristic. For a reduction of a single point, this might not be immediately obvious to casual onlookers, but the greater the characteristic damage, the clearer it will become to all around that something is wrong with the character. In addition to roleplay, the character will use the new value of the characteristic for all relevant game-mechanics purposes. For instance, those suffering Strength damage will do less damage with melee strikes, while those suffering Toughness damage will be less resistant to taking physical damage to their Wounds from attacks. This can even affect skills. If a character no longer meets the prerequisites for a certain skill due to a lowered characteristic value, then it becomes a dead skill until they again meet the prerequisites.

Unlike Wounds, other characteristics may never be reduced below 0. However, should a characteristic ever reach zero (even temporarily), the character is in some serious trouble. The exact effect on the character will depend upon the characteristic:

Char	Effect of Zero Characteristic
M	The character is unable to physically locomote from one spot to another (they may not walk, run or even crawl). However, unless indicated otherwise, they are still able to stand, fight and otherwise act normally.
WS	The character is unable to properly wield a melee weapon. They may not use a melee weapon phys-rep (including an unarmed boffer) to attack, physically block blows or use any active Offensive or Defensive Combat Skill. If an attack strikes a weapon phys-rep that they are holding, it will instead count as having struck the limb holding the weapon.
BS	The character is unable to properly wield a ranged weapon. They may not use a ranged weapon phys-rep to attack or use any active Offensive or Defensive Combat Skill.

S	The character is unable to stand upright (they may kneel, sit or lie down). They may not move themselves from the spot, make any attacks, hold anything heavier than a utensil or use any active skills. They are considered Helpless.
T	The character falls unconscious and cannot be awoken by any means until their Toughness is restored to at least 1. They may not take any actions at all, including speaking. They are considered Helpless.
Ag	The character is unable to stand upright without falling over (they may kneel, sit or lie down). They may crawl, but their reaction time is far too slow to make attacks, use any active skills, physically block blows or evade them. They are considered Helpless.
Aw	The character takes the Blind and Deafen effects, which will persist until the character's Awareness is restored above 0. All abilities that would normally remove such effects will have no effect on the character's condition while they remain at Aw 0.
Int	The character will wander aimlessly, not recognizing anything or comprehending what is happening around them. It is up to the player to roleplay this as they wish, but the character may not speak or understand any language, may not manipulate equipment (including weapons), may not physically defend themselves, and is unable to use any active skills.
WP	The character becomes so suggestable that they will believe basically anything that they are told. They will refuse to go near anything that seems at all frightening, and will run away from anything that earnestly attacks them (regardless of whether the attack is successful).
Cha	The character is unable to socialize with other creatures in a meaningful way. It is up to the character how to roleplay this, but options include limiting verbal communication to a few grunts, outbursts or the like, while otherwise withdrawing from most interactions.
SP	The character is winded and takes the Exhaustion effect.
FP	There is no additional effect to a character who has 0 Fate Points – such an ill-fortuned character has enough to worry about already.
CP & IP	There is no additional effect to a character who has 0 Corruption or Insanity Points – this is usually a positive thing in most cases.



MENTAL & SPIRITUAL INJURY

Unfortunately, in this grimdark world filled with the malign presences of dark gods and other terrors, the physical body is not the only thing capable of sustaining harm. The thickest armour is of no use in protecting one's mind or soul from that which might assail it. This section deals with mental and spiritual injuries that can be sustained by characters.

CORRUPTION

Corruption represents the physical or spiritual influence of Chaos on a person, place or object. For the purposes of this section, we shall focus on the rules for how it impacts a character.

GAINING CORRUPTION POINTS

The extent to which a character has been corrupted by the taint of Chaos is represented by their Corruption Points (CP) characteristic. Unlike most characteristics, this secondary characteristic is usually not increased voluntarily through learning skills (with some exceptions), but can be increased during play as a result of prolonged contact with concentrated magic or dark deeds that taint the soul.

A character gains a Corruption Point in the following ways:

- Taking the Warp effect (without resisting it)
- Learning a skill that explicitly causes an increase in CP
- When Plot deems that the character undergoes some other sufficiently-corrupting experience (such as working with Warpstone, participating in a dark ritual, being possessed by a Daemon, praying to a dark god, committing a particularly vial act relative to their current CP, etc.)
- When the player believes that the character undergoes some other sufficiently-corrupting experiences, as above (i.e. the player can choose to voluntarily gain a Corruption Point any time they feel it is appropriate, though they must receive approval from both Plot and Logistics first)

GAINING CORRUPTIONS

Every time a character's Corruption Point characteristic increases by 1, it will cause them to gain a new corruption. The rules for gaining corruptions are detailed in the Corruption and Insanity chapter. Whenever a character's Corruption Point characteristic changes, they must notify

Logistics during their next pre-log about which corruption they have selected, so that this can be added to their character sheet. Unless indicated otherwise, such corruptions are generally slow to manifest and won't impact the character until their next event even though their CP total has already changed. However, some special Plot mechanics (such as the dreaded Nurgle's Rot or Warfire of Tzeentch) may also cause an immediate impact, although this will be clearly communicated by a Plot Marshal in these situations.

DAMNATION

As more and more physical mutations are heaped upon the character, they become increasingly cursed (or blessed, depending on one's perspective) by the touch of Chaos. While most corruption is slow to manifest and won't impact a character until their following event, if a character ever reaches 10 Corruption Points, they should instead notify a Plot Marshal immediately during the event. A mortal body can only be changed so far before it altogether loses the last vestige of what it once was. When a character gains their tenth Corruption Point, they've truly left their mortal origins behind. With both their bodies and souls forever surrendered to the whims of the Ruinous Powers, it is time to retire the character.

For most this takes the form of the character devolving into a grotesque and mindless Chaos Spawn (or in certain situations, a lesser Daemon with neither a will of their own nor memories of their past life). However, those rare few who have particularly impressed one or more of the Chaos gods just might transcend to true Daemonhood, becoming a Daemon Prince or Princess of Chaos. If this latter option is the ultimate fate that you'd like to pursue for your character, it is strongly recommended that you meet with the Head of Plot before reaching CP 9 (and ideally much earlier) to discuss this retirement quest. It should be noted though that such rewards are very rarely granted by the fickle gods of Chaos, even to their most devout and faithful servants. Players should fully expect that such a retirement quest may be significantly longer and more difficult than typical and there is absolutely no guarantee that the character will succeed, even should they survive the trials. Of course, those who do will gain true immortality, potentially becoming a recurring NPC or even sparking a major plot line.

INSANITY

This section will focus on how a character is exposed to mental trauma.

GAINING INSANITY POINTS

The extent to which a character's mind has been scarred by traumatic incidents is represented by their Insanity Points (IP) characteristic. Unlike most characteristics, this secondary characteristic is usually not increased voluntarily through learning skills (with some exceptions), but can be increased during play as a result of horrific or unsettling experiences.

A character gains an Insanity Point in the following ways:

- Taking the Disturb effect (without resisting it)
- Learning a skill that explicitly causes an increase in IP
- Using a Fate Point to avoid death
- Permanently losing a limb or eye
- Being reduced below 0 Wounds by Psychic damage
- When Plot deems that the character undergoes some other sufficiently-unsettling experience (such as being tortured, watching a close friend be killed, witnessing a dark ritual, receiving a vision of the Realm of Chaos, being possessed by a Daemon, etc.)
- When the player believes that the character undergoes some other sufficiently-unsettling experiences, as above (i.e. the player can choose to voluntarily gain an Insanity Point any time they feel it is appropriate, though they must receive approval from both Plot and Logistics first)

Unless indicated otherwise, a character will never gain more than one Insanity Point from a single encounter, even if more than one of these things happens during that encounter.

GAINING INSANITIES

Every time a character's Insanity Point characteristic increases by 1, it will cause them to gain a new insanity. The rules for gaining insanities are detailed in the Corruption and Insanity chapter. Whenever a character's Insanity Point characteristic changes, they must notify Logistics during their next pre-log about which insanity they have selected, so that this can be added to their character sheet. Unless indicated otherwise, such insanities are generally slow to manifest and won't impact the character until their next event even though their IP total has already changed. However, some special Plot mechanics may also cause an immediate impact, although this will be clearly communicated by a Plot Marshal in these situations.

MADNESS

While a character's degrading mental state is generally a slow process, and new insanities won't impact a character until their following event, if a character ever reaches 10 Insanity Points, they should instead notify a Plot Marshal immediately during the event. A mortal mind can only be strained so far before it snaps like a twig. Far beyond the fanatical doom-speaking prophets of the End Times or a Dwarf Zaki who has taken up the Slayer Oath, when a character gains their tenth Insanity Point their mind has shattered beyond any hope of repair, leaving the character a ranting lunatic or unresponsive invalid with no sense of their surroundings. In either case, it is time to retire the character.



FATE

The world is a dark and grisly place, and the sad reality is that most creatures born into it are fated to accomplish little of significance with their often short and brutish lives. Player characters represent a very special type of individual – whether they realise it or not, they have been fated for greater things than most.

FATE POINTS

Regardless of whether they are part of the Great Plan of the Old Ones, the eternal scheming of Tzeentch or are otherwise watched over by some greater power for a particular purpose, player characters (and a few non-player characters) are fated to survive long enough to accomplish what they are destined for. Of course, even fate can only protect an individual so much, and if they are really determined to meet their doom then they probably will (with perhaps the one exception of a particularly infamous Dwarf slayer by the name of Gotrek).

If a character currently has a Fate Points characteristic of at least 1, then they may choose to permanently reduce their Fate Points characteristic by 1 in order to achieve one of the following effects:

ESCAPE DEATH

After a character has finished their silent 5-minute count in the Dead condition and have informed a Plot Marshal, they may choose to burn a Fate Point in order to miraculously survive the situation instead of retiring the character. The Head of Plot will determine exactly what twist of fate has allowed the character to survive, which will primarily depend upon the situation the nearly-dead character found themselves in (e.g. captured by the enemy, unattended, attended by allies, attended by a skilled physician, etc.). Each possibility will see the character survive the experience, although most will impose some kind of complication or penalty that will be explained to them (permanent effects will also be recorded on their character sheet). In some situations this may simply see the character regain consciousness where they fell, while others may require a new encounter in order to resolve.

ESCAPE INSANITY & CORRUPTION

Any time the character would normally receive an Insanity Point or Corruption Point, they may choose to burn a Fate Point in order to avoid this from occurring. This can be done at any point up to and including the character's next Prelog, giving them a little extra time to make this decision.

FORTUNATE OUTCOME

Any time that a player is forced to roll for a random outcome for their character (generally in the online RPG system only), they may choose to burn a Fate Point in order to reroll and then choose between the two outcomes. A player may wait to see the result of the first roll before deciding to use Fate to reroll.

LUCK POINTS

In addition to helping them escape an imminent doom, a character's fate can sometimes aid them in more subtle ways. At the start of each event, a character receives a number of Luck Points (LP) equal to their Fate Point characteristic. A Luck Point can be used at any point during that event to do one of the following:

- To make a Blind Luck reaction call against a single attack call that would otherwise affect the character.
- To avoid gaining a single Corruption Point or Insanity Point through some situation other than an attack call during an event. Note that this cannot be used to avoid CP or IP gained by purchasing a skill.
- To avoid causing a single Miscast or Misfire. The attack/spell still fails, but there is no additional negative impact.
- Reroll any single roll (online RPG system only).

Any Luck Points not used by the character's next Prelog are forfeited and cannot be saved for future events.

HEALING

Just as there are many ways in which a character may sustain injury, there are multiple ways in which they can be healed of these harms.

HEALING PHYSICAL INJURIES

The most common injuries that characters are likely to receive are those that harm their bodies. Although by no means easy, these are perhaps the least complicated injuries to both diagnose and treat.

HEALING WOUNDS

The most common healing that a character will likely experience is a restoration of lost Wounds. This can be accomplished through the use of certain skills, items, spells or even sufficient bedrest. What must be done in order to heal the character and how many of their lost Wounds are restored by this action can vary significantly, but all such details will be clearly stated in their respective rules.

The Heal [X] effect (see the Effects section) is the most expedient means of healing damage, with the character instantly recovering X Wounds. However, in many areas of the world, access to the supplies or magic needed to quickly heal injuries is incredibly rare. When a serious injury is sustained in these areas, it can take a prolonged time for the body to gradually mend itself. Characters can slowly recover from their injuries over time by completing a Long Rest, as described in the Resting subsection.

It should be noted that in the case of severe injuries, it is possible that a single source of healing may not return a creature to a positive number of Wounds or even change their injury condition.

CURRENT VS MAXIMUM WOUNDS

Regardless of the source of healing, a character can never have their current Wounds healed beyond their maximum Wounds (typically their base Wounds). Any Wounds restored beyond this maximum are wasted and have no additional effect. However, the Boost effect may temporarily increase a creature's Wounds. In this case, both the character's current and maximum Wounds are increased, and they can be healed up to this new maximum for the duration of the effect. Likewise, if the Sap or Drain effects temporarily decrease a character's Wounds, this will decrease both their current and maximum Wounds, ensuring that the former still cannot be higher than the latter.

RESTORING CHARACTERISTIC DAMAGE

Temporary characteristic damage caused by the Sap effect will automatically disappear at the end of the stated duration (often after completing a Short Rest). Persistent characteristic damage from the Drain effect will not go away with time and can generally only be undone through the Restore effect. As with Wounds, though they can be temporarily increased, no characteristic can be restored to above its base value recorded on the character sheet.


REMOVING EFFECTS

In addition to suffering damage, characters will likely also suffer from various adverse effects from time to time, such as being poisoned or put to sleep. Some effects will have a set duration or have methods/conditions to end them, both of which will be detailed in their descriptions. An effect can also be removed prematurely with the Remove [Effect] effect. Once an effect has been removed (or its duration expires), it will no longer affect the character in any way. The most common methods of removing effects is through rest, the use of certain skills, treatment from a physician, various apothecarial mixtures or magic.

FALSE RESURRECTION

Once a creature has died, their spirit will not linger long. What happens to that spirit after leaving the body depends upon a wide variety of factors and is too complex a topic to discuss here. However, despite the initial hopes and intentions of many who fall into the dark art of necromancy, there is no known way to truly restore a body to life once its spirit has passed – at least, not in any way that can truly be called 'life'. That does not mean, however, that the ignorant and superstitious masses of the Empire do not believe that this is exactly what has occurred when they witness some miraculous feat of healing on someone who they believed was far beyond help.

Ordinarily, there is very little that can be done for a character in the Dead injury condition, as their Wounds can no longer be restored through traditional means. However, there do exist some incredibly rare magics and difficult medical techniques (e.g. the Revive physician ability) that are capable of sometimes restoring a recently-slain victim to life, so long as their spirit has not yet departed at the end of their 5-minute count. Additionally, a character is more likely to avoid serious medical complications when they use a Fate Point to escape an otherwise certain death when they are being attended by trained healers, even if they are as surprised as anyone when the patient pulls through.



HEALING MENTAL/ SPIRITUAL INJURIES

Just as the body can be repaired, so too can the mind and spirit, although this can be considerably more difficult.

Insanity is not commonly treated in the Old World. Less serious mental trauma is often ignored, while those afflicted with more serious disorders are usually treated little better than criminals and locked away in madhouses. Sadly, there are few in the Empire with the ability to truly help such individuals.

Corruption can be an even worse fate in the Empire though. The Sigmarites regularly preach about the dangers of the Ruinous Powers and how pious Imperial citizens can avoid its taint. While the corruption of one's spirit can be difficult to detect even by the very individual in which it has taken root, physical mutation is much plainer to see and is essentially a death sentence if discovered. Even if it does not draw the attention of the Witch Hunters, many communities will burn any mutant found harbouring in their midst (along with anyone else they believe may have been tainted by them). As such, even if there were easier ways to undo the warping influence of Chaos, it can be very difficult for those mutated by it to find someone able to help who won't turn them over to the crowd.

For those looking to heal a mental or spiritual injury, there are four general options: surgery, drugs, magic or a quest.

SURGERY

Physicians can do little to affect the Chaos taint in a patient's soul, but when it comes to physical corruption, they are the most skilled individuals at parting unwanted flesh from a body while causing the least possible harm to the patient. If the Amputate ability of the Physician skill is used to remove a mutation (i.e. Physical Corruption) that results in the character losing a part of their former body (such as a limb), then the patient's CP are also reduced by 1. If the mutation removed was an additional growth and does not result in the patient losing a part of their former body, then the mutation is still removed but their CP remain unchanged. Note that a Plot Marshal may deem that some mutations are not removable without killing the patient.

As for insanity, only the most specialized of physicians can even diagnose mental disorders, and only the most skilled amongst them can treat such conditions (see the Kopfdoktor

skill). Some have experimented with various drugs and concoctions that can temporarily clear the mind, but this only allows the patient a very brief respite from their delusions. A new, highly-experimental surgical technique has shown some success at permanently alleviating madness in even the most extreme of cases, but is incredibly dangerous and so far only a few of the patients who have "volunteered" for it have survived the procedure.

DRUGS

Although remarkable advancements have been made in the pursuit of alchemy over the last few centuries, some of the most effective healing concoctions are herbal mixtures that have been in use for centuries. Even amongst these though, there are no known substances that have been proven to aid in reversing the taint of Chaos within a person (at least, not without killing them in the process). While there are likewise no herbal or alchemical concoctions known to actually cure insanities, many have been used to suppress the madness, at least for a time. In addition to the specific side effects of particular drugs, most are also highly addictive and the patient runs the risk of supplanting one condition with another (see the Addiction insanity in the Corruption & Insanity chapter and Drugs in the Equipment chapter). Some physicians have the ability to administer such drugs in a slightly more controlled manner in order to maximize their effect as a treatment, although it does little to stop the patient's reliance upon them (see the Kopfdoktor skill).

MAGIC

Though often the ultimate source of corruption (and sometimes insanity), magic can also be one of the most reliable methods of counteracting these conditions with the fewest side effects. With that being said, wizards and priests capable of casting such spells are incredibly rare in the Old World and the spells themselves too difficult to be used on a regular basis. Still, if one finds themselves so inflicted with such conditions within the Empire, there is no place where they are more likely to find aid from someone who is both able and willing to help them than a Shallyan convent. Although perhaps a close second in ability when it comes to purging the taint of Chaos, members of the Light Order may be just as likely to destroy a corrupted individual as to aid them, depending upon the extent to which the corruption has taken hold and the particular magister approached.

QUEST

Many of those afflicted with insanity or the taint of Chaos and attempting to seek a cure, are often forced to set off on a personal quest in order to do so. For many in the Empire, that search ultimately proves to be in vain, with the poor soul wandering aimlessly without finding anyone to help them. Other times it may lead them to one of the above solutions. Just sometimes though, with the gods' blessings, other possibilities might just present themselves.

If a character is unable or unwilling to pursue any of the above options, they can take up a quest to find some way to overcome a particular insanity or reverse the taint of a particular corruption (see The Quest section of The Basics chapter). For example, perhaps sneaking into a massive Orc camp single-handedly to assassinate their Warboss may help a character to overcome the Dread (Orcs) insanity, or a trial involving the very Flames of Asuryan might be necessary to cleanse an Elven character of some degree of corruption.

RESTING

Although powerful mages and skilled physicians may be able to mend a body (or even mind) through their respective arts, access to such individuals is incredibly rare for most of the Empire's citizens. While it will do nothing to restore a lost limb or help cleanse a body of mutation, sufficient rest can work wonders in its own right. The extent to which such repose can heal a character depends largely on duration.

SHORT REST

A Short Rest represents just that, a short period of inactivity that allows the character to recover from the exertions of an encounter. In order to take a Short Rest, a player must spend at least 15 minutes roleplaying such a rest. During this time, they may not engage in any strenuous physical or

mental activity and should spend the majority of it either sitting or lying down. A character may not begin a Short Rest during an encounter and should an encounter begin before a character has completed their rest, any time already spent towards it is wasted and the character must start again when they are able. Assuming their rest is not interrupted, at the end of the 15 minutes the character's current Stamina Points characteristic is restored to its regular base value (with the exception of any SP lost to the Drain effect). Some adverse effects may also persist until the affected character has completed a Short Rest.

LONG REST

A Long Rest represents an extended period of inactivity that allows the character's body to recover more than just their breath or an ache in their muscles. In order to take a Long Rest, a player must spend at least 6 hours in uninterrupted rest, with proper access to food, water and shelter. During this time the character does not have to physically sleep, but they should be lying down and not engaged in any physical or mental activity at all (including prolonged conversation). If the character's Long Rest is interrupted by strenuous activity or if they suffer any further loss of Wounds, they must begin the count over again, with any time already spent towards the Long Rest wasted. Assuming that it's not interrupted, at the end of a Long Rest, a Lightly Wounded character will regain a number of Wounds equal to their Toughness characteristic. If the character has more serious injuries (at 2 Wounds or less), then they will instead only regain a single Wound. Some adverse effects may also persist until the character has completed a Long Rest. Note that a character completing a Long Rest has also automatically completed a Short Rest, and has gained those benefits 15 minutes into the Long Rest.



DAMAGE TYPES

Every attack with a damage value will have one of the following damage types to represent the type of material or energy that is being used to harm the target. Many of these have no additional game mechanic against the majority of targets, and can simply be used to create better information for roleplay opportunities. However, some creatures may be resistant, immune or susceptible to certain types of damage and a few damage types may have additional effects on certain targets or items.

Although the vast majority of attacks will only have a single damage type, a rare few might have two or more. For example, a Dragon's breath might only deal Fire damage, while a flaming sword might deal Steel Fire and a Fireball spell would deal Magic Fire. If an attack has more than one damage type, its damage will count as being all of these types simultaneously, and this is always worse for the target. For instance, if the target is immune or resistant to only one of the two types of damage, then it is affected by the attack as normal. However, if the target is particularly susceptible to any of the damage types, then the attack will have a greater effect on them. The Absorb reaction call can only be used if the target could use it against both damage types. If either damage type has a special rule (such as Psychic damage), then it continues to pertain to the attack.

For example, consider the case of a flaming sword that is swung for an attack call of "4 Steel Fire". If the target does not react differently to either Steel or Fire damage, it would take 4 points of damage (not 4 Fire and also 4 Steel, for a total of 8). If the target were ethereal and immune to all damage other than Magic, then it would take no damage. However, if the target is only immune or resistant to Fire damage, then it takes the full 4 points of damage because the attack also has the Steel damage type (even if the target can't be burned, the sword can still cut them). If the target takes double damage from either Fire, Steel or both, then it takes 8 points of damage from the attack.

ACID

Whether an alchemical vial of acid, the digestive juices of a hungry Troll or a corrosive slime, Acid damage tends to easily corrode any metal it comes in contact with. All attacks with this damage type automatically have the Corrode effect, even if it's not part of the attack call.

DARK

Not only can dark magic be wielded with destructive force, but the effects of concentrated Dhar can corrupt what it touches. If a target is ever reduced to below 0 Wounds by Dark damage, they instantly gain a Corruption Point. Attack calls with this damage type are always considered magical for all purposes.

FIRE

From a simple flaming brand to the spells of the practitioners of Aqshy, Fire damage burns flesh, melts metals and completely consumes wooden or other flammable objects.

ICE

Representing an extreme bitter cold, Ice damage can cause frostbite in flesh, stiffen muscles and shatter objects.

LIGHT

Employed by the practitioners of Hysh and certain benevolent deities, these holy energies are anathema to those corrupted by dark magic, such as Daemons or undead. Attack calls with this damage type are always considered magical for all purposes.

LIGHTNING


Whether it represents a natural lightning strike from the heavens or the deadly warp lightning of the Skaven, armour is of little benefit against such strikes. Armour does not provide any benefit against Lightning damage, thus all attacks with this damage type automatically have the Piercing effect, even if it's not part of the attack call.

MAGIC

Since the collapse of the polar gates, magic has permeated even the far-reaches of the world, and all races have learned to use it against their enemies in one form or another. Whether it's a magical weapon, spell or the claws of innately magical creatures like Daemons, magic can be employed to incredibly destructive effects.

PSYCHIC

Though very rare, psychic damage is quite different from other forms in that it does not attack the target's body, but their mind and spirit. Use the target's Willpower characteristic instead of their Toughness when determining whether or not the damage is minimized. Armour does not provide any benefit against Psychic damage, thus attacks with this damage type automatically have the Piercing effect,



even if it's not part of the attack call. If a target is ever reduced to below 0 Wounds by Psychic damage, they instantly gain an Insanity Point. Targets without a Willpower characteristic cannot be harmed by Psychic damage.

PADDED

Whether a right hook or the flat of a blade, some blows can injure without lethal intent. If the target would ordinarily make the "Minimize" reaction call against an attack with this damage type, they instead make the "No Effect" reaction call. The blow might have stung, but didn't have enough force to cause significant injury. In addition, if an attack call with this damage type results in a loss of Wounds below 0, it does not automatically cause the additional Bleed effect. Moreover, as long as attacks with a different damage type have not caused any loss of Wounds below 0, then the target will recover 1 Wound every minute until they reach 0 Wounds. Note, if the target's Wounds ever reach below -10, they will still die, even if the attack(s) had this damage type. It is still possible to beat someone to death with padded blows if the attacker does not relent or strikes too hard.

SILVER

Though much softer and more expensive than steel, silver is commonly believed to possess cleansing properties and therefore has a greater effect against creatures associated with disease, curses or any other kind of taint or corruption. Most weapons are not wrought from pure silver, but instead from a silver-steel alloy, as such alloys will withstand the rigors of combat far longer than a pure silver blade. Of course, the legendary Ithilmar ('sky-silver') of the Elves is said to be as hard as steel and significantly lighter.

STEEL

Iron and steel are the most common materials used in the striking surfaces of weapons. Also included in this damage type is the incredibly-rare Gromril of the Dwarfs, who alone possess the knowledge to work this exceptionally hard and durable metal.

WOOD

This form of damage is the call for any weapon made of a natural, non-metallic substance, such as wood, stone, bone, claws and teeth.





EFFECTS

Attacks, spells, items and other factors can cause a variety of effects on a creature apart from just dealing damage. The following effects may be included as part of an attack call. The skill, ability or rule allowing a character to use a given effect will specify the exact conditions in which it can be used.

TARGET & INITIATOR

The description of effects will describe two general persons: the target and the initiator. The initiator is the one who is causing the effect to occur (the one making the attack call with the effect). While this is often a creature of some sort, it could just as easily be an object, an environmental condition, or almost anything else that a Plot Marshal can imagine. The target is the character that is being affected by the effect (the one whom it will impact and who would have to make a reaction call, if appropriate). Some attack calls might have multiple targets, in which case each target makes their own reaction calls independently.

REACTION CALLS FOR EFFECTS

If a character resists or is immune to an effect, they must make the appropriate reaction call to let the effect's initiator know what has happened. However, if an effect successfully affects a target but simply doesn't have any tangible benefit or hindrance to them based upon that effect's restrictions, then no reaction call is made – the initiator knows the effect took hold, but beyond that they are unaware of how successful it was. For example, a Heal effect can't restore a target's Wounds above their normal maximum. If the character is already at their maximum Wounds and takes a Heal effect, they do not make a reaction call. Likewise, if they are affected by a Remove [Poison] effect and the target is not currently affected by the Poison effect, then they do not make a reaction call. In both cases, the effect didn't end up having any real impact on the target, but the initiator will not know that.

DURATION OF EFFECTS

Most effects have a default duration, between instantaneous and permanent, as indicated in its description. If no default duration is listed, then its duration is always instantaneous (once the effect has taken place, it is over and done with, though the damage it has done may very well

persist). However, if an attack indicates a distinct duration as part of the attack call, then this always takes precedence over the default duration for the effect. For example, an attack call of "Charm 3" would create a Charm effect that lasts for the default duration of 1 encounter, while an attack call of "Charm 3 – Permanent" would create a charm effect that persists indefinitely, until removed. If the target takes any subsequent instances of a non-cumulative effect before its duration expires, then it will simply reset the duration. If an effect with a duration of 1 encounter affects a target outside of an encounter, it instead lasts for 5 minutes.

EFFECT PREFIXES

Some effects are stated at the beginning of an attack call rather than at the end, and thus are known as effect prefixes. Often times these effects will modify the entire attack in some way, and thus are important to state first. It will be clearly noted in an effect's description whether or not it is a prefix.

EFFECT STRENGTH

If an effect is followed by a numerical value, this usually indicates the strength of that particular effect. Such effects can be resisted if a particular characteristic of the target (as indicated in the effect's description) is higher than the strength of the effect. For instance, while Push 2 and Push 3 will both attempt to force a target away from the initiator, a target with a Strength characteristic of 3 could choose to resist Push 2 but not Push 3. The target does not have to resist an affect that they are able to and can instead choose to allow it to affect them. If the target chooses to resist the effect, they make the "Resist" reaction call, and subtract 1 Stamina Point from their current total (as if they were using an active skill). If the target has no SP remaining, they may not choose to resist the effect (their body/mind is simply too exhausted to do so). Remember, the target only resists that particular effect, and may still be susceptible to other effects or damage from the same attack call. In some rare cases, such as the Pin effect, an effect's strength has slightly different mechanics, as is explained in the description of those effects.

EFFECT TYPES

Some effects fall into one of four special categories: Health Effects, Injury Effects, Mental Effects and Movement Effects. Although there are no additional game mechanics applied to effects for being of a particular type, some skills or abilities may allow a creature to resist a particular type of effect. Moreover, these skills all have an effect strength and can be resisted by a set characteristic, determined by their type.

HEALTH EFFECTS

Some effects impact a target's constitution, causing harm to their internal organs from within. Such internal bodily assaults can be resisted by the target's Toughness characteristic. The following effects are considered to be Health Effects:

- Disease
- Plague
- Poison

INJURY EFFECTS

Some effects impact a target through grievous injury, causing physical harm to their bodies from without. Such external bodily assaults can be resisted by the target's Toughness characteristic. The following effects are considered to be Injury Effects:

- Disable
- Killing Blow
- Sever
- Stun

MENTAL EFFECTS

Some effects impact a target's mind. Such mental influences can be resisted by the target's Willpower characteristic. The following effects are considered to be Mental Effects:

- Charm
- Command
- Confuse
- Disturb
- Dominate
- Fear
- Panic
- Possess
- Rage
- Repel
- Sleep
- Stun
- Suggestion

MOVEMENT EFFECTS

Some effects attempt to either physically move the target (or something in their possession) or prevent them from moving. Such applied forces can be resisted by the target's Strength characteristic. The following effects are considered to be Movement Effects:

- Constrict
- Disarm
- Pin
- Pull
- Push
- Trip

DESCRIPTION OF EFFECTS

Note that a Plot Marshal may occasionally use additional effects than those listed below for the purposes of specific creatures or plot lines. Where this is the case, they will clearly be explained to players before they are used. If you are the initiator of an effect, you are expected to fully understand the rules for that effect's use. If you are the target of an effect and you are unsure of what it does, quickly ask the initiator of the effect or a nearby Rules Marshal OOG.

[TYPE] BANE

Some weapons and spells are anathema to particular types of creatures.

Effect Prefix. Against a target that matches the named creature type (e.g. Daemon Bane, Dragon Bane, etc.), an attack call with this effect will cause double its stated damage. Against other creatures this effect has no additional impact, but they are still affected by the attack as normal.

BLAST

From stone throwers to a Bright magister's fireballs, some attacks are designed to take out a densely-packed unit in a single strike.

Effect Prefix. An attack call that is prefaced by this effect is not limited to affecting only a single struck target. Instead, all potential targets within their own weapon's reach (or arm's reach if unarmed) of the point of impact of the strike or packet, are affected just as if they themselves had been physically struck. The Parry, Blind Parry, Riposte and Dodge skills cannot be used to negate such attacks. Moreover, for attacks that are capable of affecting a target's equipment in addition to them, an attack with the Blast effect is considered to hit all locations on their body and any item(s) held in their hands.

BLEED

Often it is not the original blow that will outright end a warrior's life, but the resulting blood loss if such injuries are not treated quickly enough.

The attack has cut deep or hit an important artery, causing the target to quickly hemorrhage blood. During a combat encounter, every time the target makes an attack call and/or uses an active skill, they lose one Wound. Outside of a combat encounter (or when the character is no longer actively participating in the combat for whatever reason and are thus able to maintain a silent count), the target will continue to lose one additional Wound every minute regardless of what actions are taken. This effect is cumulative with itself (i.e. if a target is affected by it twice, then they will lose two Wounds instead of one, and so on).

Unless stated otherwise, this effect persists until the character has completed a Short Rest.

If this effect is part of an attack that also includes damage, then the target is unaffected by the Bleed effect if the damage itself is mitigated through the No Effect, Resist or Minimize reaction calls. No additional reaction call is needed to communicate this.

BLIND

A bright flash of light, a fistful of sand or a well-placed strike, all might limit a target's vision.

The target loses the ability to see in one or both eyes. If the effect impacts only a single eye, it will be clearly stated in the attack call (otherwise, by default the effect impacts all eyes of a target). In the case that only one eye is affected, the target player will close one of their eyes or place an opaque covering over it to simulate the injury. If all of the target's eyes have been affected (whether from different effects targeting each eye or a generic Blind effect), then they have completely lost all vision. If the target player is stationary and not in combat, they should close their eyes. If at any point they wish to move or a combat situation begins, they should open their eyes and look directly at the ground, roleplaying blindness only (for safety reasons, never attempt to move or fight with both eyes closed). As the target is unable to see potential threats, they treat all attack calls against them as if they had the Sneak effect (effectively not allowing them to use reaction calls such as Parry or Dodge). A character blinded in one eye reduces their WS, BS and Aw by 1 until the effect ends. A character blinded in both eyes reduces their WS and BS by 3 and reduces their Aw to 0 until the effect ends. Unless stated otherwise, this effect persists until the character has completed a Short Rest.

BOOST [X CHARACTERISTIC]

Whether through magic, herbal concoction or trained skill, there exist a variety of ways in which a creature may temporarily enhance their physical or mental faculties beyond their normal limits.

The target of this effect will temporarily increase the indicated characteristic by X for the duration of the effect. For characteristics like Wounds and Stamina Points that frequently fluctuate during an event, this increases both the current and maximum values of that characteristic. For example, a call of "Boost 2 Strength" would increase the target's Strength characteristic by 2, while "Boost 2 Wounds" would increase both their maximum and current Wounds by 2. When the effect ends, all values that were increased are now decreased by the same amount. Unless stated otherwise, this effect lasts for 1 encounter.

BURN

Through a burst of flame can easily scorch flesh, its true terror lies in the possibility that the fire will catch, consuming the target in ever-spreading flames until nothing is left.

If targeting a creature, the player should begin a repeated, silent 5-count. Each time they complete the count they are automatically affected by "1 Fire Piercing". The player should speak these attack calls to communicate that they are continuing to take damage. Though their character is free to take other actions during this time, the player is encouraged to roleplay the pain and panic of being burned alive.

If targeting an object (not simply held or worn by a creature who is targeted), then the object permanently loses 1 point of Hardness Value each minute that the effect remains. For particularly flammable objects or particularly large objects, a Plot Marshal may either decrease or increase the count required between losses in Hardness Value, or may even deem that some objects cannot be affected by this effect.

In either case, the effect may be removed by the target or other character(s) roleplaying putting out the flames through some suitable means for a described action 10-count. This could be rolling around on the ground, having buckets of water thrown on them, being smothered under a heavy blanket, etc. If an affected creature makes any attack calls or uses any active skills during this time, this interrupts the roleplayed action and the count must be started again. Otherwise, this effect lasts until the target reaches -11 Wounds (for a creature) or 0 Hardness Value (for an object). An object with 0 HV takes the Destroy effect. If a creature is reduced to 0 or fewer Wounds by this effect, then any particularly flammable objects (e.g. clothing, books, etc.) on them at the time will also take the Destroy effect.

CHARM [X]

A lasting impression is left in a target's mind that they are better friends with someone than they previously thought.

Although they maintain control of their actions, the target becomes more amenable to the initiator of this effect, regarding them as a close friend. What this means will depend upon how the target treats their closest friends. For an honorable knight, perhaps they will trust their word beyond a shadow of a doubt and lay down their lives to protect them. For a merchant, perhaps they will offer them their best-possible price or share information without charge. For a treacherous Skaven clanrat, perhaps they simply won't throw them under the cart... unless doing so would greatly improve their own position or they need a distraction to escape with their own skin. The target does not automatically realise that they are charmed during the effect and may not

even suspect that they have been when it wears off, unless their actions were particularly uncharacteristic. Unless stated otherwise, this effect lasts for 1 encounter.

The numerical value following the effect indicates the strength of the mental influence. A target with a Willpower characteristic greater than this value may resist the effect at the cost of 1 SP (reaction call: "Resist").

CHOKER [X]

While perhaps not the most heroic demise, a Tilean olive lodged in the esophagus can prove just as deadly as any blade for a creature that needs to breathe.

The target finds pressure exerted on their neck, cutting off their airway. If not resisted, the target immediately takes an Irresistible Mute effect and begins a silent 1-minute count, during which time they may not take any actions or speech except to roleplay choking. At the end of the count the target takes the Irresistible Sleep effect. If the target is already sleeping, then their current Wounds are reduced to -6 (unless already lower) instead and they're put in the Dying condition – without quick help, they are not long for this world.

Most of the time this effect is the result of another creature actively attempting to choke the target, which requires continued concentration on their part (either maintaining their grip around their neck, concentrating on a spell, etc.). In this case, if the attacker makes any other attack call, voluntarily ends their choke attempt, or is rendered Helpless prior to the end of the 1-minute count, then the target ends their count and is free to once again act as normal (although the Mute effect remains).

The numerical value following the effect indicates the strength of the choking force. A target with either a Strength or Toughness characteristic greater than the choking force may resist the effect at the cost of 1 SP (reaction call: "Resist"). A target that does not need to breathe is immune to this effect (reaction call: "No effect").

COMMAND [X. INSTRUCTIONS]

Though many nobles and commanders are used to having their orders obeyed as a result of their station, there are some who possess other means of ensuring obedience, even from their enemies.

The target is compelled to obey the next single-phrase command spoken by the initiator of this effect (even if the target does not normally understand the language being spoken). This must be a single, specific action. If more than one action is included in the command, then the target will only obey the first. For the duration of the effect, the target will be solely focussed on completing the command to the

exclusion of everything else, and will not take any other actions or speech that are not necessary in order to do so. While the target retains its memories and skills, their personality is completely suppressed during the duration of the effect and so they will have no qualms whatsoever about doing something that is normally out of character. After the effect ends, the target will retain full memory of the spoken command and any actions taken, but they do not automatically realise that they had been mentally forced to obey the command (though they may strongly suspect such if their actions were out of character for them).

The command may place the target in danger, but it cannot order them to take an action that they know will cause themselves automatic and immediate harm. The command may be used to acquire information, but it must still be phrased as a command and not as a question (in this case, the target will answer in whatever language they deem most-likely to be understood, but the initiator receives no extra insight if they do not understand this language). As we cannot anticipate every creative command that a player may attempt, a Plot Marshal always has the final say over whether a command is acceptable or not.

Examples of acceptable commands include:

- "Attack Johann."
- "Attack everyone except me."
- "Defend me."
- "Leave this forest."
- "Follow me."
- "Tell me why you are here."
- "Heal my injuries."
- "Drink the contents of this vial."

Examples of unacceptable commands include:

- "Attack yourself." (immediate and obvious self-harm)
- "Drink this vial of acid." (immediate and obvious self-harm)
- "Sit down and give me your sword." (multiple commands – target will obey only the first)
- "Why are you here?" (not a command)

Unless stated otherwise, this effect lasts for 1 encounter or until the completion of the task, whichever occurs first. Note that, for this purpose, many open-ended tasks may not be 'completable', and being commanded to attack one or more individuals will only be completed when all the targets have been neutralized in some manner.

The numerical value following the effect indicates the strength of the mental compulsion. A target with a Willpower characteristic greater than this value may resist the effect at the cost of 1 SP (reaction call: "Resist").

CONFUSE [X]

There are many herbs, toxins and spells (not to mention Kislevite kvas) that can befuddle a creature's mind to the point where they are an even match for a Troll in a battle of wits.

This effect severely hampers the target's mind, preventing them from accomplishing what they presently mean to be doing. It is generally up to the target to determine how to roleplay this: they may simply sit and drool, continuously forget what they were doing or saying, carry on a conversation with someone who isn't there or even run away from a hallucinated Dragon. Sometimes a Plot Marshal may suggest specific hallucinations or other roleplay options based upon the source of the effect. However, regardless of how the effect is roleplayed, the target's Intelligence and Willpower characteristics are both temporarily reduced to 1, and they are unable to use any Magic skills. Unless stated otherwise, this effect persists until the character has completed a Short Rest.

The numerical value following the effect indicates the strength of the confusion. A target with a Willpower characteristic greater than this value may resist the effect at the cost of 1 SP (reaction call: "Resist").

CONSTRICT [X]

Living vines, a Chaos-monstrosity's tentacles or a giant spider's web are just a few of the things that might completely wrap themselves around a creature, preventing them from moving their limbs.

The target's legs are forced together and their forearms are forced either together or to the sides of their torso, as if the target's whole body were bound by thick cords or rope. The target cannot move their arms, hands or legs from these positions in any way. The target may still speak as normal, and any items that they were holding are still in their hands, they simply cannot be moved or manipulated. The target is not affixed to the ground in any way, and can be moved by others or even hop around. Unless stated otherwise, this effect lasts for 1 encounter.

The numerical value following the effect indicates the strength of the constricting force. A character with a Strength characteristic greater than the constricting force of the effect can attempt to remove this effect from themselves or another creature before the end of its duration by physically breaking the target free with a 5-count: "Described Action: Breaking Free 1, Breaking Free 2...". While roleplaying this, the character may take no other actions, including defending themselves – if they take another action, they will have to start the described action over again. Note that, as an OOG call, the constricting strength is not something that the character themselves is

aware of – they will not know if they are strong enough to break free until they have made the attempt. If the target takes any subsequent Constrict effects during this effect's duration, then use the higher of the constricting strengths (and restart the duration, if outside of an encounter).

Note that some Constrict effects, such as created by wearing a set of manacles, may specify in their attack call that only the arms or legs are affected, instead of both.

CORRODE

Whether from acidic bile, rust or the like, metal items are prone to corrosion. Though this often requires a prolonged period of time, some attacks may expedite this process considerably.

The outcome of this effect depends upon which part of a target is hit:

- If an object with any metal components is hit by an attack with this effect (including if it is used to Parry, Blind Parry or physically block), then its Hardness is reduced by 1 until the effect is removed. A weapon dealing either Steel or Silver damage also has its Damage Value reduced by 1 until the effect is removed. A weapon cannot be used to physically Reflect the attack.
- If a target's body (torso or limb) is successfully hit by an attack with this effect and they are wearing any metal armour, then 1 AP worth of undamaged metal armour is damaged and ceases to provide any benefit until the effect is removed (the target may choose which metal armour is affected after the encounter).
- This effect may be used against other similarly-sized items at a Plot Marshal's discretion. Against larger objects, it is likely to corrode a smaller singular element of it (e.g. a single bar of an iron portcullis, etc.).
- If the attack call specifically mentions the item being corroded (as may be the case for certain spells, ranged skills, etc.), then the described object (and only the described object) is affected as if it had been physically struck, so long as the attack successfully strikes the target or any item held or worn by them.
- If a target is caught in a Radius, Blast or Splash attack that includes the Corrosion effect, then all tagged metal items in the defined area or person are affected.

This effect is cumulative, with each subsequent attack affecting the item again. If an item's Hardness is reduced to 0 from this effect, it instantly takes a Destroy effect. Once all metal armour worn has been damaged, then 1 AP worth of damaged metal armour will take the Destroy effect instead.

Non-metallic items are completely immune to this effect. If the location struck is not susceptible to this effect, use the reaction call: "No effect".

Recall that all Acid damage automatically includes a Corrode effect, even if it is not called during the attack call.

CURSE

Some magic, particularly Dhar and Azyr, can be used to lay potent curses onto a creature's very spirit.

Such curses vary widely, and are sometimes even custom-crafted for a particular target. The impact of this effect depends upon the exact curse that is being used. If you are affected by a curse, either the initiator or a Plot Marshal will inform you of the exact effects. A few examples of various curses have been listed below. Unless stated otherwise, this effect is permanent until removed. Some curses have been known to be lifted when the caster is slain, but others persist even after this.

- Hex Curse: The target cannot use Luck Points or the Blind Luck skill.
- Death Curse: The target cannot use Fate Points. Every time the target loses one or more Wounds from an attack, they instantly take a Bleed effect.
- Curse of the Skin Wolf: The target becomes a Skin Wolf. Consult with Plot for the details of this curse.

DEAFEN

You can try telling a cannon crew not to stand so close to their machine lest they risk damaging their hearing, but your warning will often fall on deaf ears.

The target temporarily loses the ability to hear. The target player should roleplay this condition only and never attempt to actually plug their ears, as they must be able to hear out-of-game calls. Unless stated otherwise, this effect persists until the character has completed a Short Rest.

DELAY [TIME]

While an axe-blow tends to have a rather immediate effect upon its target, the most insidious attacks are those that bide their time and affect their target when they're least suspecting.

Effect Prefix. An attack call that is prefaced by this effect will not affect the target immediately. Instead, they will take the full impact of the attack call only after the specified delay. If this effect is part of some attack that the character could physically avoid altogether (such as through the Parry or Dodge reaction calls), then the player avoids the entire attack as normal and is not impacted by it at all, either now or later. However, if the character wishes to use a reaction

call specifically against the impact of the delayed attack (such as Resist, Half, Absorb, etc.), such reaction calls must be made when those effects actually occur, after the delay. If any portion of the attack call occurs before the Delay effect, then that portion occurs immediately, as normal. It is also important to note that, unless the character has some other indication of what has happened, they are completely unaware in-game as to what will happen after the delay. If no time is stated after this effect, then it delays the attack until the end of the encounter (or 5 minutes outside of an encounter).

For example, a Skaven assassin lunges as Helmet with their dagger, making the attack call: "3 Steel. Delay: Poison 4". Helmet could choose to Parry the attack, but chooses to instead conserve his stamina for later in the fight and takes a deep gash to his side. Although OOG the player knows what will happen, in-game Helmet remains completely unaware that the blade had been coated with a slow-acting poison. After the encounter ends, Helmet takes the Poison 4 effect, which he might be able to avoid with the Iron Fortitude skill or the like, but it is too late for him to physically Parry the blow long after it has struck him.

DESTROY

Some attacks are so powerful that they won't just break an item in two, but completely annihilate it beyond the hope of any repair.

An item struck by an attack with this effect is shattered into numerous, unusable pieces or otherwise irrevocably destroyed beyond the possibility of repair. The tag for a destroyed item should be immediately handed over to a Plot Marshal. Which item is affected depends upon which part of a target is hit:

- If a weapon, shield or other hand-held item is hit by an attack with this effect (including if it is used to Parry, Blind Parry or physically block), then this item is Destroyed. The item cannot be used to physically Reflect the attack.
- If a target's body (torso or limb) is successfully hit by an attack with this effect, then determine which location (as defined for armour) has been struck. The outermost layer of armour on that location is Destroyed (regardless of whether or not the attack physically hit the armour itself). If the target is not wearing armour on that location, then it is assumed that some small scrap of clothing or other untagged item has been destroyed, but this has no mechanical effect in-game.

- This effect may be used against other similarly-sized items at Plot's discretion, but never has any effect on living (or even undead, daemonic, etc.) tissue, only inanimate objects. Against larger objects, it is likely to destroy a smaller singular element of it (e.g. a large stone from a castle wall or a plank from a ship).
- In the extremely unlikely instance that a Radius, Blast or Splash attack includes the Destroy effect, then all tagged items in the defined area or person are affected.

DETECT [TYPE]

From the divinations of the Celestial College, to alchemical reagents, or even the more bizarre superstitions of the Imperial backwaters, many have claimed to be able to detect the presence of all manner of creatures and substances – and some of these tests have even been known to work.

This effect will identify to its initiator whether some particular type of object, creature or quality is present, as stated in the call. For instance, a "Detect Poison" call will detect whether or not any poison is present (whether affecting a creature, in a drink, coating a weapon or even in the glands of a poisonous creature), while "Detect Undead" will detect the presence of any necromantic energies. By default, this effect will only detect a presence in an item or creature that is touched or hit by a packet as normal, but it is commonly combined with the Radius effect in order to detect all items of that type within earshot.

If a character or any tagged items on their person match the criteria of a Detect call that they are targeted by (either because they were touched/hit or within the area of a Radius call), then they must respond with the call "Here" in a regular speaking voice. A Plot Marshal will need to be present to indicate in the same manner if the initiator detects a presence from other items targeted which are not on a character's person. As with all effects, both the "Detect" and "Here" calls are out-of-game calls and are not heard by characters. Only the initiator is made aware of the results of the detection in-game (and others may not even realise that they have attempted to detect something at all unless there is some outward sign of it, such as an understood magical incant or the like).

DISABLE [X]

The Elves are said to be naturally fleet of foot, but they don't run nearly so quickly after a skulking Night Goblin has cut their hamstrings.

If one of a target's limbs is successfully hit by an attack with this effect, the affected limb has its tendons cut, bones broken, or is otherwise disabled and cannot be used until healed. Any items held in hand by an affected arm must be instantly dropped and the arm cannot be used to either carry or manipulate any objects, nor to throw packets from spells. A shield strapped to the arm will not drop, but cannot be moved, instead hanging limply at the target's side. If one leg is disabled, the target's Movement characteristic is reduced to 2 (unless it was already lower), and if they wish to move they must hop on their remaining leg. If both legs have been disabled, their Movement characteristic is reduced to 1 (unless it was already lower), and they can only move by dragging themselves with their arms. Any armour on an affected limb continues to function as normal. There is no additional effect if the attack hits the target's torso. Unless stated otherwise, this effect persists until the character has completed a Long Rest.

The numerical value following the effect indicates the strength of the disabling force. A target with a Toughness characteristic greater than this value may resist the effect at the cost of 1 SP (reaction call: "Resist").

DISARM [X]

While fighting an unarmed opponent may not meet the standards of honour for a chivalrous Bretonnian knight, it can be a quick way to end a fight.

If a weapon, shield or other item held in a character's hand is hit by an attack with this effect, then the character must release their grip on the item and toss it to the side (aimed for about 2 metres away, not just dropped at their feet), with the following exceptions:

- The numerical value following the effect indicates the strength of the disarming force. A target with a Strength characteristic greater than the disarming force of the effect is able to maintain their grip on the item and may resist the effect at the cost of 1 SP (reaction call: "Resist"). If the item that is being targeted by the effect is held in both hands, the target may instead resist the effect if their Strength is either greater than or equal to the disarming force.
- If a shield or similar item is strapped to a character's arm such that when they release their grip it stays, then it does not need to be removed and the player is free to immediately regrip the item.

- Disarm has no effect on natural weapons (if you want to 'disarm' a fist or claw, you'll need to sever it).
- If the attack physically strikes anything other than a held-item, there is no effect. The only exception is if the attack call specifically mentions the item being disarmed (as may be the case for certain spells, ranged skills, etc.). In this case, the described object is affected as if it had been physically struck, so long as the attack successfully strikes the target or any held/worn item.

While an attack with this effect cannot be physically blocked, a target may use the Parry, Blind Parry or Reflect reaction calls to represent them batting aside the attempt before it's able to disarm their weapon.

Note that this is the only way to disarm an opponent's weapon or shield in game. Never attempt to grab or bind phys-reps held by another player or physically bash them out of their hands

DISEASE [X]

From the Galloping Trots to the dreaded Nurple's Rot, disease is a fact of life in the Empire.

This effect represents the target contracting one of the faster-acting viruses, though thankfully one that is not overly contagious by proximity or touch (if an affected character does something more extreme than this to infect others, consult a Plot Marshal). The target's Movement characteristic is reduced to 2 and they cannot move faster than a slow walk. The target should also roleplay continuing nausea, fever or some other debilitating condition. In addition, immediately after the target uses an active skill, they take a Stun [X] effect to represent the intense action causing them to become dizzy, vomit or the like (feel free to roleplay the Stun effect accordingly). Some more unusual diseases may have slightly different or additional effects, in which case the target will have these clearly detailed to them by a Plot Marshal.

The numerical value following the effect indicates the virulence of the disease. A target with a Toughness characteristic greater than this value may resist the effect at the cost of 1 SP (reaction call: "Resist"). Unless stated otherwise, each time the character completes a Long Rest, the effect strength decreases by 1. When the effect strength reaches 0, the effect ends. Note that the target can only

choose to resist this effect during the initial attack call, and not later when its effect strength has decreased or the target's Toughness increased. Once the disease takes hold, it will persist until it runs its course or is ended by the Remove effect.

Additionally, if the Plague effect is part of a physical attack with a damage value and the target does not lose at least 2 Wounds from the physical attack itself (for whatever reason), then the target is unaffected (reaction call: "No Effect"), as it is assumed that the target's tough skin and/or armour have prevented enough of the disease from getting into their system to cause them harm.

DISPEL [X]

Given the destructive potential of magic in the hands of one's enemy, many accomplished spellcasters will spend nearly as many hours learning to unweave their opponents' spells as they do learning to work their own.


There are three ways in which this effect might be used: to dispel a specific named spell on a target, to dispel the most recent spell on a target or to dispel a spell as it is being cast. The skill or item that grants a character the use of this effect will be very clear in its description as to which of these three uses may be utilized.

Dispel [X]:

If this effect is used without naming a specific spell, then it will dispel the most-recently cast of any eligible spells (see below) that are currently affecting the target if X is greater than the spell's level. Any other spells currently affecting the target are unaffected, though they may be dispelled by subsequent Dispel effects. If X is not greater than the spell's level or if the target is not currently affected by any ongoing spells, then there is no effect. Either way, the target gives no reaction call (so the initiator won't know for certain whether or not the target had actually been under the effect of an eligible spell).

Dispel [Spell] [X]:

When this effect is used to dispel a specific named spell on a target, the name of the spell to be dispelled will follow the effect name during the attack call (for instance, "Dispel Okkam's Mindrazor [X]" or "Dispel Throne of Vines [X]"). If the target is currently affected by the named spell and X is greater than the spell's level, then this spell is immediately



ended as if its duration had expired, but any other spells that are active on the target remain unaffected. If X is not greater than the spell's level or the target is not currently affected by the named spell, then there is no effect. Either way, the target gives no reaction call (so the initiator won't know for certain whether or not the target had actually been under the effect of that particular spell).

For both of the above uses of the Dispel effect, the initiator is attempting to unravel the strands of a spell after they have already taken effect. As such, only temporary, ongoing spells (those with effects that have a duration other than instantaneous or permanent) can be removed with this effect. Once a Fireball has hit and done its damage the spell itself is over, and no amount of dispelling will heal the charred flesh. Likewise, a spell enchanting a magical blade may persist until the end of time itself, and cannot be so easily undone. In addition, should the spell have originally been cast on more than one target with a single casting, its effects are ended only for the target of the Dispel effect (any other targets of the spell continue to be affected by it, unless they too receive a Dispel effect).

For example, say that a target is affected by three spells (with durations and spell levels indicated in parentheses), cast on them in the following order:

- Betrayal of Iron (1 encounter, level 2)
- Crown of Fire (1 encounter, level 3)
- Final Transmutation (permanent, level 5)

If the target is hit by an attack call of "Dispel Betrayal of Iron 4", then Betrayal of Iron is dispelled for the target. If the target is hit by an attack call of "Dispel Birona's Timewarp 6", then there is no effect since the target was not affected by this spell. If the target is hit by an attack call of "Dispel 6", then Crown of Fire is dispelled for the target (Final Transmutation was the most recently cast, but has a permanent duration, so the Dispel effect instead affects the next-most recent spell). If instead the target is hit by an attack call of "Dispel 3", then there is no effect (even though Betrayal of Iron on its own would have been dispelled by Dispel 3, Crown of Fire is the most recently-cast eligible spell and Dispel 3 is not sufficient to beat that spell's level). This is why it is important that the target of a spell take note of the casting value during the attack call, so they will know if a Dispel attempt on them later is successful. In each case,

there is no call necessary from a target that is affected by this effect. The initiator of the Dispel effect will know that it has taken effect, but not if it had been necessary.

The above examples all describe dispelling spells that were cast on a character. The following guidelines explain how to targeting the Dispel effect for spells that are not cast on a character:

- If a spell is cast upon an item that is being worn or held by a character, then it counts as being in effect on that character. If the item is unattended or held by the dispelling character, then the item itself may be targeted as the target of the Dispel effect. The player holding an item is expected to know the spell level of any spell affecting it.
- A Circle spell counts as a spell that is in effect on the caster, for the purposes of the Dispel effect.
- A Vortex spell or Summon spell may be targeted by targeting a Cast member that is being used to phys-rep the spell. A successful Dispel effect will remove only that Cast member (additional Dispel effects may be needed to remove any additional Cast members phys-repping the same spell).
- A spell with an Area delivery method will have the spell's level listed on its OOG sign.

Reactionary Dispel [X]:

Finally, this effect can also be used as a special type of reaction call when a spell incant has just been completed, representing a wizard working to unravel the strands of energy to disrupt a casting before it can be completed. Unlike other reaction calls, it can even be made by a character who is not the target of the spell being cast (most of the time there shouldn't be any confusion about which spell is being reacted to, but quickly clarify OOG if there is). When the Dispel effect is used in this manner, the initiator of the effect makes the reaction call "Reactionary Dispel (X)" immediately after the caster has finished their attack call for the spell. If X is greater than the spell's level, then the spell automatically fails and has no effect, though all Magic Points or Devotion Points are still used up. Unlike the other uses of the Dispel effect, this can stop any spell from being cast, even those with a duration of instantaneous or permanent, so long as the attack call does not have the Irresistible effect prefix.

DISTURB [X]

While most who live in this world are well aware that it is a dark and grisly place, some situations can be so disturbing that they can slowly fracture the very sanity of those who experience them.

The target instantly gains an Insanity Point. The numerical value following the effect indicates the strength of mind-disturbing influence. A target with a Willpower characteristic greater than X may resist the effect at the cost of 1 SP (reaction call: "Resist"). A target with an Insanity Point characteristic greater than X is unaffected by this effect (reaction call: "No effect"), as the situation is not disturbing enough to further break their minds.

DOMINATE [X]

Whether through the darkest of spells or a Vampire's gaze, some creatures possess the ability to completely subsume the will of another under their own.

A much more extreme version of the Charm effect, this effect compels the target to loyally serve the initiator. Although they retain their personality and general control of their actions, the target perceives the initiator as someone to whom they owe their complete loyalty and obedience before all others, including themselves. They will serve this individual to the best of their ability, dutifully and promptly obeying any orders that are not extremely out of character for them, and even taking the initiative to voluntarily aid the individual in any ways that present themselves. While they may try to delay or resist obeying an order that they are strongly opposed to, ultimately they will be unable to completely refuse. For instance, if asked to attack their closest friend, the order may have to be repeated as the target hesitates and even then they may not fight to the very best of their ability as they are hounded by the guilt of what they are doing. However, if asked to attack some creature that the target has no attachment to, they will immediately comply and make every effort to win in order to serve the will of the initiator. This effect does not convey any unique ability upon the target to understand the initiator of the effect (and if they don't share the same language, the target will have to interpret the initiator's will to the best of their ability). Unless stated otherwise, this effect lasts for 1 encounter.

The numerical value following the effect indicates the strength of the mental compulsion. A target with a Willpower characteristic greater than this value may resist the effect at the cost of 1 SP (reaction call: "Resist").

DRAIN [X CHARACTERISTIC]

Some attacks can leave a lasting impact on their victim, permanently draining their strength, vitality or even mental faculties.

This effect will always be followed by a numerical value and characteristic. A target of this effect will reduce the indicated characteristic by the stated amount. For example, a call of "Drain 2 Strength" would reduce the target's Strength characteristic by 2, while "Drain 1 Wound" would reduce both their current and maximum Wounds by 1. Unless stated otherwise, this effect lasts indefinitely and can only be cured by the Remove or Restore effects (e.g. the Heal effect does not undo a Drain Wounds effect).

EXHAUSTION

Caused by injury or simple overexertion, this level of extreme fatigue makes putting forth further effort exceedingly difficult.

The character may not move faster than a regular walking pace for their Movement characteristic and may not make a Flee Move or Pursue Move. In addition, any time that the character is required to expend Stamina Points (e.g. using an active skill, resisting effects, etc.), they must expend twice as many SP as normal (after any other modifiers). A character may receive this effect multiple times. Its effects do not stack, but each instance of the effect must be removed before the character is no longer affected and the character cannot regain Stamina Points while they have at least one Exhaustion effect. Completing a Short Rest removes one instance of this effect, though the character gains no other benefit from the Short Rest. Completing a Long Rest removes all instances of this effect (as well as the usual effects of a Long Rest).

FEAR [X]

From towering monsters to supernatural horrors, there are many creatures whose mere presence can evoke a deep sense of dread in any sane individual.

The target has been overcome by fear. The player may decide exactly how they will roleplay this, but in general, they will not engage the object of their fear in close combat if they can reasonably avoid it – they will seek out other targets on the battlefield or perhaps limit themselves to long-ranged attacks (quickly retreating if the object of their fear comes anywhere near them). In addition, the target is so frightened by what this creature might do to them, that they will not voluntarily take the full effect of any attack from the object of their fear if they have any skill or ability to avoid it. Unless stated otherwise, this effect lasts for 1 encounter.

The numerical value following the effect indicates the level of fright. A target with a Willpower characteristic greater than the level of fright may resist the effect at the cost of 1 SP (reaction call: "Resist"). A target with the Frightening trait of equal or higher level of fright is immune (they're only going to be afraid of things that are scarier than they are), instead making the reaction call: "No Effect". On the other hand, if the level of fright is twice or more the target's Willpower characteristic, then they are completely terrified and must attempt to flee away from the object of their terror as quickly as possible, not stopping until they are out of sight (i.e. they can't see it and it can't see them). Once they are out of sight, they may choose to either hide themselves or continue running. If for some reason the target is unable to flee far enough away from the attacker so as to get out of sight, it will instead cower on the ground, taking no actions and is considered Helpless. In either case, a character forced to flee in this manner also takes the Disturb [X] effect, as the experience leaves them traumatized.

For example, Gustav, Helga and Pieter are fighting against several Night Goblins and a Stone Troll. The Troll gives out a frightening bellow, calling "Radius: Fear 4". Thanks to his WP of 5, Gustav is unphased, calling "No effect". Pieter though, with a WP of only 2, is completely terrified by the Troll's bellow and takes off at a run, leaving his companions to deal with the Night Goblins and their pet. Since Helga's WP is 4, she is affected, but is not forced to flee. Therefore, she focusses her attention on the Goblins and does her best to avoid the Troll as much as possible, falling back the moment the Troll gets anywhere near her. Unfortunately, the Troll eventually corners her and hits her with one of its meaty fists. Helga's armour would likely minimize the damage from such an attack, and under normal circumstances she might have chosen to just take such a blow, but she still has enough Stamina Points to use either the Parry or Dodge skills. Since both of these skills could be used to completely avoid the attack, she must use one of them in order to do so.

FLURRY

Some skilled (or simply berserk) combatants can rain down a flurry of blows in the time it takes their opponent to make a single, well-placed strike.

Effect Prefix. This effect is unusual in that it does not represent a singular attack call, but many. Immediately following this prefix, the attacker will make a series of identical attack calls in quick succession without pause. Each attack call is a separate attack, requiring a separate physical strike, and a separate reaction call (if any) from any target struck. However, for the purposes of the Machine-Gunning rule, it counts as a single attack, even if all strikes are directed towards the same target.

GAZE

From a Vampire's transfixing stare to the exsanguinating gaze of a Bloodwrack Medusa, sometimes looks really can kill.

Effect Prefix. An attack call that is prefaced by this effect does not require a physical attack with a packet or weapon phys rep. Instead, it will affect a single individual that the attacker is looking directly at throughout the entirety of the attack call. As long as that target was looking in the attacker's general direction at the time that the prefix is spoken, they are affected as if they had been physically struck by a packet. The Parry, Blind Parry and Riposte skills cannot be used to negate such attacks. The target must be within a range that they can clearly hear the attack call made at a normal speaking voice. If there is any doubt as to whom is the intended target of the attack, quickly clarify OOG.

HASTE

Whether the result of magic or herbal concoction, the target's movements in combat are hastened, allowing them to attack with incredible speed.

The target's takes the Boost 1 Movement effect and any time they would normally make a Dodge or Parry reaction call, they will instead make a Blind Dodge or Blind Parry reaction calls, respectively. Furthermore, the target's 'recharge time' between attacks, as described under the Machine-Gunning rule, is reduced from a silent 3-count to a silent 1-count. Note, the target must still draw back just outside of striking distance after each attack, there is simply a reduced time before they may make another attack at the same creature. If a target is affected by both the Haste and Slow effects, these effects cancel each other out for as long as both remain active on the character. Unless stated otherwise, this effect lasts for 1 encounter.

HEAL [X]

Though generally a rare ability that is available to but a privileged few, the ability to quickly heal one's injuries can be the difference between life and death on the battlefield.

The target immediately receives a Stabilize effect and increases their current Wounds characteristic by X, up to their normal maximum (anything beyond this has no additional benefit). This effect cannot heal Wounds that have been lost due to a Drain effect (such persistent characteristic damage can only be cured through the Restore effect, as normal).

IMBUE [TARGET, DESCRIPTION]

Through whatever means, the target is granted some ability that it did not before possess.

This effect temporarily grants the target the indicated ability, skill, trait or feature, as if they themselves possessed that rule. The declared target can be anything, from a type of

object (like Weapon or Armour) to a creature. Some common examples of this effect include:

- **Imbue Weapon [+X [Damage Type] Damage]:** This increases the base damage of the weapon by X and/or changes its damage type. In some cases, it could also grant it a particular weapon quality.
- **Imbue Armour [+X AP]:** This increases the Armour Points granted by wearing the armour by X.
- **Imbue Creature [ability]:** The grants the creature the ability, trait, skill or feature indicated as if they themselves possessed that rule.

Unless stated otherwise, this effect lasts for 1 encounter.

IMMUNITY TO [CONDITION]

Some creatures are so resilient or anatomically different that certain things that might harm a Human seem have no adverse effect upon them at all.

The target gains a complete immunity to some condition, which could be anything from an effect, to a damage type, rule, spell, or almost anything else. The target cannot control or suppress this immunity and any time they are subject to that condition, the reaction call is "No Effect". For example, a target affected by "Immunity to Lightning Damage" will suffer no damage from any attack with the Lightning damage type, while a target affected by "Immunity to Heal" will be completely immune to the Heal effect, whether they want to be or not. Unless stated otherwise, this effect lasts for 1 encounter.

INVESTIGATE [QUESTION]

Either through magic, skilled training, or simply the powers of keen observation, certain individuals may be able to glean information that is not readily apparent to all.

Normally a player should not share information about the out-of-game mechanics of their character with other players in-game (at best it is immersion-breaking, but could also constitute meta-gaming in certain situations). The Investigate effect is the one exception to this rule. The character using this effect will make the call "Investigate", clearly looking at a single, specific player. After doing so, the player will ask an out-of-game question about the character. There are very specific rules about what types of questions may be asked, depending on the source granting the initiator this effect. The targeted player must immediately answer the question truthfully out-of-game. It is advised that both players place a hand on their heads while asking and answering these questions to be clear to all around that this communication is out-of-game and not being spoken in-character. If the target player would prefer their answer not be overheard by other players, they may step in to whisper it to the player initiating this effect. As these questions and answers are not spoken

in-character, the targeted character is unaware that the effect's initiator has gleaned this information from them, unless they somehow indicated that they have done so. Note that the target cannot use a reaction call to avoid this effect, unless they possess an ability that specifically mentions this effect and allows them to do so.

IRRESISTIBLE

Some blows, spells, toxins or the like, are so powerful that they cannot be resisted by traditional means.

Effect Prefix. The Resist, Half, Minimize, Reflect, Parry and Blind Parry reaction calls cannot be used against attack calls with this effect prefix (though other reaction calls can be made as normal), nor can it be physically blocked by a weapon or shield (if it strikes either of these, it counts as having struck the target's arm carrying that item instead). Likewise, an Irresistible effect that normally has an effect strength cannot be resisted through a sufficiently-high characteristic and, as such, the numerical value for the effect strength may be omitted. The Reactionary Dispel use of the Dispel effect cannot be used to stop an Irresistible spell (although it can be dispelled after the fact, as normal).

Occasionally only part of an attack call is Irresistible. Any part of an attack call that follows the word 'Irresistible' is subject to this effect. For example, no part of the attack call "Irresistible 3 Steel Bleed" could be resisted, while an attack call of "3 Steel, Irresistible Bleed" indicates that the Bleed effect could not be resisted, but the 3 Steel damage could be.

KILLING BLOW [X]

Whether from a slit throat, a blade piercing their heart or some other strike to a vital part of their anatomy, the target suffers an injury that is instantly lethal.

The target's Wounds are immediately dropped to -11 and they enter the Dead condition. If this effect is part of a physical attack by a weapon phys-rep, then it will be prefaced by a damage type. If the target is immune to that damage type or if the attack hits any part of their body other than their torso, then they suffer no ill-effect from the attack.

The numerical value following the effect indicates the killing potential of the lethal blow. A target with a Toughness characteristic greater than this value may partially resist the effect at the cost of 1 SP. If they do so, they make the reaction call: "Resist" and then immediately deduct X from their current Wounds (while they may have managed to survive the deadly strike, they don't do so unscathed).

MAGICAL SATURATION [WIND/DEITY X]

Though the winds of magic blow across the entire world, their strength may wax and wane across various places and times.

This effect only has an impact on characters with the ability to cast spells. For both this reason and the fact that rules for resolving this effect are more complex, these rules are not described here but can instead be found in the Magic chapter. Only players of spellcasting characters are required to have an understanding of how this effect works.

MULTI-ATTACK

Some attacks don't strike with a single blow, but with multiple strikes that rain down on a target simultaneously.

Effect Prefix. This effect is unusual in that it does not represent a singular attack call, but many. Immediately following this prefix, the attacker will make a series of identical attack calls in quick succession without pause. Each attack call is a separate attack, requiring a separate reaction call (if any) from any target struck. However, unlike the Flurry effect, the attack requires only one physical strike. Should the strike hit, then the target counts as being struck by all the attack calls separately, whereas if it misses then the attacks all miss.

Note: this effect is similar to the Flurry effect, but generally used to make a flurry of attacks with a weapon phys-rep that is impractical or unsafe to attack with that swiftly OOG, such as a bow.

MUTE

Some attacks may cause a creature to temporarily lose their ability to speak, whether because some sorcery has stolen their voice or the result of a physical blow to the throat.

The target may not speak (or even use their vocal cords) for any reason, including casting spells or screaming for help. The target player should continue to make attack calls, reaction calls and any other out-of-game calls as normal on behalf of their character, since these do not represent the character actually speaking in-game. Unless stated otherwise, this effect persists until the character has completed a Short Rest.

PANIC [X]

When it seems as if the tide of battle has suddenly turned against you, a wave of panic can cause even experienced veterans to fall back in the face of such odds.

The target of this effect has been gripped by panic and must immediately fall back to a more secure position, one which the target believes will offer them the greatest safety in that moment. This could be a building, the woods, or even behind a large shield wall, but the target must fall back a minimum of 10 metres in order to reach it. While falling back, the target may not make any attack calls or use active skills apart from Defensive Combat Skills. Once the target has reached this secure position, they are once again free to act normally.

The numerical value following the effect indicates the level of panic. A target with a Willpower characteristic greater than the level of panic may resist the effect at the cost of 1 SP (reaction call: "Resist").

PARALYZE

While one might attempt to stay very still in order to not attract the attention of a hungry monster, continuing to remain still once that monster begins to consume you is generally not recommended.

The target is completely paralyzed, unable to move at all, even to speak. They are considered to be Helpless. Their limbs are rigid and cannot be moved by others, but they are not otherwise affixed to the spot and can be picked up and carried. Unless stated otherwise, this effect lasts for 5 minutes.

PICK POCKET [X ITEM]

Although a skilled duelist may rip an opponent's weapon from their grip mid-battle, it takes another level of skill altogether to separate an individual from their possessions without them ever knowing... and Ranald-willing, to be far away before they figure it out.

In order to use this effect, the initiator must use a red unarmed boffer to physically touch some item that is being worn (not held) by the target without the target knowing that something is amiss. If they do so, the initiator makes the attack call: "Pick Pocket [X Item]" and immediately begins a 5-count "Described Action: Taking [Item] 1, Taking [Item] 2...". If the target's Awareness is higher than X, they immediately notice the attempt and may act in any way they

see fit (including interrupting the described action). If the attacker completes their count with the unarmed-boffer still in contact with the item, then they have successfully managed to take it. The target player should hand them the item (calling a short localized Game Hold if necessary to remove the item). The target then begins a silent 5-count of their own, during which time they remain unaware of any interaction involving the initiator, themselves and that item (unless the attacker makes another attack call during this time). Most pick-pockets use this opportunity to conceal the stolen item and/or leave the area nonchalantly. The target does not become immediately aware that the item is missing at the end of their 5-count, but after this point they may notice the next time they look for or go to retrieve the item.

Other characters in the area who hear the effect may use their own Awareness characteristic to notice what is happening. If they notice, they are immediately free to either say something and/or interrupt the attempt themselves if they so wish.

Only items that could be easily removed without notice by hand or with the assistance of a small blade can be targeted with this effect. For example, a sheathed dagger or a belt pouch are viable targets, but a worn breastplate, large shield strapped to the back or any item currently being held are not.

This effect requires an extra degree of caution in terms of metagaming. A player will likely know who has just taken their possession, but their character may not. Be careful not to act on any information which your character does not have.

PIERCING

From the practiced rapier strike of an Estalian duelist to the lightning bolts wielded by Astromancers, against some attacks armour is of little use.

An attack with this effect is either able to find the small gaps between the target's armour or simply cannot be resisted by such forms of protection. The target receives no benefit of any kind from any armour that they might be wearing for the purposes of this attack, including any Armour Points granted from spells or natural abilities. This includes not being able to add their AP to their Toughness to resist Injury Effects.

Recall that all Lightning damage automatically includes the Piercing effect, even if it is not called during the attack call.

PIN [X]

Nothing hampers a warrior's battlefield mobility like an arrow pinning their foot to the ground.

One of the target's hands or feet are forced to the ground (or other suitable surface) and firmly affixed there. If the attack call does not specify which hand or foot is affected, then it will affect the limb closest to where the attack physically strikes the target. If the target cannot tell which limb was closest, they may select any limb that is not already under a Pin effect. If part of an attack call with the Radius, Blast or Splash effects, then all limbs will be affected as normal unless one is specified in the attack call.

An affected hand or foot is pinned to the ground and cannot be moved (including to rotate it in place in order to turn themselves about). If a hand is affected and a suitable surface is within arm's reach, then the hand will be affixed to this instead of the ground. This could be a nearby wall, tree or boulder, but never another creature or an object that the target themselves is capable of moving. If a hand is affected, it must immediately release its grip on whatever it is holding and cannot be used for any purpose while it remains pinned.

The numerical value following the effect indicates the strength of the pinning force. A character with a Strength characteristic greater than the pinning force of the effect can attempt to remove this effect from themselves or another creature before the end of its duration by physically breaking the target free with a 5-count "Described Action: Breaking Free 1, Breaking Free 2...". While roleplaying this, the character may take no other actions, including defending themselves. If they take another action, they will have to start the process over again. A separate 5-count is required to break free of each Pin effect. Note that, as an OOG call to the player, the pinning strength is not something that the character themselves is aware of – they will not know if they are strong enough to break free until they have made the attempt.

Unless stated otherwise, this effect lasts for 1 encounter or until the target is able to break free. If the target takes any subsequent Pin effects to the same limb during this time, then use the higher of the pinning strengths (and restart the duration, if outside of an encounter).

PLAGUE [X]

Beyond even the magical displays of a wizard or the unannounced arrival of a Witch Hunter, there is nothing that instill more fear in the hearts of an Empire village than the rumour of plague.

The target contracts a slower acting and more contagious virus than those encompassed by the Disease effect. The affected target will show no outward signs of illness during the incubation period of 1 hour. After this time, the target begins to develop symptoms and suffers the same consequences as the Disease effect: They should roleplay nausea, fever or similar condition, they have their Movement reduced to 2 and are unable to run, and they take a Stun [X] effect immediately after using an active skill.

In addition, the target takes the 'Drain 1 Wound' effect immediately after the incubation period, and again every hour after that. This decrease to the target's maximum Wounds can be countered through the Restore effect as normal, but it will not stop the target from continuing to lose further Wounds. If the affected target makes skin-to-skin contact with another character, shares a drink or food with them, or anything of the like, then they should immediately inform that player out of game that they too have received the Plague [X] effect. Its ability to potentially spread to an entire town in a relatively short period of time is perhaps the most terrifying aspects of a plague and the reason why many Imperial citizens will shy away from an area that is even rumoured to have one.

The numerical value following the effect indicates the virulence of the plague. A target with a Toughness characteristic greater than this value may resist the effect at the cost of 1 SP (reaction call: "Resist"). Unless stated otherwise, each time the character completes a Long Rest, the effect strength decreases by 1. When the effect strength reaches 0, the effect ends for that target, though very few manage to survive that long without professional care and there is nothing stopping a character from being exposed to the same Plague effect again once they are cured. Note that the target can only choose to resist this effect during the initial attack call, and not later when its effect strength has decreased or the target's Toughness increased. Once the disease takes hold, it will persist until it runs its course or is ended by the Remove effect.

Additionally, if the Plague effect is part of a physical attack with a damage value and the target does not lose at least 2 Wounds from the physical attack itself (for whatever reason), then the target is unaffected (reaction call: "No Effect"), as it is assumed that the target's tough skin and/or armour have prevented enough of the disease from getting into their system to cause them harm.

POISON [X]

Many beasts and plants produce natural toxins that are deadly to most living creatures, and such substances often find their way onto the blades of assassins or into the cups of bitter rivals.

The target immediately takes the Drain X Wounds effect. These Wounds can only be restored through either a Restore Wounds effect, as normal, or through a Remove Poison effect. A Heal effect does not restore these wounds.

The numerical value following the effect indicates the strength of the poison. A target with a Toughness characteristic greater than this value may resist the effect at the cost of 1 SP (reaction call: "Resist"). Additionally, if the Poison effect is part of a physical attack with a damage value and the target does not lose at least 2 Wounds from the physical attack itself (for whatever reason), then the target is unaffected (reaction call: "No Effect"), as it is assumed that the target's tough skin and/or armour have prevented enough of the poison from getting into their bloodstream to cause them harm.

POSSESS [X]

Though Daemons and spirits can be deadly opponents when physically manifested, they are perhaps even more dangerous when bound within another's flesh or a physical construct.

The target's mind is possessed by a spirit, Daemon or some other intelligence. To what degree they retain control of their body or are even aware of what is happening around them will vary. The target instantly gains one Insanity Point and should immediately consult a Plot Marshal if they are successfully affected by this effect and have not already been provided with further details.

The numerical value following the effect indicates the invasive force of the possessing entity. A target with a Willpower characteristic greater than this value may resist the effect at the cost of 1 SP (reaction call: "Resist").

PROTECTION FROM [DAMAGE TYPE]

With so many potential sources of harm, there are few who would turn down any trinket that promised to provide at least some means of protection. A rare few might even do just that.

The target gains a measure of protection against a particular damage type. Any time that the target is successfully hit by an attack call that deals damage with that damage type (and it is not completely negated by some other reaction call), then they will use the Half reaction call. This effect only halves the damage from an attack of that damage type and does not directly protect the target from any other effect that may be included with that attack call. Unless stated otherwise, this effect lasts for 1 encounter.

PULL [X]

When their enemies attempt to flee, some creatures have been known to lash out with whip-like tongues, vines or similar appendages, dragging them back towards them.

The target is pulled 3 metres (about 5 normal steps) directly towards the initiator, stopping just shy of them, any intervening player or real-life hazard. For safety reasons, always turn to look in the direction you are pulled before moving, avoid intentional contact with other players and don't move quickly through an obstacle that may cause a real-life injury. A Pull effect cannot be negated by physically blocking the attack, nor by the Parry or Blind Parry reaction calls.

The numerical value following the effect indicates the strength of the pulling force. A target with a Strength characteristic greater than the pulling force may resist the effect at the cost of 1 SP (reaction call: "Resist"). Another character that is holding the target at the time of the effect can instead choose to resist the effect using their Strength and SP. If the target is subject to a Pin effect with a greater strength than the Pull effect, then they are held in place as it prevents them from moving (reaction call: "No Effect").

PUSH [X]

Some creatures are strong enough to send enemies flying away from them with little more than a swat of a limb or the sweep of their tail.

The target is pushed 3 metres (about 5 normal steps) directly away from the initiator, stopping just shy from any intervening player or real-life hazard. For safety reasons, always turn to look in the direction you are pushed before moving, avoid intentional contact with other players and don't move quickly through an obstacle that may cause a real-life injury. A Push effect cannot be negated by physically blocking the attack, nor by the Parry or Blind Parry reaction calls.

The numerical value following the effect indicates the strength of the pushing force. A target with a Strength characteristic greater than the pushing force may resist the effect at the cost of 1 SP (reaction call: "Resist"). Another character that is holding the target at the time of the effect can instead choose to resist the effect using their Strength and SP. If the target is subject to a Pin effect with a greater strength than the Push effect, then they are held in place as it prevents them from moving (reaction call: "No Effect").

RADIUS

A raging storm, earthquake or the like does not simply affect a lone warrior, but a sizeable area of the battlefield.

Effect Prefix. An attack call that is prefaced by this effect does not need to physically strike a target with a packet or weapon phys-rep. Instead, any player that can hear the attack call (regardless of whether their character can hear) is automatically considered to have been hit by the attack or effect. Unless indicated otherwise, this includes the initiator of the attack. For example, the attack call "Radius: 4 Ice" causes all who hear it to automatically be hit by an attack that causes 4 Ice damage, while the attack call "Radius: Push" causes the Push effect on all who hear it. The target may use reaction calls as normal in response to the attack or effect, except for the following: Parry, Blind Parry, Dodge, Blind Dodge and Reflect. Players must make the attack call in a regular speaking voice (the same volume as they use for their other attack calls). Only a Plot Marshal, under special circumstances, may attempt to whisper or yell such an attack call in order to control the area of effect.

RAGE [X]

Some warriors are driven into a berserk state during battle, where their entire world narrows to only those still standing around them and an unshakable desire to spill their blood.

The target must attack the closest non-Helpless creature that it can see in melee combat with little thought to their own safety. While in this state, the target is not capable of distinguishing friend from foe or understanding any form of communication. They may not use any ranged weapons, cast any spells or use any Trade, Perception, Academic & Social, Magic or Leadership skills. The target will continue to close with and attack whatever creatures are closest to it for the duration of the effect. Only once a creature has been rendered Helpless in some manner (such as by dropping them below 0 Wounds), may the target ignore that creature – they will attack those who don't fight back and even unarmed creatures, as long as they're not Helpless. If there are no non-Helpless creatures in sight, the target will seek them out. However, the target's mind is so filled with rage that it blocks out everything else. While under this effect, the character must make the reaction call "No Effect" against all other Mental Effects. Unless stated otherwise, this effect lasts for 1 encounter. When this effect ends, the character takes the Exhaustion effect.

The numerical value following the effect indicates the intensity of the rage. A target with a Willpower characteristic greater than this value may resist the effect at the cost of 1 SP (reaction call: "Resist").

REGENERATION [X]

Some creatures, like Trolls and Hydras, are well known for their ability to quickly heal any harm done to them. The only effective weapon that can permanently deal with such creatures is fire.

The target instantly removes any Bleed effect on them and gains Immunity to Bleed for the duration of the Regeneration effect. Furthermore, after every minute the target regains X points of damage to their Wounds characteristic, up to their maximum. This effect cannot heal Wounds that have been lost due to a Drain effect or Fire damage. This healing is immediately obvious to all around, and so the target makes the call: "Regenerate [X]".

If the target ever loses any body parts, including limbs or a head (such as from the Sever effect), the Regeneration effect immediately pauses on its restoration of Wounds. Instead, the target begins a silent 5-minute count, after which one limb or head of the player's choice is regenerated with the call "Remove Sever". Once all limbs/heads have been regenerated, the target resumes regenerating Wounds as normal. Limbs or heads that have been severed by a weapon that deals Fire damage cannot be regenerated.

If the target drops below -10 Wounds, then they remain in the Dying condition instead of entering the Dead condition. The only ways for the target to enter the Dead condition are:

- They are affected by the Killing Blow or Heroic Killing Blow effects from a weapon that does Fire damage. Any other Killing Blow that would otherwise have affected them will instead drop the target to -11 Wounds (unless they are already below this).
- They have their head removed by a weapon that does Fire damage. If their head is severed by any other method, it will instead drop the target to -11 Wounds (unless they are already below this).
- Their Wounds can no longer be regenerated above -11 because they have lost sufficient Wounds due to Fire damage and/or the Drain effect.
- The target loses this effect for any reason (even temporarily) while they are below -10 Wounds.

No conscious effort is required to benefit from this effect, and it will continue to affect the target in any condition whether they want it to or not. Unless stated otherwise, this effect lasts for 1 encounter.

REMOVE [EFFECT]

In a world where the Winds of Magic can warp reality itself, anything that can be done may be undone... though perhaps not always easily or in the way that one might expect.

If the target is currently affected by the stated effect, then it is immediately removed (regardless of whether it is a temporary or permanent effect). However, the target receives no protection against this same effect in the future. Unless stated otherwise, only a single instance of the effect is removed. For example, if a weapon was currently affected by three Corrode effects, then Remove [Corrode] would end one of those effects, and the weapon would now be affected by only two Corrode effects (though these too could be removed through further uses of the Remove [Corrode] effect).

REPEL [X]

Spellcasters are typically not known for their martial prowess, and thus some have developed spells to keep those who would mean them harm at bay, granting them more time to work their magic.

The target receives a strong mental compulsion to keep away from the initiator. If this effect is not resisted, then the target must do everything in their power to maintain a distance of at least 3 metres from the initiator of the effect. They cannot voluntarily move closer than 3 metres. If they ever find themselves closer than this, they must immediately do everything in their power to move to that minimum distance by the shortest route possible. This effect does not stop the target from attacking the initiator of the effect using any means at their disposal given the distance, such as with ranged weapons or spells – it is only their own body that may not approach closer. Unless stated otherwise, this effect lasts for 1 encounter.

The numerical value following the effect indicates the strength of the mental influence. A target with a Willpower characteristic greater than this value may resist the effect at the cost of 1 SP (reaction call: "Resist").

[CONDITION] RESISTANCE [X]

While some doomsayers may see a futility in resisting the overwhelming forces of darkness that beset the Empire, such great acts of defiance can begin with the resistance of a single spell or poisoned blade.

The target becomes resistant to the stated condition, which could be anything from an effect, to a damage type, rule, spell, or almost anything else. The numerical value following the effect indicates the strength of the resistance. If the condition is something that can be passively resisted or minimized through a particular characteristic (such as damage or an effect with an effect strength), then the target counts that characteristic as being X points higher for the purpose of resisting the condition. If the condition cannot be passively mitigated through a particular characteristic (or if even the improved value of the characteristic from this effect is insufficient to mitigate it), then the target makes the “Resist” reaction call when affected by the condition, but the resistance strength is decreased by 1. When the resistance strength reaches 0, this effect ceases to benefit the target in any way, as if its duration had expired. Note that this effect provides no defence against conditions with the Irresistible effect, which are too powerful for even this effect to negate.

Unless stated otherwise, this effect lasts for 1 encounter. If this effect persists longer than 1 encounter (including for characters for which it is permanent), then the resistance strength is reset after a Long Rest.

A target can have multiple instances of this effect for different conditions, but it is not cumulative with itself. If affected by a second instance of this effect with the same named condition, then the target will use the higher resistance strength of either the new effect or whatever remains from the existing effect.

The target cannot consciously control or voluntarily suppress this resistance in any way. No conscious effort is required to benefit from this effect, and it will continue to affect the target in any condition whether they want it to or not.

This effect does not allow a target to resist a condition that they were already under the effect of (even if that effect is still ongoing), it only provides resistance against future instances of that effect.

For example, a target affected by a “Poison Resistance 3” effect must increase their Toughness characteristic by 3

when determining whether or not they resist any future Poison effects for the duration of this effect. If the target would take a Poison effect that they’re unable to resist even with this increased Toughness, then they must still call “Resist”, but this effect drops to “Poison Resistance 2” until they complete a Long Rest. If the target had been subject to a Poison effect prior to receiving this effect, no benefit is granted toward resisting that particular effect.

RESTORE [X CHARACTERISTIC]

Just as some attacks can drain a creature’s strength, vitality or reasoning, it is possible for such harms to be healed through magic, medical treatment or even innate ability.

The target instantly regains X points of damage to the characteristic called during the effect, up to their normal maximum for that characteristic. The effect will restore persistent characteristic damage from a Drain effect first. Once any persistent damage is fully cured, any remaining healing from the effect will restore temporary characteristic damage from a Sap effect. Unless specifically stated otherwise by a rule, this effect cannot be used to restore a character’s Fate characteristic.

For example, if a character has suffered the ‘Drain 1 Strength’ and ‘Sap 2 Strength’ effects, then a ‘Restore 2 Strength’ effect would fully cure the 1 point of persistent damage to their Strength and then still have enough healing to immediately cure 1 point of temporary Strength damage as well. The target would remain with 1 point of temporary Strength damage.

SAP [X CHARACTERISTIC]

Some attacks may temporarily diminish the physical or mental faculties of their victim.

This effect will always be followed by a numerical value and characteristic. A target of this effect will temporarily reduce the indicated characteristic by the stated amount for the duration of the effect. For characteristics like Wounds and Stamina Points that frequently fluctuate during an event, this reduces both the current and maximum values of that characteristic. For example, a call of “Sap 2 Strength” would reduce the target’s Strength characteristic by 2, while “Sap 1 Wound” would reduce both their current and maximum Wounds by 1. When the effect ends (for any reason), all values that were decreased are now increased by the same amount. Unless stated otherwise, this effect lasts until the character completes a Short Rest.

SEVER [X]

While many blows will simply hack into flesh leaving vicious wounds, some are powerful enough to completely cut through the target, removing appendages with a single cut.

The exact nature of the effect depends upon which part of a target is hit:

- If the attack hits the target's torso, then target's is decapitated. The target's Wounds characteristic immediately drops to -11 and they enter the Dead condition. Even those extraordinary abilities that can bring a target out of the Dead condition will not work while their head is not attached to their body.
- If the attack hits one of the target's limbs, then that limb is instantly severed and cannot be used in any way unless it is somehow restored. Anything held in a severed arm is instantly dropped to the ground, including a shield strapped to it. Likewise, any armour worn on a severed limb is considered to be dropped to the ground (affected armour phys-reps do not need to be dropped in the middle of a fight if it is difficult to remove them, but the character cannot benefit from those locations of armour and must surrender the tags if the limb is not retrieved). The target also takes the Irresistible Stun and Bleed effects, representing the shock of the injury and the life-threatening wound that is now spraying bright arterial blood. If one leg has been severed, the target's Movement characteristic is reduced to 2 (unless it was already lower) and if they wish to move they must hop on their remaining leg. If both legs have been severed, their Movement characteristic is reduced to 1 (unless it was already lower) and they can only move by dragging themselves with their arms.

Regardless of the location hit, this effect is permanent until ended with the Remove [Sever] effect. A limb restored in this fashion once again works normally. Remove [Sever] can also reattach a head, but it will not bring the target out of the Dead condition. Unless specified otherwise by a Plot marshal at the time it is received, it is assumed that an arm is cut just below the elbow and a leg is cut just below the knee. This won't alter the immediate impact of the Sever effect, but may impact how a prosthetic is later attached and what range of motion the character has with it. After the encounter is over, if the player is unable to hide the missing portion in their clothing or disguise it with a prosthetic phys-

rep, they should wrap the affected portion of the limb in yellow to signify that it is OOG.

The numerical value following the effect indicates the cutting power of the severing force. A target with a Toughness characteristic greater than this value may resist the effect at the cost of 1 SP (reaction call: "Resist").

SHATTER [X]

Some attacks are powerful enough to shattering an object into smaller fragments.

The exact nature of the effect depends upon which part of a target is hit:

- If a held weapon or shield is hit by an attack with this effect (including if it is used to Parry, Blind Parry or physically block), then compare the effect strength to the item's Hardness Value. If the item's Hardness Value is greater than X, then the item is unaffected (reaction call: "No Effect"). Otherwise, the item is broken into two or more unusable pieces. The effected phys-rep takes a Disarm effect and it requires a 5-second count described action to pick up, representing a retrieval of all the pieces. The item is damaged and cannot be used again until the effect is removed. A susceptible held item cannot be used to physically Reflect the attack.
- If one of a target's limbs is successfully hit by an attack with this effect, then affected limb has a chance of being broken, taking the Disable [X] effect.
- There is no effect if this attack connects only with the target's torso.
- This effect may be used against other similarly-sized items at Plot's discretion. Against larger objects, it is likely to shatter a smaller singular element of it (e.g. a large stone from a castle wall or a plank from a ship).
- If the attack call specifically mentions the item being shattered (as may be the case for certain spells, ranged skills, etc.), then the described object (and only the described object) is affected as if it had been physically struck, so long as the attack successfully strikes the target or any held/worn item.

When shattering an object, this effect is permanent until removed.

SLEEP [X]

Though most would agree that a battle is not the best time for a nap, some Trolls have been known to occasionally forget this fact and there are more than enough herbs, spells or forceful blows to the back of the head that can cause even a more sensible creature to lose consciousness at an inopportune time.

The target drops to the ground and falls into a deep slumber. They may not take actions of any kind while sleeping and are considered Helpless. Another character may awaken the target by touching them with a red unarmed boffer and making the 5-count: "Described Action: I Wake You 1, I Wake You 2...". The target is also automatically awoken if they lose one or more Wounds from any source other than the Bleed effect. Upon regaining consciousness, the target takes a Stun [Wp] effect, to represent them adjusting once more to the waking world. Unless stated otherwise, this effect lasts for 1 encounter.

The numerical value following the effect indicates the strength of the sleep-inducing effect. A target with either a Toughness or Willpower characteristic greater than X is unaffected by this effect (reaction call: "No Effect").

SLOW

The target's movements are slowed, almost as if they were under water or encumbered by some invisible load.

The target's Movement characteristic is reduced by 1. They should walk at about half their normal speed and may roleplay running at their normal walking speed. The target may also not use the Dodge, Parry or Riposte skills. They may use the Blind Dodge and Blind Parry skills, but only to make the Dodge and Parry reaction calls, respectively. Furthermore, the target's 'recharge time' between attacks, as described under the Machine-Gunning rule, is increased from a silent 3-second count to a silent 5-second count. If a target is affected by both the Haste and Slow effects, these effects cancel each other out for as long as both remain active on the character. Unless stated otherwise, this effect lasts for 1 encounter.

SNEAK

Whether a dagger in the back or a quick feint, some attacks are designed to catch the target unawares.

Attack Prefix. An attack call that is prefaced with this effect cannot be avoided with the Parry, Dodge or Riposte skills. To represent the surprise nature of such an attack, the attacker need only finish this prefix of the attack call before physically striking with their weapon phys-rep or packet

(instead of having to complete the full attack call first). However, they must continue with the remainder of the attack call immediately while striking and cannot delay it any length of time.

SPELL [X]

The weapons wielded by wizards are not things of wood and steel, but the very essence of Chaos itself bent to their will.

Effect Prefix. An attack call that is prefaced with this effect represents a spell being cast, rather than a physical strike of some sort. Depending on the spell, this might be delivered by a packet, weapon phys-rep or neither. The entire attack is considered to be magical in nature, and conversely, any attack call without this prefix is assumed to be physical in nature unless specified otherwise. The Parry and Blind Parry reaction calls cannot be used to negate such attacks, nor can they be physically blocked by weapons or shields. The numerical value following the effect indicates the level of the spell being cast. While the spell's level itself usually won't have any additional immediate effect on the target, the target should take note of this value for any spell with an effect that is not instantaneous, in order to ascertain if a Dispel effect can remove it.

SPLASH

The scattering shot of a blunderbuss, a sheet of flame from a Dragon or even a Troll's copious vomit, some attacks are not precise blows that strike a single location, but instead affect everything in a small, localized area.

Effect Prefix. An attack call that is prefaced by this effect will affect the target no matter which part of them is hit (their weapon, shield, cloak, etc.). The Parry and Blind Parry reaction calls cannot be used to negate such attacks. Moreover, for attacks that are capable of affecting a target's equipment, a Splash attack is considered to hit all locations on their body and any item(s) held in their hands.

STABILIZE

Though it can take considerable time to fully heal physical injuries, preventing an injured creature from losing more blood in a timely manner can mean the difference between life and death.

All Bleed effects currently affecting the target are immediately removed, though no Wounds are restored and the target receives no protection against future Bleed effects. This effect also prevents wounds from becoming infected (see the Physical Injury section).

STUN [X]

A blow to the head or magical enchantment can momentarily disorient or transfix a creature, leaving them vulnerable to subsequent attack.

If not resisted, the target must drop anything held in their hands, takes an Irresistible Trip effect and then takes an Irresistible Paralyze effect for a silent 5-second count. The numerical value following the effect indicates the strength of the stunning force. A target with either a Toughness or Willpower characteristic greater than X may resist the effect at the cost of 1 SP (reaction call: "Resist").

SUGGESTION [X. INSTRUCTIONS]

Some creatures are able to worm their way into another's mind, altering their perception of reality or even their memories.

The target is compelled to believe the next single-phrase statement spoken by the initiator of this effect (even if the target does not normally understand the language being spoken). This can accomplish one of the following:

- Create or Alter a Memory: The target can either be given a completely new memory of something that did not occur, or slightly alter their memory of an actual event. The created/altered memory cannot cover a period of time greater than one hour. If this will conflict with other memories that the target has, their mind will try to find a way to fill in the missing pieces in order to have the new narrative make logical sense, though these details will always be a little hazy as if the target can't quite remember them clearly.
For example: "You were attacked by Goblins on your way here." or "I was fighting on your side during that battle."
- Erase a Memory: The target has one of their memories suppressed such that they cannot recall it happening in any way. The suppressed memory cannot cover a period of time greater than one hour. If this will conflict with other memories that the target has, their mind will try to find a way to fill in the missing pieces in order to have the new narrative make logical sense, though these details will always be a little hazy as if the target can't quite remember them clearly.
For example: "You don't recall me speaking with that Daemon." or "You don't recall anything that happened in the past hour."
- Create a Desire or Repulsion: The target is convinced that they either strongly want something or strongly do not want it. This could be an action, person or just about anything else. Unless it is extremely out of character for them, the target may not question this desire or repulsion, and if they do question it, their

mind will try to provide a logical argument as to why they feel this way.

For example: "You want that grimoire." or "You don't want to harm me."

- Create an Emotion or Sensation: The target is convinced that they are feeling a particular emotion or sensation. This effect does not automatically identify the cause of the emotion or sensation – the target may be able to justify to themselves why they are feeling this way, or they may have no idea why they do.

For example: "You feel angry." or "You feel itchy."

- Alter Perception: The target's perception of the physical world around them is altered in some way, convincing one or more of their senses that they are perceiving something other than what is really there. Note that this cannot be used to completely eliminate one of the target's senses, even in a limited capacity.

For example:

"That Giant smells like lavender." is acceptable, but "You can't smell that Giant." is not.

"You see me as a uniformed Hochland soldier." is acceptable, while "You can't see me." is not.

"These are not the Dryads you are looking for." is acceptable, while "You don't see Dryads." is not.

The character will fully believe the implanted suggestion and will not doubt it unless given a compelling reason to do so from some external source, but they otherwise are free to interpret and act upon this new belief or feelings in whatever way they deem appropriate. For instance, a character may be compelled to believe that the Emperor just insulted their mother or even that they have a desire to physically harm the Emperor, but that doesn't mean that an intelligent character is forced to instantly charge through a dozen of his elite Reiksguard in order to tear at him with their bare hands (unless of course that is how the character would normally handle that situation were it to arise).

Unless stated otherwise, this effect lasts for 1 encounter. When the effect ends, the target will remember everything that they believed/perceived/felt during the effect, but will no longer have those beliefs/perceptions/feelings. Depending upon the nature of the perception, the target may or may not realize that their minds had been altered, at the discretion of the target.

The numerical value following the effect indicates the strength of the mental influence. A target with a Willpower characteristic greater than this value may resist the effect at the cost of 1 SP (reaction call: "Resist").

SUPPRESS [DESCRIPTION]

Through whatever means, the target has some ability, functionality or condition temporarily suppressed.

This effect temporarily suppresses the indicated ability, skill, trait, feature or effect in the target, as if they no longer possessed that rule for the duration of this effect. Some suppressible features require additional explanation:

- **Magic:** If affecting a magical item, it loses all magical properties (temporary or otherwise), counting as a mundane item of its type. If affecting a creature, the creature loses all ability to channel magic and cast spells.
- **[Skill]:** The character can not use the skill, but it does not become a dead skill (restricting access to other skills).

Unless stated otherwise, this effect lasts for 1 encounter.

TARGET [DESCRIPTION]

Some spells or items might impact only a particular individual or group, leaving all others completely unphased.

Effect Prefix. An attack call that is prefaced by this effect will only affect a target matching the stated description. Such descriptions can be incredibly specific (such as naming a specific individual or item) or encompass a much broader group (such as allies, enemies, undead, Daemons, steel, Warpstone, poison, etc.). Any other target makes the reaction call: "No Effect".

TELEPORT

Some spells allow the caster (or very rarely, another creature), to quickly move from one location to another.

The target instantly disappears (the player should put on an out-of-game headband or put a hand on their head to indicate that their character is no longer present). Where the target is teleported to will depend upon each spell, and will be detailed under its description. If this effect was not initiated by the target themselves, then the initiator of the effect will indicate where they have gone. When the target appears at their destination, they will remove the out-of-game headband and call "Teleport In".

TRIP [X]

There are many things that can cause a creature to lose their footing. Whether by their design or not, many opponents are quick to take advantage of such circumstances, either striking their foe while they're vulnerable or using the opportunity to get away.

The target is forced to the ground in some manner. This can be represented by the target player lying fully on the ground or simply on both knees, but no part of the bottom of either foot may be planted flatly on the ground. The target is free to get to their feet immediately after going down. The

numerical value following the effect indicates the strength of the tripping. A target with a Strength characteristic greater than this value may resist the effect at the cost of 1 SP (reaction call: "Resist"). A target under a Pin effect (of any effect strength) takes no effect from a Trip effect.

WARP [X]

In raw or concentrated forms, the Winds of Magic can alter the very nature of reality. In living beings, this can result in the stigma of mutation. While some mutations might be as unnoticed as a strange blemish, prolonged exposure to the warping power of Chaos can eventually transform a living creature into a deranged Spawn.

The target instantly gains a Corruption Point. The numerical value following the effect indicates the strength of warping influence. A target with a Toughness characteristic greater than X may resist the effect at the cost of 1 SP (reaction call: "Resist"). A target with a Corruption Point characteristic great than X is unaffected by this effect (reaction call: "No Effect"), as the corrupting influence is not powerful enough to further alter them.

WARD [X]

Some creatures are protected by more than just tough flesh and armour. Whether the result of a spell, magic item or innate ability, the creature is magically warded from harm that may befall it by an invisible barrier of force.

The numerical value following the effect indicates the warding strength. The target counts their Toughness characteristic as being X points higher for the purpose of determining whether or not the damage from a hit is minimized. Moreover, if the attack's damage is less than or equal to X, then the ward is able to completely absorb the impact and the target instead makes the "No Effect - Ward" reaction call for the damage.

The target may also choose to use the Ward to completely protect themselves from a single physical attack or spell. Against one attack call that strikes the target, they may instead use the "Resist" reaction call. For each attack call that is resisted by a Ward, the warding strength is decreased by 1. When the warding strength reaches 0, this effect ceases to benefit the target in any way, as if its duration had expired.

Unless stated otherwise, this effect lasts for 1 encounter. If the effect persists longer than 1 encounter (including for characters for which it is permanent), the warding strength is reset after a Short Rest. This effect is not cumulative with itself. If affected by a second Ward effect the target will use the higher warding strength of either the new effect or whatever remains from the existing effect.



UNARMED COMBAT

Weapons can be broken or disarmed in the heat of battle, and many creatures simply do not employ such tools at all. Regardless of the reason, a combatant might find themselves fighting without a weapon. There are two broad categories of such unarmed attacks:

UNARMOURED UNARMED STRIKE

The character attacks with parts of their body that are quite vulnerable to being damaged themselves, such as a fist, elbow, teeth or short claws. Regardless of what body part they are using, the character delivers attacks using a red unarmed boffer and counts as being Unarmed on the Melee Weapon Chart for the purpose of determining damage. If this boffer is struck by an attack, the attack counts as having hit the character in the arm that is holding the boffer. This means that the boffer cannot be used to physically block attacks, but a character with the required skills could still make Parry and Blind Parry reaction calls. This is the default mode for attacking unarmed and the one that will generally be employed by most Player Characters unless they have access to special equipment, skills or abilities.

ARMOURED UNARMED STRIKE

The character attacks with parts of their body that are less vulnerable to being damaged themselves, such as chitinous claws, massive horns or a gauntleted fist. Regardless of what they are using, the character delivers attacks using a black unarmed boffer. For the purpose of determining damage, the attack will either count as being Unarmed or a Natural Attack, depending on what is allowing the character to employ this method of unarmed strike.

When this boffer is struck by an attack, it counts as being a weapon with a Hardness Value equal to the character's combined Toughness characteristic and Armour Points (and thus can be used to physically block attacks), with a few exceptions. In the following situations the attack still counts as having struck the limb holding the boffer (as if it were a red unarmed boffer):

- The attack includes effects that can target items, such as Disarm, Corrode, Shatter and Destroy.
- The damage value of the attack exceeds the Hardness Value of the boffer.

This mode of unarmed attack can only be employed by a character if they have access to equipment, skills or abilities that specifically allow them to do so (otherwise they should make an unarmoured unarmed strike using a red unarmed boffer, as described above).

MOUNTED COMBAT

Though most warriors fight with their feet firmly planted on the ground, some choose to instead ride into battle on the backs of war mounts.

MOUNT PHYS-REPS

Animals must be physically represented when used as a mount in game. The phys-rep should consist of a costuming piece worn by the mounted character with their normal selves visible from the waist up and their legs mounting an appropriately-sized beast from the waist down. The phys-rep must allow the player to keep both their feet on the ground. Disguised bicycles, live animals or any other phys-rep that does not require the player to keep their feet on the ground may not be used.

MOUNTING & DISMOUNTING

Any character with the Ride skill may mount an appropriate beast that is under their control. To do so, the character must don the mount phys-rep with the call: "Described Action: Mounting [animal]". This process takes as long as the player takes to get the phys-rep on. Similarly, a character may dismount with the call: "Described Action: Dismounting [animal]", whilst removing the mount phys-rep.

RIDING

While mounted, the character may move about as normal, with a few exceptions. While moving through open terrain (roads, fields, etc.), a mounted character counts their Movement characteristic as that of their mount. While moving through other types of terrain, a mounted character counts their Movement characteristic as 1. See the *How to*

Roleplay an End Times Character supplement for more information on roleplaying different Movement characteristics. Any terrain that the character would normally have difficulty moving through on foot (thick overgrown woods, etc.), cannot be entered at all while mounted. Buildings can only be entered if the doorway is large enough to allow for the passage of mounted individuals (typically at least 3 m tall and 1 m wide). Although a mounted character is free to turn in their saddle (represented by turning at the waist, but leaving both feet planted firmly in the same direction), it is much more difficult for most mounts to make quick turns. A mounted character may slowly adjust their direction as they move forward. In order to turn about on the spot without moving forward, a mounted character must roleplay slowly turning about for a silent 5-count. A mounted character moving backward does so at a Movement characteristic of 1, and they may not move laterally (to either side) at all.

MOUNTS IN BATTLE

Though many in the Empire make use of horses for transportation, many such mounts are not trained for battle. A combat-trained mount can be identified by the preface 'war'. If a battle begins within sight of a mount that is not-combat trained, it will immediately flee the area until it is out of sight of the battle. A character may neither mount nor dismount the creature until it stops, and it will not voluntarily re-enter the area of the battle until the fighting is done.

Within the Old World, the warhorse is by far the most common combat-trained mount, with few others (apart from the reclusive Wood Elves) riding other beasts in battle. Its characteristics are given below:

M	WS	BS	S	T	Ag	Aw	Int	Wp	Cha
8	3	0	3	3	3	4	1	3	1
W	SP		FP	IP	CP				
8	10		0	0	0				

ATTACKING WHILE MOUNTED

In order to make attack calls or use active skills while mounted, a character must first enter the Mounted Combat Stance, as per that skill. This effectively prohibits a character

from benefiting from any other combat stance skill while mounted. Certain weapons (such as lances) may receive additional benefit while used in this stance. In addition, a mounted character in this stance may use a large-sized unarmed boffer to attack using the mount's characteristics, representing it attacking with hoof, claw, tooth, etc. These attacks count as being made with a natural weapon.

BEING ATTACKED WHILE MOUNTED

Even in a Mounted Combat Stance, both the rider and mount can be attacked as if they were separate creatures. In other words, attacks that strike the rider's upper body or phys-repped legs will impact them, while those that strike the rest of the mount phys-rep will impact the mount. However, a mounted character is able to use the Parry and Blind Parry reaction calls against attacks that strike their mount, as if the attack had struck them instead, representing their ability to defend their mount with their weapon. Ordinarily, a mounted character cannot use the Dodge or Blind Dodge reaction calls at all while mounted (for either attacks against themselves or their mount), although certain skills can alter this. If an attack successfully strikes a mount, use its own characteristics to determine the effects of the attack (including their Toughness, Armour Points, Wounds, etc.), as if they were an entirely separate creature.

Barding can be purchased or crafted for a mount for the same cost/requirements as large-sized armour with the following differences:

- Armour may not be purchased for the Abdomen.
- Armour may be purchased for 4 Legs instead of 2 Legs and 2 Arms, but only a maximum of 0.5 Locations for each.
- All barding tags will be listed as such, and cannot be used by large-sized humanoids.

If a mount falls to the ground for any reason (from sufficient damage, a Sleep effect, Trip effect, etc.), then a character that was mounted on it is instantly dropped to the ground as well, and pinned under their mount. They immediately take the Disable 5 effect to whichever leg ends up beneath the falling mount. That same leg also takes the Pin 5 effect if the mount is unable to rise on its own.



COMBAT EXAMPLE

The following is an example of a potential combat between a PC and two monsters, using various elements of the combat rules.

While exploring a cave, Ulrika is ambushed by a Night Goblin wielding a dagger and an unarmed Stone Troll. The Goblin calls “3 Steel” and thrusts his weapon into Ulrika’s thigh before scampering back a step. Ulrika’s Toughness is 3, just enough to mitigate the driving force of the attack, and so the player calls “Minimize” and makes a mental note to deduct 1 Wound from their normal total of 8, leaving them with 7 Wounds remaining.

Just a moment later, the Troll makes its own attack. Calling “5 Wood”, it swings a red unarmed boffer representing a giant fist and hits her in the torso. Ulrika staggers from the blow as the damage easily overcomes her Toughness, and mentally deducts the full 5 Wounds, leaving her now with only 2 Wounds remaining. Ulrika is now in the Critically Wounded condition. In addition to roleplaying the injury, until she is healed, she won’t be able to walk faster than a hobble and all her active skills require twice as many Stamina Points to use. Thankfully, the Troll seems to momentarily forget what it was doing, and stumbles away a few steps to ponder whatever it is that Trolls ponder.

Ignoring the less-threatening Goblin, Ulrika draws her axe and darts in towards the distracted Troll. She calls “5 Steel” and swings at the Troll, but narrowly misses it as it bends down at the last moment to scratch at its foot.

Ignored, the Goblin manages to circle around behind Ulrika and again calls “3 Steel” before stabbing her in the back with his dagger. Already injured and not wishing to die today, Ulrika decides to use her Parry skill and makes the

reaction call: “Parry”. This active skill negates the hit Ulrika would have otherwise taken, but costs her 8 Stamina Points to use (normally only 4 SP for her, but doubled from the Critically Wounded condition). Ulrika’s player makes a mental note to subtract 8 SP from her previous total of 11, leaving her with only 3 SP remaining (unfortunately not enough for another Parry).

Surrounded and unable to flee, Ulrika decides she needs to even the odds a little. She steps forward to attack the Goblin and calls out “5 Steel”. This time the axe connects. The Goblin’s Toughness is 3 and he only had 4 Wounds. With no way to negate the blow, the Goblin gives a quick shriek and then falls to the ground at –1 Wound and a Bleed effect.

While this is happening, however, the Troll remembers what it was doing and gears up for a mighty swing. It uses his Mighty Blow skill and calls “6 Wood” before slamming its unarmed boffer down onto Ulrika. Unfortunately, Ulrika has no further way to stop this attack and only 2 Wounds remaining, so she is instantly dropped to –4 Wounds. Ulrika lets the axe drop from her hand as she slumps to the ground. Now in the Mortally Wounded condition, Ulrika is unable to move and the Bleed effect will cause her to lose an additional Wound each minute. Unless she is stabilized, this will drop her into the Dying condition within 2 minutes and the Dead condition 5 minutes after that.

Barely conscious and unable to move her limbs, Ulrika can only stare up at the Troll as blood continues to pour out of her. Her last moments are spent weakly insulting her attackers in her native Kislevarin, knowing that it is unlikely to be her current injuries that will do her in... not if that Troll is as hungry as it looks.



EQUIPMENT

While monsters rarely require anything more than tooth or claw, most of the civilized races rely heavily upon various equipment in order to make their way in the world. This chapter will discuss all the rules pertaining to how characters can acquire and use physical items in game.

PHYS-REPS

In a LARP setting, players do not simply record their character's imaginary inventory on a character sheet, but instead physically interact with in-game objects. Sometimes a player can use an exact physical example of their character's item (e.g. a spoon), but in many cases this isn't possible for a variety of reasons. A physical representation (or phys-rep) is a physical object that represents a different in-game object.

While phys-reps always require at least some degree of imagination on behalf of all players (e.g. while a player sees a foam-covered stick wrapped in grey duct tape, their character sees a sword and reacts accordingly), the phys-rep itself should mimic the appearance of the in-game item as closely as possible. Some phys-reps (such as weapons and racial costuming) have very specific rules surrounding them, which are detailed further in their respective sections.

MUNDANE & TAGGED ITEMS

There are two main categories of items that a character can interact with in game: mundane items and tagged items.

MUNDANE ITEMS

Mundane items are those items that a character can interact with but which have no in-game mechanics (often because it is simply not worth the complication of tracking and creating rules for such commonplace items). Typically, commonplace items not found in the Item Shoppe section of this chapter are likely to be mundane items. Some examples might include a spoon, shoe or leaf. Obviously, characters can interact with such items while in game, but they are not tracked by logistics in any way. On the other hand, while a Dwarf gyrocopter is not listed in the Item Shoppe as something that a PC can typically purchase, this is not a mundane item. If in doubt about whether or not an item can

Unless noted otherwise, all in-game items require a phys-rep. If a player can't see and interact with an item, then neither can their character. With the exception of coin and special plot items, players are also expected to provide all phys-reps for their character's in-game items.

Although some phys-reps (such as weapons) have some very specific rules regarding how they may be used, it is important to remember that in order to use an item in general, the player should roleplay actually using it. For example, if you want your character to drink a potion, you will have to retrieve that specific potion phys-rep (with accompanying tag) and roleplay drinking its contents – it is not acceptable to simply have the potion phys-rep at the bottom of a belt pouch and say that your character has drunk it.

be classified as a mundane item, please contact logistics between events.

Mundane items have no specified in-game value and a player can have as many as they want as long as they're properly phys-repped and it is done within reason. In some cases, a mundane item can be turned into a tagged item through the use of skills and in-game actions (e.g. a tree can be turned into lumber, which is a tagged item). Where this is the case, the skill will clearly indicate the rules mechanics for doing so.

TAGGED ITEMS

Tagged items are items with a specified in-game value and mechanics. Unlike mundane items, if a character wishes to possess a tagged item, they must follow the rules in this chapter in order to acquire it (either creating, finding, stealing or purchasing the item). Tagged items are controlled by logistics through the use of tags, which are described in more detail below.

If a player has phys-reps on site for tagged items that they no longer possess tags for, these should be removed from the playing area (in the player's vehicle or a clearly-marked OOG container) so they are not confused with in-game items.

ITEM TAGS

All tagged items have a small, blue, paper tag that identifies certain in-game characteristics about the item. An example of a tag for a vial of Crimson Shade is given below.

Crimson Shade (ID, E)
AL4
0105030804023159AR3

It is important to remember that tags are OOG objects that contain OOG information about the item. A player can read a tag (representing their character examining the item), but this usually includes information that character cannot usually discern for themselves on an in-game level without access to certain skills. This is described in more detail throughout this section.

All tags include the following information:

- **Item Name/Description:** Most tags will include the full name of the item. Some items that require identification (such as magic items) will instead only include a brief description.
- **Market Value & Availability Rating:** These indicate the approximate market-value of the item in places where it is sold, and how rare the item is on a scale of 1 (abundant) to 5 (legendary), respectively. In order to ascertain this information from a tag, a character requires the Appraise skill. To prevent an untrained character from accidentally gaining this information at a quick glance of the item's tag, this information is encoded as a string of 19 characters. Details on how to decipher this information is included in the description of the Appraise skill itself, but in this case the code indicates that the dose of Crimson Shade has an appraised value of 35 gold and an availability rating of 3.

Some tags may also include the following information:

- **Upkeep Cost:** If the item has a monthly Upkeep Cost, this information is provided after its Market Value and Availability Rating and can also be deciphered using the Appraise skill.
- **Expiry Date:** If the item is a temporary item, its OOG expiry date will be marked on the tag as: Exp:[YYYYMMDD]. More information about temporary items can be found below.
- **Expendable:** The tag of an expendable item will be marked with an (E) after the item name, as is the case for the Crimson Shade tag above. More information about expendable items can be found below.
- **Identification-Required:** The tag of an identification-required item will be marked with an (ID) after the item name, as is the case for the Crimson Shade tag above. More information about unidentified items can be found below.
- **Magic Aura:** The tag of an item containing more than trace amounts of magic, will be marked with an (M) after the item name. The only way for a character to ascertain this information in game is through the Detect Magic effect, but a player should confirm OOG whether any of their equipment is magical so that they know how to respond to this effect.
- **Additional Mechanics:** Some tags (such as weapons, armour and drugs) contain additional mechanics for their use, which are explained more fully in the relevant sections later in this chapter. As a drug, the tag for Crimson Shade also states "AL 4" (denoting its Addiction Level of 4).

Players are responsible for all of their character's tags. If a tag is lost (either during or between an event), then the in-game item has also been lost. If a tag is becoming faded or difficult to read, the player should request that it be traded for a new tag during their next prelog.

Note that a player may not simply choose to leave some of a character's tags at home or an OOG location on site (regardless of whether or not they are attached to a phys-rep). All tags for items that the character owns must be accessible to other players at every event that the character attends. This allows for these items to be accessible to potential thieves.

TAGS & PHYS REPS

With the few exceptions listed below, a tag should always be affixed to an appropriate phys-rep for the item in a manner that leaves it easily visible to one examining the item (clear tape is most commonly used). This prevents a character from carrying dozens of spare shields and swords in their belt pouch during a battle. Unless noted otherwise, any tagged item that does not have its tag attached to an appropriate phys-rep may not be used in game. The following are the most common exceptions to this rule:

While armour tags still require a phys-rep, they don't require that the tag be affixed to the phys-rep in order to use it, due to reasons of practicality. However, the tags for all armour worn must be kept with the phys-reps (either on the player while it is worn or next to the phys-reps if they're discarded). If the character wishes to carry around tags for armour that they are not wearing, this still requires a separate phys-rep to also be carried (you cannot have three suits of plate armour in your pocket).

The following tagged items do not require a phys-rep at all (although players are free to provide one if they wish):

- **Stored Equipment:** This consists of tagged items that the character owns but that they don't wish to carry around with them for practical reasons. For instance, it is far more common for animals, buildings, vehicles and production materials to be used between events than during an event, and a player may not wish to phys-rep every last piece of timber that their character is currently in possession of. It is therefore perfectly permissible for the player to possess tags that are not attached to phys-reps, however these tags should remain in the player's tent, sleeping area or other Plot-approved location. Moreover, these tags must be plainly visible in that location (if you wish to hide tagged items, then you must hide the appropriate phys-rep with the tag attached).
- **Loot:** Loot can often be found during encounters. When tagged items are given out by NPCs in this manner, it is often simply as tags with no accompanying phys-reps. Tags given as loot may be carried by characters freely for the remainder of that encounter, but still cannot be used if they would normally require a phys-rep in order to do so. After the encounter, these loot tags follow the rules for stored equipment and the player should take the items to a suitable location as soon as possible.

IDENTIFICATION-REQUIRED ITEMS


Many items can be easily identified by their phys-rep (e.g. a sword is not often mistaken for a helmet, and is even discernable from something similar, such as a dagger). In other cases, a phys-rep might narrow down what type of item you are looking at, but can't be more precisely identified by the untrained eye. Such items are known as identification-required items. Unless they possess the necessary skills, a character examining the tag of such an item cannot discern any information beyond what the phys-rep may indicate, even if the character has seen an item of that type before. A character who possesses the necessary skills to produce an item, is capable of identifying that item with a roleplayed examination for a silent 5-count, although some skills may also allow a character to identify items that they cannot produce themselves. An item cannot be appraised until it has been identified. For example, a character examining an unlabeled vial of Crimson Shade could certainly tell that it is a vial of liquid (they won't somehow mistake it for a warhorse), but they're unlikely to have any idea what that liquid is or its approximate market value. A character capable of producing Crimson Shade is automatically able to identify a vial of it.

TEMPORARY ITEMS

Most tagged items will function effectively forever unless affected by an outside force, but others have more definite lifespans. If a tagged item is temporary, it will have an expiry date (the last day of the OOG calendar that the item will function normally) clearly marked on its tag. When an item expires between events, its expiry should be recorded in the player's next prelog and the tag should be handed over during log at the next event. In most cases an expired temporary item doesn't actually wink out of existence, but it can no longer be used for its intended purpose.

EXPENDABLE ITEMS

While most tagged items can be used for their purpose as often as the possessing character wishes, some items (like potions or bombs) can only be used once. Any character who possesses the knowledge and ability to use the item, instantly recognizes it as expendable. When an expendable item is used, it instantly takes the Destroy effect. If this happens during an event, its tag should be given to a Plot Marshal as soon as possible after using. When an expendable item is used between events, its use should be recorded in the player's next prelog and the tag should be handed over during log at the next event.



ATTACHED ITEMS

The vast majority of tags are individual items that may be separated as characters see fit. However, some tags are considered to be attached together and can only be separated from each other under certain circumstances. One example of this may be an herbal tonic in a glass vial. Both the herbal tonic and glass vial are represented with their own tags, but as the tonic is being contained within the vial, these tags must be kept together (you can't simply keep your herbal tonics loose in your belt pouch after all). Attached items are distributed at log as two or more adjacent tags on single piece of paper (though it is perfectly permissible to fold this along the edge between them in order to maintain the standard tag size). If one of the attached items is expended or expired (as might be the case with the herbal tonic), then the character need only surrender the relevant part of the tag.

ITEM QUALITY

Unless indicated otherwise, tagged items found in the Empire are of a middling quality and generally wrought by Human (or very occasionally Halfling) hands. Where this is not the case, its craftsmanship can have an effect on the base mechanics presented later in this chapter (detailed further in those sections), and will be clearly marks on the item's tag. Where possible, phys-reps should also reasonably approximate an item's quality. For instance, a normal sword may be represented by an unadorned, unremarkable sword phys-rep, while a Superior Quality version might get represented by an intricately engraved blade and an Inferior Quality version represented by a rusted, heavily-dented weapon. There are no measurable rules in this regard, but do your best to represent your in-game items as accurately as possible.

SUPERIOR QUALITY (SQ)

The work of master craftsmen, these items are of exceptional craftsmanship. The difference from a more common item may be either functional or merely aesthetic, but it is immediately obvious to anyone looking at the item that it is a remarkable example of its type. Superior Quality items will be marked with a "SQ" before the item's name on its tag.

INFERIOR QUALITY (IQ)

From a Beastman's ramshackle armour to a rickety Goblin chariot, these items are clear examples of shoddy

workmanship. They may be more prone to breaking, less effective at performing their function or merely aesthetically displeasing, but it is immediately obvious to anyone examining them that they are of a much poorer craftsmanship than a typical instance of its type. Inferior Quality items will be marked with an "IQ" before the item's name on its tag.

DWARF-WROUGHT (DW)

Not only are items crafted by the Dawi likely to be of exceptional quality, but they are always designed to be remarkably resilient, able to withstand both the ravages of time and frequent use without breaking. Dwarf-Wrought items will be marked with a "DW" before the item's name on its tag.

ELF-WROUGHT (EW)

Items crafted by the Elven races are not only breathtakingly beautiful in their design, but are also typically much lighter, facilitating graceful action. Elf-Wrought items will be marked with an "EW" before the item's name on its tag.

ITEM SIZE

Unless indicated otherwise, tagged items are designed for use by humanoids roughly the size of a Human, Dwarf or Elf. However, there also exist creatures in the Empire who are either significantly smaller or larger than this, and their equipment must be proportionally scaled to match. When an item is scaled for use by a small-sized or large-sized individual, it can have an effect on the base mechanics presented later in this chapter (detailed further in those sections), and will be clearly marks on the item's tag.

SMALL-SIZED

Designed for use by Halflings, Goblins or similarly-sized creatures, such items become difficult to use for their intended purpose by larger folk. Small-sized items will be marked as "Small" immediately before the item's name on its tag.

LARGE-SIZED

Designed for use by Ogres, Minotaur or similarly-sized creatures, such items are far too massive to use effectively for their intended purpose by smaller folk. Large-sized items will be marked as "Large" immediately before the item's name on its tag.

CURRENCY

Although most economies in the Old World have long ago adopted some form of standardized currency, outside of the major cities coin still remains somewhat scarce. Used primarily by the nobility and mercantile classes, most individuals in the rural areas of the Empire continue to rely primarily upon a system of barter, trading goods and services in order to survive. That is not to say that individuals will not always accept coin for their wares when it is offered (quite the opposite in fact), just that for many imperial citizens such transactions are rare enough that they cannot rely upon that system alone.

Despite vast differences in their design and nomenclature, in order to help facilitate trade nearly all economies in the Old World forge coins of gold, silver and brass (the latter occasionally replaced by copper or bronze) with the same weights and measures as set in Nuln. Within the Empire, such coins are colloquially known by many names. Gold crowns are known as marks, Karls and Gelts (especially in the northern provinces), though few peasants will ever see one of these in their lifetime. Silver shillings and brass pennies (or pence) go by even a wider variety of local terms, varying from city to city. Each imperial province forges its own coins, with the profile of the current Elector Count on the front. In Nordland, this is Theoderic Gausser, and the most recently minted coins in this province are illustrated below. While undoubtedly the most commonly found in Nordland, this is not the only currency that may be used. Older designs and coins from other provinces and nations are also in circulation and can be occasionally found by players in-game.



Brass Pence (p) Silver Shilling (s) Gold Crown (g)

1 s = 12 p

1 g = 20 s

1 g = 240 p

It should be noted that the coinage of the Empire is not based on a metric system, but instead uses the conversion rates stated above: 1 crown is equivalent to 20 shillings, and 1 shilling is equivalent to 12 pence. To get a very rough sense of the value of various coinage, a brass pence is approximately equal in value to a dollar today (and so a silver shilling is about \$12 and a gold crown about \$240).

In terms of game mechanics, coins are unusual in-game items that require a very specific phys-rep (that can only be provided through logistics), but no tag. These can be received for actions taken between events (such as working or selling items) and found, traded or stolen at an event. While the size of the settlement in which the game is set will initially keep coins somewhat scarce, these will become more and more common as the settlement (game) grows.



THEFT

There are many ways to acquire possessions, including taking them from someone else. End Times has specific rules regarding how to accomplish this in game and policies to prevent this from happening out of game, both of which are detailed below.

IN-GAME THEFT

Although often illegal, theft nevertheless remains a completely valid in-game action for a character to take if they are willing to accept the in-game risks inherent in it. The rules for how to steal an item in game depend upon where it is being stolen from.

ATTENDED ITEM (HELPLESS)

If you wish to take an item that is visibly carried or worn by another character that is not capable of defending themselves (e.g. unconscious, physically restrained, etc.), then simply make a described action to inform them what you are taking and allow the player to hand it to you. This can include a belt pouch or the like containing multiple items. If you wish to take an item that is not visible (e.g. it is concealed on their person), then you must first take the Search Action (see the Searching section below) to locate it before making your described action.

ATTENDED ITEM (NOT HELPLESS)

If you wish to take an item that is currently carried or worn by another character who is capable of defending themselves, then you must use the Pick Pocket or Disarm effects (generally through their respective skills). Never attempt to physically remove an item (forcibly or otherwise) from the grasp or body of another player.

UNATTENDED ITEM IN PUBLIC SPACE

If you wish to take an item that is not currently on another person and is in a public space (e.g. on the ground, a table, etc.), then you may simply pick that item up. Of course, if someone witnesses this and realises what you are doing, they may react accordingly. As soon as possible after the theft, the phys-rep should be brought to a Plot Marshal, who are the only ones who are permitted to remove the tag (never attempt to remove a tag from another's phys-rep yourself). The Plot Marshal will then return the phys-rep to its owner as soon as possible. Alternatively, the owner of the phys-rep may request of Plot that the tag remain on the phys-rep, which will then be returned to the thief for the duration of the event. This is most often done when the stolen item is very large or recognizable and will present difficulty for a thief to conceal (e.g. if you decide to steal the

Reiksmarshal's Runefang, be prepared for a contingent of Reiksguard knights to be searching high and low for this renowned item). Please be respectful of phys-reps belonging to the game or other players and take all steps necessary to avoid damaging them, as many will invest considerable time and money into these items.

UNATTENDED ITEM IN PRIVATE SPACE

If you wish to enter a private space (e.g. a bunk or tent) without the permission of its occupant, then you must have a game owner present (a Plot Marshal or Cast member is not sufficient, it must be an owner). Under the supervision of the owner, you may enter and search the private space. Containers marked as OOG may not be searched, as these should never contain in-game items. Any in-game items found (including phys-reps, loose tags and coin) may be taken, following the same rules as unattended objects from a public space. If a phys-rep of a tagged item is found without its tag, this may be taken and the owner will investigate why the tag was not with the item (please remember that spare phys-reps that don't exist in game should not be kept in in-game areas).

NPC PHYS-REPS

Please never take an untagged phys-rep (such as a weapon phys-rep) from an NPC, regardless of which of the above situations it was found in. This is primarily because NPCs will often require that phys-rep for other roles, where it represents an entirely new item. If you wish to take their weapon and they don't have a tag to give you, let them know that you've taken it and ask a Plot Marshal for a tag immediately after the encounter. In the event that an NPC has a phys-rep with an attached tag though (as is usually the case with items of significance to a plot), then this may be taken by the character and used normally. However, the player should notify a Plot Marshal as soon as possible that they have that item and may not change the phys-rep for the item (only a Plot Marshal may remove the tag).

OUT-OF-GAME THEFT

Theft of real-life items from the game or other players is a criminal offense and, needless to say, is not permitted. This can include the theft of purely OOG items as well as phys-reps when not following the previous rules. Where possible, it is advised that players try to not keep valuable OOG items in accessible in-game spaces in order to reduce the risk of it being stolen. If you believe that an OOG theft has occurred though, please notify an owner immediately.



SEARCHING

With very few exceptions, any time that a player can physically see a phys-rep, their character is aware of that item's presence and can interact with it using the various rules throughout this document. However, not all things that a character may wish to interact with can be easily spotted at a quick glance.

THE SEARCH ACTION

In these situations, a character must take a Search action to investigate further what may be there. A character begins a Search action by making the call: "Physical Description: Begin Search". They then proceed to roleplay searching that area while keeping a silent 5-minute count. Skills such as Quick Search can reduce this time, and if multiple characters search the same area, then they may evenly split the time amongst them (to a minimum of 30 seconds). There are limits to what a character can search within this time. With a single Search action, a character may search a single body, a larger unattended container or object, or an open area no larger than 3 m by 3 m.

At the end of the count, the player makes the call: "Search Complete", at which point they will be provided with information about what they have found. Unless indicated

otherwise by a special rule or Plot Marshal, a Search action will reveal the presence of all tagged items in the searched area, which the searching character is then free to take. At a Plot Marshal's discretion, a Search action may also reveal additional information, such as strange marks on a body, a hidden lever, tracks, etc. Occasionally, other skills that a character possesses may influence what a Plot Marshal decides that the character finds, so inform them when beginning your search if you wish to use any particular skills to assist you.

A Search action is not required to locate visible items or those concealed in any obvious pouches or bags that a character may be carrying. If they are Helpless, then you may simply make a described action that you are looking in that pouch and ask the player for its contents. The player will then hand over any in-game items that you ask for, including tags, coin, and phys-reps (note that in the case of armour, this may take some time to remove, as is realistic). Any items that are concealed in less obvious places require a Search action as normal. While a search of a body should be roleplayed, do so without making contact and never physically pat down or rummage through the clothing of another player.





ITEM SHOPPE

While by no means a complete list of every item available in the Old World and beyond, this section includes information for those items that are most typically available within the Empire and may be purchased and sold without special permission from the Plot Manager.

Items in the shoppe have been organized into separate charts based on categories and include the following information:

- **Item Name:** Although some items may be known by various names in different regions, this is the name provided on the tag for the item. If an item is followed by an 'x' and a value, this indicates the quantity of that item that is acquired in a single purchase. For example, Shot x10 indicates that 10 units of shot are acquired with a single purchase.
- **Market Value (MV):** This is the approximate price that such items are typically sold for in markets large enough to support a demand for them. Though individual merchants may charge more or less for a variety of reasons, this is the value used when purchasing and selling such items between events without a roleplayed interaction. Prices are listed both in terms of the fewest possible coins as well as in brass pence alone in order to make comparisons and calculations easier.
- **Availability Rating (AR):** This numerical value indicates how rare an item is within the Empire, on a scale from 1 to 5. Items with AR1 are abundant, being both plentiful and easily obtained in every settlement of the Empire. Items with AR2 are common, relatively easy to obtain in all but the smallest backwaters. Items with AR3 are uncommon, being rare in small villages and somewhat more difficult to locate in larger communities. Items with AR4 are rare, typically only found in large cities and almost never in great quantities. Items with AR5 are incredibly rare, not typically found in open markets and only available to someone with the right contacts. Items with AR6 are unique legendary items and can only be acquired in-game through Plot (as such, these items are not included in the charts below). Note that if characters purchase items outside of the Empire, an item's AR may change (and these unusual circumstances are handled through Plot and Logistics).

- **Upkeep Cost:** Some items, like armour, need to be maintained in order to remain functional. This indicates the cost to maintain the item per logistics period in brass pence. If an Upkeep Cost is not listed, it is 0. Upkeep is explained in greater detail later in this chapter.

COMMON MODIFIERS

An item's Market Value, Availability Rating and Upkeep Cost can be modified if certain properties of the item are altered. The following details those changes for the most common alterations: an item's quality, size and material composition.

ITEM QUALITY: The values in the following charts are for items of average quality, wrought by Human hands.

- Inferior Quality items have a market value of half the stated cost (rounded up).
- Superior Quality items have a market value 10 times the stated cost and an Availability Rating one higher than normal.
- Dwarf-Wrought and Elf-Wrought items have a market value 5 times the stated cost and an Availability Rating one higher than normal. This stacks with the modifiers for a Superior Quality item.

ITEM SIZE: The values in the charts of this section are for medium-sized items.

- Small-sized items have a market value of 75% the stated cost (rounded up) and an Availability Rating one higher than normal.
- Large-sized items have a market value of twice the stated cost and an Availability Rating one higher than normal.
- The Upkeep Cost of the item is unaffected. An item's size generally only has a game mechanics effect for weapons or armour. For most other items, the difference is cosmetic only.

SPECIAL MATERIALS: The values in the following charts assume that the items are made from the most usual materials. If alternate materials are used, make the following adjustments:

- **Market Value:** subtract the market value of materials being replaced and add the market value of new materials
- **Availability Rating:** either add one or use the AR of the new materials, whichever is higher
- **Upkeep Cost:** no change unless indicated otherwise

WEAPONS

Item	Market Value		AR	Upkeep
Gauntlet	2 g	480	3	10
Knife	1 g	240	1	5
Dagger	2 g	480	1	10
Arming Sword	4 g	960	3	20
Longsword	7 g	1680	4	34
Rapier	8 g	1920	5	39
Bastard Sword	10 g	2400	4	48
Great Sword	14 g	3360	4	68
Sap	1 s	12	2	1
Club	1 s, 6 p	18	1	1
Great Club	2 s	24	1	1
Mace	2 g	480	3	10
Warhammer	2 g	480	2	10
Bastard Hammer	3 g	720	3	15
Great Hammer	4 g	960	3	20
Flail	2 g, 7 s	564	3	12
Great Flail	4 g	960	4	20
Hand Axe	1 g, 10 s	360	1	8
Axe	2 g, 10 s	600	1	12
Bastard Axe	3 g, 15 s	900	2	18
Great Axe	4 g, 18 s	1176	4	24
Short Spear	1 g, 14 s	408	2	9
Long Spear	2 g	480	3	10
Staff	3 s	36	1	1
Halberd	5 g, 7 s	1284	3	26
Scythe	3 g, 9 s	828	2	17
Demi-Lance	4 g	960	4	20
Lance	7 g, 13 s	1836	5	37
Whip	1 g	240	5	5
Garotte	1 g	240	4	5

RANGED WEAPONS

Item	Market Value		AR	Upkeep
Arrowhead	2 s, 9 p	33	1	–
Arrow	4 s	48	1	–
Bolt	4 s	48	2	–
Shot	1 s	12	3	–
Black Powder	2 s	24	3	–
Net	17 s	204	1	5
Throwing Knife/Star	12 s	144	2	3
Throwing Axe	16 s	192	2	4

Throwing Hammer	16 s	192	2	4
Javelin	12 s	144	3	3
Sling	3 s	36	2	1
Short Bow [2]	12 s	144	1	3
Short Bow [3]	2 g	480	1	10
Longbow [2]	1 g, 5 s	300		6
Longbow [3]	5 g	1200	1	24
Longbow [4]	8 g	1920	3	39
Crossbow Pistol	3 g	720	4	15
Light Crossbow	2 g, 11 s	612	2	13
Heavy Crossbow	4 g	960	2	20
Repeater Crossbow	14 g	3360	5	68
Pistol	5 g, 8 s	1296	4	26
Arquebus	4 g, 18 s	1176	4	24
Blunderbuss	5 g, 10 s	1320	3	27
Hochland Long Rifle	20 g	4800	5	96
Repeater Pistol	20 g	4800	5	96
Repeater Arquebus	16 g	3840	5	77
Grenade Blunderbuss	8 g	1920		39
Bomb	2 g	480	5	–
Acid	1 g, 3 s	276	4	–

ARMOUR & SHIELDS

Item	Market Value		AR	Upkeep
Buckler, Wood	1 g, 10 s	360	2	8
Shield, Wood	2 g	480	2	10
Tower Shield, Wood	4 g	960	4	20
Gambeson (0.5)	3 s	36	1	1
Gambeson (1)	6 s	72	2	2
Leather (0.5)	3 s	36	1	1
Leather (1)	6 s	72	2	2
Studded Leather (0.5)	10 s	120	2	3
Studded Leather (1)	1 g	240	3	5
Hardened Leather (0.5)	6 s	72	2	2
Hardened Leather (1)	12 s	144	3	3
Maille (0.5)	2 g	480	3	10
Maille (1)	4 g	960	5	20
Scale (0.5)	2 g, 13 s	636	5	13
Scale (1)	5 g, 6 s	1272	5	26
Plate (0.5)	2 g	480	4	10
Plate (1)	4 g	960	5	20
Formed Plate (0.5)	3 g	720	3	15
Formed Plate (1)	6 g	1440	3	29

SUPPLY KITS

Item	Market Value	AR	Upkeep
Blackpowder Kit	10 g 2400	3	360
Arrow Quiver	6 g, 3 s 1476	1	144
Bolt Quiver	6 g, 3 s 1476	2	144
Healer's Kit, Lesser	1 g, 10 s 360	2	40
Healer's Kit, Greater	5 g, 11 s 1332	3	376
Lighting Kit	5 g, 2 s 1224	1	90
Writing Kit, Lesser	3 g, 12 s 864	3	144
Writing Kit, Greater	15 g 3600	4	578

PROPERTY & STRUCTURES

Item	Market Value	AR	Upkeep
Tent (Small)	2 g 480	1	-
Tent (Large)	4 g 960	1	-
Tent (Pavilion)	8 g 1920	2	-
Inn Common Room	- -	1	48
Inn Private Room	- -	2	480
Hovel	30 g 7200	1	72
House	85 g 20 400	2	204
House (rent)	- -	3	816
Manor	300 g 72 000	3	1152
Fortified Manor	375 g 90 000	4	1152
Shrine [Deity]	22 g 5280	1	36
Church [Deity]	150 g 36 000	3	720
Forge	40 g 9600	1	192
Mill	40 g 9600	1	192
Laboratory	40 g 9600	5	192
Workshop	40 g 9600	4	192
Forge/Mill/Lab/ Workshop (rent)	- -	3	768
Land	15 g 3600	1	-
Farmland	20 g 4800	1	24
Furniture	1 g, 4 s 288	1	-

VEHICLES

Item	Market Value	AR	Upkeep
Cart	2 g 480	1	10
Wagon	16 g 3600	1	72
Coach	20 g 4320	3	87
Boat [Fishing]	16 g 3840	3	58
Boat [Row]	3 g 720	2	10
Ship [Cog]	240 g 57 600	5	1080
Wheel	10 s 120	1	-
Wheel, Rimmed	3 g 720	1	-
Anchor	26 g 6240	3	-
Tack	2 g, 10 s 600	1	-
Harness	1 g 240	1	-

MOUNTS & LIVESTOCK

Item	Market Value	AR	Upkeep
Plough Team	24 g 5760	1	68
Horse	25 g 6000	2	100
Warhorse	70 g 16 800	3	200
Mule	7 g 1680	1	34
Donkey	7 g 1680	1	34
Ox	7 g 1680	1	34
Pig	4 g 960	1	20
Sheep	3 g 720	1	15
Goat	3 g 720	1	15
Cow	10 g 1920	1	39
Beehive	2 g 480	3	10
Cat	4 s 48	1	5
Dog	4 s 48	1	10
Dog, Hunting	3 g, 4s 768	2	15
Bird	4 s 48	1	5
Bird, Hunting	3 g, 4 s 768	2	8
Bird, Messenger	15 g 3600	3	8

FOOD & DRINK

Item	Market Value	AR
Seed x 5	2 p 2	1
Grain	4 p 4	2
Flour	5 p 5	2
Bread	6 p 6	2
Fruit	1 p 1	2
Vegetable	1 p 1	1
Plant	5 p 5	2
Meat	8 p 8	1
Fish	5 p 5	1
Egg	1 p 1	1
Salt	2 s 24	1
Milk, Bottle	7 s 84	2
Milk, Cup	3 p 3	2
Beer/Ale (Alcohol), Barrel	15 s 180	1
Beer/Ale (Alcohol), Mug	2 p 2	1
Spirits (Alcohol x2), Bottle	10 s 120	2
Spirits (Alcohol x2), Glass	1 s 12	2
Wine (Alcohol), Bottle	9 s 108	2
Wine (Alcohol), Glass	9 p 9	2
Tea, Container (dry)	4 s 48	3
Tea, Cup (brewed)	4 p 4	3

PRODUCTION MATERIALS

Item	Market Value		AR
Iron Ore	8 p	8	2
Zinc Ore	1 p	1	2
Copper Ore	2 p	2	2
Silver Ore	4 s	48	3
Gold Ore	4 g	960	4
Gem Ore [Type]	varies	varies	4
Zinc	4 p	4	2
Copper	7 p	7	2
Silver	7 s	84	3
Gold	5 g	1200	4
Steel	2 s, 6 p	30	2
Silvered Steel	6 s	72	4
Brass	10 p	10	2
Gem [Type]	varies	varies	4
Pearl	50 g	12 000	3
Wood	3 p	3	1
Timber	1 s, 1 p	13	1
Pole	1 s	12	1
Charcoal	6 p	6	1
Stone	1 s, 6 p	18	1
Coal	6 p	6	1
Oil	2 s	24	1
Wool	6 p	6	1
Hide	4 p	4	1
Leather	8 p	8	1
Bone	1 p	1	1
Cloth, White	1 s, 3 p	15	1
Cloth, Black/Blue/Green, Yellow/Red/Brown	4 s	48	2
Cloth, Purple/Orange	2 g, 8 s	576	5
Silk	1 g	420	5
Thread, White	10 p	10	1
Thread, Black/Blue/Green, Yellow/Red/Brown	2 s, 6 p	30	2
Thread, Purple/Orange	1 g, 4 s	288	5
Wire	19 s	228	3
Hardware	4 s	48	2
Wax	3 p	3	1
Glass	1 s, 6 p	18	3
Rope	2 s	24	1
Chain	15 s	180	2
Herb/Chemical/Extract [any AR 1]	6 p	6	1
Herb/Chemical/Extract [any AR 2]	3 s	36	2
Herb/Chemical/Extract [any AR 3]	1 g	240	3
Herb/Chemical/Extract [any AR 4]	5 g	1200	4
Herb/Chemical/Extract [any AR 5]	12 g	2160	5

MIXTURES

Item	Market Value		AR
Tonics & Poultices			
Antitoxin	7 s	84	1
Cure-All	2 g	480	2
Esmerelda's Calming Nectar	16 g	3840	4
Healing Draught	1 g, 5 s	300	2
Healing Tonic	6 s	72	1
Healing Salve	2 s	24	1
Powdered Emerald	16 g	3840	4
Sigmar's Blood	7 g	1680	3
Tears of Shallya	30 g	7200	5
Poisons			
Beladonna	2 g	480	3
Black Lotus Extract	3 g	720	3
Bottled Love	1 g, 4 s	288	3
Childbless	13 s	156	3
Chimera Spittle	5 g	1200	4
Chokeweek Extract	3 g	720	2
Cyanide	3 g	720	3
Dark Venom	6 g	1440	5
Dragonspike	9 g	2160	5
Dwarfbile	5 g	1200	5
Green Scorpion Venom	45 g	10 800	5
Heartkill	35 g	8400	5
Henbell	3 g	720	2
Manticore Spoor	4 g	960	4
Manbane	12 g	2880	5
Prince's Crown	3 g	720	4
Rabid Dog Saliva	2 g, 12 s	384	3
Ruby Sulphur Extract	65 g	15 600	5
Sagekill	8 g	1920	4
Spider Spittle	6 g	1440	3
Thung	1 g, 6 s	312	2
Viper Kiss	8 g	1920	4
Drugs			
Bugman's XXXXXX	8 g	1920	5
Crimson Shade	1 g, 14 s	408	3
Essence of Chaos	5 g	1200	4
Feyeyes	15 s	180	3
Mad Cap Mushrooms	4 g	960	4
Mandrake Root	1 g, 14 s	408	3
Moot Milk	2 g, 4 s	528	3
Pipeweed	2 s	24	2
Weirdroot	4 s	48	2

MISCELLANEOUS ITEMS

Item	Market Value		AR
Tools			
Tool	5 s	60	1
Tool Set [Trade]	1 g	240	2
Plough	6 g	1440	1
Loom	4 g	960	2
Spinning Wheel	3 g	720	2
Anvil	7 g, 14 s	1848	2
Oven	1 g, 4 s	288	1
Lighting & Vision			
Candle, Small	4 p	4	1
Candle, Large	1 s	12	1
Lantern	1 g	240	1
Torch	4 s	48	1
Match	6 p	6	3
Flint & Steel	2 s, 6 p	30	1
Spectacles	2 g	480	3
Spyglass (Hand)	10 g	2400	4
Telescope (Standing)	18 g	4320	5
Writing			
Paper	2 s	24	3
Parchment	1 s	12	2
Scroll	10 s	240	3
Book, Printed	10 g	2400	4
Book, Blank	8 g	1920	4
Book, Tutor	varies	varies	*
Quill	9 p	9	2
Ink Pen	10 s	120	2
Ink, Black	14 s	168	2
Ink, Blue/Green/Yellow/Red/Brown	1 g	240	3
Ink, Purple/Orange	11 g	2640	5
Signet Ring	1 g, 5 s	300	4
Printing Press	58 g	13 920	5
Entertainment			
Deck of Cards	1 g	240	2
Game Set	8 s	96	2
Die (six-sided)	3 p	3	1
Musical Instrument, String	7 g	1680	3
Musical Instrument, Wind	4 g	960	2
Musical Instrument, Drum	1 g	240	2
Storage & Security			
Chest, Small	9 s	108	1
Chest, Large	15 s	180	1
Flask, Leather	1 s, 4 p	16	1
Flask, Steel	11 s	132	3
Vial, Wood	1 s	12	
Vial, Glass	4 s	48	3

Glass Bottle (holds 4 units)	6 s	72	2
Barrel (holds 20 units)	12 s	144	1
Cask (holds 5 units)	6 s	72	1
Lock	2 g	480	3
Lock Picks	15 s	180	3
Manacles	4 g	960	3
Religious			
Blessed Water	8 s	96	3
Lucky Charm	4 g	960	1
Purity Seal [Deity]	5 s	60	2
Relic, Minor [Deity]	20 g	4800	3
Relic, Moderate [Deity]	200 g	48 000	4
Relic, Major [Deity]	2000 g	480 000	5
Censer	2 g	480	3
Incense	1 g, 8 s	336	3
Holy Symbol, Wood [Deity]	1 s	12	1
Holy Symbol, Silver [Deity]	8 s, 6p	102	2
Prosthetics & Surgical			
Bandage	8 p	8	1
Prosthetic Arm, Basic	16 s	192	2
Prosthetic Leg, Basic	16 s	192	2
Prosthetic Hand Attachment	1 g	240	2
Veteran's Hand	13 g	3120	4
False Eye/Nose/Ear	1 s	12	2
Art, Beauty & Adornment			
Statuette	1 g	240	2
Statue	4 g	960	3
Painting	1 g, 13 s	396	4
Clothing Set	2 g	480	1
Jewellery, Gold	5 g, 8 s	1296	3
Jewellery, Silver	10 s	120	2
Perfume or Cologne	9 s	108	3
Tattoo	3 s, 6 p	42	2
Mirror, Hand	2 g, 12 s	624	3
Mirror, Standing	8 g	1920	4
Soap	3 s	36	1
Dye, Black	8 s	96	1
Dye, Blue/Green/Yellow/Red/Brown	14 s	168	1
Dye, Purple/Orange	11 g	2640	5
Paint [Colour]	9 s	108	3
Odds & Ends			
Banner or Standard	4 g	960	3
Dining Set	1 g, 6 s	312	2
Hourglass	18 s	216	3
Miragliano Glass	10 g	2400	5

WEAPONS

There are few places in the Empire where the threat of violence is not ever-present. The defense of walled cities is often left to state troops or local militias, but when a frontier village can be beset by a Beastman ambush or Goblin raid without warning, many of its citizens are likely to own some manner of weapon with which they can defend themselves.

WEAPON MECHANICS

This section defines the characteristics of in-game weapons described in the Combat chapter and details any that may modify these rules. A list of weapons available for player characters to purchase or produce can be found over the next two pages.

MELEE WEAPONS

Weapon	WP	Type	Damage		Hard.	Phys-Rep	Thrust	Qualities
Unarmed	B	B	S - 3	Padded	N/A	1H-Short	Y	
Natural Weapon	B	varies	S	Wood	N/A	varies	varies	
Improvised Weapon	B	varies	S - 2	Padded	3	varies	N	
Torch	B	B	S - 1	Fire	3	1H-Med	N	Expendable (1-encounter)
Gauntlet	B	B	S - 2	Steel	N/A	1H-Short	Y	
Knife	B	P	S - 2	Steel	5	1H-Tiny	N	
Dagger	S	P	S - 1	Steel	7	1H-Short	Y	Easy [Assassinate 2]
Arming Sword	S	P	S	Steel	7	1H-Med	Y	
Longsword	S	S	S	Steel	7	1H-Long	Y	
Rapier	A	P/S	S - 1	Steel	5	1H-Long	Y	Easy [Counter-Attack 1]
Bastard Sword	A	S	S + 1	Steel	7	*2H-Med	Y	Bastard, Tiring 1
Great Sword	A	S	S + 1	Steel	7	2H-Long	Y	Easy [Mighty Blow 1], Tiring 2
Sap	B	B	S - 2	Padded	5	1H-Short	N	
Club	B	B	S - 1	Wood	5	1H-Med	N	
Great Club	B	B	S + 1	Wood	5	2H-Long	N	Easy [Mighty Blow 1], Tiring 2
Mace	S	B	S	Steel	6	1H-Med	N	
Warhammer	S	B	S	Steel	6	1H-Med	N	
Military Pick	S	P	S	Steel	6	1H-Med	N	Easy [Piercing Strike 1]
Bastard Hammer	A	B	S + 1	Steel	6	*1H-Long	N	Bastard, Tiring 1
Great Hammer	S	B	S + 1	Steel	6	2H-Long	N	Easy [Mighty Blow 1], Tiring 2
Great Pick	S	P	S + 1	Steel	6	2H-Long	N	Easy [Mighty Blow 1], Tiring 2
Flail	A	B	S	Steel	6	1H-Med	N	Easy [Disarming Strike 1]
Great Flail	A	B	S + 1	Steel	6	2H-Long	N	Easy [Mighty Blow 1], Easy [Disarming Strike 1], Tiring 2
Hand Axe	B	S	S - 1	Steel	6	1H-Short	N	
Axe	S	S	S	Steel	6	1H-Med	N	
Bastard Axe	S	S	S + 1	Steel	6	*1H-Long	N	Bastard, Easy [Severing Strike 1], Tiring 1
Great Axe	S	S	S + 1	Steel	6	2H-Long	N	Easy [Mighty Blow 1], Easy [Severing Strike 1], Tiring 2
Short Spear	S	P	S	Steel	5	1H-Pole	Y	
Long Spear	S	P	S	Steel	5	2H-Pole	Y	Easy [Counter-Attack 1]
Staff	S	B	S - 1	Wood	5	2H-Pole	Y	Easy [Parry 1]
Halberd	S	P/S	S + 1	Steel	6	2H-Pole	Y	Easy [Disarming Strike 1], Easy [Hook 1], Tiring 1
Scythe	S	S	S + 1	Steel	6	2H-Pole	Y	Easy [Severing Strike 2], Tiring 2
Demi-Lance	S	P	S	Steel	5	2H-Pole	Y	Charging 2
Lance	A	P	S	Steel	6	2H-Pole	Y	Charging 4, Tiring 2
Whip	A	S	S - 2	Wood	3	1H-Long	N	Easy [Disarming Strike 1], Easy [Hook 1]
Garotte	S	S	*	Steel	3	1H-Tiny	N	Easy [Choking Hold 2]

RANGED WEAPONS

Weapon	WP	Type	Damage		Hard.	Phys-Rep	Qualities
Arrow/Bolt	–	P	–	Steel	1	special	
Shot	–	P	–	Steel	5	special	
Net	A	–	–	–	3	Packet ³	Add [Constrict 3]
Stone	B	B	–	Wood	3	Packet	
Improvised Weapon	B	B	S – 2	Padded	3	varies ⁴	
Throwing Knife/Star	S	P	S – 2	Steel	6	1H-Tiny	
Throwing Axe	S	S	S – 1	Steel	5	1H-Tiny	
Throwing Hammer	S	B	S – 1	Steel	5	1H-Tiny	
Javelin	S	P	S	Steel	3	1H-Long	
Sling	S	B	S – 2	–	2	1H-Short	
Short Bow [D]	S	P	D*	–	3	2H-Med	Draw Weight*
Longbow [D]	S	P	D*	–	3	2H-Long	Draw Weight*, Easy [Piercing Shot 1]
Crossbow Pistol	S	P	2	–	3	1H-Tiny	
Light Crossbow	B	P	3	–	4	2H-Tiny	
Heavy Crossbow	B	P	4	–	5	2H-Short	
Repeater Crossbow	A	P	3	–	4	2H-Tiny	
Pistol	S	P	4	–	5	1H-Short	Loud, Easy [Piercing Shot 2], Unreliable 1
Arquebus	S	P	5	–	5	2H-Long	Loud, Easy [Piercing Shot 2], Unreliable 1
Blunderbuss ¹	S	P	3	–	5	2H-Med	Loud, Unreliable 1, Add [Splash]
Hochland Long Rifle	A	P	5	–	5	2H-Pole	Loud, Easy [Piercing Shot 2], Unreliable 1, Easy [Aim 2]
Repeater Pistol	A	P	4	–	5	1H-Short	Loud, Easy [Piercing Shot 2], Unreliable 1
Repeater Arquebus	A	P	5	–	5	2H-Long	Loud, Easy [Piercing Shot 2], Unreliable 1
Grenade Blunderbuss ⁵	A	P/B	6	Fire	6	2H-Med	Add [Blast], Loud
Bomb	A	P/B	6	Fire	6	1H-Mini	Add [Blast], Loud, Expendable
Vial or Globe ²	S	varies	varies	varies	1	1H-Mini	Add [Splash], Expendable
Acid		–	4	Acid			
Blessed Water		–	5	Magic			Add [Target [Daemon/Undead]], Add [Piercing]

- 1 A Blunderbuss phys-rep may be loaded with up to three shot at once and fired together in a spray. Any target struck by one or more of the shot is considered to be hit by the attack call. Should any of the shot loaded be white or red, then the weapon will jam or misfire, respectively.
- 2 Vial/Globe is a generic weapon skill, that encompasses all manner of such thrown glass containers. Some examples of specific attacks that can be made with this skill (provided the right equipment) are provided below. Note that all such weapons have the Expendable rule.
- 3 The character must hold an appropriate phys-rep of a net (large enough to entangle someone) in one hand, and throw a packet with the other hand to represent the net. Never actually attempt to swing the net phys-rep or entangle another player with it. If the attack is successful (not resisted or otherwise avoided), the net phys-rep may be handed to the affected player to place on themselves. If the attack misses, the character can retrieve the net to try again by retrieving the packet. If the attack is resisted, the net takes the Irresistible Shatter effect and must be repaired.
- 4 Any other non-weapon tagged item may be used as an improvised weapon, so long as the phys-rep for the item is made in a way that passes a safety check. The item will have both its normal tag as well as an improvised weapon tag, indicating that it is safe for use in combat as such.
- 5 A grenade-launching blunderbuss is used to launch a bomb, which otherwise functions in exactly the same manner as a regular bomb.

WEAPON PROFICIENCY

This describes how complex the weapon is to wield, for the purposes of the Weapon Proficiency skill. Basic weapons (B) are incredibly straight-forward, often found in the hands of peasants and untrained militias. Standard weapons (S) require somewhat more training to wield effectively, the standard equipment of guards and soldiers. Advanced weapons (A) require an even higher degree of skill and training to make effective use of, and are typically found in the hands of seasoned veterans.

WEAPON TYPE

This describes whether the weapon is generally used to pierce (P), slash (S) or bludgeon (B) an opponent. If more than one type is listed, then the weapon counts as all listed types. A weapon's type is generally used for the purpose of restricting or modifying certain combat skills (e.g. it is easier to slice off a limb with a slashing weapon than trying to bludgeon or pierce it off). A Plot Marshal may also use this information to dictate how successful a PC at various actions (e.g. a bludgeoning weapon is great for bashing down a door, but not ideal for cutting a rope).

WEAPON DAMAGE

This defines the base Damage Value and Damage Type of the weapon. The Damage Value can be modified by various skills and effects, but can never be reduced below 0. For all melee weapons and some ranged weapons, this Damage Value is a function of the character's Strength characteristic and can therefore also be modified through changes in that characteristic's value. The Damage Type of the weapon is less likely to change unless the weapon is crafted from a different material (see the Production section later in this chapter), although certain effects, items or spells may temporarily do so. For projectile weapons, the weapon determines the Damage Value while the ammunition determines the Damage Type.

HARDNESS

This defines the weapon's Hardness value (HV), largely based upon the size of the weapon and what material(s) it is made out of. Crafting a weapon from a different material may cause its Hardness value to change (see the Production section later in this chapter). An item's Hardness value is primarily used to resist the Shatter effect.

PHYS-REP

This dictates the size requirements of a phys-rep used for this weapon and whether it is wielded in one (1H) or two (2H) hands. See the Weapon Phys-Reps section below for further information on sizes. If a weapon is two-handed, then a character must grip the weapon in both hands for the full duration of any attack call and strike, as well as at the time they are struck if they are using that weapon to make a reaction call (such as Parry).

QUALITIES

Some weapons possess special rules or abilities that go beyond the basic mechanical characteristics common to all weapons. The rules for these qualities are presented here.


ADD [EFFECT]: When making an attack call with this weapon, add the indicated effect to the attack call.

BASTARD: These hand-and-a-half weapons are just the right length and proportions to be wielded in either one or two hands. The Damage Value given is for the weapon being wielded in two hands. If wielded in one hand, decrease the Damage Value by 1 and the weapon gains the Tiring 1 quality.

CHARGING [X]: If wielded by a character in the Mounted Combat Stance, increase the Damage Value by X on the first attack delivered immediately after a charge. A charge is defined as a movement of at least 10 metres, in a reasonably-straight path, at a brisk (but controlled) pace towards the target of the attack. This bonus can only be received if the weapon is used to thrust for the attack.

DRAW WEIGHT: All bows include a numerical value in brackets after the weapon name, representing its draw weight. The weapon has a Damage Value of its draw weight. However, in order to use a weapon with this quality, a character must have a Strength characteristic of at least the weapon's draw weight.

EASY [SKILL X]: Although many combat manoeuvres can be performed using almost any weapon, some weapons are designed specifically for that purpose and make it considerably easier. When making an attack call with this weapon, the SP cost of the indicated active combat skill is reduced by X (to a minimum of 1). If the wielder does not have this skill, then they count as having 1 rank in the skill when using the weapon (even if they do not meet the prerequisites), but do not reduce the SP cost.



MISFIRE [X]: Sometimes the risk of firing an experimental or unstable weapon can go far beyond it simply jamming, although not all survive to learn from such a lesson. When you are supplied with shot phys-reps for certain weapons by Logistics, most will be yellow, but X in every 10 shots will instead be coloured red. The shot for each weapon must be kept separately and selected by the player without looking when loading their weapon. Should they load a red phys-rep, they must note that the next time they attempt to fire that weapon, they will simply call “Misfire!” instead of pulling the trigger and making the usual attack call (no SP are used if the character had intended to use an active skill with that shot). In addition, the following occur:

- The weapon takes the Irresistible Shatter effect.
- The firer counts as having been hit by a passive attack from the weapon, with the Sneak effect added. In the case of a war machine, this affects anyone within 1 metre.

In case the weapon is somehow repaired during the event, the red ‘misfire’ shot should be kept separately in the same manner as other spent ammunition. Remember, that although the player knows when their weapon will misfire, their character does not, and allowing that knowledge to affect your character’s actions is considered to be metagaming. Inferior Quality weapons with this quality increased its value by 2. Superior Quality and Dwarf-Wrought weapons with this quality reduce its value by 1 each (effectively removing it if now 0).

If the weapon has both the Misfire and Unreliable qualities, then add an appropriate number of white and red rounds respectively per 10 shots, with the remainder of the 10 being regular yellow rounds. For a device that fires multiple rounds per shot and both a white and red round were loaded, simply follow the results for the red ‘misfire’ shot.

Occasionally this quality is also applied to a non-weapon, in which case it risks a misfire every time it is activated. Further details will be provided in the description of such items.

LOUD: Blackpowder weapons are deafening when fired, capable of being heard from up to half a league away. When making an attack call with the weapon, it must be shouted at the top of one’s lungs. A character who uses a weapon with this quality also takes the Deafen effect with a duration of 5 seconds (in the case of a bomb, it is instead the target(s) who take this effect).

TIRING[X]: Some large or cumbersome weapons can be even more physically exhausting to use in a protracted combat than most. Making a passive attack with such a weapon counts as using an active combat skill with a SP cost of [X]. A character may ignore this penalty if they have the Endurance [X] skill or a Strength characteristic of at least [X+3].

UNRELIABLE [X]: While blackpowder can provide an incredible amount of destructive force, it is also somewhat unreliable. When you are supplied with shot phys-reps for certain weapons by Logistics, most will be yellow, but X in every 10 shots will instead be coloured white. The shot for each weapon must be kept separately and selected by the player without looking when loading their weapon. Should they load a white phys-rep, they must note that the next time they attempt to fire that weapon, they will simply call “Jam!” instead of pulling the trigger and making the usual attack call (no SP are used if the character had intended to use an active skill with that shot). Perhaps the weapon jammed or the powder got wet, but for one reason or another the shot did not fire properly. Before the weapon can be fired again, all shot must be removed and another shot loaded (even if it is a repeater weapon with other unfired shot). When the white ‘jammed’ shot is removed, it should be kept separately in the same manner as other spent ammunition. Remember, that although the player knows when their weapon will jam, their character does not, and allowing that knowledge to affect your character’s actions is considered to be metagaming. Inferior Quality weapons with this quality increased its value by 2. Superior Quality and Dwarf-Wrought weapons with this quality reduce its value by 1 each (effectively removing it if now 0).

WEAPON SIZE

The rules above are for medium-sized weapons and unarmed attacks. For a small-sized version of a weapon, decrease the Damage Value by 1, decrease the Hardness Value by 1 and decrease the phys-rep size category by one step in the respective 1-handed and 2-handed lists (to a minimum of 1H-Mini and 2H-Tiny). For a large-sized version of a weapon, increase the Damage Value by 1, increase the Hardness Value by 1 and increase the phys-rep size category by one step in the respective 1-handed and 2-handed lists (to a maximum of 1H-Pole and 2H-Pole).

If a character uses a weapon that does not match their own size category, then it counts as an improvised weapon of their size category instead of a normal weapon of its type. A character can use a two-handed weapon that is exactly one size category too small for them in a single hand, but cannot wield a smaller one-handed weapon or a two-handed weapon that is more than one size category too small for them at all. A character can use a one-handed weapon that is exactly one size category too large for them in both hands, but cannot wield a larger two-handed weapon or a one-handed weapon that is more than one size category too large for them at all. Note that actual improvised weapons (which are untagged) will always count as being the same size category as the wielder, regardless of what item they are using, representing the limits of what they can effectively use as a weapon.

WEAPON QUALITY

The rules above are for weapons of average quality. For weapons of other quality, their rules are modified as follows:

- Superior Quality weapons increase their Hardness Value by one.
- Inferior Quality weapons decrease their Hardness Value by one and increase the SP cost of all active combat skills used with them by one
- Dwarf-Wrought weapons increase their Hardness Value by one. This stacks with the modifier for a Superior Quality weapon.
- Elf-Wrought weapons gain the Easy [Piercing Strike/Shot 1] quality. If they already have this quality, its value is instead increased by one.

WEAPON MATERIALS

The rules above assume that the most common materials are used in their construction (typically steel for blades/heads and wood for hafts). Several other materials are occasionally used in weapons, though they are rare. The following chart details the effect of replacing all of one building material in a weapon with a different material.

Replace...	With...	Dmg Value	Dmg Type	Hardness	Qualities
wood (haft)	bone	–	–	–1	
wood (haft)	steel	–	–	+1	
wood (haft)	wutroth	–	–	+1	
steel	stone	–1	Wood	–1	
steel	bone	–1	Wood	–2	
steel	wood	–1	Wood	–1	
steel	silvered steel	–1	Silver	–1	
steel	gromril	–	Steel	+3	Resistance to Shatter 1, Resistance to Corrode 1
steel	ithilmar	–	Silver	+1	Easy [all active combat skills 1]

WEAPON TAG EXAMPLES

The following are examples of weapon tags. The first represents a short bow (with a draw weight of 2), sized for a small, Halfling-sized character. It is a projectile, piercing weapon that deals 1 damage (damage type determined by the ammunition used) and has a Hardness Value of 2. The bottom line is the same as for all tags (Market Value 9 silver, Availability Rating 2, Upkeep 3 Brass). The second tag represents a Superior Quality dagger with a silvered steel blade. It is a melee, piercing weapon that deals an amount of Silver damage equal to the wielder's Strength minus 2. It has a Hardness Value of 7 and may be used to thrust (as long as the phys-rep is a boffer and not latex).

Small Short Bow [2]
 Projectile: 1 [ammunition] (P) HV 2
 0201079103020502AR2 U3000

SQ Silvered Steel Dagger
 Melee: S – 2 Silver (P) HV 7 Thrust: Y
 0201170103023572AR5 U0100

WEAPON PHYS-REPS

This section contains all the rules necessary for a weapon phys-rep to be used in game. It is strongly advised that you carefully read the rules in this section and ask any questions you may have before crafting or purchasing a weapon phys-rep, in order to improve its chances of passing a safety inspection at events.

GENERAL RULES FOR WEAPON PHYS-REPS

There are two general aspects that pertain to all weapon phys-reps: safe construction and appearance.

SAFE CONSTRUCTION: This is the most important of the two aspects, and the one that the majority of the rules in this section will focus upon. There are different types of approved construction techniques permissible for various weapons (e.g. boffers, latex weapons, packets, etc.) which will be described throughout this section. Regardless of the type of phys-rep used, it must be firm enough to prevent whipping (more common in longer weapons) while still having enough give when striking.

APPEARANCE: As with all phys-reps, a weapon phys-rep should be easily identifiable as the in-game item it represents, within the limitations of safe construction. This includes the material the in-game weapon is made from (e.g. if you have a sword made from bone, the phys-rep should make this obvious). Phys-reps that do not fit the lore (e.g. anime-style swords wide enough to be a shield or modern looking firearms) are unlikely to pass inspection.

Note: You should not have an item on your person or any in-game area that may be mistaken for an approved weapon phys-rep and is not intended to be used as such (including decorative costume elements, blades used for utilitarian purposes or weapon phys-reps that have not passed a safety inspection this event). All such items should be kept in an out-of-game area during the event.

SAFETY INSPECTION

At each event, before a player enters game, each of the weapon phys-reps they have brought with them must pass a safety inspection by a Safety Marshal. There are a variety of reasons that a particular phys-rep may not pass a safety inspection. If a weapon is not constructed according to the rules in this section, it is unlikely to pass at all. However, just because a phys-rep has conformed to these rules and passed

once, does not guarantee that it will pass at the next event. It is important to check your own weapon phys-reps before events for wear and damage that naturally occurs with use or improper storage (these are often minor things that can be easily fixed, but it can be less stressful to do this before arriving on site). Additionally, some weapon phys-reps (especially latex) can become much harder in cold weather, rendering them less safe for use. If a weapon is found to be causing injury during an event, its safety inspection pass will be revoked until such a time that proper modifications are made. Weapon phys-reps that do not have an affixed tag or which have not passed a safety inspection by a Safety Marshal that event may not be used and should be immediately moved to a designated out-of-game area.

WEAPON PHYS-REP SIZE

The chart below lists the minimum and maximum overall length of a weapon phys-rep, based upon its size category.

Weapon Size	Min Length	Max Length
1-Handed Mini	5 cm	15 cm
1-Handed Tiny	15 cm	30 cm
1-Handed Short	30 cm	50 cm
1-Handed Medium	50 cm	75 cm
1-Handed Long	75 cm	115 cm
1-Handed Pole	115 cm	150 cm
2-Handed Tiny	50 cm	75 cm
2-Handed Short	75 cm	100 cm
2-Handed Medium	100 cm	125 cm
2-Handed Long	115 cm	150 cm
2-Handed Pole	150 cm	200 cm

While there is no official maximum value for a weapon phys-rep's mass, in order to minimize their impact force it is advised to use phys-reps that are as light as possible. Similarly, while there is no maximum width for a weapon phys-rep, clearly oversized weapons (e.g. a sword blade over 10 cm) will only be allowed for large-sized weapons.

LATEX WEAPONS

Most LARP-safe weapons that can be purchased are made from foam covered in a layer of latex. While these weapon phys-reps can look great, they can sometimes exhibit safety concerns over a boffer weapon that you construct yourself. For this reason, there are two additional rules that govern the use of latex weapons at an event:



1. Latex weapon phys-reps can not be used to thrust (stab), even if the weapon it represents is a thrusting weapon.
2. Latex weapon phys-reps must be swung with less force than boffer weapons. This can vary weapon to weapon and with temperature. If in doubt, consult a Safety Marshal about how hard you may swing a particular weapon phys-rep.

If a player is found to be using a latex weapon phys-rep improperly after receiving a warning from a Safety Marshal, the player will no longer be permitted to use latex weapon phys-reps until granted permission by an Owner.

Note: It is strongly recommended that latex weapon phys-reps are purchased from a company that specializes in LARP equipment. Many items available online may be described as a LARP weapon, but are made more for cosplay purposes and are unlikely to pass a safety inspection. When in doubt, it's advised to consult a Weapons Marshal before purchasing.

BOFFERS

A boffer is a foam weapon covered in duct tape instead of latex. Easy and cheap to make, they are a mainstay of LARP combat for both beginners and veterans alike. In order to pass a safety inspection, boffer weapon phys-reps must be constructed with the following materials and techniques.

CORES:

- In order to maintain just enough rigidity to effectively block, boffers begins with a PVC or fiberglass core. Wooden dowels or bamboo may not be used as a core. To enquire about alternate core materials, consult a Safety Marshal.
- Cores must be a single piece, not several pieces joined together in some fashion. The impact from combat is likely to separate multi-part cores, creating a safety hazard and likely ruining the phys-rep.
- Cores must be completely flat on each end and hollow cores should be capped (have a coin, washer, etc. securely taped over the opening). No part of a core should ever be even partially sharpened.
- Guards on swords should be constructed only from foam and should not have cores.
- Hollow cores should not have additional material within them (this decreases the ability of the core to flex). Boffers should have some give when striking a target, but not be too "whippy" (this most commonly occurs in longer weapons, which is why they require thicker cores).

- The minimum interior diameter of a PVC core depends upon the weapon length:
 - < 50 cm length = minimum 1.25 cm (½ inch) diameter core
 - 50 – 150 cm length = minimum 2 cm (¾ inch) diameter core
 - > 150 cm length = minimum 2.5 cm (1 inch) diameter core
- Red unarmed boffers (of medium or small size) are the only melee boffer that may be constructed without a core, as they cannot be used to physically block attacks. Instead, the centre is tightly packed with additional closed-cell foam to create at least some rigidity. Red unarmed boffers over 50 cm in length must have a core as normal, in order to prevent 'whippiness'.

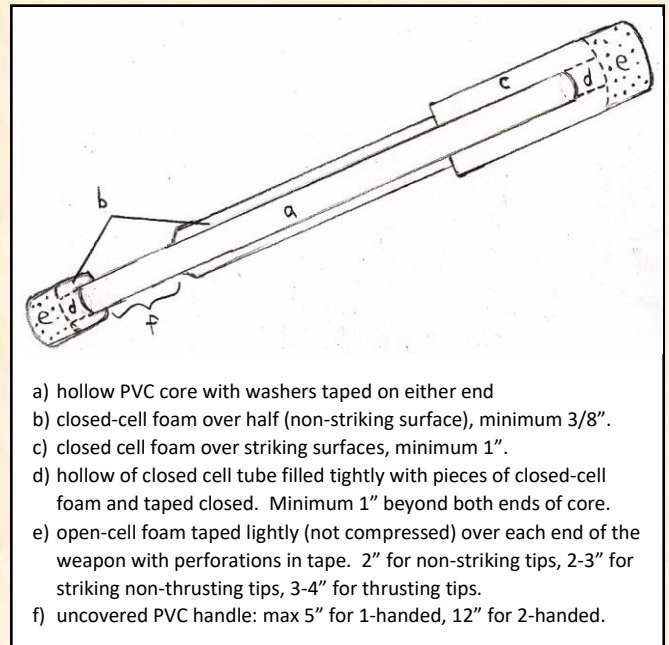
CLOSED-CELL FOAM:

- The core must be covered with closed-cell foam (such as pipe insulation foam). There should be no split seams and no part of the core should be felt beneath the foam. The minimum thickness of the foam depends upon the area of the weapon phys-rep:
 - Striking surfaces (sword blades, mace heads, etc.) require a foam covering at least 2.5 cm (1") thick. Though this can be created from multiple layers, it is strongly advised to construct with a single thicker layer with a low density (such as pool-noodle foam). This is especially important for longer weapons, as too much mass at the ends may cause a weapon to fail a safety check. Try to keep the weapon phys-rep as light as possible.
 - Hafts (non-striking surfaces) require a foam covering at least 1 cm (3/8") thick, in case of accidental impact.
- Closed-cell foam should extend a minimum of 2.5 cm (1") beyond each end of the core. These ends should be filled tightly with additional closed-cell foam and gently taped shut.
- The only part of the core that does not require a foam covering is an optional handle zone. This handle can be a maximum 15 cm (6") for 1-handed weapons and 30 cm (12") for 2-handed weapons, and may not be within 2.5 cm (1") of either end of the core.



OPEN-CELL FOAM:

- Each end of the core should also have a cylinder of open-cell foam affixed on top of the closed-cell foam end, with the same diameter (ideally 6 to 8 cm). The thickness of the open-cell foam is determined by location:
 - non-striking surface (including pommels) = 5 cm (2")
 - striking surface where thrusting is not allowed (e.g. tip of mace) = 5 to 7.5 cm (2 to 3")
 - striking surface where thrusting is permissible (e.g. tip of dagger) = 7.5 to 10 cm (3 to 4")
- Larger weapon heads that protrude perpendicularly from a haft (such as with axes, warhammers or polearms) may be constructed entirely (or primarily) out of open-cell foam in order to decrease the mass and increase compression under impact.



TAPE:

- The exterior of boffers should be covered with duct tape (for alternative tape options, speak with a Safety Marshal).
- The colour of the striking surface indicates the material the weapon is made from (non-striking surfaces should also be taped in an appropriate colour, such as brown for wooden hafts or leather handles, etc.):
 - unarmoured unarmed attack (fists, small teeth or claws, etc.) = red
 - armoured unarmed attack (gauntlets, large teeth or claws, etc.) = black
 - steel = grey
 - silver = reflective silver
 - wood = brown or wood-grain pattern
 - stone = grey with black spots or stripes
 - bone = white or beige
- Duct tape must be applied loosely to the boffer (especially over open-cell foam), lengthwise along the haft or striking surface. Wrapping it horizontally (perpendicular to the core) should be avoided, as this can more easily compress the foam.
- Duct tape covering open-cell foam must be perforated with numerous small holes (such as from a safety pin) to allow for the foam to expand quickly after being compressed.

BOWS & CROSSBOWS

Bows and crossbows (of all types) are represented with functional versions of these weapons, with the following restrictions. If a player is found to be using a bow or crossbow phys-rep improperly after receiving a warning from a Safety Marshal, the player will no longer be permitted to use such phys-reps until granted permission by an Owner.

WEAPON REQUIREMENTS:

- Bow and crossbow phys-reps must use a drawn bowstring to physically propel an arrow or bolt.
- Compound bows or crossbows (those involving a pulley system) may not be used.
- Bow and crossbow phys-reps have a maximum draw weight (the amount of force needed to draw a bowstring to 70 cm) of **13.6 kg (30 pounds)**. A phys-rep's draw weight will be checked during each safety inspection. When purchased, bows and crossbows should clearly indicate its draw weight, but you are likely looking for items specifically targeted towards the LARPing community or children.
- The bow or crossbow phys-rep must be in good condition (no cracking or structural damage to the limbs and the string should be regularly waxed so it does not fray).
- The bow/crossbow phys-rep itself does not require padding, but may never be used as a melee weapon in any way. This includes using the phys-rep to block attacks or intentionally hiding behind it while being attacked with a melee weapon.

PROJECTILE REQUIREMENTS:

- Only low-speed, flathead boffer arrows/bolts with a minimum diameter of 2 inches may be used. Round head arrows/bolts may not be used for several reasons, including a lower predictability when ricocheting.
- It is strongly recommended that you purchase boffer arrows specifically crafted for LARP. However, if you wish to construct your own, shafts must be made from aluminum, carbon fibre or high-grade fiberglass and may not have a point under any circumstances (even if it is covered by something else). Expect homemade boffer arrows to be tested more rigorously by Safety Marshals during a safety inspection.
- Crossbow pistols (and only crossbow pistols) may instead use Nerf darts (or equivalent), as their small size makes boffer bolts difficult. Extra care must be taken to not aim these anywhere near a target's face, since they have a smaller diameter than an eye socket.
- The arrow/bolt phys-rep must be in good condition (no cracking or structural damage, and the head and nock must not be loose).
- Arrows and bolts should have a tag affixed to them in the same manner as other weapon phys-reps.

MINIMUM FIRING DISTANCE:

- With the exception of crossbow pistols, bows and crossbows may not be fired at a target within 10 feet. If you wish to attack a target who is currently within that range, either move yourself further away or attack them with a different weapon.
- Player using bow or crossbow phys-reps are advised to actually measure out 10 feet before game in order to get a good sense of this distance.

BLACK POWDER WEAPONS

Phys-reps for firearms (of all types) have the following restrictions. If a player is found to be using a firearm phys-rep improperly after receiving a warning from a Safety Marshal, the player will no longer be permitted to use such phys-reps until granted permission by an Owner.

WEAPON REQUIREMENTS:

- Firearm phys-reps should use an internal spring-powered mechanism to propel a 2.3 cm (0.9") diameter foam ball at a target.

- As with all weapon phys-reps, a firearm phys-rep must look period, emulating a matchlock, wheellock or flintlock of the 15th-19th centuries.
- Firearm phys-reps are single-shot devices, with the exception of repeater firearms (which can hold up to five shots that can be fired with semi-automatic action). Regardless, after a firearm phys-rep has fired all of its shot, it must be manually reloaded. It may not contain a magazine or any other device that can hold or automatically load additional shot. To load shot, blackpowder must first be added to each barrel (either from a powder horn or cartridge) requiring a roleplayed 5-count. Ammunition is then loaded, by compressing the string with a ramrod before placing the ammunition phys-rep in the barrel(s). Additional roleplayed action appropriate to your firearm (e.g. filling a flash pan with black powder, etc.) is optional. Note that this is intentionally designed to take some time and will be difficult to accomplish for a character directly involved in melee combat.
- Firearm phys-reps should launch their projectiles at a maximum initial velocity of 20 m/s. Please research this quality when purchasing a phys-rep. If constructing your own, it's velocity will have to be tested.
- The firearm phys-rep itself does not require padding, but it may never be used as a melee weapon in any way if it does not. This includes using the phys-rep to block attacks or intentionally hiding behind it while being attacked with a melee weapon. If you wish to use any part of the phys-rep in melee (e.g. attaching a bayonet or using the butt of a pistol/rifle), then the entire phys-rep must be padded as a boffer and pass a safety inspection by a Safety Marshal for melee use.
- As an example, B3 Imagination Studio sells several pre-approved firearm phys-reps, which can also be purchased through Les Artisans D'Azure (who ship from Quebec).
- Larger blackpowder warmachines that are not hand-held (such as a canon or mortar) each have their own rules, which are not included here. If you are interested in constructing such a device, please speak with an Owner first. Expect these devices to require extensive testing before being permitted for use at an event.

PROJECTILE REQUIREMENTS:

- Shot phys-reps are foam balls of a particular density and a diameter of 2.3 cm (0.9"). Most are yellow. If your weapon has the Misfire or Unreliable qualities, some will be another colour. Remember to keep your unspent shot together for each weapon and draw it from its container without looking.
- Shot phys-reps for firearms are supplied through Logistics to the player. A player may not bring their own shot phys-reps to use at an event. This is done for safety, to keep track of in-game shot and to facilitate the Misfire and Unreliable weapon qualities.
- A deposit is paid by a player to rent the ammunition during the event. They may return their shot phys-reps at the end of an event and the amount returned will be credited towards their rental next event (or reimbursed if the player no longer requires firearm shot in future events).
- Unlike arrows and bolts, once shot is fired it cannot be reused. The phys-rep should be collected and stored separately from unspent shot until it can be returned to Logistics.
- Despite their bright colours, shot phys-reps can be difficult to see, especially in tall grass or woods. We ask that all players please be considerate and pick up spent ammunition that you see and return it to a player using it.
- Shot phys-reps do not require their tag to be affixed to them. Instead, the player should carry the tag for all shot phys-reps being carried on their person.

MINIMUM FIRING DISTANCE:

- Handheld firearms may be fired at any range, although the firer must take exceptional care to not aim their shot anywhere near a player's head (especially at close range).
- Larger blackpowder weapons (like canon) may have minimum ranges at which they can be fired, which will be detailed in the rules for those weapons.

PACKETS

Spells, sling stones and similar projectiles can be represented by packets according to the following rules. Alternatively, a player may instead choose to use more detailed foam representations for such things, in which case they should follow the rules for thrown weapons in the next subsection.

SPELL PACKETS VS PHYSICAL PACKETS:

- Spell packets are out of game items (cannot be perceived by characters in-game) until they are held openly in the hand of an arcane caster who has channeled. At this point, all characters are capable of seeing a soft glow of magic emanating from the caster's hand. Characters with the Witchsight 2 skill can also determine what wind has been channeled by the colour of the packet.
- All other thrown packets (e.g. sling stones) are in-game items and can be seen, dropped, and physically interacted with. Such packets always represent mundane items and thus do not require a tag.

PACKET CONSTRUCTION:

- Begin by cutting a square piece of cotton fabric (see below for approved colours), approximately 15 cm by 15 cm.
- Place approximately 50 mL of nut-free bird seed in the centre of the square. Never substitute this with a filler that absorbs moisture, such as cat litter.
- Pull the corners together and twist, creating a tightly-packed sphere of birdseed approximately 3.5 cm in diameter (adjust the amount of birdseed accordingly if too small or too large) with no loose fabric except for the 'tail'.
- Tightly wrap an elastic or string around the twisted portion to keep it snug.

PACKET COLOUR:

- As many spellcasters are able to perceive the Winds of Magic, packets used to cast an arcane spell must be the colour corresponding to the Wind of Magic that was channeled to do so:
 - Aqshy = red or fire-pattern
 - Azyr = blue
 - Chamon = yellow or golden
 - Ghur = brown
 - Ghyran = green
 - Hysh = white
 - Shyish = purple
 - Ulgu = grey
 - Dhar = black
 - Qhaysh = rainbow or multi-hued

- Divine spellcasters do not channel the Winds of Magic in quite the same way as arcane casters. Instead, each should select a colour that they feel best represents their faith and use packets of that colour. If in doubt about what colour may be appropriate, you may consider which of the Winds of Magic is most in-tune with the dictates of your faith, or discuss the matter with a Lore Marshal.
- When using packets for other purposes, attempt to use a packet colour that best represents the in-game item (e.g. grey or brown for a sling stone).

SLINGS:

- Slings are a unique weapon that use a weapon phys-rep and a packet.
- The sling phys-rep itself should be carried in the player's off hand in a way that would allow it to be used. While held in such a way, the player may throw grey or brown packets to represent sling stones.
- Sling phys-reps should not actually be used to launch such packets or any other object.

THROWN WEAPONS

This category encompasses any ranged attack made that is neither a packet nor launched from a projectile device. This can include throwing knives/stars/axes/hammers, javelins, black powder bombs, vials of alchemical substances or even stranger things. Such weapon phys-reps should conform to the following rules:

- These may either be latex or boffer phys-reps (see these relevant subsections).
- In either case, the thrown weapon phys-rep must be coreless. It may not contain the rigid core at its centre that is present in melee weapon phys-reps. It must be constructed only of completely flexible materials (generally foam with a latex or tape covering). Thing includes any denser material added to provide weight.
- Since it is lighter and coreless, a boffer thrown weapon phys-rep does not require the caps of open-cell foam necessary in melee boffers, but instead may be constructed entirely from closed-cell foam if desired.
- Thrown weapons are all tagged items and must have their tag attached flat against the phys-rep in a manner that won't compromise the safety of the weapon. The only exceptions to this are thrown weapon phys-reps being used in place of packets, which do not require tags.
- Any weapon phys-rep that does not meet these criteria should never be thrown for any reason.

ARMOUR & SHIELDS

From the simple padded jacks worn by a free company to the all-encompassing full plate of the Empire's knightly orders, many who make fighting their life's work choose to protect themselves with some manner of armour.

ARMOUR MECHANICS

Here you will find the rules you need for your character to make use of armour in the game.

Armour Type	Category	Armour Points	
		1 Loc	0.5 Loc
Gambeson	Light	0.15	0.05
Leather	Light	0.15	0.05
Studded Leather	Light	0.20	0.10
Hardened Leather	Medium	0.20	0.10
Maille	Medium	0.25	0.10
Scale	Medium	0.30	0.15
Plate	Heavy	0.35	0.15
Formed Plate	Heavy	0.50	0.25

ARMOUR TYPE

Not all armour is the same, varying widely in terms of both form and material. An armour's type signifies a loose description of that armour, with each type possessing some generalized characteristics. A more complete description of each armour type (and what sorts of armour can be classified under each) is provided in the Armour Phys Reps section below. The chart above lists the most common kinds of armour available, although others may exist and can be discovered in-game.

CATEGORY

An armour's category refers to how heavy and restrictive the armour is. This has been generalized into three broad categories: Light Armour (fairly lightweight and allowing excellent range of motion), Medium Armour (somewhat heavier but still flexible enough to allow good range of motion) and Heavy Armour (heavy, bulky and rigid armours that may significantly restrict the wearer's range of motion). An armour's category is primarily used to determine what skills a character needs in order to wear it without penalty:

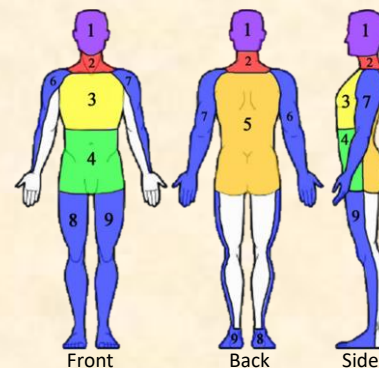
- Light Armour Proficiency allows the character to wear Light Armour.
- Medium Armour Proficiency allows the character to wear Medium Armour.
- Heavy Armour Proficiency allows the character to wear Heavy Armour.

WEARING ARMOUR UNTRAINED: If a character wears armour for which they do not have the appropriate skill, then the character may not move faster than a regular walking pace and all active skills require twice their normal SP cost in order to use (after any other modifiers).

LOCATIONS

Not only can individual pieces of armour vary significantly in size, but different areas of the body can present far more vulnerable and/or accessible targets to an enemy and thus benefit more from being armoured. The abstract concept of armour locations is used in order to simplify these complexities. A character's body is divided into nine locations according to the diagram below:

1. Head (H)
2. Neck (N)
3. Chest (C)
4. Abdomen (A)
5. Back (B)
6. Right Arm (A_R)
7. Left Arm (A_L)
8. Right Leg (L_R)
9. Left Leg (L_L)



COVERAGE: If armour phys-rep(s) cover at least 90% of one of these areas, it is considered to be a full location. If armour phys-rep(s) cover between 50% and 90% of one of these areas, it is considered to be half a location. A half location of armour, just like it sounds, covers about half as much, costs half as much (both to purchase and upkeep) and offers approximately half (or sometimes a bit less) as many AP as a full location. Armour phys-reps covering less than 50% of a location are decorative only (they do not require tags and offer game-mechanics benefit).

Note that on the diagram, the inside of arms and the back side of legs are not included in these locations. A player may armour these portions of such locations if they wish, but they do not count against them if left unarmoured. For instance, wearing a large greave that covers the shin and knee will likely cover at least half of the front of that leg, thus counting as half a location of armour.

LAYERING ARMOUR: On each location, a character can wear a maximum of two layers of armour. The layer underneath must be of a lighter category than the layer on top (Medium over Light, or Heavy over Light/Medium). Additional layers of armour beyond this may be worn on a single location for aesthetic purposes, but grant no additional in-game effect in terms of Armour Points. A single layer may be made up of either a full location or two half-locations (although for some armour types the latter option may provide slightly less AP than a full location).

PREDEFINED ARMOUR SETS: An armour tag will generally specify which location(s) it covers and this cannot be changed without reforging the armour (no matter how you wear it, you just can't protect your left leg with a helmet). Each tag also represents a single piece of armour, so if a tag covers more than one location then it cannot be split up and only partially worn (e.g. a maille shirt with attached sleeves may cover Torso Front, Torso Back, Right Arm and Left Arm, and any phys-rep worn must cover those exact areas unless the armour is modified in-game). Note that certain combinations of locations may impact the Availability Rating of an armour set, as determined by Plot and Logistics.

ARMOUR POINTS (AP)

Even the best armour is unlikely to render its wearer completely impervious to their enemy, but it can certainly negate much of the destructive force from such blows, leaving the wearer with nasty bruise instead of a mortal wound. Armour Points (AP) are used to represent this abstract concept of how much protection armour affords a character.

Each location of armour of a certain type grants the wearer a number of AP as indicated in the table above. To determine a character's total AP, simply add up the AP from all armour worn, and round to the nearest whole number. For example, AP totals between 2.50 and 3.49 would all round to 3.

When a character is hit by an attack that includes a damage value, they may add their AP total to their Toughness characteristic for the purpose of determining whether they subtract the full damage from their Wounds or if they may use the Minimize reaction call.

ARMOUR SIZE

Most armours made are for medium-sized characters. The rules above are not dependent upon the size of the armour (one location of small steel plate armour has the same mechanical effect as one location of medium or large steel plate armour). However, a character is unable to wear armour that does not match their own size category. Such armours cannot be worn, regardless of skill.

ARMOUR QUALITY

The rules above are for armours of average quality. For armours of other quality, their rules are modified as follows:

- Superior Quality armour increases the AP of one location of armour by 0.05 for Light, by 0.10 for Medium and by 0.15 for Heavy (and 0.02, 0.05 and 0.07 per half locations of these types, respectively).
- Inferior Quality armour takes the Shatter effect at the end of an encounter in which it a character wearing it successfully minimized damage from one or more attacks with the Minimize reaction call.
- Dwarf-Wrought armour increases its AP by 0.1 per location (0.05 per half location), but counts as one category heavier than normal only for the purposes of prerequisite skills to wear it (to a maximum of Heavy). This stacks with the modifier for Superior Quality armour.
- Elf-Wrought armour decreases its AP by 0.05 per location (0.03 per half location), but counts as one category lighter than normal only for the purposes of prerequisite skills to wear it (if reduced below Light, no skill is required to wear the armour).

SPECIAL MATERIALS

The armours listed above describe the materials they are constructed from. Steel armours (maille, scale, plate and formed plate) may instead be constructed out of other rare metals, with the following effects:

- Gromril armour increases its AP by 0.1 per location (0.05 per half location) and is immune to the Corrode effect. Maille may not be crafted from Gromril, as only Grungi himself had the skill to do this.
- Ithilmar armour counts as one category lighter than normal (if reduced below Light, no skill is required to wear the armour). This stacks with the Elf-Wrought quality.

ADDITIONAL SPECIAL RULES

In addition to providing general protection against injury through the abstract concept of Armour Points, armour worn in certain locations can also provide some measure of defense against more specific threats. Note, the following benefits can only be used against an effect by a physical melee attack (in all other situations, the armour is of no additional protection).

- A character gains the Resistance to Stun 1 effect as long as they are wearing both Gambeson and any Heavy armour on their head location (at least 0.5 locations of each).
- A character gains the Resistance to Choke 1 effect as long as they are wearing Medium or Heavy armour that covers the front of their neck.

ARMOUR TAG EXAMPLES

The following are examples of armour tags. The first represents a long maille hauberk, covering the chest, abdomen, back, both arms and half a location on each leg. This set of Medium armour adds 1.45 AP to the wearer's Armour Points. The second tag represents a steel formed plate helmet of exceptional quality that fully encloses the wielder's head. On its own, this piece of Heavy armour adds 0.65 AP to the wearer's Armour Points.

Maille Long Hauberk (Medium 1.45 AP)

Loc: C/A/B/AR/AL/0.5LR/0.5LL

0201070103122502AR5 U0210

SQ Formed Plate Full Helm

(Heavy 0.65AP) Loc: H

0201070103120502AR5 U0010

SHIELD MECHANICS

Here you will find the rules you need for your character to make use of a shield in the game.

SHIELD TYPE

Shields come in a wide variety of shapes, sizes and designs, but are divided into three general categories: bucklers, medium shields and tower shields. These are described further in the Shield Phys-Rep section.

WIELDING SHIELDS UNTRAINED: A shield's type also determines what skills a character needs in order to wield it without penalty, as described in the skills: Buckler Shield Proficiency, Medium Shield Proficiency and Tower Shield Proficiency. If a character carries a shield for which they do not have the appropriate skill, then every time the shield physically blocks an attack of any sort, the wielder takes an Irresistible Disarm effect targeting the shield.

HARDNESS

Shields can be used to physically block an attack, in the same way as a weapon, and have a base Hardness value (HV) of 5. If a shield is used to physically block or make a Parry (or Blind Parry) reaction call against an attack with a damage value that is higher than its Hardness, then the shield instantly takes a Shatter effect.

SHIELD SIZE

The permissible sizes of shield phys-reps depends both on its type and size category (as described in the Shield Phys-Rep section). The rules above are for medium-sized shields, although small-sized and large-sized versions can also be made. If a character wields a shield that does not match their own size category, then they count as not possessing the required skill in that type of shield.

SHIELD QUALITY

The rules above are for shields of average quality. For shields of other quality, their rules are modified as follows:

- Superior Quality shields increase their Hardness Value by one.
- Inferior Quality shields decrease their Hardness Value by two.
- Dwarf-Wrought shields increase their Hardness Value by one. This stacks with the modifier for a Superior Quality shield.
- Elf-Wrought shields gain the Easy [Parry 1] quality.

SPECIAL MATERIALS

The shields listed above are assumed to be constructed primarily from wood. They may instead be constructed from other materials, with the following effects:

- Bone shields have a base Hardness value of 4.
- Steel shields have a base Hardness value of 8.
- Wutroth shields have a base Hardness value of 8.
- Gromril shields have a base Hardness value of 10.
- Ithilmar shields have a base Hardness value of 8 and gain the Easy [Parry 1] quality. If they already have this quality, its value is instead increased by one.

ARMOUR PHYS-REPS

Here you will find the rules you need for how a player can properly represent the in-game armour worn by their character. Before getting to the descriptions of individual armour types, there are a few general rules that apply to armour overall.

LOCATION COVERAGE: Remember that phys-rep for 1 location of armour should cover at least 90% of the indicated area and a phys-rep for 0.5 locations of armour should cover at least 50% of the indicated area. Phys-reps covering less than half of an area can be worn for aesthetic purposes, but are deemed too small to contribute any mechanical effect.

ARMOUR TAGS: Due to the stresses on both external and internal surfaces of worn armour, it can be difficult to affix tags to many pieces without them becoming damaged or dislodged. Therefore, unlike with most phys-reps of tagged items, an armour tag is not required to be attached to its phys-rep. However, if a player chooses to not attach their tags, then those tags must be carried by the player while the armour is worn and left visibly adjacent to it when it is not.

METAL ARMOUR: Many armour types are made from metal of some form (usually steel, but occasionally replaced by something more exotic). Phys-reps for metal armour can be constructed from a variety of materials, so long as the phys-rep appears realistic. This includes metals of any appropriate colour (from a near-black iron to high-polished steel), including light weight metals such as aluminum. Polyurethane (and similar plastic) armours are also acceptable, so long as all exposed elements look realistic and the material has a reasonable rigidity. All metal elements (from rings to plates), must have a minimum thickness of 18 gauge. Other materials may be used with an Owner's permission, although lighter weight materials such as foam are likely to only be approved for Elf-Wrought armour. Regardless of construction material, the edges of a metal armour phys-rep must be blunt and not capable of cutting or puncturing flesh upon accidental contact.

GAMBESON

Also known as an aketon, padded jack or arming doublet, a gambeson is a thick padded garment constructed by quilting padding material between two layers of durable fabric. Gambeson phys-reps must look period and be thick enough to help absorb impacts. As a good rule of thumb, if you

don't notice a very obvious difference in how it feels to be struck by a weapon phys-rep in a gambeson compared to in regular clothing, it is probably too thin to be used as a phys-rep.

LEATHER

Although the majority of the Empire's leather originates from Averland cattle, such armour can theoretically be created from the tanned hide of various large animals. Also included in this category are the thick furs that become more common in the northern provinces. Such armours retain much of their original flexibility, affording the wearer great ease of movement while offering a modicum of protection. Leather phys-reps may be made from either real or faux leathers and furs. However, leathers must have at least a 4 oz. thickness (1.6 mm). Materials thinner than this will count as clothing and provide no mechanical benefit.

STUDDED LEATHER

Thin leathers can be reinforced by affixing large metal studs or rings across its surface, creating studded leather or ring armour. Studded leather phys-reps have the same requirements as for leather (minimum 4 oz. or 1.6 mm thickness), plus metal studs or rings that cover at least one third of the armour's surface area. Rings count the area inside as part of its covered area and must be a maximum of 5 cm in diameter.

HARDENED LEATHER

Almost any of the forms of armour described in the scale, plate and formed plate categories can be instead made from thicker leather that has been treated to make it more rigid. Such leather must have at least an 8 oz. thickness (3.2 mm).

MAILLE

Maille armour represents interlocking metal rings designed to conform around the body. Maille phys-reps can have rings constructed of any appropriately-coloured metal (from a near-black iron to high-polished steel or aluminum), and be either flat-ring or round-ring, butted or riveted. However, the rings must be between 5 mm and 20 mm in diameter. While it's fairly rare to find full suits of maille in the Empire, it is the mainstay of Bretonnian knights and most Dwarf warriors.

SCALE

Made from small, overlapping, shaped metal plates that are either affixed to each other or to some backing material, the finished product resembles the scales of a fish or large reptile. The individual scales of a scale phys-rep should be no larger than 8 cm by 8 cm (anything beyond this will likely fall into the plate category). While almost unheard of in either the Empire or Karaz Ankor, such armour is more commonly employed by High Elves, Chaos Dwarfs, Kislev and several other more distant Human nations.

PLATE

Plate armour is a very broad category that refers to any collection of larger, relatively-flat sheets of metal connected to some other flexible backing material or to each other in order to fit around an area. This can include armours such as a coat of plates, brigandine, splint, banded, lamellar or laminar. The individual plates of a plate phys-rep should be larger than 8 cm in at least one dimension and relatively flat (banded armours and a coat of plates may be curved in a single dimension). If not completely overlapping, individual plates must have a gap no larger than 5 mm between them. Still uncommon in the Empire, such armours are more typically worn by Kislevites and the most prosperous Bretonnian knights.

FORMED PLATE

This category refers to larger single pieces of metal that are curved to snugly fit the covered area and easily deflect blows. Formed plate phys-reps should be larger formed pieces that individually cover the majority of an area between joints (such as an upper arm, shin or chest), connected with rivets or hinges as necessary. Although small pieces such as pauldrons, knee cops and simple helmets are more common, few outside of the Empire or the Karaz Ankor have the skill needed to craft full suits of interlocking formed plate armour.

SHIELD PHYS-REPS

Here you will find the rules you need for how a player can properly represent a shield carried by their character.

NO SHIELD STRIKES

The most important rule about using a shield phys-rep at game is that you may never intentionally strike, bash or push another player with a shield phys-rep under any

circumstances. The safety rules regarding their construction are in place in case of the accidental contact that can still occur during combat situations. As a result, shield phys-reps must pass a safety inspection at each event, in the same way as weapon phys-reps.

SHIELD TAGS

Unlike armour, shields require that the tag be attached to its phys-rep at all times.

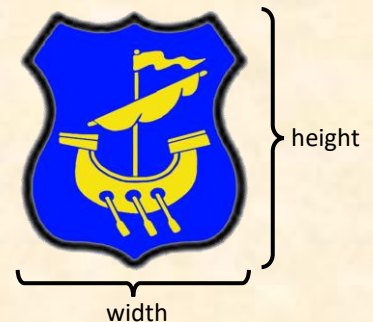
SHIELD PHYS-REP SIZE

The following chart lists the permissible sizes of a shield phys-rep, based upon their listed type. The width and height of a shield are always measured at the widest point in a straight line (not across a curve).

Shield	Width	Height	Max Width + Height
Buckler	20–40 cm	20–40 cm	80 cm
Medium	35–70 cm	35–100 cm	150 cm
Tower	40–85 cm	70–130 cm	215 cm

Multiply the minimum and maximum sizes listed above by 0.75 for small-sized shields and by 1.5 for large-sized shields.

While there are no official minimum/maximum values for a shield phys-rep's mass, in order to minimize their impact force upon accidental contact it is advised to use phys-reps that are as light as possible for their size.



SHIELD CONSTRUCTION

If not purchasing a LARP-specific latex shield, homemade shield phys-reps must meet the following requirements:

- The core must be a light-weight material that has just a little flex, such as particular types of plastics and foams. You shouldn't be able to bend your shield in half, but it has to have some give. Wood and steel are not permissible core materials.
- All outer edges of the shield must be at least 0.5 cm thick and then covered in at least 1 cm of closed-cell foam.
- There should not be any sharp elements protruding anywhere from the core, such as the tips of screws. Any nuts and bolts protruding from the front of the shield must be covered in at least 1 cm of closed-cell foam.

MIXTURES

A catch-all term for concoctions with the power to potentially either make a person's health better or far worse. Though most mixtures are liquids, several take the form of pastes, powders or other options. Mixtures must be stored in some kind of container (these substances can not be kept loose in the bottom of your pouch), often a vial. In order to drink or apply a mixture, have the tagged phys-rep in hand and roleplay the action while making a 5-count "Described Action: Drinking/Applying 1, ... Drinking/Applying 5".

TONICS & POULTICES

A wide variety of drinkable and topical remedies are available throughout the Old World. Many of those hocked by travelling peddlers are little more than flavoured water (or worse), but a few have at least some medicinal value. To use a tonic or poultice, the character should roleplay drinking or applying it with the tagged phys-rep in hand. An empty container is a perfectly permissible phys-rep for these items – drinking a liquid or applying a physical paste is not required, although a player may choose to do so when using such items on themselves if they wish. However, if using these items on another player, never apply any paste to their flesh or costuming without their express permission and never pour liquid down another player's throat under any circumstance. If using a tonic or poultice on another character, the player using the item is responsible for explaining to them what it does out-of-game. All tonics and poultices are expendable and identification-required items.

ANTITOXIN

Coming in a variety of forms, antitoxin kits can include anything from crushed herbs to live leeches. If the character is presently under a Poison effect then they will receive the Remove Poison effect after completing a Short Rest, as long as they do not receive further Poison effects during that time.

CURE-ALL

This is a catch-all term for a variety of draughts and mixtures with exceptionally flamboyant names (such as *Doktor Otto's Wundertonic* or *Mamma Melchin's Cure for What Ails Ya*), that claim to have miraculous, all-encompassing healing powers. In truth, such 'miracle tonics' are unreliable at best, and often have a variety of bizarre side-effects. The player drinking the cure-all chooses how many Luck Points they wish to spend, which determines the affect on their character:

Luck Points	Effect
0	side effect
1	cures one effect + side effect
2	cures one effect

If 1 or 2 LP are spent, then the player may select one of the following non-permanent effects that they are currently under: Blind, Confuse, Disease, Mute, Poison or Sap. As long as the effect is not permanent, it is instantly removed.

If 0 or 1 LP are spent, the player receives an unintended side effect from the cure-all. Such side effects can occur immediately or be delayed by several hours. Without interrupting a combat, inform a Plot Marshal as soon as possible. They will decide upon the exact nature of the side effect and when it will impact your character.

ESMERELDA'S CALMING NECTAR

Made from the distilled nectar of a rare flower, this bright blue tonic can provide temporary relief to a troubled mind. For the duration of the encounter, the character ignores the impact of any Insanities that they might have, as well as the Confuse, Rage and Fear effects. At the end of the encounter, the character immediately gains an Insanity Point from the shock of the sudden plunge back into madness.

HEALING DRAUGHT


Known by a wide variety of names, these rare herbal concoctions have a profound effect on facilitating the natural healing process. If not being used as part of a Physician ability (see the Physician skill), then a character who consumes a healing draught will take the Heal T effect after they have completed a Short Rest (where T is equal to the character's Toughness characteristic). Until the character completes a Long Rest, they receive only the Heal 1 effect from any subsequent healing draughts they are given.

HEALING TONIC/SALVE

These are generic terms for the wide variety of elixirs and poultices used by trained healers to treat patients. Although each medicinal concoction realistically serves a specific purpose, there is no mechanical difference between them in-game (of course a player is always free to make up some impressive-sounding name for the specific unguent their character uses in a given situation, even rummaging through the belongings to find the 'right one'). These items have no additional in-game mechanic beyond being used in Physician abilities (see the Physician skill).

POWDERED EMERALD

When mixed into the liquid from a single container no larger than a tankard, this powder instantly neutralizes any harmful substance within. If drinking the liquid would have normally resulted in the Poison, Disease or Plague effects, in no longer does. Likewise, any more unusual poisons with other mechanics are similarly neutralized. If you wish to purify a larger quantity of liquid, more powdered emerald is required (consult a Plot Marshal).



SIGMAR'S BLOOD

Made predominantly from quicksilver, this silvery liquid metal is widely believed by many apothecaries to treat a wide variety of ailments, from various illnesses, to constipation, infection and even melancholy. Although occasionally the patient's physical condition does improve (purportedly as a result of this tonic), prolonged use can nevertheless drive the patient quite mad. When imbibed, Sigmar's Blood can help the character purge other poisons from their system – they take no further effect from an ingested poison with a Delay effect that has not yet kicked in. This provides no benefit against injury or contact poisons and this doesn't repair any harm done by the poison before receiving the tonic. Additionally, a character can use a vial of Sigmar's Blood to gain the benefit of the Treat Illness (Advanced) physician ability when using the Treat Illness (Basic) ability, or gain the benefit of the Treat Illness (Basic) ability just by drinking the vial. Regardless of how it is used, the character automatically gains one Insanity Point.

TEARS OF SHALLYA

Tears of Shallya are vials of water from her holy spring in Couronne. Legendary for its miraculous healing properties, such vials have performed impossible curative feats on those thought past all hope. Truly blessed by the goddess, some wonder what indeed may lay beyond their power. Tears of Shallya have no static rules for how they function in game. Instead, if a character wishes to use a vial, a Plot Marshal must be present. Inform the Plot Marshal what conditions the target is suffering from and then roleplay using the Tears of Shallya. The Plot Marshal will inform the target what effect, if any, their use has had on them.

POISONS

Although not exactly legal within the Empire, assassins and other nefarious individuals with the right contacts are still able to acquire a wide variety of deadly poisons. Poisons can be used in one of three ways: ingestion, injury or contact. Each is described below, and the poison used determines which method may be selected. Regardless of how it is used, all poisons are expendable and identification-required items.

INGESTION: An ingestion poison may be willingly consumed or given to another character in the same manner as a tonic or potion. Of course, the often-deadly nature of a poison makes it more difficult to convince another to actually imbibe it, creating a small challenge for the poisoner. Their character could simply lie about the contents of a vial, and hand the tagged phys-rep to the target. While the target character should not be aware of the true contents unless they have some means of

identifying them, this does create the potential for meta-gaming (intentional or otherwise) when used against a PC, as the target player is aware of the contents before they choose if their character drinks it. As a result, the poisoner can instead role-play poisoning food or drink with the container phys-rep in hand (never actually pour liquid or another substance on the food or drink of another player, simply roleplay this action). There are two ways that the poisoner can communicate the effects of the poison to any player consuming it using this method. First, they may choose to affix the poison tag to the bottom of the cup or plate of what they poisoned. Once a player begins eating/drinking (and not before), they should check the bottom of their cups and plates for such tags, and immediately take the indicated effect. Alternative (and the better option for more complicated poisons), the poisoner may inform a Plot Marshal of their intentions beforehand and have them witness the poisoning. In this case, the Plot Marshal will inform any character who then consumes the food/drink of the poison's effect. This latter option should only be used if the poisoner intends someone to consume the poison immediately, as a Plot Marshal will not be able to wait around all day for someone to do so.

INJURY: An injury poison may be applied to a weapon using the Apply Poison skill. A character that attempts to apply a poison without a sufficient rank in this skill is not only unsuccessful, but manages to poison themselves in the process taking the full effect of the poison. See the Apply Poison skill for how injury poisons are used in combat.

CONTACT: A contact poison affects a target that simply touches or inhales it. Unless indicated otherwise, these poisons rapidly become inert or disperse when exposed to air, and thus vials of them are typically thrown directly at their intended targets. When throwing a poison vial, you must either throw an approved foam phys-rep with poison tag affixed, or have the poison tag in hand and throw an orange packet. Never throw a plastic or glass vial phys-rep. The attack call made is determined by the poison, although larger delivery devices may sometimes modify this to include additional effects (such as Blast).

BELLADONNA

Ingestion: Poison 5

Also known as Deadly Nightshade, victims of Belladonna are often misdiagnosed with rabies as it causes a dry mouth, scarlet rash and convulsions. Miniscule doses are used by Estalian women as a cosmetic, with a single drop causing pupils to dilate.

BLACK LOTUS EXTRACT

Injury: Poison 3, Confuse

Although more common in the Southlands, the Black Lotus can be found as far north as the deep regions of the Empire's most southern forests. The poison created from this plant can cause maddening delusions before death.

BOTTLED LOVE

Ingestion: Poison 3

This aphrodisiac is sworn by many to be remarkably effective, but can also cause burns and blisters in the user's digestive and urinary tracts, sending them into convulsions.

CHILDBLESS

Ingestion: Sap 2 Awareness

Tasting like strawberries, this non-lethal poison causes its victim to become incredibly unobservant. As a result, this effect often goes unnoticed by the victim themselves.

CHIMERA SPITTLE

Contact: 6 Acid, Poison 4

If collected fresh, the saliva of a Chimera is highly acidic and will eat through almost anything.

CHOKEWEEED EXTRACT

Ingestion: Choke 4

Prepared from the boiled roots of a Chokeweek plant and the fluids of feline bile ducts, this poison causes the victim's air passage to swell shut. A swollen, black tongue typically marks victims of Chokeweek extract.

CYANIDE

Ingestion: Poison 6

Extracted from bitter almonds or the pits and seeds of various fruits, cyanide is a lethal poison in concentrated doses.

DARK VENOM

Injury: Stun 4, Poison 4

Colossal sea serpents of the Western Ocean, a Hell Drake's venom causes excruciating pain that can incapacitate its victim, leaving them to die in unimaginable agony.

DRAGONSPIKE

Ingestion: Poison (3 x rank in Arcane/Divine/Dark Lore)

Found only in the jungles of Lustria, this poison only affects those endowed with magical ability. The greater the spellcaster, the deadlier the poison becomes.

DWARF BILE

Injury: Poison 4

Despite the name, this poison is not harvested from Dwarfs themselves, but instead from a red fungus that grows only in the caverns of Karak Azgal.

GREEN SCORPION VENOM

Injury or Ingested: Poison 15

This extremely lethal powder is ground from dried animals that have been stung by the infamous Green Scorpion of Araby.

HEARTKILL

Ingested: Delay, Poison 20

A blend of Jabberwock venom and that of the two-headed Amphisbaena snake, this colourless, odourless liquid is virtually undetectable. The poison slowly makes its way to the victim's heart and stops it dead.

HENBELL

Ingested: Blind, Confuse, Sleep 3, Poison 3

Before the extent of its toxicity became apparent, this drug was widely used as a medical herb to dull pain and put patients to sleep. Common side effects include blurred vision, delirium and convulsions.

MANTICORE SPOOR

Ingested: Sleep 5, Delay: Poison 5

Extracted from the droppings of the dreaded Manticore, this lethal poison causes its victim to enter a deep, dreamless sleep before it eventually kills them.

MANBANE

Injury: Bleed

Used almost exclusively by the Druchii of Naggaroth, this venom will cause even the tiniest scratch to bleed profusely.

PRINCE'S CROWN


Ingested: Delay: Poison 4, Bleed

This poison is made from the concentrated extract of a plant with ringed, yellow stems bearing its name, and which is commonly found in the swamps of the Borderlands. Shortly after ingesting, the victim's outermost blood vessels will begin to burst, causing rapid blood loss.

RASENDHUND

Injury or Ingested: Plague; Delay (1 Hour): Rage (see below)

Made from the saliva of a rabid dog, this poison will slowly drive its victim into a frenzied madness before eventually killing them. A single dose is sometimes enough to wipe out sizable groups, as the maddened victim will attack all around



them and can pass along its effects through their bite in the same manner as a disease.

Special: In addition to the normal mechanics of the Plague effect, after the hour incubation the target also takes an Irresistible Rage effect. Once this occurs, the victim's unarmed attacks count as bites and they add the Plague effect (also with these special additions) on all attack calls made with an unarmed boffer. These additional mechanics should be explained out-of-game to those you infect as soon as possible after the encounter.

RUBY SULPHUR EXTRACT

Ingested: Poison 20

Contact: Splash: Poison 20

Also known as Arsenic, this poison is created from a ground crystal found only in the foothills of the Border Princes. Although exceptionally lethal, its high cost places it outside the hands of all but the highest-paid assassins.

SAGEKILL

Ingested: Paralyze; Delay: Poison 8

This bitter poison takes its name from the fabled suicide of Syclyus the Wise, one of the Old World's greatest philosophers. It causes a sudden onset of vertigo in its victim, followed quickly by a paralysis that begins in the limbs and eventually makes its way to the lungs and heart.

SPIDER SPITTLE

Injury: Paralyze

This paralytic is made from the ground remains of small animals bitten by specific poisonous spiders. This poison evaporates more quickly in the air than other toxins. After a weapon attack roll from this poison has successfully caused the Paralyze effect on a target (the attack hits and the effect is not negated by a reaction call), the weapon no longer adds the Paralyze effect to further attack calls.

THUNG

Ingested: Poison 4

Made from a toxic herb known as Monk's Hood or Wolfsbane, Thung is one of the oldest poison recipes still in use in the Old World. However, its bitter smell and taste make it difficult to mask in all but the most pungent of food and drink.

VIPER'S KISS

Injury: Poison 6

Contact: Poison 6, Blind

The Black Stripe Viper of Araby is among the most poisonous snakes of the Old World. Its venom burns to the touch and its fumes can horribly sting a victim's eyes.

DRUGS

The world can be a dark, miserable and terrifying place. Therefore, it is not surprising that numerous drugs of all sorts are available across the Old World. Some of these addictive substances are no more legal than poison is within the Empire. Others, like alcohol, are not even thought of in such terms and can be easily found anywhere there are people.

To use a drug, the character should roleplay drinking, eating or chewing it with the tagged phys-rep in hand. An empty container is a perfectly permissible phys-rep for these items – consuming a physical substance not required, although a player may choose to do so when using such items on themselves if they wish. However, if using these items on another player, never place a phys-rep in their mouth under any circumstance. If using a drug on another character, the player using the item is responsible for explaining to them what it does out-of-game. All drugs are expendable and identification-required items.

IMMEDIATE & AFTER EFFECTS: Drugs usually have both an immediate effect (what they do to the target upon consumption) and an after effect (what happens to the target after the immediate effect wears off), both of which are detailed in the drug's description.

ADDICTION: In addition to the negative after-effect, the character must also deal with the addictive nature of such drugs. With some drugs, a dependence can result from prolonged use over time, while others can ensnare a character's will with a single dose. A drug's Addiction Level (AL) is listed under its description as well as on its tag. When a character consumes a drug, compare its Addiction Level to the character's Willpower characteristic. If the character has consumed more than a single dose of that particular drug during the event, then add the Addiction Levels of all consumed doses before comparing the sum to their Willpower. If this value is higher than the character's Willpower characteristic, then they have developed a physical dependence on the substance – the character gains an Insanity Point, which automatically gives them the Addiction insanity for that drug. Note that once a character has become addicted to a particular drug, they cannot gain additional Addiction insanities from consuming more of it

(although they could also become addicted to different drugs and gain further IP from them).

Note: A character may not use a skill (such as Iron Fortitude) to resist the after effect or addictive aspect of the drug after taking the immediate effect – if it's not resisted immediately, then it has been in their system for too long. However, certain items or spells may be able to accomplish this.

ALCOHOL

Found absolutely everywhere, the types of alcoholic beverages in the world vary even more than the peoples who drink them.

Immediate Effect: Between Long Rests, a character can imbibe a number of drinks equal to their Toughness characteristic with no ill-effect. If a character has X drinks beyond their Toughness characteristic, then a character takes a penalty of X to their M, WS, BS, Ag, Aw, Int, Wp and Cha, and the Resist Fear [2X] effect. If an alcohol counts as more than one drink for the purposes of these mechanics, its tag will indicate how many drinks it does count as. For examples, a tag stating "DW Beer: Alcohol (x2)" on its tag, counts as drinking two alcoholic drinks. In addition, every time the character consumes a drink, they take the Sleep 1 effect (as continued drinking will gradually lower the character's Wp, it is just a matter of time before this will affect them). When the character completes a Long Rest, these effects are removed and the number of drinks they have had resets to 0.

After Effect: Upon waking up from a Long Rest, the character takes the Disease [X] effect with a duration of 1 hour to represent their hangover.

Addiction Level: All of the character's drinking between two Long Rests counts as a single dose of a drug with an Addiction Level of X.

BUGMAN'S XXXXXX

Widely considered to be the finest ale of the legendary Master Brewer Joseph Bugman, this potent brew can steady the nerves of even the most skittish individuals and allow them to carry on past the point of exhaustion.

In addition to counting as four drinks of Alcohol (see Alcohol above), it has the following effects.

Immediate Effect: The drinker takes the Immunity to Fear and Boost 5 Stamina Points effects until they complete a Long Rest.

After Effect: no additional effect beyond Alcohol (x4)

Addiction Level: as per Alcohol (x4)

CRIMSON SHADE

The name given to the leaves of the Estalian Blood Oak, this extremely addictive drug can grant its user heightened reflexes and strength for a short time and is most commonly used by those desperate enough to seek any edge they can get in a fight.

Immediate Effect: The user takes the Haste and Boost 1 Strength effects. In addition, any WS/BS lost due to the Drain effects from previous doses are Restored.

After Effect: Drain 2 WS and Drain 2 BS.

Addiction Level: 5

ESSENCE OF CHAOS

Distilled from a Beastman's brain, this bitter brew increases a wizard's ability to sense and manipulate the Winds of Magic.

Immediate Effect: Poison 3. In addition, the caster is affected by the Magical Saturation All +1 and Magical Saturation Dhar +1 effects for the duration of one encounter.


After Effect: The user takes the Warp 5 effect from the tainted flesh and automatically gains an Insanity Point from the disturbing visions of slaughter and destruction that haunt their minds.

Addiction Level: 3

FEYEYES

Created by the Asrai of Athel Loren, there are dark rumours about how the secret of brewing this mysterious concoction has made its way to the Empire, where it is known as Feyeyes. Most commonly used by night watchmen, this draught keeps the drinker alert and unlikely to doze off no matter how tired they are.

Immediate Effect: The character takes the Boost 2 Awareness effect and counts as having two additional ranks in the Preternatural Senses skill (even if they don't meet the prerequisites), for the duration of one encounter.



After Effect: The character cannot benefit from a Long Rest for 24 hours after the encounter (the player may sleep, but their character only tosses and turns if they try and receives no mechanical benefit).

Addiction Level: 3

MOOT MILK

Rumoured to have originated in the Mootland, this milk-like liquid has a rather unpleasant, chalky after-taste. Believed to heighten one's nimbleness, Moot Milk is also known to dull the senses and will.

Immediate Effect: The character takes the Boost 1 Movement and Boost 2 Agility effects, and may also use the "Resist" reaction call against any Trip effects for the duration of one encounter. However, they also take the Sap 1 Awareness and Sap 1 Willpower effects.

After Effect: After the encounter, the character takes either the Drain 1 Awareness or Drain 1 Willpower effect (player's choice).

Addiction Level: 3

MAD CAP MUSHROOMS

These purple mushrooms are cultivated primarily by the Night Goblin tribes of the Worlds Edge Mountains, but are traded to other Night Goblins across the Old World and occasionally find their way into the hands of other races. These hallucinogenic mushrooms drive the user into a frenzied state where they are capable of tremendous feats of strength and endurance, but this almost always takes a fatal toll on their bodies.

Immediate Effect: The user takes the Irresistible Rage and Boost 2 Strength effects. For the duration of the encounter, they also temporarily gain 3 ranks in the Die Hard skill, even if they do not meet the prerequisites.

After Effect: Poison 10

Addiction Level: 4

PIPEWEED

Though smoked across the Old World, pipeweed is a mainstay of the Moot and one of its chief exports.

Immediate Effect: Panic Resistance 1.

After Effect: Sap 1 Stamina.

Addiction Level: 2

MANDRAKE ROOT

This man-shaped root grows primarily in the swamps of Sylvania. Used primarily by those seeking to escape some kind of physical or mental suffering, Mandrake Root dulls the pain of those who use it, relaxing them and granting pleasant dreams. However, it is also highly addictive and slowly kills the user.

Immediate Effect: Sleep 2, Confuse 3, Slow, Immunity to Fear, Immunity to Stun. For the duration of the encounter, they also temporarily gain 2 ranks in both the Die Hard skill and Shrug it Off skill, even if they do not meet the prerequisites.

After Effect: Drain 1 Wound. In addition, if the character has the Addiction [Mandrake Root] insanity, then until they take another dose all active skills cost an extra 2 SP.

Addiction Level: 5

WEIRDROOT

Able to be found on the streets of most sizable cities of the Empire, this plant provides euphoric hallucinations to those who chew it. The Cult of Sigmar staunchly professes that such visions are fueled by the Winds of Magic and warns that those who use the substance are forever tainted by the Ruinous Powers.

Immediate Effect: Confuse 5, Slow, Warp 4. For the duration of the encounter, they also temporarily gain 1 rank in the Witchsight skill, even if they do not meet the prerequisites.

After Effect: After the encounter, the character takes both the Drain 1 Intelligence and Drain 1 Willpower effects.

Addiction Level: 3

GENERAL ITEM MECHANICS

Weapons, armour and mixtures have the most complicated rules for their use in game, which have been detailed in the previous sections. The remainder of tagged items that are commonly available to player characters will be detailed in this section. Many such items have no in-game mechanics for their use beyond a market value and their use in production of other items between events, while others have very specific rules for using them in game.

SUPPLY KITS

Some tasks use up physical materials, which must be supplied by the character performing the task. These materials can be acquired individually in the same manner as any other equipment, but for characters who perform such tasks regularly, supply kits allow another option where they don't need to keep track of large numbers of tags. The upkeep cost of a supply kit represents the character keeping it fully stocked, allowing the character to use as many of these materials as they require over the course of a single logistics period (within reasonable limits, at the discretion of a Plot Marshal or Logistics Manager). These can be used by the character both during and between events, for almost any in-game action that the items can normally be used for. However, only the character paying the upkeep on the supply kit may make use of the kit in this way. It may never be 'loaned' to another character to use unless the upkeep is transferred to their character, and the individual items provided by the supply kit can be neither sold nor used in the production of other items. Materials supplied by a supply kit are always of regular quality. Characters wishing to use materials of a different quality must obtain these materials separately.

A character using materials from a supply kit during an event should still have appropriate phys-reps of these for role-play purposes, but these phys-reps do not require individual tags for the materials. Only the supply kit itself requires a tag and should be suitably phys-repped with an overall size no smaller than 30 cm by 10 cm by 10 cm.

The most common supply kits available to characters are listed below, along with the materials they grant access to.

Supply Kit	Materials
Arrow Quiver	Arrows
Bolt Quiver	Bolts
Blackpowder Kit	Shot, Blackpowder (may only be used to fire hand-held blackpowder weapons).
Healer's Kit, Lesser	Bandages
Healer's Kit, Greater	Bandages, Healing Tonic, Healing Salve
Lighting Kit	Small Candle, Large Candle, Match, Torch, Flint & Steel, Lantern
Writing Kit, Lesser	Parchment, Quill, Ink Pen, Black Ink
Writing Kit, Greater	Parchment, Paper, Scroll, Quill, Ink Pen, Ink [any colour], Wax, Signet Ring, Small Candle

PROPERTY & STRUCTURES

The defining characteristics of most settlements beyond its people are the structures that make it up and the land upon which they stand. It can take a great deal of time and effort to erect even a handful of buildings, but each can add great value to a burgeoning community. Just remember, Remas was not built in a day.

Items in this category must only be phys-repped and require a tag if they are being used or accessed in any way at a live event, including being traded or used in roleplay. Otherwise, they are simply recorded on the player's character sheet and only provide benefit to the character during between-event actions, such as production or online roleplay.

Tent: A canvas tent capable of sleeping up to 2 (small), 4 (large) or 8 (pavilion) individuals.

Inn Common Room: A spot to sleep in the common room of an inn for the month. Nightly rate is 2 p.

Inn Private Room: A rented private room at an inn for a month, with a bed and locking door. Nightly rate is 2 s.

Hovel: A single-room structure no larger than 4 m x 4 m.

House: A single-story dwelling no larger than 6 m x 6 m.

Manor: A large, elaborately furnished, multi-story dwelling.

Fortified Manor: A reinforced manor with an outer wall, narrow windows and other defensive features to deter entry by armed assailants.

Shrine [Deity]: A small, ornate, open structure featuring a statuette of the deity, suitable for quick private devotions.

Church [Deity]: A large, ornate, closed structure, elaborately decorated and suitable for religious services of at least 20 persons. Must be consecrated by a priest or priestess of the faith, and grants a +1 Persistent Magical Saturation modifier for that faith while inside.

Forge: A structure featuring an anvil and furnace, suitable for smith metal.

Mill: A structure featuring a wheel turned by either wind or water, suitable for creating flour or lumber.

Laboratory: A structure equipped with long tables, storage and scientific apparatus.

Workshop: A structure suitable for the production of engineering contraptions.

Land: About 100 square metres of cleared land.

Farmland: About 100 square metres of rich soil, suitable for growing crops.

Furniture: A large piece of furniture or a set of smaller pieces.

VEHICLES

For those rare few in the Empire who end up travelling beyond the borders of their home towns, a method of transportation is greatly desired, for the roads are a dangerous place to traverse on foot.

Items in this category must only be phys-repped and require a tag if they are being used or accessed in any way at a live event, including being traded or used in roleplay. Otherwise, they are simply recorded on the player's character sheet and only provide benefit to the character during between-event actions, such as production or online roleplay.

Cart: A small, two-wheeled cart pulled by hand or a draft animal (requires harness).

Wagon: A simple wood wagon with a cloth roof. Requires a horse and harness.

Coach: An ornate coach capable of seating four passengers plus a driver, with room for storage. Requires a pair of horses and harnesses.

Boat [Row]: A small boat with two oars, seating up to six.

Boat [Fishing]: A mid-sized sail boat ideal for large-scale fishing. Requires a trained crew of at least four.

Ship [Cog]: A single-masted vessel capable of long-distance ocean travel. Requires a trained crew of at least twenty.

Wheel: A simple wooden wheel made from butted planks.

Wheel, Rimmed: A spoked wheel rimmed with a metal band.

Anchor: A large iron anchor.

Tack: A set of riding equipment for a horse, including saddles, stirrups, bridles, halters, reins and bits.

Harness: A set of straps and fittings by which a draft animal is fastened to load and controlled by a driver.

MOUNTS & LIVESTOCK

Within all Imperial provinces, a variety of animals are raised either for food or as beasts of burden. Many items in this category are self-descriptive, so descriptions are omitted. If you are unfamiliar with cows, please contact a Lore Marshal to inquire as to the deep, rich history of their in-game lore.

All animals in this category are marked randomly as either male (M) or female (F) on their tag, which is used for the purposes of breeding additional animals.

Items in this category must only be phys-repped and require a tag if they are being used or accessed in any way at a live event, including being traded or used in roleplay. Otherwise, they are simply recorded on the player's character sheet and only provide benefit to the character during between-event actions, such as production or online roleplay.

Plough Team: A plough pulled by a pair of draft animals. A character that owns a plough team counts their rank in Extractor [Farmer (Crops)] as 2 higher than normal for the purpose of item production between events.

Horse: A trained horse used to either pull (requires harness) or ride (requires tack).

Warhorse: A horse trained to fight in battle, carrying an armoured warrior (requires tack).

Dog, Hunting: A dog trained to aid in hunting. A character with one or more hunting dogs and the Extractor [Hunter] skill, counts as possessing one extra rank in that skill for the purposes of production between events.

Bird, Hunting: A dog trained to aid in hunting. A character with one or more hunting dogs and the Extractor [Hunter] skill, counts as possessing one extra rank in that skill for the purposes of production between events.

Bird, Messenger: A pigeon trained to fly to one specific location (recorded at the time of training) when released, carrying a written message of up to 20 words.

FOOD & DRINK

Needed daily by all living creatures to survive, foodstuffs represent the majority of what is produced in most nations. All items in this category are expendable items.

Items in this category must only be phys-repped and require a tag if they are being used or accessed in any way at a live event, including being traded or used in roleplay. Otherwise, they are simply recorded on the player's character sheet and only provide benefit to the character during between-event actions, such as production or online roleplay.

Seed: A seed from a fruit, vegetable or grain.

Grain: A measure (1.1 L) of any grain.

Flour: Ground flour from a measure of grain.

Bread: A small loaf of bread.

Fruit: A single piece of fruit or a handful of berries or grapes. Not all fruit can be produced locally.

Vegetable: A single vegetable. Not all fruit can be produced locally.

Plant: A small non-edible plant.

Meat: A fist-sized piece of meat. Pork and beef are the most common to appear on labels, though unscrupulous butchers have been known to mix in quantities of dog, rat, or worse to turn a profit.

Fish: A small fish, or single serving of other seafood.

Egg: A single, unfertilized bird egg.

Salt: A handful of salt, used to either season or preserve.

Milk: Usually cow or goat milk, though other options exist.

Beer: An alcoholic drink made from yeast-fermented malt flavored with hops, found in all regions of the Empire and the Karaz Ankor. A single drink of Beer counts as an Alcohol mixture and DW Beer counts as an Alcohol x 2 mixture (see the Drugs section).

Spirits: An alcoholic drink made from the distillation of fermented grains, fruits or vegetables. Includes brandy, gin, rum, along with Kislevite vodka, koumiss and kvas. A single drink of Spirits counts as an Alcohol x2 mixture (see the Drugs section).

Wine: An alcoholic drink made from fermented grapes and a staple in both Bretonnia and Tilea. A single drink of Wine counts as an Alcohol mixture (see the Drugs section).

PRODUCTION MATERIALS

Often these items serve little purpose on their own, except as materials used in the production of other items.

Items in this category must only be phys-repped and require a tag if they are being used or accessed in any way at a live event, including being traded or used in roleplay. Otherwise, they are simply recorded on the player's character sheet and only provide benefit to the character during between-event actions, such as production or online roleplay.

[Type] Ore: A small bag of raw ore containing traces of a particular metal or uncut gem.

[Metal]: A small worked bar or ingot of a particular metal, approximately 3 cm by 7 cm.

Gem [Type]: A cut and polished gemstone of a particular type.

Pearl: A spherical gem grown inside a mollusk.

Wood: An unworked log from a felled tree.

Timber: A 120-cm wooden plank.

Polc: A 60-cm wooden dowel.

Charcoal: A small bag of carefully burned wood.

Stone: A 30-kg carved block of stone.

Coal: A small bag of coal.

Oil: 250 mL of either crude oil or a plant-based oil.

Wool: A small bag of sheared wool.

Hide: About 1000 cm² of animal skin, including fur.

Leather: About 1000 cm² of tanned animal hide without fur.

Bone: A single large bone, like a Human femur, or multiple smaller bones.

Cloth: About 1000 cm² of woven cotton or wool cloth. Off-white by default, but can be dyed various colours.

Silk: About 1000 cm² of silk, dyed any colour.

Thread: A spool of thread for sewing, dyed any colour.

Wire: A 50-cm steel wire.

Hardware: A catch-all term for a wide variety of steel hardware, ranging from hinges to a handful of screws or maille links.

Wax: About 50 cm³ of beeswax.

Glass: A small pane of glass, capable of being reworked into other forms.

Rope: About 1 m of thick rope.

Chain: About 30 cm of interlocking steel links.

Herb: A small measure of a fresh or dried apothecarial herbs. A list of some in-game herbs with their Availability Rating can be found below:

- Acacia (AR 2)
- Adder's Tongue (AR 2)
- Aloe (AR 1)
- Alkanet (AR 2)
- Angelica (AR 2)
- Anise (AR 1)
- Barberry (AR 3)
- Bishop's Weed (AR 2)
- Basil (AR 1)
- Bittermourn (AR 5)
- Blackroot (AR 2)
- Black Lotus (AR 3)
- Bloodmoss (AR 4)
- Banshee Orchid (AR 5)
- Buckthorn (AR 3)
- Bullrush (AR 2)
- Burdock (AR 3)
- Callin (AR 4)
- Caraway (AR 1)
- Cat's Tail (AR 2)
- Chamomile (AR 2)
- Chokeweed (AR 3)
- Cinnamon (AR 3)
- Colewort (AR 2)
- Coltsfoot (AR 2)
- Comfrey (AR 2)
- Dandelion (AR 1)
- Darnel (AR 3)
- Dill (AR 1)
- Dogweed (AR 2)
- Elecampane (AR 3)
- Ergot (AR 2)
- Estalian Blood Oak (AR 3)
- Fennel (AR 1)
- Feverfew (AR 3)
- Foxglove (AR 4)
- Flax (AR 1)
- Frankincense (AR 4)
- Freesia (AR 3)
- Garlic (AR 1)
- Hemlock (AR 4)
- Henbane (AR 3)
- Horehound (AR 2)
- Hyssop (AR 3)
- Indigo (AR 2)
- Iris (AR 2)
- Lavender (AR 2)
- Licorice (AR 2)
- Lungwort (AR 2)
- Makko (AR 3)
- Mandrake (AR 3)
- Mint (AR 1)
- Motherwort (AR 2)
- Myrrh (AR 4)
- Nightshade (AR 3)
- Oregano (AR 1)
- Parsley (AR 1)
- Pennyroyal (AR 3)
- Periwinkle (AR 2)
- Poppy (AR 2)
- Prince's Crown (AR 4)
- Rose (AR 2)
- Rosemary (AR 1)
- Saffron (AR 3)
- Sage (AR 3)
- St. Johan's Wort (AR 2)
- Thyme (AR 1)
- Valerian (AR 3)
- Vervain (AR 2)
- Wolfsbane (AR 3)
- Woodrose (AR 3)
- Yarrow (AR 2)
- Yew Leaf (AR 3)

Chemical: A small measure of an alchemical substance. A list of some in-game chemicals with their Availability Rating can be found below:

- Acidum Salis (AR 3)
- Alum (AR 2)
- Antimoni (AR 3)
- Aqua Fortis (AR 3)
- Aqua Regia (AR 4)
- Aqua Vitae (AR 2)
- Bitumen (AR 2)
- Borax (AR 2)
- Brimstone (AR 1)
- Cadmia (AR 1)
- Calamine (AR 2)
- Chalk (AR 1)
- Cinnabar (AR 3)
- Fool's Gold (AR 2)
- Glauber's Salt (AR 3)
- Green Vitriol (AR 3)
- Gum Arabic (AR 2)
- Gypsum (AR 1)
- Lapis Infernalis (AR 3)
- Lapis Solaris (AR 3)
- Lye (AR 1)
- Manganes (AR 3)
- Naphtha (AR 3)
- Nitre (AR 2)
- Ochre (AR 2)
- Oil of Vitriol (AR 3)
- Orpiment (AR 4)
- Phosphorus (AR 2)
- Potash (AR 1)
- Plumbum (AR 1)
- Pyroxylic Spirit (AR 2)
- Quicklime (AR 1)
- Quicksilver (AR 4)
- Realgar (AR 5)
- Sal Ammoniac (AR 3)
- Saltpeter (AR 1)
- Soda Ash (AR 1)
- Stibnite (AR 2)
- Umber (AR 2)
- Vin Aigre (AR 1)
- Verdigris (AR 2)

Extract: A small measure of a creature's excretions, venom, horn, organs, or the like obtained through the Harvest Creature skill. A list of some in-game extracts with their Availability Rating can be found below:

- Amphisbaena Snake (AR 5)
- Beastmen (AR 3)
- Black Stripe Viper (AR 4)
- Bird, Large (AR 1)
- Cat (AR 3)
- Chimera (AR 5)
- Green Scorpion (AR 5)
- Helldrake (AR 5)
- Jabberwock (AR 5)
- Manticore (AR 5)
- Murex Snail (AR 4)
- Rabid Dog (AR 3)
- Rhinox (AR 3)
- Varus Spider (AR 4)

MISCELLANEOUS ITEMS

The following are an assortment of items that don't fit neatly into the previous categories.

TOOLS

One of the many things that separates the denizens of the Empire from the Beastmen that lurk in its forests is the use of complex tools that have allowed its civilization to prosper.

Tool: A catch-all term for any hand-held instrument used by a wide variety of professions practiced in the Empire.

Tool Set [Trade]: A set of tools commonly used in a particular trade. Though only four Tools are required to produce one in-game, players are encouraged to phys-rep this item with as many tools as they wish for their character.

Plough: A large bladed instrument used to turn up the soil before planting.

Loom: A device for weaving thread into cloth.

Anvil: A large, shaped metal block used by smiths for shaping metal.

Oven: A stone enclosure with external ventilation used to heat objects. Use of an oven requires either Wood or Coal.

LIGHTING & VISION

From illuminating one's surroundings to magnifying distant objects, items in this category are used to aid the user in more clearly perceiving things that would otherwise be concealed by space or darkness.


Candle: A wax candle. Lighting a candle requires a source of flame or a spark. If phys-repped with battery-operated candles, these will burn for as long as their original OOG battery lasts (when this runs out, the phys-rep may be reused, but requires a new in-game tag). If phys-repped with actual candles, these last for as long as the physical candles do, but may not be lit outside of designated fire-pit areas.

Lantern: A sheltered container for a candle or an oil lamp (requires 1 Oil that burns for 1 hour). Lighting the lantern or lamp requires a source of flame or a spark. If phys-repped with an electric lantern, it must look period and may not give off more illumination than a large candle.

Torch: A wooden handle with a slow-burning treated cloth on the end. Lighting the torch requires a source of flame or a spark and it will stay lit for one encounter, or until put out. If passing a safety check, may use as a weapon phys rep, using the stats for a Torch while lit and a club while unlit.

Match: A tiny twig with an alchemically treated head that combusts when struck. A character may light a match by roleplaying the action, and it stays lit for a 10-second count. A match is an expendable item. If phys-repped by real matches, these may not be actually lit outside of designated fire-pit areas.

Flint & Steel: A fire-starting set consisting of a small piece of flint and a steel striker. A character may use a flint & steel to create a spark with a roleplayed, silent 1-minute count.



Spectacles: Most commonly worn by engineers and jewellers, the glass lenses of this deceptively simple device focus the vision of those looking through them, improving their eyesight. A character wearing spectacles may ignore the penalties from the Poor Vision flaw. IQ spectacles have no means of being affixed to the face and must be held by hand in order to be used. SQ spectacles are precisely calibrated to the wearer and temporarily increase their Awareness by 1 while they are being worn.

Spyglass: A handheld spyglass capable of magnifying far-away objects. This may be phys-repped with a functional piece (made to look period), providing the benefit of using the actual device.

Telescope: A large telescope on a stand, capable of magnifying objects in the night sky. This may be phys-repped with a functional piece (made to look period), providing the benefit of using the actual device.

WRITING

A great wealth of knowledge can be transmitted through the written word, enough to transform entire societies. Unfortunately, such power is limited to the very few Imperial citizens who are both literate and able to afford the staggering cost of such written works.

Paper: A single sheet of off-white paper made from the pulp of fibrous plants.

Parchment: A single sheet of off-white parchment made from the skin of animals.

Scroll: A long sheet of paper or parchment, designed to be rolled up from either end.

Book, Printed: A 'mass'-produced book printed on a press. Most commonly this item represents popular works of fiction, such as Felix Jaeger's *My Travels with Gotrek*, or the plays of Detlef Sierck. Books capable of teaching in-game skills, including Knowledge skills, are covered under the Tutor Book item. Tags for books will indicate what language the book is written in. Given the rarity and value of these in-game items, tagged books should be phys-repped with actual, relevant content on their pages wherever possible, such that they can actually be read in-game. A player character purchasing or producing a tutor book between events is responsible for the creation of such a phys-rep.

Book Blank: A book with 100 blank pages, suitable for those who plan to write a book by hand.

Book, Tutor: Either an academic tome containing knowledge on a particular topic or an instruction manual designed to teach a physical technique or talent. Each tutor book can assist a character in learning a particular skill, recorded on its tag. While the book is in their possession, the character may reduce the self-trained multiplier for downtime hours required to learn the skill without a trainer to $\times 2$ (for skills where the multiplier is already $\times 2$, instead reduce it to $-$). Only one character may benefit from a tutor book during each logistics period. Unless noted otherwise, each tutor book typically contains only a single skill at a particular rank. The market value of a tutor book is 10 g, plus 1 g per XP required to learn the skill (e.g. a tutor book for a 5 XP skill would have a market value of 15 g). The Availability Rating of a tutor book is 4 for skills that cost 5 XP or less and 5 for skills costing more than 5 XP in total. Tags for books will indicate what language the book is written in. Given the rarity and value of these in-game items, tagged books should be phys-repped with actual, relevant content on their pages wherever possible, such that they can actually be read in-game. A player character purchasing or producing a tutor book between events is responsible for the creation of such a phys-rep.

Quill: A writing implement made from a large feather. When writing with a quill, a character must dip it into a pot of ink in order to write (it may not be phys-repped with a device that contains its own ink).

Ink Pen: A writing implement that contains its own store of ink, and does not require dipping into a separate ink pot. This may be phys-repped with a suitably-disguised modern pen. The ink of the in-game item lasts for as long as that of the phys-rep.

Ink: A small pot of ink for use with a quill. Black ink is the most common, though coloured varieties are available. Ink is an expendable item. This should be phys-repped with a container of actual ink of the appropriate colour.

Signet Ring: A ring with a particular embossed heraldic emblem (recorded on tag) used for identification purposes when sealing letters with wax.

Printing Press: A mechanical device that can quickly produce many copies of a printed page by applying pressure to an inked plate with moveable type-face. Setting up the typeface for a particular page requires 2 hours. Once set up, a character may print up to 50 copies per hour, using 1 Paper or Parchment per copy and 10 Black Ink per 10 copies.

ENTERTAINMENT

Though the majority of Imperial citizens will spend most of their day toiling, there are few who do not enjoy a game or jaunty tune to pass the time outside of their labours.

Game Set: A game that may include a playing board and small wooden pieces. Games that require dice or cards must purchase these at additional cost.

Deck of Cards: A deck of playing cards. Unless noted otherwise, consists of 54 cards: 13 ranks in each of 4 suits, and 2 wild cards.

Die: A polyhedron with numbered faces. Unless noted otherwise on its tag, a die is six-sided and reasonably balanced.

Musical Instrument: A device capable of producing music by those skilled in its use. Can be stringed (e.g. zither, lyre, etc.), wind (e.g. flute, horn, etc.) or a drum.

STORAGE & SECURITY

A great many items are simply designed to hold other things, or to keep those contents safe from others who may covet them.

Chest: A wooden box with a hinged lid. Includes hardware capable of attaching a lock. A small chest can easily be carried under a single arm. A large chest could be lifted by a single person, but would be very awkward and slow to move.

Vial: A small, stoppered vial, made of either glass or wood. Holds one Mixture, one Herb, one Chemical, one unit of Blackpowder, or the like. Using up the contents of the vial does not normally destroy the vial itself, with the exception violent actions designed to shatter it, such as throwing a glass vial of acid at an opponent.

Flask: A small flask, made from either waxed leather or steel. Holds 1 unit of liquid.

Glass Bottle: A glass bottle. Holds 4 units of liquid.

Barrel: A large barrel with a spigot. Holds 20 units of liquid.

Cask: A small barrel with a spigot. Holds 5 units of liquid.

Lock: Acquiring wealth is not always easy, but trying to hold onto it is more difficult still. Although not uncommon, the cost of such mechanical devices generally places them only

within the reach of those who have financial assets worth protecting. A lock phys-rep can be placed on any container phys-rep capable of accepting one, or built into a new or existing object. Such lock phys-reps must be suitably period and be of a form that is openable with a key (combination locks are rare and can only be used with the permission of Plot or Logistics). A separate key phys-rep must also be provided for each lock (in-game cost is included). Note that in-game locks that are functional OOG should never be physically locked during an event, in order to allow for skills (like Disable Mechanism, Sundering Strike, etc.) to bypass them. A lock has a Hardness Value of 6. If you encounter a container with a tagged lock phys-rep on it, assume that the lock is locked in-game. If you wish to represent the object as being unlocked, the owner should remove the lock phys-rep from it.

Lock Picks: A set of precisely-calibrated tools designed to manipulate the inner tumblers of a locking mechanism. A character with a set of lock picks can attempt to open a lock using the Disable Mechanism skill.

Manacles: From bounty hunters, to watchmen and even Slaaneshi cultists, many in the Old World find a need to physically restrain another being from time to time. Manacles that are placed around the wrists or ankles of a character cause a 'Target [Arms/Legs]: Constrict 4' effect for as long as they're worn. A character that is physically capable of overcoming this effect with their Strength characteristic, can choose to delay doing so and 'break free' at a later time (causing an Irresistible Shatter effect on the manacles in the process). All manacles automatically include a lock as part of the mechanism. SQ manacles include a SQ lock and cause the Constrict 5 effect. IQ manacles include an IQ lock and only cause the Constrict 3 effect.

When putting manacles on another creature in-game, a character has two options:

1. Physically place the manacles phys-rep on the wrists/ankles of the target. However, if this option is chosen, the phys-rep must not be capable of actually locking OOG (even if the player has a key). Such phys-reps must either have a quick release, have magnetized closures or the like.
2. Have the target hold the manacle phys-rep and use a described action 5-count to represent them being put on.



RELIGIOUS

Though the nature of one's particular devotions can vary greatly, faith nevertheless remains a powerful influence across the Empire, among all classes and walks of life.

Blessed Water: When granted a special blessing from a benign deity, ordinary water can cause tainted objects and flesh to burn as if exposed to acid. A vial of blessed water can be thrown as ranged weapon (see the Vial entry in the Ranged Weapons chart of the Weapons section for phys-rep requirements), making the attack call: "Target [Daemon or Undead]: Splash: 5 Magic Piercing". If the player knows which type of creature they are facing, they can shorten the attack call by stating either 'Daemon' or 'Undead', or they can choose to say both. Blessed water can also potentially be used against other corrupted creatures or objects, as a Plot Marshal's discretion. Blessed water is an expendable item.

Lucky Charm: The superstitious inhabitants of the Old World place great faith in the good-fortune provided by a wide variety of 'lucky' charms, talismans and objects... and in some rare cases, that belief is not entirely misplaced. A lucky charm is an expendable item that can be used once to create any of the benefits of using a Luck Point. A character may only benefit from a single lucky charm each event, even if they possess more than one. When the tag for the item is first created, a character must choose the phys-rep that will be used for the lucky charm. This can be any item that is not already tagged as something else. After the lucky charm is used, the object is not destroyed, but ceases to function as a lucky charm and its tag should be surrendered, as normal.

Purity Seal [Deity]: Fervent believers will sometimes affix religious verses or prayers to their armour and clothing using hot wax imprinted with their patron's symbol. Most do so with the belief that such seals will offer them some measure of divine favour. A character that already possesses at least one rank in the Faithful [Deity] skill and wearing one or more purity seals of that same deity, will count their rank in the Faithful skill as being 1 higher than normal, to a maximum of rank 5.

Relic [Deity]: A preserved body part or other item of significance associated with a deceased religious figure of great importance. Although many fake relics are sold to the gullible by fraudulent hucksters, a few genuine articles do exist. A relic functions as a Divine Focus [Deity] +X (see the Magic chapter), where X is 1, 2 or 3 for a minor relic,

moderate relic and major relic, respectively. In addition, once per event, if a character prays over a relic seeking divine intervention through the Faithful [Deity] skill, they count their rank in that skill as being X points higher for the purposes of that beseeching. Once this second ability is used, a relic ceases to provide any benefit (including as a Divine Focus) for the remainder of the event.

Censer: A metal vessel designed for burning incense, often swung from a chain to better spread the smoke.

Incense: A substance that releases fragrant smoke when burned, often within a censer. Generally this has no game-mechanics effect, but depending on what is added to the incense, those who breathe the fumes may be affected in some manner, at a Plot Marshal's discretion. Incense burns for 1 encounter and is an expendable item. If phys-repped with actual incense, this may not be lit outside of designated fire-pit areas.

Holy Symbol [Deity]: A wooden or silver symbol of a particular faith, recorded on its tag. Unless indicated otherwise, a tagged Holy Symbol functions as a Divine Focus [Deity] +1 (see the Magic chapter).

PROSTHETICS & SURGICAL

The Old World is a dangerous place, with an especially high chance of losing life or limb. Whether it is a Troll pulling their leg or a simple infection taking their eye, many find themselves without parts of their body that they had once relied upon. The magic necessary to regrow such lost appendages is incredibly rare, and so the most such unfortunate individuals can hope for is a manufactured prosthetic to replace it.

If a prosthetic limb (arm or leg) is struck by a Sever or Shatter effect, then it ceases to grant any mechanical benefit and that limb cannot be used (as per the Sever effect) until repaired/replaced and reattached. If a prosthetic limb is struck by any other attack, that attack counts as having hit an intervening wooden object with a Hardness Value of 5 instead of the character's limb (what effect this has on the character and the prosthetic limb will depend upon the nature of that attack). Armour can be worn on a prosthetic limb for cosmetic purposes, but it grants no Armour Points to the character as it is not protecting their body.

The rules presented below detail the mechanics for only basic prosthetic limbs. Basic prosthetics for other body parts

are also available, but are cosmetic only (providing the character no mechanical advantage). A basic prosthetic of any sort requires the Basic Surgery ability of the Physician skill in order to surgically attach to the character. Advanced prosthetics (e.g. steam powered, runic, sorcerous, etc.) do exist, but are incredibly rare and knowledge of their workings must be discovered in game.

Prosthetic Leg (Basic): A simple wooden peg leg that may or may not include an attachment for footwear. The player may once again use that leg to support their weight while moving, but they are still encouraged to roleplay movement on the prosthetic as realistically as possible. Each basic prosthetic leg only reduces the character's Movement and Agility characteristics each by 1 instead of the full penalty described by the Sever effect for missing a leg.

Prosthetic Arm (Basic): A simple wooden arm that may or may not be jointed at the elbow and designed to accept various attachments where the hand would be. A basic prosthetic arm may not pick up or manipulate items, but various items can be affixed to a special hand attachment (see below). How the arm itself may be moved depends upon how much of the arm is missing (see the Sever effect). If no weapon is attached, a basic prosthetic arm may be used to attack using a black unarmed boffer and the rules for an improvised weapon.

Prosthetic Hand Attachment [Item] A simple contraption that is designed to be affixed to the end of a prosthetic arm (or to a real arm if the character is only missing the hand itself). The attachment is specifically designed to hold a particular type of object (named on its tag) and cannot be used to hold other items. The designated object can be affixed to (or detached from) the hand attachment using a free hand, requiring a roleplayed action for a silent 5-second count. The hand attachment itself can similarly be attached or detached from the arm using a free hand, requiring a roleplayed action for a silent 5-second count. A weapon or shield attached to a basic arm prosthetic in this manner has an indefinite Immunity to Disarm effect. Otherwise they can be used normally, but keep in mind the range of motion available depending upon where the arm was severed (i.e. the player cannot move their wrist, but may be able to still move their elbow). Any attacks made with a weapon attached to a basic arm prosthetic is made at one less WS and BS. A two-handed weapon still must be affixed to the hand attachment before it can be used and suffers from this

penalty, even if the other limb is capable of grasping it normally. Certain hand attachments may have an item permanently affixed to them (such as a hook).

Veteran's Hand: This complex mechanical device allows its wearer to simulate the grasping ability of a real hand. This functions as a prosthetic hand attachment (see above), but allows the wielder to grip any item that can normally be held in a hand. This still requires the use of a free hand and a roleplayed action, but can be done instantly without the 5-count. Moreover, the character no longer suffers any penalty for attacking with a weapon held in a prosthetic hand attachment.

Bandage: A long strip of boiled cloth used to stop bleeding. A bandage is an expendable item.

ART, BEAUTY & ADORNMENT

Not all items are designed to serve a practical, utilitarian purpose. Some merely seek to adorn a person or place with works of art and beauty.

Statuette: A small stone statue or bust, usually less than 50 cm tall.

Statue: A life-sized stone statue.

Painting: A framed painting on canvas.

Clothing Set: A complete set of clothing, including footwear, headwear, belts, etc.

Jewellery: A piece of jewellery in either gold or silver. Gemstones may be added to the jewellery for the price of the gems.

Perfume or Cologne: A small bottle of fragrance.


Hand Mirror: A small handheld mirror.

Standing Mirror: A large standing mirror in a wooden frame.

Soap: A bar of soap. Soap is an expendable item.

Dye: A small container of dye of a particular colour. Dye is an expendable item.

Paint: A small pot of paint of a particular colour. Paint is an expendable item. This should be phys-repped with a container of actual paint of the appropriate colour.



ODDS & ENDS

These miscellaneous items do not neatly fit into any other category.

Banner or Standard: A military banner on a long pole with the markings of a particular unit, army or personal heraldry.

Dining Set: A set of cutlery, plate, bowl and drinking vessel.

Hourglass [Time]: Despite the name, these devices use falling sand to track the passage of various time increments, which will be recorded on the item's tag. Common pieces include 1 minute, 5 minutes and 1 hour. This item should be phys-repped with a functional hourglass of the correct duration.

Miragliano Glass: These intricate glass goblets are designed to crack when filled with poisonous liquid. The secret of

their construction is known only to the master glassblowers in the Tilean city-state of Miragliano. Although expensive, such goblets serve a valuable purpose there, for those wealthy enough to afford them are far more likely to become the target of an ambitious rival. When any liquid containing a Poison (but not a Drug) is poured into a Miragliano glass, the glass takes the Shatter effect after a silent 5-count. If a player pours a liquid that they know is a Poison into the glass, they should notify those in the area with a "Physical Description: The glass shatter". If a player does not believe that the liquid is poisonous (or is not sure), they may touch it and make the call "Detect Poison" in order to confirm, and then either relay the physical description or not, as appropriate. In order to serve this stated purpose, it is necessary that the tag for this item is clearly visible on the phys-rep.



BETWEEN EVENT ACTIONS

While your character's greatest adventures and other excitement are likely to occur during an event, that doesn't mean that their lives stop when an event does. Between events, a variety of more mundane activities occur as your character ekes out a living in the Empire. Some of these activities are completely optional, while others (such as upkeep) are less so.

PRELOG

A prelog (short for pre-logistics) is a required update for a character that is submitted prior to attending each event. The Character Creation section described what information is required in the prelog for a character's first event. Similarly, for every subsequent event that you wish to play that character at, you must submit a variety of information to Logistics about how your character has progressed. In some cases this will include things that occurred to a character during their previous event as described elsewhere in this book (like using a Fate Point), but most commonly in will relate to things occurring between events that are described in this chapter.

A prelog also doubles as your event registration, collecting any information necessary to sign up for an event that does not pertain directly to your character. This includes things like payment information, signing up for meal plan, etc.

HOW TO SUBMIT A PRELOG

A prelog for an event can be submitted at any time after the previous event, up until one week before the new event begins. To do so, simply log into the End Times website and register for the event. After the registration has been completed, a Prelog option will appear under the character

indicated in your event registration. When you click on this, you will be prompted to fill out the required information for updates to your character. If you need to change any information in your prelog, this can be done up until one week prior to the event, at which point it becomes locked.

PLAYING WITHOUT A PRELOG

The prelog deadline exists because it takes time to generate the characters sheets, print tags, etc. before an event, and no prelog will be accepted after this deadline. However, we recognize that sometimes mistakes get made or plans can change at the last minute. A player may still attend an event and play any of their characters even if they did not submit a prelog. They will be provided with a copy of their character sheet from their last prelog, modified only by changes during the previous event (such as using a Fate Point, gaining Corruption Points or Insanity Points, etc.). They receive no downtime to use, cannot spend OC, receive no coin or tags and have the upkeep paid for the same items as in their previous prelog (assuming they still have them). Essentially they gain no benefit from being an active character that month, but may still take part in the event.

USING OC

A player may spend OC they have on one of their characters during any prelog (including at character creation). This is similar to spending XP, but where XP can only be spent on learning new skills, OC can be exchanged for a wider variety of benefits. The following are always available to spend OC on during any prelog, but occasionally other options may also be made available for a limited time:

- May exchange 50 OC for 1 XP, to a maximum of 250 OC
- May exchange 1 OC for 1 hour of extra downtime, to a maximum of 100 OC
- May exchange OC for tagged items with a maximum AR of 3, at the rate of 1 OC = 1 p. Your character acquires these items in some unremarkable, mundane manner (such as bartering for a service, etc.).
- May pay upkeep using OC, at the rate of 1 OC = 1 p



DOWNTIME

One of the most important limiting factors in what your character can accomplish between events is the amount of time they have to do it. This is known as the character's downtime. When submitting a prelog, a character is given 100 hours of downtime to spend (regardless of how long it has been since their last prelog). Even though more time than this has passed since the previous event, downtime represents the usable additional time that the character is able to put towards productive purposes. The remainder of their time is assumed to be taken up by simple survival and other pursuits.

TRAINING

One of the most common uses of downtime by all characters is to learn new skills. This is described more fully under the Advancing Skills section of the Skills chapter, but in summary, in order to learn a skill a character requires three things:

1. Meet all prerequisites for the skill.
2. Pay the XP cost of the skill.
3. Spend (XP Cost) × 10 hours of downtime.

If a character does not have a PC or NPC acting as a trainer in the skill, then the downtime cost is multiplied by the self-trained multiplier for that skill (usually between ×2 and ×10). In order to act as a trainer, a PC or NPC must possess the exact skill (including subtype) that the character is attempting to learn. The trainer must also spend an equal number of hours of their own downtime in order to train the character. In order to receive the benefit of a trainer, that trainer must complete the entire training. If they do not, the

EARNING INCOME

Remember that coin is relatively rare in the more rural spots of the Empire, so don't be surprised if you find your character bartering with other items at least as often as paying with coin. However, sometimes it is useful to have at

A character can use their downtime to do the following, which are detailed in the remainder of this chapter:

- Training: the character can learn or teach new skills
- Working: the character can earn income from a job
- Trading: the character can buy and sell items
- Production: the character can make items
- Travel: the character can travel to other areas
- Interact: the character can roleplay with other characters
- Adventure: the character can engage in small adventures (coming soon)

For each separate use of downtime (e.g. for each type of item made, for each skill learned, etc.), the amount of time is always rounded up to the next largest whole hour. Any downtime that a character doesn't use in their prelog is lost (it cannot be banked towards future prelogs).

down-time requirement is the same as if the character were learning the skill by themselves.

A character does not have to purchase a skill during every prelog, and very likely may choose not to in order to save up XP for a more expensive skill. On the other hand, there is no limit to the number of skills that a character can learn during a logistics period, so long as they have sufficient downtime and XP.

If a character does not have sufficient downtime to finish learning a skill during a prelog, they may bank a certain number of hours towards that training. The character cannot spend downtime training in any other skills until the skill with banked hours is either completed or abandoned. XP does not have to be paid for the skill until the training is completed, but the character also doesn't benefit from the skill until it is.

least a little coin on hand, and increasingly so as the character's status increases.

There are multiple ways that a character might come across coin. They could attempt to sell items they own, although it

can be difficult to find a buyer willing to pay market value in coin. They could attempt to steal it from others, although this can be a dangerous endeavour that may land the character in legal trouble should they survive. One of the most reliable ways to earn coin is simply through honest labour.

FINDING A JOB

There are a variety of skills and abilities from which an enterprising individual may draw an income. However, merely possessing those skills will not cause coin to magically rain down upon the character. Instead, they must actually find someone who is willing to pay for their services. During an event, this is any PC or NPC who can be persuaded to do so, but between events it requires the character to have a job.

A job is an in-game position that is recorded on their character sheet just like a characteristic. While a new character can begin with a job through the Employed advantage, typically a character must locate a suitable job in game. This can either be done during an event or through roleplayed interaction between events. There will usually be quite a few standing jobs always available, and typically well-advertised through in-game platforms. These are especially great for newer characters. However, if you're looking for something a little different, ask around. Chances are that other characters or NPC innkeepers are likely to know of some employer or another who is looking for extra help. If all else fails, speak with a Plot Marshal out-of-game about finding employment for your character.

Note that all jobs described in this section pertain to NPCs hiring a PC. If another PC volunteers to pay your character for particular tasks, that's left to the characters to work out and does not involve Logistics in any way.

JOB MECHANICS

The exact particulars of a job are worked out when it is acquired, but most jobs are fairly formulaic. Every job has the following features, that get recorded on their character sheet for as long as they have the job:

- Employer: name of the NPC employing the character
- Requirements: a list of skills, equipment or other requirements needed in order to be hired
- Duration of Contract: how long the job is offered for

- Hourly Pay: how many brass pence the job pays per hour worked (this can be a fixed value or a formula based on the character's rank in a particular skill)
- Downtime Range: the min and max number of hours that the character can work this job during each prelog
- Event Expectations: any duties that are required of the character in this job at an event
- Benefits: any additional benefits provided by the job beyond pay

Theoretically there is no limit to the number of jobs that a character can have at once, but many jobs expect a minimum number of hours of downtime allotted to them per logistics period.

LEAVING A JOB

Most jobs require a contract of some sort to be signed. However, with a couple of exceptions, a character is generally free to leave employment at a particular job at any time and seek it elsewhere. When voluntarily leaving a job, you must inform both Logistics and the Plot Marshal who handles your employer.

Employment in a particular job may also be involuntarily ended for a variety of reasons:

- The character fails to fulfil their obligations (including minimum downtime hours or event expectations).
- The player no longer meets the requirements of the job.
- The job's contract duration expires and is not renewed.
- For plot reasons, the employer no longer has need of the service or the means of hiring employees.

ODD JOBS

Though usually not as lucrative as a formal job, there are always people willing to trade and barter for both skilled and unskilled labour. A character with no better career prospects can at least support themselves by performing such odd jobs. A character deducts a number of brass from their total upkeep equal to the number of downtime hours spent doing odd jobs times their highest rank in any Trade Skill. For a character without any Trade Skills, instead multiply downtimes hours spent by 0.5. Note that this can only be used to pay a character's upkeep (personal and item upkeep) and will never generate physical coin. Any value generated beyond a character's total upkeep is essentially wasted.



BUYING & SELLING ITEMS

The previous chapter detailed a plethora of in-game items that are available to characters. The existence of so many items is all well and good, but they're of little use to a character unless they can somehow acquire them. Assuming that they're not willing or able to steal such possessions from others (which was already discussed in the chapter), that leaves two options: make them yourself (which will be covered in the next section) or buy them.

Although merchants tend to specialize in the purchase and sale of various items, any character with an Intelligence characteristic of at least 2 is free to do so, using the following system:

- A character can buy items with a total maximum market value of 2 pence for each hour of downtime used (see the Between Event Actions chapter). Items can be purchased in this way at 150% of their market value price.
- Likewise, a character can sell items with a total maximum market value of 2 pence for each hour of downtime used for 25% of their market value price.
- Items that have an Availability Rating greater than the Settlement Size of the town the character is in cannot be bought or sold at all.
- The above represents hunting around for someone interested in purchasing the items, but the less particular you are about the price you get the easier it is to find a buyer. Therefore, a character can instead choose to sell (but not buy) items with a total maximum market value of 50 pence for each hour of downtime used at 10% of their market value, regardless of Availability Rating.

For example, Franz (who has no ranks in the Merchant skill) is hoping to buy some new armour and is unable to find a local PC merchant or smith that he can deal with directly. In order to finance this purchase, he decides to sell off some

belongings that he no longer needs. Franz spends 10 hours to sell 20 pence worth of common items for 5 pence. He also chooses to sell a rarer item in his possession worth 100 pence. Unfortunately, the town he is in doesn't have much of a population that might be interested in such an item (the Settlement Size is less than the item's Availability Rating), so he quickly spends 2 hours looking for a buyer and sells it for 10 pence. The armour that Franz is looking for is quite common (AR 1) and is worth 10 pence. He spends 5 hours looking around town for a seller and is able to purchase the armour for the 15 pence he had made earlier.

Remember that any character is able to buy or sell items in this fashion. However, those with the Merchant skill will be able to get even better rates and do so more efficiently than a character without those contacts and expertise – if you believe this is something your character will be doing on a regular basis, you might consider picking up a rank or two in the Merchant skill.

Additionally, the above rules only relate to dealing with NPC buyers and sellers between events. At an event you can buy an item for whatever price another character is willing to sell it for, and sell an item for whatever price another character is willing to pay for it. You may be able to use the Merchant skill to negotiate a better price with NPCs as part of a roleplayed interaction, but this is entirely at the discretion of the NPC or Plot Marshal.

Finally, note that buying and selling items between events is not completely anonymous. Your transactions won't get posted in the town square for all to see, but if you are dealing in stolen or illegal goods, there is a chance of such transactions being traced back to your character. If you wish to attempt to sell or buy items anonymously, this must be handled through a Plot Marshal at an event or you can use the Fence Connections skill.

PRODUCING ITEMS

Though most goods can be found in a large enough city, at some point someone had to create those goods. This section will cover how characters can go about crafting in-game tagged items.

Four things are needed in order to produce an item, which are each listed in the charts below:

- **REQUIRED SKILL(S):** These represent the technical knowledge and practical experience to create this item. Even with clear instructions, a person without the required skills will be unable to successfully produce a working version of the item. The following shortforms are used for some common skills: Lab (Labourer), Ext (Extractor), Cra (Craftsman), Material Expertise (ME), Eng (Engineer), Eng Plans (Engineering Plans).
- **MATERIALS:** Materials are expendable items that are turned into the final product or otherwise used up in the production. The tags for materials used to produce an item must be submitted during your next log, in the same manner as expendable items.
- **EQUIPMENT:** These are other items necessary to produce the product, but which are not used up in the process and can be used again (such as tools, etc.). A character must possess the tags for the indicated equipment but does not need to submit these during logistics. Often such tools have an upkeep value, representing their maintenance and restocking. If equipment simply lists 'Tool Set', then a Tool Set [trade] is required for each trade skill used as a prerequisite.

- **DOWNTIME:** All items take time to create, although a master of the craft can usually produce the same results much faster than their apprentice. Each item in the production charts that follow has a value provided for its required Production Hours (PH). Every actual hour of downtime that a character devotes to producing an item is equivalent to a number of Production Hours equal to their rank in the required Trade Skill (using their lowest rank if multiple skills are required). Multiple characters can assist in the production of an item, each contributing their own Production Hours to the total. The item is complete with its required PH value is reached by the combined Production Hours of all characters working on it. If this required PH total is not reached during a single logistics period, a note will be added to the character sheet of the lead crafter and work may be completed in subsequent logistics period(s). However, all required materials must be submitted up front and these are used up regardless of whether or not the character finishes the item.

The following charts detail the items that Player Characters can normally craft using their downtime. Items not found in these charts could certainly exist in game, but may only be crafted with the permission of the Plot Manager.

***Note:** The creation mechanics of this chapter are for the entertainment purposes of this game only and are not an accurate depiction of what these ingredients/methods can create. Players should never attempt to recreate any item out-of-game using this information.*

MELEE WEAPONS

Item	Prerequisites	PH	Materials	Equipment
Gauntlet	Cra [Smith] 5	30	7 Steel, 1 Leather	Tool Set, Forge
Knife	Cra [Smith] 2	18	5 Steel, 1 Leather	Tool Set, Forge
Dagger	Cra [Smith] 3	36	10 Steel, 1 Leather	Tool Set, Forge
Arming Sword	Cra [Smith] 4	60	20 Steel, 1 Leather	Tool Set, Forge
Longsword	Cra [Smith] 5	90	30 Steel, 1 Leather	Tool Set, Forge
Rapier	Cra [Smith] 6	126	20 Steel, 1 Leather	Tool Set, Forge
Bastard Sword	Cra [Smith] 6	126	40 Steel, 1 Leather	Tool Set, Forge
Great Sword	Cra [Smith] 7	168	50 Steel, 1 Leather	Tool Set, Forge
Sap	Cra [Smith] 1	6	1 Wood	Tool Set
Club	Cra [Smith] 1	6	3 Wood	Tool Set
Great Club	Cra [Smith] 1	8	5 Wood	Tool Set
Mace	Cra [Smith] 2	18	12 Steel, 1 Pole	Tool Set, Forge
Warhammer	Cra [Smith] 3	18	12 Steel, 1 Pole	Tool Set, Forge
Bastard Hammer	Cra [Smith] 3	48	14 Steel, 2 Pole	Tool Set, Forge

Great Hammer	Cra [Smith] 4	60	16 Steel, 2 Pole	Tool Set, Forge
Flail	Cra [Smith] 3	24	8 Steel, 1 Chain, 1 Pole	Tool Set, Forge
Great Flail	Cra [Smith] 3	24	15 Steel, 2 Chain, 2 Pole	Tool Set, Forge
Hand Axe	Cra [Smith] 2	12	10 Steel, 1 Pole	Tool Set, Forge
Axe	Cra [Smith] 3	24	15 Steel, 1 Pole	Tool Set, Forge
Bastard Axe	Cra [Smith] 4	40	20 Steel, 2 Pole	Tool Set, Forge
Great Axe	Cra [Smith] 4	60	25 Steel, 2 Pole	Tool Set, Forge
Short Spear	Cra [Smith] 3	24	8 Steel, 2 Pole	Tool Set, Forge
Long Spear	Cra [Smith] 3	24	10 Steel, 3 Pole	Tool Set, Forge
Staff	Cra [Smith] 1	3	3 Pole	Tool Set
Halberd	Cra [Smith] 5	60	25 Steel, 3 Pole	Tool Set, Forge
Scythe	Cra [Smith] 3	36	20 Steel, 3 Pole	Tool Set, Forge
Demi-Lance	Cra [Smith] 5	60	15 Steel, 3 Pole	Tool Set, Forge
Lance	Cra [Smith] 6	126	20 Steel, 4 Pole	Tool Set, Forge
Whip	Cra [Leatherworker] 4	36	3 Leather	Tool Set
Garotte	Cra [Smith] 1	2	2 Wood, 1 Wire	Tool Set

RANGED WEAPONS

Item	Prerequisites	PH	Materials	Equipment
Arrowhead	Cra [Smith] 2	1	1 Steel	Tool Set
Arrow	Cra [Bowyer/Fletcher] 1	2	1 Arrowhead, 1 Pole	Tool Set
Bolt	Cra [Bowyer/Fletcher] 1	2	1 Arrowhead, 1 Pole	Tool Set
Shot x5	Cra [Smith] 4	5	1 Steel	Tool Set
Black Powder x5	Cra [Alchemist] 4	12	1 Charcoal, 1 Chemical [Brimstone], 5 Chemical [Saltpeter]	Tool Set
Net	Cra [Cordier] 3	24	4 Rope	Tool Set
Throwing Knife/Star	Cra [Smith] 3	12	2 Steel	Tool Set, Forge
Throwing Axe	Cra [Smith] 2	6	5 Steel, 1 Wood	Tool Set, Forge
Throwing Hammer	Cra [Smith] 2	6	5 Steel, 1 Wood	Tool Set, Forge
Javelin	Cra [Smith] 2	6	3 Steel, 1 Pole	Tool Set, Forge
Sling	Cra [Leatherworker] 1	1	1 Leather	Tool Set
Short Bow [2]	Cra [Bowyer/Fletcher] 2	40	2 Wood, 1 Rope	Tool Set
Short Bow [3]	Cra [Bowyer/Fletcher] 4	80	2 Wood, 1 Rope	Tool Set
Longbow [2]	Cra [Bowyer/Fletcher] 3	60	4 Wood, 1 Rope	Tool Set
Longbow [3]	Cra [Bowyer/Fletcher] 5	150	4 Wood, 1 Rope	Tool Set
Longbow [4]	Cra [Bowyer/Fletcher] 6	210	4 Wood, 1 Rope	Tool Set
Crossbow Pistol	Cra [Bowyer/Fletcher] 5	60	2 Wood, 5 Hardware, 1 Rope	Tool Set
Light Crossbow	Cra [Bowyer/Fletcher] 4	40	3 Wood, 7 Hardware, 1 Rope	Tool Set
Heavy Crossbow	Cra [Bowyer/Fletcher] 5	60	4 Wood, 9 Hardware, 1 Rope	Tool Set
Repeater Crossbow	Cra [Bowyer/Fletcher] 8	216	3 Wood, 12 Hardware, 1 Rope	Tool Set
Pistol	Eng [Imperial/Dwarf] 5	120	1 Wood, 5 Steel, 4 Hardware	Tool Set, Workshop
Arquebus	Eng [Imperial/Dwarf] 4	80	3 Wood, 15 Steel, 4 Hardware	Tool Set, Workshop
Blunderbuss	Eng [Imperial/Dwarf] 4	80	3 Wood, 20 Steel, 4 Hardware	Tool Set, Workshop
Hochland Long Rifle	Eng [Imperial/Dwarf] 6	168	4 Wood, 25 Steel, 4 Hardware	Tool Set, Workshop
Repeater Pistol	Eng Plans [Repeater Pistol]	360	1 Wood, 4 Steel, 8 Hardware	Tool Set, Workshop
Repeater Arquebus	Eng Plans [Repeater Arquebus]	280	3 Wood, 15 Steel, 8 Hardware	Tool Set, Workshop
Grenade Blunderbuss	Eng [Imperial/Dwarf] 5	120	3 Wood, 25 Steel, 5 Hardware	Tool Set, Workshop
Bomb	Eng [Imperial/Dwarf] 1	6	7 Steel, 10 Blackpowder, 1 Rope	Tool Set, Workshop
Acid	Cra [Alchemist] 1	1	2 Chemical [Acidium Salis, Oil of Vitriol or Aqua Fortis], 1 Glass Vial	Tool Set

ARMOUR

Item ¹	Prerequisites	PH	Materials	Equipment
Buckler	Cra [Carpenter] 1	12	1 Timber, 8 Steel, 2 Hardware	Tool Set
Shield	Cra [Carpenter] 3	36	2 Timber, 8 Steel, 4 Hardware	Tool Set
Tower Shield	Cra [Carpenter] 5	60	3 Timber, 15 Steel, 8 Hardware	Tool Set
Gambeson (1 loc) ²	Cra [Tailor] 3	12	2 Cloth, 4 Wool	Tool Set
Leather (1 loc) ²	Cra [Leatherworker] 3	24	4 Leather	Tool Set
Studded Leather (1 loc) ²	Cra [Leatherworker] 4	32	2 Leather, 4 Hardware	Tool Set
Hardened Leather (1 loc) ²	Cra [Leatherworker] 5	60	4 Leather, 4 Wax	Tool Set
Maille (1 loc) ²	Cra [Smith] 5	120	16 Hardware	Tool Set
Scale (1 loc) ²	Cra [Smith] 6	84	24 Hardware	Tool Set, Forge
Plate (1 loc) ²	Cra [Smith] 7	112	20 Steel, 4 Hardware, 2 Cloth	Tool Set, Forge
Formed Plate (1 loc) ²	Cra [Smith] 8	216	30 Steel, 4 Hardware, 2 Leather	Tool Set, Forge

¹ When producing armour (not shields), you must specify which location(s) (e.g. Head, Chest, Right Arm, etc.) each piece covers.

² Producing 0.5 loc of an armour type requires half the PH and half the Materials.

PRODUCTION MATERIALS

Item	Prerequisites	PH	Materials	Equipment
Iron Ore	Ext [Miner] 1	6	–	Tool Set, Mine [Iron]
Zinc Ore	Ext [Miner] 1	6	–	Tool Set, Mine [Zinc]
Copper Ore	Ext [Miner] 1	6	–	Tool Set, Mine [Copper]
Silver Ore	Ext [Miner] 2	24	–	Tool Set, Mine [Silver]
Gold Ore	Ext [Miner] 3	60	–	Tool Set, Mine [Gold]
Gem Ore [Type]	Ext [Miner] 4	60	–	Tool Set, Mine [Gem Type]
Zinc	Cra [Smith] 1	1	1 Zinc Ore	Tool Set, Forge
Copper	Cra [Smith] 1	1	1 Copper Ore	Tool Set, Forge
Silver	Cra [Smith] 2	6	1 Silver Ore	Tool Set, Forge
Gold	Cra [Smith] 4	12	1 Gold Ore	SQ Tool Set, Forge
Steel	Cra [Smith] 2	3	1 Iron Ore, 1 Charcoal, 1 Chemical [Quicklime]	Tool Set, Forge
Silvered Steel x2	Cra [Smith] 3	6	1 Steel, 1 Silver	Tool Set, Forge
Brass x3	Cra [Smith] 2	6	2 Copper, 1 Zinc	Tool Set, Forge
Gem [Type]	Cra [Jeweler] varies	120	–	Tool Set, Mine [Gem Type]
Pearl	Ext [Fisher] 7	56	–	Tool Set, ocean access
Silvered Steel	Cra [Smith] 3	3	1 Iron, 1 Silver	Tool Set, Forge
Wood	Ext [Woodsmen] 1	2	–	Tool Set
Timber	Cra [Carpenter] 1	3	3 Wood	Tool Set
Pole	Cra [Carpenter] 2	3	1 Wood	Tool Set
Charcoal	Cra [Charcoal Burner]	2	1 Wood	Flint & Steel
Stone	Ext [Miner] 2	6	–	Tool Set
Coal	Ext [Miner] 1	3	–	Tool Set, Mine [Coal]
Oil	Ext [Miner] 5	5	–	Tool Set, Mine [Oil]
Wool	Ext [Farmer(Animals)] 1	4	–	Tool Set, Sheep
Hide	Ext [Farmer(Animals) or Hunter] 1	3	suitable animal ¹	Tool Set
Leather	Cra [Tanner] 1	3	1 Hide	Tool Set
Bone	Ext [Farmer(Animals) or Hunter] 1	1	suitable animal ¹	Tool Set
Cloth [White]	Cra [Tailor] 1	6	1 Wool or 1 Plant	Tool Set, Loom
Cloth [Colour] x5	Cra [Tailor] 2	12	5 Cloth [White]; 1 Dye [Colour]	Tool Set
Thread [White]	Cra [Tailor] 2	1	1 Wool	Spinning Wheel
Thread [Colour] x10	Cra [Tailor] 2	6	10 Thread [White]; 1 Dye [Colour]	Tool Set

Wire	Cra [Smith] 5	20	1 Steel	Tool Set, Forge
Hardware	Cra [Smith] 2	3	1 Steel	Tool Set, Forge
Wax	Ext [Farmer(Animals)] 1	2	–	Tool Set, Beehive
Glass	Cra [Glassblower] 1	6	–	Tool Set, Forge
Rope	Cra [Cordier] 1	6	3 Plant	Tool Set
Chain	Cra [Smith] 2	6	5 Steel	Tool Set, Forge
Herb [any AR 1]	Cra [Apothecary] 2	2	–	Tool Set
Herb [any AR 2]	Cra [Apothecary] 4	6	–	Tool Set
Herb [any AR 3]	Cra [Apothecary] 6	24	–	Tool Set
Herb [any AR 4]	Cra [Apothecary] 8	96 ²	–	SQ Tool Set
Herb [any AR 5]	Cra [Apothecary] 10	x ²	–	SQ Tool Set, Quest
Chemical [any AR 1]	Cra [Alchemist] 2	2	–	Tool Set
Chemical [any AR 2]	Cra [Alchemist] 4	6	–	Tool Set
Chemical [any AR 3]	Cra [Alchemist] 6	24	–	Tool Set
Chemical [any AR 4]	Cra [Alchemist] 8	96 ²	–	SQ Tool Set
Chemical [any AR 5]	Cra [Alchemist] 10	x ²	–	SQ Tool Set, Quest

¹ Up to 20 units can be obtained from a Cow. How many units (if any) can be extracted from other animals is at the discretion of Logistics.

² At the discretion of the Plot Manager and Logistics Manager. Downtime required for a quest is at discretion of

TOOLS & SUPPLY KITS

Item	Prerequisites	PH	Materials	Equipment
Tool Set [Trade]	Cra [Leatherworker] 1	2	4 Tool, 4 Leather	–
Tool	Cra [Smith] 3	6	2 Steel, 1 Wood	Tool Set, Forge
Plough	Cra [Smith] 3	24	50 Steel, 15 Wood	Tool Set, Forge
Plough Team	Ext [Farmer(Animals)] 1	1	1 Plough; 2 Harness; 20 Rope; 2 Pack Horse <i>or</i> Mule <i>or</i> Ox	–
Loom	Cra [Carpenter] 5	120	8 Timber, 10 Rope, 10 Hardware	Tool Set
Spinning Wheel	Cra [Carpenter] 4	60	1 Wheel, 4 Timber, 4 Hardware	Tool Set
Anvil	Cra [Smith] 2	18	60 Steel	Tool Set, Forge
Oven	Cra [Mason] 1	12	15 Stone	Tool Set, any structure
Blackpowder Kit	Cra [Leatherworker] 1	6	50 Blackpowder, 50 Shot, 2 Tool, 5 Wood Vial, 4 Leather	Tool Set
Arrow Quiver	Cra [Leatherworker] 1	6	30 Arrow, 3 Leather	Tool Set
Bolt Quiver	Cra [Leatherworker] 1	6	30 Bolt, 3 Leather	Tool Set
Healer's Kit, Lesser	Cra [Leatherworker] 1	6	20 Bandage, 3 Leather	Tool Set
Healer's Kit, Greater	Cra [Leatherworker] 1	12	20 Bandage, 10 Healing Tonic, 10 Healing Salve, 4 Leather	Tool Set
Lighting Kit	Cra [Leatherworker <i>or</i> Carpenter] 1	12	20 Small Candle, 10 Large Candle, 10 Torch, 10 Match, 5 Oil, Flint & Steel, Lantern; 5 Leather <i>or</i> 1 Small Chest	Tool Set
Writing Kit, Lesser	Cra [Leatherworker <i>or</i> Carpenter] 1	6	50 Parchment; 5 Black Ink; Quill <i>or</i> Ink Pen; 4 Leather <i>or</i> 1 Small Chest	Tool Set
Writing Kit, Greater	Cra [Leatherworker <i>or</i> Carpenter] 1	12	50 Parchment; 50 Paper; 10 Scroll; 5 Black Ink; 5 Ink [various colours]; 2 Quill <i>or</i> 2 Ink Pen; 5 Wax; 5 Leather <i>or</i> 1 Small Chest	Tool Set

PROPERTY & STRUCTURES

Item	Prerequisites	PH	Materials	Equipment
Tent (Small)	Cra [Tailor] 3	24	20 Cloth, 8 Pole, 4 Rope	Tool Set
Tent (Large)	Cra [Tailor] 4	40	40 Cloth, 12 Pole, 8 Rope	Tool Set
Tent (Pavilion)	Cra [Tailor] 6	84	80 Cloth, 20 Pole, 16 Rope	Tool Set
Hovel	Cra [Carpenter <i>or</i> Mason] 3	240	1 Land, 50 Timber <i>or</i> Stone, 15 Hardware, 6 Furniture	Tool Set
House	Cra [Carpenter <i>or</i> Mason] 5	840	2 Land, 150 Timber <i>or</i> Stone, 10 Glass, 35 Hardware, 10 Furniture, 20 Cloth	Tool Set
Manor	Cra [Carpenter] 6, Cra [Mason] 6	2016	8 Land, 300 Timber, 300 Stone, 30 Glass, 100 Hardware, 30 Furniture, 100 Cloth	Tool Set
Fortified Manor	Cra [Carpenter] 7, Cra [Mason] 7	3024	8 Land, 200 Timber, 600 Stone, 10 Glass 150 Hardware, 27 Furniture, 30 Cloth	Tool Set
Shrine [Deity]	Cra [Carpenter <i>or</i> Mason] 3	240	1 Land, 25 Timber <i>or</i> Stone; 1 Statuette, 10 Small Candle	Tool Set
Church [Deity]	Cra [Carpenter <i>or</i> Mason] 6	1344	4 Land, 200 Timber <i>or</i> Stone; 1 Statue, 4 Statuette, 10 Furniture, 30 Cloth, 20 Large Candle	Tool Set
Forge	Cra [Mason] 2	60	1 Hovel, 20 Stone, 1 Anvil	Tool Set
Mill	Cra [Carpenter] 4	180	1 Hovel, 25 Timber, 20 Hardware	Tool Set
Laboratory	Cra [Alchemist <i>or</i> Apothecary] 1 <i>or</i> Arcane Lore [any] 1	24	1 Hovel, 20 Glass Vial, 2 Glass Bottle, 4 Tool Set, 5 Hardware, 5 Small Candle	-
Workshop	Cra [Carpenter <i>or</i> Mason] 4	120	1 Hovel, 20 Stone, 1 Anvil	Tool Set
Farmland	Ext [Farmer(Crops)] 1	720	1 Land	Tool Set, Plough Team
Furniture	Cra [Carpenter] 1	24	5 Timber, 4 Hardware	Tool Set

VEHICLES

Item	Prerequisites	PH	Materials	Equipment
Cart	Cra [Carpenter] 2	24	5 Timber, 3 Hardware, 2 Wheel	Tool Set
Wagon	Cra [Carpenter] 4	120	7 Timber, 8 Hardware, 20 Cloth, 4 Rimmed Wheel	Tool Set
Coach	Cra [Carpenter] 6	336	15 Timber, 14 Hardware, 4 Rimmed Wheel, 8 Cloth, 2 Lantern	Tool Set
Boat [Fishing]	Cra [Shipwright] 4	240	40 Timber, 20 Hardware, 30 Cloth, 30 Rope, 25 Chemical [Bitumen]	Tool Set
Boat [Row]	Cra [Shipwright] 2	60	12 Timber, 4 Pole, 4 Hardware, 5 Chemical [Bitumen]	Tool Set
Ship [Cog]	Cra [Shipwright] 8	2880	300 Timber, 100 Wood, 50 Hardware, 100 Cloth, 50 Rope, Anchor, 20 Chain, 100 Chemical [Bitumen]	Tool Set
Wheel	Cra [Carpenter] 2	6	5 Wood, 2 Hardware	Tool Set
Wheel, Rimmed	Cra [Carpenter] 4	20	5 Wood, 14 Hardware	Tool Set
Anchor	Cra [Smith] 3	36	200 Steel	Tool Set, Forge
Tack	Cra [Leatherworker] 5	90	10 Leather, 8 Hardware	Tool Set
Harness	Cra [Leatherworker] 4	60	6 Leather, 3 Hardware	Tool Set

MOUNTS & LIVESTOCK

Item	Prerequisites	PH	Materials	Equipment
Horse	Ext [Farmer(Animals)] 1	60	-	2 Horse (M/F), 3 Land
Warhorse	Lab [Animal Trainer] 6	1176	1 Horse	3 Land
Mule	Ext [Farmer(Animals)] 1	60	-	Horse (F), Donkey (M), 2 Land
Donkey	Ext [Farmer(Animals)] 1	60	-	2 Donkey (M/F), 2 Land
Ox	Ext [Farmer(Animals)] 1	60	-	2 Ox (M/F), 2 Land
Pig	Ext [Farmer(Animals)] 1	30	-	2 Pig (M/F), 1 Land
Sheep	Ext [Farmer(Animals)] 1	30	-	2 Sheep (M/F), 1 Land
Goat	Ext [Farmer(Animals)] 1	30	-	2 Goat (M/F), 1 Land
Cow	Ext [Farmer(Animals)] 1	60	-	2 Cow (M/F), 2 Land
Beehive	Ext [Farmer(Animals)] 3	120	8 Lumber, 3 Hardware	-
Cat	Ext [Farmer(Animals)] 1	30	-	2 Cat (M/F)
Dog	Ext [Farmer(Animals)] 1	30	-	2 Dog (M/F)
Dog, Hunting	Lab [Animal Trainer] 2	240	1 Dog	-
Bird	Ext [Farmer(Animals)] 1	30	-	2 Bird (M/F)
Bird, Hunting	Lab [Animal Trainer] 2	240	1 Bird	-
Bird, Messenger	Lab [Animal Trainer] 5	480	1 Bird	-

FOOD & DRINK

Item	Prerequisites	PH	Materials	Equipment
Seed [Type] x10	Ext [Farmer (Crops)] 1	1	[Type]	-
Grain	Ext [Farmer (Crops)] 1	1	1 Seed [Grain]	Tool Set, Farmland ²
Flour	Lab [Miller]	1	1 Grain	Mill
Bread	Lab [Cook] 1	1	1 Flour	Tool Set, Oven
Fruit x10	Ext [Farmer (Crops)] 2	4	1 Seed [Fruit]	Tool Set, Farmland ²
Vegetable x10	Ext [Farmer (Crops)] 2	4	1 Seed [Vegetable]	Tool Set, Farmland ²
Plant	Ext [Farmer (Crops)] 1	3	1 Seed [Plant]	Tool Set, Farmland ²
Meat	Cra [Butcher] 1	3	any animal ³	Tool Set
Meat	Ext [Hunter] 2	8	-	Tool Set
Fish	Ext [Fisher] 1	6	-	Tool Set, Fishing Boat
Egg	Ext [Farmer (Animals)] 1	1	-	Tool Set, Bird (F) ¹
Milk	Ext [Farmer (Animals)] 3	6	1 Glass Bottle	Tool Set, Cow(F) <i>or</i> Goat(F) ¹
Salt	Ext [Miner] 2	12	-	Tool Set, Mine [Salt]
Salt	Ext [Farmer (Crops)] 2	12	-	Tool Set, Land, ocean access
Beer/Ale, Barrel (20)	Cra [Brewer] 1	6	1 Barrel, 5 Grain	Tool Set, Oven
Dwarf Ale, Barrel (20)	Cra [Brewer] 2, Dwarf	48	1 Barrel, 5 Grain	Tool Set, Oven
Spirits, Bottle (4)	Cra [Brewer] 5	30	1 Glass Bottle, 2 Fruit <i>or</i> 2 Grain <i>or</i> 1 Milk	Tool Set, Oven
Wine, Bottle (4)	Cra [Brewer] 3	24	1 Glass Bottle, 2 Fruit	Tool Set
Tea, Container (10)	Cra [Apothecary] 1	3	5 Herb [any ⁴], 1 Wood Vial	Tool Set

¹ Each animal can produce a maximum of 10 units per logistics period.

² Each unit of Farmland can produce a maximum of 10 units of food (regardless of type) per logistics period.

³ The max number of units of meat that can be obtained depends upon the animal: Cow (30), Pig (15), Goat/Sheep (10), Bird (2)

⁴ Any appropriate non-toxic herb(s) may be used for the flavour, subject to the approval of the Logistics Manager.

MIXTURES

Item	Prerequisites	PH	Materials	Equipment
Tonics & Poultices				
Antitoxin	Cra [Apothecary] 2	6	2 Leech or 3 Herb [any]	Tool Set
Cure-All	Cra [Apothecary] 3	12	3 Herb [any AR1], 2 Herb [any AR2], 1 Herb [any AR3], 1 Glass Vial	Tool Set
Esmerelda's Calming Nectar	Cra [Apothecary] 7	56	1 Herb [Banshee Orchid], 3 Herb [any of Lavendar, Chamomile, St. Johan's Wort], 1 Glass Vial	Laboratory
Healing Draught	Cra [Apothecary] 5	30	3 Herb [any], 1 Glass Vial	Tool Set
Healing Tonic	Cra [Apothecary] 2	6	1 Herb [any], 1 Glass Vial	Tool Set
Healing Salve	Cra [Apothecary] 1	3	1 Herb [any], 1 Wood Vial	Tool Set
Powdered Emerald x5	Cra [Alchemist] 7	56	2 Salt, 4 Charcoal, 1 Gem [Emerald], 5 Glass Vial	Laboratory
Sigmar's Blood	Cra [Alchemist] 6	30	1 Chemical [Quicksilver], 1 Chemical [Aqua Vitae], 1 Glass Vial	Laboratory
Poisons				
Belladonna	Cra [Apothecary] 4	20	1 Herb [Nightshade], 1 Glass Vial	Tool Set
Black Lotus Extract	Cra [Apothecary] 5	30	1 Herb [Black Lotus], 1 Glass Vial	Tool Set
Bottled Love x5	Cra [Apothecary] 1	6	1 Herb [Comfrey], 1 Herb [Fennel], 1 Herb [Basil], 1 Extract [Rhinox], 5 Glass Vial	Tool Set
Childbless x5	Cra [Apothecary] 2	12	1 Herb [Darnel], 1 Herb [Freesia], 1 Glass Vial	Tool Set
Chimera Spittle x3	Cra [Alchemist] 6	42	1 Chemical [Oil of Vitriol], Extract [Chimera], 3 Glass Vial	Laboratory
Chokeweek Extract	Cra [Apothecary] 3	12	1 Herb [Chokeweek], Extract [Cat], 1 Glass Vial	Tool Set
Cyanide	Cra [Apothecary] 6	42	100 Fruit, 1 Glass Vial	Laboratory
Dark Venom x3	Cra [Apothecary] 4	20	1 Herb [Yew Leaf], 1 Extract [Hell Drake], 3 Glass Vial	Tool Set
Dragonspike x2	Cra [Apothecary] 7	56	1 Herb [Ergot], 1 Herb [Lungwort], 1 Herb [Bittermourn], 2 Glass Vial	Laboratory
Dwarfbile	Cra [Apothecary] 3	12	1 Herb [Bloodmoss], 1 Glass Vial	Tool Set
Green Scorpion Venom	Cra [Apothecary] 9	90	1 Herb [Callin], 3 Extract [Green Scorpion], 1 Glass Vial	Laboratory
Heartkill	Cra [Apothecary] 10	100	1 Herb [Foxglove], 1 Extract [Jabberwock], 1 Extract [Amphisbaena Snake], 1 Glass Vial	Laboratory
Henbell	Cra [Apothecary] 5	30	1 Herb [Henbane], 1 Glass Vial	Tool Set
Manticore Spoor x4	Cra [Apothecary] 6	42	1 Herb [Valerian], 1 Extract [Manticore], 4 Glass Vial	Laboratory
Prince's Crown x2	Cra [Apothecary] 4	20	1 Herb [Prince's Crown], 2 Glass Vial	Tool Set
Rabid Dog Saliva	Cra [Apothecary] 6	30	1 Extract [Rabid Dog], 1 Glass Vial	Laboratory
Ruby Sulphur Extract	Cra [Alchemist] 8	72	5 Chemical [Realgar], 1 Glass Vial	Laboratory
Sagekill	Cra [Apothecary] 7	56	1 Herb [Hemlock], 1 Glass Vial	Laboratory
Spider Spittle	Cra [Apothecary] 4	20	1 Herb [Adder's Tongue], 1 Extract [Varus Spider], Glass Vial	Tool Set
Thung	Cra [Apothecary] 2	6	1 Herb [Wolfsbane], 1 Glass Vial	Tool Set
Viper Kiss	Cra [Apothecary] 6	42	1 Herb [Pennyroyal], 1 Extract [Black Stripe Viper], 1 Glass Vial	Laboratory

Drugs

Crimson Shade	Cra [Apothecary] 4	20	1 Herb [Estalian Blood Oak], 1 Glass Vial	Tool Set
Essence of Chaos	Cra [Alchemist] 7	56	1 Chemical [Lapis Infernalis], 1 Extract [Beastman], 1 Glass Vial	Laboratory
Feyeyes	Cra [Apothecary] 3	12	1 Herb [Vervain], 1 Herb [Blackroot], 1 Glass Vial	Tool Set
Mandrake Root	Cra [Apothecary] 4	20	1 Herb [Mandrake], 1 Glass Vial	Tool Set
Moot Milk	Cra [Alchemist] 5	30	1 Chemical [Chalk], 1 Chemical [Gypsum], 1 Herb [Barberry], 1 Glass Vial	Tool Set
Pipeweed x10	Cra [Farmer(Crops)] 5	30	1 Seed [Pipeweed]	Tool Set
Weirdroot x5	Cra [Farmer(Crops)] 6	42	1 Seed [Weirdroot]	Tool Set

MISCELLANEOUS ITEMS

Item	Prerequisites	PH	Materials	Equipment
Lighting & Vision				
Candle, Small	Cra [Chandler] 1	1	1 Wax	Tool Set
Candle, Large	Cra [Chandler] 2	2	3 Wax	Tool Set
Lantern	Cra [Smith] 3	12	4 Hardware, 2 Glass	Tool Set
Torch	Cra [Chandler] 1	1	3 Wood, 1 Oil, 1 Cloth	-
Match x 10	Cra [Alchemist] 3	12	1 Chemical [Phosphorus], 1 Chemical [Stibnite], 1 Wood	Tool Set
Flint & Steel	Cra [Carpenter] 1	1	1 Steel, 1 Stone, 1 Wood	Tool Set
Spectacles	Eng [Imperial/Dwarf] 3	12	2 SQ Glass, 2 Hardware	SQ Tool Set
Spyglass (Hand)	Eng [Imperial/Dwarf] 4	20	2 SQ Glass, 4 SQ Hardware, 2 Steel	SQ Tool Set
Telescope (Standing)	Eng [Imperial/Dwarf] 5	30	2 Glass, 8 Hardware, 8 Iron	SQ Tool Set
Writing				
Paper	Cra [Bookbinder] 2	12	1 Plant	Tool Set
Parchment	Cra [Tanner] 1	6	1 Hide	Tool Set
Scroll	Cra [Bookbinder] 2	6	2 Pole, 5 Paper <i>or</i> Parchment	Tool Set
Quill	Cra [Bookbinder] 1	2	Extract [Large Bird]	Tool Set
Ink Pen	Cra [Bookbinder] 3	12	2 Hardware	Tool Set
Ink [Colour]	Cra [Bookbinder] 2	12	1 Chemical [Gum Arabic], 1 Chemical [Alum], 1 Chemical [Vin Aigre], 1 Glass Vial, pigment (see below)	Tool Set
Black Pigment			+1 Charcoal	
Red Pigment			+2 Herb [Alkanet]	
Brown Pigment			+2 Chemical [Umber]	
Orange Pigment			+2 Chemical [Orpiment]	
Yellow Pigment			+2 Chemical [Ochre]	
Green Pigment			+2 Chemical [Verdigris]	
Blue Pigment			+2 Herb [Indigo]	
Purple Pigment			+2 Extract [Murex Snail]	
White Pigment	(for paint only)		+1 Zinc, 1 Chemical [Quicklime]	
Signet Ring	Cra [Jeweler] 6	84	2 Silver	Tool Set
Printing Press	Eng [Imperial] 7	504	15 Timber, 20 Hardware, 25 SQ Hardware	Tool Set
Book, Blank	Cra [Bookbinder] 3	60	2 Leather; 100 Paper <i>or</i> Parchment	Tool Set

Book, Tutor [Skill, Rank, Language]	Read & Write [Language] 2; skill being taught with at least the same rank	30/XP	10 Ink, 1 Blank Book	Quill <i>or</i> Ink Pen
Copying Book by Hand	Read & Write [Language] 1	6	10 Ink, 1 Blank Book	Quill <i>or</i> Ink Pen
Copying Book by Printing Press	Cra [Bookbinder] 5	2	10 Ink, 1 Blank Book	Printing Press
Entertainment & Art				
Deck of Cards	Cra [Painter] 1	24	8 Parchment, 2 Ink [Colour]	Tool Set
Game Set	Cra [Carpenter] 3	48	4 Wood, 1 Leather	-
Die (six-sided)	Cra [Sculptor] 1	1	1 Wood <i>or</i> Bone	Tool Set
Musical Instrument, String	Cra [Carpenter] 6	42	4 Wood, 2 Hardware, 5 Wire	Tool Set
Musical Instrument, Wind	Cra [Smith] 6	42	15 Brass, 8 Hardware	Tool Set
Musical Instrument, Drum	Cra [Carpenter] 4	24	5 Wood, 2 Rope, 5 Leather	
Storage & Security				
Chest, Small	Cra [Carpenter] 2	3	1 Timber, 2 Hardware	Tool Set
Chest, Large	Cra [Carpenter] 2	6	2 Timber, 3 Hardware	Tool Set
Flask, Leather	Cra [Leatherworker] 3	3	1 Leather, 1 Wax	Tool Set
Flask, Steel	Cra [Smith] 3	8	4 Steel	Tool Set
Vial, Wood	Cra [Carpenter] 3	6	1 Wood	Tool Set
Vial, Glass	Cra [Glassblower] 4	12	1 Glass	Tool Set, Forge
Glass Bottle	Cra [Glassblower] 3	6	2 Glass	Tool Set, Forge
Barrel	Cra [Carpenter] 3	12	2 Timber, 1 Wood, 2 Hardware	Tool Set
Cask	Cra [Carpenter] 3	6	1 Timber, 1 Wood, 1 Hardware	Tool Set
Lock	Eng [Imperial/Dwarf] 4	60	8 Hardware	Tool Set
Lock Picks	Cra [Smith] 4	40	4 Steel	Tool Set
Manacles	Cra [Smith] 6	42	5 Hardware, 1 Chain, 1 Lock	Tool Set
Religious				
Blessed Water	Divine Lore [Sigmar, Shallya, Morr, Lady of the Lake] 1	6	1 Silver	Shrine <i>or</i> Church [Deity]
Purity Seal [Deity]	Read & Write [Reikspiel] 2, Faithful [Deity] 2	12	1 Paper <i>or</i> Parchment <i>or</i> Cloth; 1 Ink, 1 Wax	Tool Set
Censer	Cra [Smith] 3	12	5 Steel, 2 Chain	Tool Set
Incense x5	Cra [Apothecary] 3	24	1 Herb [Frankincense <i>or</i> Myrrh], 1 Herb [Makko], 5 Wood Vial	Tool Set
Holy Symbol, Wood [Deity]	Cra [Sculptor] 2	12	1 Wood	Tool Set
Holy Symbol, Silver [Deity]	Cra [Jeweler] 2	12	1 Silver	
Prosthetics & Surgical				
Bandage x2	Physician 1	1	1 Cloth	-
Prosthetic Arm, Basic	Cra [Carpenter] 3	24	3 Wood, 3 Hardware, 1 Leather	Tool Set
Prosthetic Leg, Basic	Cra [Carpenter] 3	24	3 Wood, 3 Hardware, 1 Leather	Tool Set
Prosthetic Hand Attachment	Eng [Imperial/Dwarf] 3	24	4 Hardware, 1 Leather	Tool Set
Veteran's Hand	Eng [Imperial/Dwarf] 6	168	6 SQ Hardware, 1 Leather	Tool Set
False Eye/Nose/Ear	Cra [Carpenter] 4	6	1 Wood	Tool Set



Art, Beauty & Adornment				
Statuette	Cra [Sculptor] 1	120	3 Stone	Tool Set
Statue	Cra [Sculptor] 3	300	28 Stone	Tool Set
Painting	Cra [Painter] 1	129	4 Paper, 3 Paint, 4 Wood	Tool Set
Clothing Set	Cra [Tailor] 2	120	12 Cloth, 2 Thread, 2 Leather, 2 Hardware	Tool Set
Jewellery, Gold	Cra [Jeweler] 3	60	1 Gold	Tool Set
Jewellery, Silver	Cra [Jeweler] 2	24	1 Silver	Tool Set
Perfume or Cologne	Cra [Alchemist] 3	12	1 Oil, 1 Chemical [Pyroxylic Spirit], 5 Herb [any ¹]	Tool Set
Mirror, Hand	Cra [Jeweler] 3	12	1 Glass, 7 Silver	Tool Set
Mirror, Standing	Cra [Jeweler] 4	20	6 Wood, 10 Glass, 20 Silver	Tool Set
Tattoo	Cra [Tattooist] 1	12	1 Black Ink	Tool Set
Soap	Cra [Chandler] 1	3	1 Oil, 1 Chemical [Lye]	Tool Set
Dye [Colour]	Cra [Alchemist or Apothecary] 1	2	1 Chemical [Alum], 1 Chemical [Vin Aigre], 1 Glass Vial, pigment (as Ink)	Tool Set
Paint [Colour]	Cra [Painter] 2	6	1 Egg, 1 Flour, 1 Wood Vial, pigment (as Ink, except Purple may be created from 1 Alkanet and 1 Indigo, and Orange from 1 Alkanet and 1 Ochre)	Tool Set
Odds & Ends				
Banner or Standard	Cra [Tailor] 4	60	10 Cloth, 5 Thread, 5 Pole	Tool Set
Dining Set	Cra [Smith] 3	12	10 Steel	Tool Set
Hourglass	Cra [Glassblower] 5	120	2 Glass, 1 Wood	Tool Set
Miragliano Glass	Cra [Glassblower] 10, Quest	150	2 Glass	Tool Set

¹ Any appropriate non-toxic herb(s) may be used for the scent, subject to the approval of the Logistics Manager.

EXCHANGING MATERIALS

New Material	Prerequisites	PH	Materials	Equipment
Stone	Craftsman [Carpenter] replaced with Craftsman [Mason] at same level	x1	each Timber replaced with Stone	Tool Set
Timber	Craftsman [Mason] replaced with Craftsman [Carpenter] at same level	x1	each Stone replaced with Timber	Tool Set
Bone	Craftsman [Sculptor] 1	x1	each Wood or Pole replaced with 10 Bone; each Steel replaced with Bone	Tool Set
Steel	Craftsman [Smith] 1	x2	each Wood/Pole replaced with 10 Steel; each Timber replaced with 30 Steel	Tool Set, Forge
Silvered Steel	Craftsman [Smith] 3	x2	each Steel replaced with Silvered Steel	Tool Set, Forge
Warpstone	Material Expertise [Warpstone]	x3	each Steel replaced with Warpstone	Tool Set [Mason]
Wutroth	Material Expertise [Wutroth]	x5	each Wood replaced with Wutroth; each Timber replaced with 10 Wutroth	Tool Set [Carpenter]
Ithilmar	Material Expertise [Ithilmar]	x10	each Steel replaced with Ithilmar	SQ Forge, SQ Tool Set
Gromril	Material Expertise [Gromril]	x20	each Steel replaced with Gromril	SQ Forge, SQ Tool Set
Obsinite	Material Expertise [Obsinite]	x10	each Steel replaced with Obsinite	SQ Tool Set [Mason]

ITEM QUALITY & SIZE

The values presented in the previous charts can be further modified if making items of a different quality, of a different size or with different materials.

SUPERIOR QUALITY

- The minimum rank requirement of all required skills is increased by 2.
- Multiply the total required Production Hours by 5.

INFERIOR QUALITY

- The minimum rank requirement of all required skills is reduced by 1 (to a minimum of rank 1).
- Multiply the total required Production Hours by 0.5.
- If using any Inferior Quality materials or equipment, a character can only produce an Inferior Quality item.

DWARF-WROUGHT & ELF-WROUGHT

- Only Dwarf and Elf characters, respectively, can produce items with these qualities and they must automatically do so (no choice to produce a 'regular' item).
- Multiply the total required Production Hours by 5. This stacks with the modifier for Superior Quality items.

SMALL & LARGE ITEMS

- Small-sized items require half the quantity of each type of material (rounded up).
- Large-sized items require twice the quantity of each type of material.

EXCHANGING MATERIALS

Some items can be crafted from different materials than those listed in the production charts. Where this is possible and has a mechanical effect on the item, it has been described in the relevant section for how that item works. If you wish to investigate the possibility of other material replacements, please contact Logistics.

Working with different materials can fundamentally alter at least some part of the production process, and the Exchanging Materials production chart summarizes these changes in the following areas:

- Additional prerequisite skills to work with the material. Note that certain advanced materials, such as silvered steel, wutroth, gromril, ithilmar, warpstone or obsinite, requires the Material Expertise skill for that material.
- Increased total required Production Hours.
- Materials exchanged in a 1:1 ratio of old to new. For instance, if you wished to make a shield out of steel instead of wood, simply replace the # Wood with # Steel under materials.

REPAIRING DAMAGED ITEMS

Most items are durable enough to weather the trials of regular use and still function properly, at most requiring some regular maintenance (see the Upkeeping & Maintaining Items section). However, sometimes an item can be damaged more severely, and it will not function until repaired. The rules for repairing such items depend on which of the following effects damaged them: Destroy, Shatter or Corrode.

REPAIRING DESTROYED ITEMS

The Destroy effect irrevocably annihilates an object, breaking it into tiny unusable pieces, burning it to ash, or the like. Such an item is beyond the possibility of repair, and its tag should be immediately handed over to a Plot Marshal. If it's an item that required Upkeep, make sure to also notify Logistics during your next prelog. If your character wishes to continue using the item, then it must either be replaced or rebuilt from scratch or replaced. While the small fragments remaining are not large enough to satisfy any material requirements for remaking the item, a character can gather these remnants and say that they have been included in the recreation process should they wish (perhaps for sentimental or mystical reasons).

REPAIRING SHATTERED ITEMS

The Shatter effect breaks an object into two or more large pieces, rendering it inoperable. A character with all the skills and equipment necessary to produce that item in the first place can repair a shattered item with the Remove Shatter effect. To do so requires all the pieces of the shattered item and a number of downtime hours equal to one fifth (20%) of those needed to produce the item normally (rounded up). Note that for some items, it may not be feasible to collect all of the pieces (e.g. the pieces of a shattered glass vial may be collected, but the liquid it was holding has likely seeped into the ground and is forever lost).

REPAIRING CORRODED ITEMS

The Corrode effect represents more than just a little surface rust and pitting, instead decaying the metal, rendering it weakened and less effective. A character with all the skills and equipment necessary to produce that item in the first place can repair a corroded item with the Remove Corrode effect. To do so requires all the corroded item and a number of downtime hours equal to one tenth (10%) of those needed to produce the item normally (rounded up). Note that an item with multiple Corrode effects will have to undergo such a repair effort multiple times in order to completely restore the item. Should one or more Corrode effects ever reduce an item's Hardness to 0, it instantly takes the Destroy effect and can no longer be repaired.

UPKEEPING & MAINTAINING ITEMS

Whether it was produced, purchased or stolen, finally acquiring an item is not necessarily the last hurdle. Once obtained, many items can either be used intensively or sit around for years on a shelf and still be in reasonably the same shape. Others, however, require regular upkeep and maintenance in order to keep them functional. Blades require sharpening, armour needs to be mended, tools need to be kept rust-free, supply kits need to be restocked and horses need to be fed.

MARKET VALUE VS UPKEEP COST

An item's market value is the one-time cost to acquire an item from a merchant (although a character may very likely pay a different sum than this stated market value). Regardless of how they acquired the item, the player receives a tag for that item. If an item has an upkeep cost listed in the Shoppe section of this chapter, then this item requires regular maintenance to maintain. The upkeep cost is the value (in brass) that must be paid every logistics period that the character wishes to use the item. Unlike a market value, an item's upkeep cost is fixed and can't be bartered.

KEEPING TRACK AND PAYING UPKEEP COST

When a character acquires an item that has an upkeep cost, they should add it to the upkeep section of their character sheet. During each prelog, the character will be prompted to check which recorded items they wish to pay the upkeep cost for. This total is added to what the character owes during the next log. If they do check off an item, then they will not be prompted to pay its upkeep that logistics period, but this will also have an effect on the item (see below).

FAILING TO UPKEEP ITEMS

The impact of choosing to not upkeep a particular item during any logistics period depends upon the type of item:

PERSONAL UPKEEP

In addition to upkeeping items, there are other regular costs that a character will incur on an ongoing basis such as taxes, food, shelter and other things necessary for survival. Since a noble must spend considerably more than a peasant in order to maintain the lifestyle they are accustomed to, a character's personal upkeep is dependent upon their Status Ranking.

- Brass: a number of brass pennies equal to their Status Ranking value per logistics period

WEAPONS, ARMOUR & SHIELDS:

- The item's quality is worsened by one step, to a minimum of Inferior Quality. This penalty persists until the item is once again maintained by paying the upkeep cost.
- If an unmaintained weapon, armour or shield tag is attached to a phys-rep during an event, then the phys-rep must have an unmaintained tag (these can be acquired through Logistics) affixed adjacent to its regular tag.
- If you acquire a weapon, armour or shield tag that is not attached to a phys-rep during an event, assume that it is not maintained unless specifically indicated otherwise

TOOLS & SUPPLY KITS:

- The item is not in functioning order or has not been restocked with necessary supplies. In either case, the item cannot be used either during events or between events until the upkeep cost has been paid.

ANIMALS:

- If the upkeep cost for any living creature is not maintained, then it either dies or leaves. The item's tag must be handed in during the character's next log.

PROPERTY:

- If the upkeep cost for a property is not maintained, then it becomes dilapidated and must be repaired before it can be used again. Repairing a dilapidated property costs one tenth (or 10%) of its market value cost.
- Until repaired, a dilapidated property may not be used in-game and grants no benefit of any sort.

- Silver: a number of silver shillings equal to their Status Ranking value per logistics period
- Gold: a number of gold crowns equal to their Status Ranking value per logistics period

If a character is unable to or chooses not to pay their personal upkeep during a logistics period, their Status Ranking is decreased to the level that they can pay. Depending on the circumstances, it can be difficult or time-consuming to recover this social standing and, as such, most of the upper class will often sell their possessions before allowing this to happen.

TRAVEL

Although many of its citizens will never travel more than a few hours from where they are born, the Empire is a vast and diverse place, filled with all sorts of wonders and adventure. Although the vast majority of the events themselves are likely to be set within Neudorf, there are a variety of reasons why a character may wish to travel outside of that area between events. Perhaps they are seeking a larger city in which to purchase exotic wares, searching for a tutor in a rare skill or just want to visit someone.

TRAVEL TIMES, COSTS & ENCOUNTERS

The following chart indicates the cost, downtime and risk of an encounter to travel to various destinations from Neudorf and back again. If making a one-way journey, divide these values by two. Values are given for characters who are walking (W), or travelling by horse (H), coach (C) or ship (S) and assumes that a character travelling by land sticks to

major roads (if you wish to travel off-road, consult Logistics). Note that this chart intentionally sacrifices realism and flexibility for a more abstract simplicity, so as to avoid calculating values between every two possible destinations in the world. For the purposes of this mechanic, adjacent territories include Middenheim, Ostland, Hochland and the Wasteland if travelling by land, and also Kislev, Bretonnia and Reikland if travelling by ship.

At the moment, Neudorf is in a remote location of Nordland with no true roads connecting it to other centres of civilization. As it grows though, roads will likely be constructed and eventually protected by road wardens and dotted with fortified coaching inns. As a result, the values in the chart below are likely to change as the game progresses, even if the distances themselves are fixed.

Destination	Cost				Travel Time				Risk of Encounter			
	W	H	C	S	W	H	C	S	W	H	C	S
Within Nordland	–	–	480	480	30	15	10	5	50%	30%	15%	5%
Adjacent Territory	5	5	720	840	60	30	20	10	65%	40%	25%	10%
Rest of Empire	12	12	1200	1680	*	60	40	20	80%	50%	35%	10%
Rest of Old World	24	24	1920	2160	*	*	80	40	95%	70%	45%	15%
Beyond Old World	*	*	*	*	*	*	*	*	*	*	*	*

* Values are given for travel that can see a character to their destination and back between two events. If you wish to take a longer journey, consult with the Logistics Manager, as it may require your character to miss one or more events.

MODES OF TRAVEL

- **WALKING:** The character sets out to their destination on foot, sticking to major roads.
- **HORSE:** The character rides a horse or in a horse-drawn cart. This method of transportation requires that the character have an upkeep horse on their character sheet. If borrowing a horse from another character, it must be transferred between character sheets (including upkeep costs) before it can be used to travel.
- **COACH:** The character books passage with a reputable staging company. Pulled by a team of horses and accompanied by a professional driver and one or more guards, the coach stops at coaching inns each night when possible. Although no faster than a horse, a well-guarded coach is less likely to be attacked and is a significantly more comfortable ride.
- **SHIP:** The character books passage aboard one or more ships or riverboats to traverse the seas surrounding the Old World and/or the mighty rivers of the Empire, such

as the Reik, Talabec, Aver and Stir. Ships are the fastest and safest way to travel, but are also usually the most expensive and limited in where they can go. A ship may be selected as a mode of transportation as long as the majority of the distance can be covered by water.

TRAVEL VALUES

- **COST:** This entails any additional coin that a character must pay in order to make a trip, including booking passage on a coach or ship and paying any road tolls.
- **DOWNTIME:** Not the literal travel time itself, but how many hours of downtime are used up. Not only are coaches and ships faster, but the labour of others allows a character to do other tasks for at least part of the time.
- **CHANCE OF ENCOUNTER:** This is the percent chance that a potentially dangerous encounter will befall you during the trip. See the Travel Encounters section below. The values above all assume

TRAVEL ENCOUNTERS

Despite how it is depicted on political maps, the Empire is little more than pinpricks of civilization scattered throughout a dark forest that harbours all manner of terrible threats. Though many are patrolled by road wardens, the major roadways are still quite dangerous for anything short of a small army, and extended travel through the woods themselves is tantamount to suicide. When a character travels, there is a percent chance that they will stumble across such an encounter. Perhaps they are ambushed by Beastmen, beset by a pack of bandits or a dozen other common occurrences along the roadways.

Should this happen, the player will be notified by Logistics shortly after their prelog is submitted. Before the player can enter game at their next event, they must make their way through the encounter (which could result in combat). This can be completed either immediately before the character enters game during the start of the event or (once it becomes operational), may be completed through the online adventure system. In the latter case, details of the encounter will be worked out with the Plot team. For those planning on travelling and preferring the online adventure system, it's advised to submit your prelog as early as possible to help facilitate finding a time to complete the encounter.

When travelling by ship or coach, guards/marines are automatically present and may be of assistance during an encounter. In addition, you may hire additional NPC guards to accompany you with any means of transportation.

GROUP TRAVEL

If two or more characters wish to travel to the same destination in a group, then all characters must note the other members of the group in their prelog. This doesn't affect the cost and those travelling by horse each require their own, but should there be an encounter the group will face it together.

TRAVEL AND ROLEPLAY

Obviously, while the character is not in town, they can not interact with other characters who remain behind. If you plan to travel during your character's downtime, make sure to note approximately when your character will be leaving and returning in case other characters are looking for you.

SETTLEMENT SIZE

One of the primary reasons that a character may choose to travel is to access the advantages of larger settlements. In terms of game-mechanics, every settlement in the Empire has a Settlement Size (SS), from 1 to 5:

SS	Population	Description	Nearby Examples
1	1 to 100	hamlet or outpost	Neudorf, Ubelingen, Beilen, Manaansheim
2	100 to 1000	village or fort	Hargendorf, Grafenrich, Oldenlitz, Neue Emskrank
3	1000 to 5000	town or castle	Dietershafen, Norden, Luftberg, Frote
4	5000 to 15 000	city	Salzenmund
5	15 000+	city state	Marienburg (Wasteland), Middenheim (Middenland)

HOW TO CHANGE SETTLEMENT SIZE

Neudorf currently has a Settlement Size of 1, but there are many factors that directly impact Settlement Size, that players and characters can directly contribute towards:

- Core Population (proxy for total settlement population) is calculated as the average PC/NPC attendance over the previous 12 events, less the deaths/emigration of any influential NPC townsfolk over the last 12 events.
- Structures built in-game (must be owned by active PCs or NPCs, with any required upkeep paid).
- Structures built out-of-game (in-game buildings that have been permanently and suitably phys-repped at site).
- increasing the number and type of buildings (both in-game and out-of-game construction)
- other political, economic and social factors that make a location more important (covered through various in-game plots, constructions, actions and arrangements)

The minimum requirements for Neudorf to obtain SS 2 are:

- Core Population of 15 or more
- Minimum In-Game Structures: Inn (counts as Manor), Well, 10 x Farmland, 10 x Hovel (Houses count as 2 Hovels, additional Manors/Fortified Manors count as 5 Hovels), Forge, Mill, Shrine [any]
- Minimum Structures Phys-Repped: Inn, Well, Shrine [any]
- Other Requirements: connected to Imperial roadways

IMPACT OF SETTLEMENT SIZE

A location's Settlement Size has several effects in game, some mechanical in nature and others more roleplayed only. Mechanical effects have been described in the relevant sections of this book, but a quick summary of the impact of increased Settlement Size is provided here:

- rarer items are easier to buy and sell (max AR = SS)
- NPCs are more willing to purchase items with coin instead of barter (although almost all are willing to accept coin, regardless of settlement size)
- greater chance of finding tutors for rarer skills
- higher-paying and prestigious jobs are more common
- settlement plays a larger role in the Empire, increasing the importance of some available plotlines



ROLEPLAYING BETWEEN EVENTS

While the best opportunities to engage in the developing End Times story will always occur at events, players are always free to continue engaging in roleplaying opportunities in-between events. This can include interactions with other players as well as Plot-run NPCs, both of which are described below.

Regardless of what form of roleplay your character engages in between events, the two most important rules are:

1. You are expected to conduct yourself in the same manner as you would at a live event. Detailed descriptions of these expectations can be found in the Code of Conduct document on the End Times website.
2. Combat of any form (or similar confrontations that involve game mechanics) are strictly prohibited in roleplay between events. You should do your best to avoid such an occurrence if at all possible. Should a situation develop where a confrontation is unavoidable, then a Plot Marshal will call a Zebra and all further interactions for involved characters will be suspended until the situation can be resolved at the next event. If you wish to engage in combat situations between events, you must do so as part of an Online Adventure, as described in the next section.

ROLEPLAYING WITH PCS

The more common of the two options, you are always free to roleplay with any other active character(s) between events so long as their players are also willing to do so. Please be respectful of those who may not wish to roleplay outside of events for whatever reason, even if you feel there is a pressing matter to discuss before the next event. Assuming that all parties are willing to participate, roleplay between players can be conducted publicly on the in-game forum and/or privately through other means.

IN-GAME FORUM

The in-game forum for End Times is currently run through the End Times In-Game Forum group on Facebook. This is separate from the main End Times group, which is used for OOG posts. The in-game forum is the best option if you wish to have a roleplayed interaction in a relatively public area of the game setting, especially if you wish to set up open RP that encourages any player to join in if interested.

When you post on the in-game forums, the following rules should be observed:

SETTING THE SCENE: The initial post must begin with a time stamp (TS) and location, so that everyone knows when and where the interaction is occurring in game, and may impact who participates. For example: "TS: September 12 at noon, Location: main room of the Green Pony Inn". Should the in-game interaction move to a different location or time, a new post should be made. If your character is looking for a specific person, it is recommended that you tag the player in your post.

IN-GAME VOICE: All posts should only include descriptions of what your character is saying and doing in-game. Use quotation marks " " around text to designate what your character is saying and avoid directly describing what your character is thinking or feeling (if you wish to convey such information, it should be done either through speech or as clues through actions and facial expressions). OOG information should be used sparingly and must be placed in parentheses (). A good use of such statements may be to ask clarifying questions about what your character sees: e.g. (What does Ragnar look like?) or (Is Henrietta wearing her armour?).

METAGAMING: As posts are visible to all players in the group, it is important to be mindful of what your character witnesses and what they don't. Your character is not considered to be there (and witnessing what is happening) until you make a response from them on the post. This could be as simple as a short post describing your character being there, even if they don't say anything. Similarly, if a character describes themselves as leaving, they are not aware of anything that occurs after that point. To avoid unintended metagaming, it is strongly advised that players do not read the content of posts they are not involved in any further than is necessary to decide whether or not you wish to participate. For whispered exchanges, you may also post a description that your character begins speaking quietly to another and send the content of what is said in a private message to that player.

ZEBRA: Any Plot Marshal may post "ZEBRA" at any point in an online interaction. When this happens, all further roleplay on this post must cease. A reason may be provided, along with a description of next steps. No one other than a Plot Marshal may call a Zebra in the online forum, but if they feel there is a just cause, they may ask an Owner to do so, providing a clear reason for the request. All active posts are considered to be ended when a live event begins, as if a Zebra had been called (even if no post is made to that effect). If you wish to continue interacting, you must start a new post after the event ends.

PRIVATE ROLEPLAY

Private roleplay may be conducted through any medium that the involved players agree to. This is the best option if you wish to have a private roleplayed interaction between particular characters in a secluded area of the game setting or in hushed whispers that cannot easily be overheard. Sometimes an online interaction that begins on the in-game forum can move to a private roleplay option as the characters wander off talking or even as a brief whispered exchange during such an interaction. In such cases, make sure to post a description of this happening on the in-game forum post. There are no additional rules for private roleplay beyond the two overarching rules presented at the beginning of this section.

ROLEPLAYING WITH NPCs

In addition to interacting with each other, players may also be able to roleplay with certain NPCs between events, although such interactions are subject to a few additional considerations.

- Regardless of who may have played the NPC you are hoping to interact with at a live event, all NPCs are played by the Plot Marshal running the relevant plot line for interactions between events. If you don't know which Plot Marshal is responsible for that NPC, you may ask any Plot Marshal for that information.
- Just as with interacting with other players, please be respectful of Plot Marshals and their real-life time constraints. It is recommended that you limit such roleplay requests to what is necessary and initiate the desired interaction as far in advance of the next event as possible to allow extra time for a response. Even so, a Plot Marshal may not be able to respond to your request prior to the next event and such interactions will have to wait until then.
- Interactions with NPCs between events will never advance a plot line in a significant way, although they may provide hints for things that can be pursued or investigated further at an event. Major plot developments will generally occur at an event, or at the very least be made as a public post so that all are able to interact with it.
- In some cases, certain interactions with NPCs may require downtime in order to accomplish if they extend beyond a short conversation with someone already in

the local area. The Plot Marshal involved will inform you of the downtime used up by the interaction so that it can be included in your prelog.

Given the above, interactions with NPCs can also be conducted either publicly or privately:

IN-GAME FORUM

You may seek an interaction with an NPC in the in-game forum, using all the same rules as for interactions with PCs on that platform. Just make sure to clearly indicate which NPC you are looking for and tag the relevant Plot Marshal. A Plot Marshal may also make posts on the in-game forum as a particular NPC. When doing so, they will make it clear in the post whether or not the NPC is available for interactions in that post.

PLOT EMAIL

Alternatively, you may also send a private email to the Plot team at plot@endtimeslarp.ca. All roleplay communications with a Plot marshal that are not on the in-game forum should go through this email only and not any other platform. This is the best option if you wish to interact with an NPC off of the public in-game forum, or if you want your character to do something that you want to notify a Plot Marshal about (even if it doesn't involve an NPC). When sending an email to Plot, note the following recommendations:

- Title your email as: "Attn: [Plot Marshal Name] – [PC Name] – TS:[Date & Time] – [NPC Name or Topic]". For example, "Attn: Julie – Otto Steinbach – Ulriczeit 20 noon – Eating that Troll"
- Include the following sections in your email:
 - Actions: a short description of what actions your character is taking and for what purpose
 - Downtime Expended: how many hours of downtime you are using to take those actions (this may or may not influence the outcome)
 - Resources Used: any tagged expendable items being used (must be submitted in your next prelog)
 - Desired Response from Plot: what you would like from the Plot marshal (this could be anything from just an acknowledgement of the information, to a quick answer to one or more questions, to a roleplayed encounter)



ONLINE ADVENTURE

Although the vast majority of the action occurs during events, that doesn't mean that there are no opportunities at all for those looking for a little adventure. Although combat is expressly forbidden during regular roleplayed interactions between events, the End Times Online Adventure system provides an opportunity for characters to do just that – explore, take risks and possibly fight for their lives, all using their full range of in-game skills.

Essentially an online adventure is like a regular encounter at an event, but conducted entirely in an online setting. Most online adventures run between 2 and 4 hours in real life and often require a small amount of downtime hours of in-game time. Where possible, the game mechanics remain exactly the same, adding just those elements necessary to replace the 'live-action' portion of LARP using your character's

characteristics (e.g. how quickly can your character act, do they hit their target with their attack, etc.). The complete rules for online adventures can be found in the End Times Online Adventure Rules Manual.

Most of the time, online adventures are completely voluntary and must be signed up for intentionally by a group of players. Information on how to sign up for an online adventure can be found on the End Times website. In some cases though, an online adventure may be offered to a character who was not intending to actively seek adventure (such as might occur when encountering trouble while travelling between events), but in these cases the player always has the opportunity to play out the encounter live at the next event if they prefer.

INACTIVE CHARACTERS

Most of the rules in this chapter have been written with the assumption that your character is attending every event. For a wide variety of reasons, this is not always possible for all players. You can absolutely miss one or more events and still be part of the overall game. A character is kept on record indefinitely and can be played at any time by that player until the character dies or the player specifically requests to retire them. However, while a character who has missed an event may still exist, they do not gain the same opportunity to advance as a character who has attended that event. What a character may do between events depends upon how many consecutive events they have missed.

SHORT ABSENCE

A character who has missed 1 or 2 consecutive events is still assumed to be in the general area, but has merely been less active in what is happening for some reason or another. This character may still engage in online roleplay and adventure. However, they do not pay upkeep or accrue downtime for events that they have missed. Therefore, a character only

ever pays 1 month of upkeep and has 100 hours of downtime when submitting a prelog, regardless of how many months it has been since their previous one. Note that a character is unable to train another character during a logistics period for which they do not receive downtime.

LONG ABSENCE

A character who has missed 3 or more consecutive events becomes inactive. They are considered to have left the general area. It is up to the player as to why the character left, where they went, and what they are doing, but until they attend an event, the character is not available to interact with and does not continue to progress. The character may not engage in online roleplay or adventure, does not pay upkeep and does not accrue downtime until they become active again. When the next prelog is completed for the character, they will have one month of upkeep and downtime to account for. When returning at the start of that event, the player may not enter game until they have consulted with a Plot Marshal to handle their return to the area.



MAGIC

The winds of magic pour outward from the polar gates, sweeping across the world and infusing it with arcane potential. With the Colleges of Magic having only existed for the last two centuries of the Empire's long history, there are still a wide variety of views about magic amongst its populace – from exactly what it is, to how it should be used. Even the Grand Patriarch himself likely has only a rudimentary understanding of the nature of magic when compared to the Old Ones, and even their advanced knowledge was not enough to save themselves from its onslaught. As such, this chapter will intentionally not seek to fully explain the lore behind such things as the nature of magic. Instead, characters are encouraged to explore their own understanding of what magic is in game and it is entirely possible that many players and non-player characters will have some contradictory beliefs on this topic. What this section will cover is the mechanics required to use magic in game.

TYPES OF CASTERS

Though the winds of magic blow across the world, those individuals who can actually perceive these winds, let alone manipulate them into spells, are incredibly rare. Though the Elven Loremasters of Ulthuan might argue that all such practitioners essentially utilize magic in much the same way, there are many within the Empire and surrounding nations who would vehemently disagree with this. Regardless of the truth on this matter, for the purposes of game mechanics, we will divide spellcasters into one of two categories: divine casters and arcane casters.

DIVINE CASTERS

Although most commonly referred to as priests and priestesses, a variety of titles are used throughout the world for such individuals. What is common between them is that they do not necessarily consider themselves to be practitioners of magic at all. Instead, they are devout worshippers of one of the many gods and they invoke the direct intervention of their deity to perform miracles. Regardless of what they are called by the characters themselves in-game, for ease of simplicity such 'miracles' will be referred to as spells in this chapter. These spells known by divine casters come from one of the Divine Lore. Such magic is often not as overtly powerful as that found in some of the Arcane Lore and a divine caster may find themselves unable to perform their miracles if they act in a way that displeases their patron deity. However, the Divine Lore often do not require as much study in order to master and can be safer to use than the Arcane Lore.

Which faiths hold greater sway can vary quite a bit by Imperial province, but most citizens will show at least some reverence towards the gods and goddesses of most established faiths, offering brief prayers to each in the appropriate circumstances and treating their priests and priestesses with a measure of respect. The common people of the Empire do not hold the miracles performed by priests and priestesses in the same manner of suspicion as they do for arcane casters, seeing such 'spells' as the intervention of the gods themselves and not the works of Chaos. Of course, there are exceptions to such attitudes. For instance, few wish to attract the attention of Morr or his faithful, as if doing so could ward off the inevitable demise of all mortals; foreign faiths are usually met with a suspicion bred from ignorance; and illegal faiths are generally viewed with outright hostility and fear by all whom are not secretly a part of them.

It should also be noted that not all who consider themselves a particularly devout follower of a specific god or goddess go on to become an actual priest or priestess of their patron deity. In fact, such divine casters are still quite rare given the size of a particular faith. For players wishing to play a character who is a devout follower of a particular faith, they may wish to simply consider the Faithful skill instead of feeling compelled to pick up Devotion and a Divine Lore.



ARCANE CASTERS

Known as wizards, magisters, sorcerers and a hundred other titles, these individuals have learned to weave the winds of magic into spells through careful study over many years, decades or even centuries.

While most arcane casters acknowledge the existence of the gods, relatively few would consider themselves devout followers, as their study of magic has often given them a different perspective on these beings. There is, however, one important exception. Like Divine Lore, some Arcane Lore are tied directly to a specific deity. The practitioners of these lores are devout followers of that deity, in the same manner as priests and priestesses. They may even believe that their power and knowledge comes directly from their deity, through they fully acknowledge that they themselves are working magic. For the purpose of game mechanics, such individuals are treated as arcane casters in all regards.

In game, arcane casters will know spells from one of the Arcane Lore. Such magic can take years of study and great expense to develop even rudimentary skills in, and even

LEARNING SPELLS

Characters learn spells through the aptly-named Learn Spell skill. For arcane casters, learning a spell represents countless hours of research and study in order to understand the detailed arcane formulae required to bind magical power to this specific purpose. For divine casters, it can represent a combination of devotions to their patron in order to be considered worthy of such a blessing in addition to learning the ritual prayers required to call upon it. Just like other skills, a caster can only cast a spell that they have learned.

Each spell includes the following information:

LORE

A lore is a method of practicing magic of a very specific type. Though magic as a whole is able to produce incredibly diverse effects, practitioners are forced to concentrate their studies on a small, particular area. It is rare for an Elf to learn more than a single lore of magic and practically unheard of for a Human.

Each spell is from a particular lore, and only casters with that lore may learn the spell. If a spell is listed as Universal (Arcane), then it can be learned by a caster with any Arcane Lore or Dark Lore. If a spell is listed as Universal (Divine) then it can be learned by a caster with any Divine Lore.

longer to master, but advanced practitioners can work spells of truly awe-inspiring power. This power comes with greater risk though. Magic can affect both the mind and body over time, and arcane casters channel the winds of magic directly through themselves on a regular basis. Of perhaps greater concern though, if a caster ever loses control of the magic they have harnessed, it can have unintended and devastating consequences for both the caster and those around them.


In the Empire, practicing magic has only been legal for the last two centuries and attitudes towards it have been very slow to change, especially among the more religious of its population. Practicing such arcane magic is tightly regulated, with many restrictions placed upon casters. Even those wizards who practice legally under one of the Colleges of Magic should expect to be regularly met with prejudice, suspicion, fear and sometimes even open hostility by the common people of the Empire. On the other hand, those wizards who practice magic illegally should expect to meet an untimely end, at the hands of a mob or a zealous witch hunter, should they be discovered.

WIND

Arcane spellcasters must channel one or more of the Winds of Magic in order to power their spells. Each spell will indicate which wind of magic an arcane spellcaster must channel in order to meet the Casting Value. Though some Dark Lore may draw upon certain winds more than others, they are all primarily fueled by dark magic and must use Dhar when channeling. Divine Lore do not require the caster to channel a wind of magic at all and so do not have this element in their spells' entries.

SPELL LEVEL

This is an indication of how difficult a particular spell is to learn and cast, and consequently a measure of how powerful it is. A spell ranges from level 0 (minor cantrips) to 5 (incantations of great power). Note that not all Divine Lore grant spells up to level 5. The more powerful and directly-involved the divine patron, the greater the level of spells that are available to their followers.



SPELL TYPE

This indicates what general category the spell falls under.

Some spell types include additional special rules, and certain skills or effects can also affect spells of only a particular type.

Possible spell types include:

- **General:** A miscellaneous category for spells that have no additional special rules.
- **Augment:** Spells that grant a beneficial effect to an ally.
- **Hex:** Spells that grant a baleful effect to an opponent.
- **Circle:** A circle of magical energy is maintained by the caster at its centre. This should be phys-repped by a rope that is the same colour as the packets required for the wind of magic that cast the spell. If cast in areas of low light (such as at night), then the rope must have lights of the same colour added to it so that the boundary is clearly visible. The circle is always positioned around where the caster themselves is standing at the time, and may not be moved once cast. If the caster's torso leaves the boundary of the circle after it has been cast, for any reason, then the spell immediately ends. Unless stated otherwise, the circle has a diameter of 1 meter (formed by a rope 314 cm long that has been joined at the ends). Circle spells with a larger diameter will be indicated in parentheses.
- **Magic Missiles:** A hurled bolt, blast or ray of arcane energy, designed to harm a target. Magic Missile spells are always delivered with a thrown packet.
- **Summoning:** Spells that either summon a creature from elsewhere, conjure one from nothing or animate objects to do your bidding. Unless noted otherwise, summoned creatures will follow the spoken directives of their summoner to the best of their ability, regardless of what language is spoken. A player must make arrangements with a Plot Marshal prior to casting this spell, as it requires costumed Cast to play the roles of the creatures. Willing Players may temporarily take on the Cast role to play summoned creatures, but their characters must be Away from Game and they still require appropriate costuming (that should be approved by a Plot Marshal before being used). If the spell has a duration of Concentration, then the summoned creatures disappear or become inanimate if any of the following conditions are met:
 - The caster loses concentration (as per the Concentration duration), voluntarily or otherwise. In this case, the caster should make the OOG call: "Radius: Dismiss [summoned creature]"
 - The summoned creature loses line of sight to the caster for longer than a minute.
 - The summoned creature is reduced to 0 or fewer Wounds.
- **Vortex:** If magic can be likened to winds, then vortex spells are small, localized storms of a particular wind of magic. Though difficult to conjure such tempests, these spells are usually fairly basic in their intent, often just the raw, destructive potential of that wind of magic. Once conjured, they are also uncontrollable, continuing to unleash devastation to all around them, regardless of the caster's wishes. A player must make arrangements with a Plot Marshal prior to casting this spell, as it requires costumed Cast to play the role of the vortex. Willing Players may temporarily take on the Cast role to play a vortex rep, but their characters must be Away from Game and they still require appropriate costuming (that should be approved by a Plot Marshal before being used). Most Vortex spells require a single vortex rep, though some can be upcast to employ multiple vortex reps. Unless stated otherwise, each vortex rep is equipped with two unarmed boffers. They will appear adjacent to the caster and begin walking in the direction that the caster designates by pointing at the time of casting. They represent the energies of the spell and are not sentient creatures. Vortex reps will thus flail randomly with their fist boffers, attacking the space around them (not targeted attacks against specific creatures). However, many vortices are attracted to like energies and will be drawn towards them (and the more of that thing there is in an area, the faster the vortex rep will be drawn towards it). Sometimes this will be tangible things that the Cast member playing the vortex rep can see for themselves. Other times, a spell may allow vortex reps to make a Radius Detect call at will. The vortex reps themselves cannot be harmed or affected by attack calls in any way (reaction call: "No Effect"), except by Dispel, which will immediately dissipate a single vortex rep if successful.

PREREQUISITES

Each spell has prerequisite skills that must be acquired before the spell can be learned. All spells have the following prerequisites, even if not stated:

- Arcane/Dark/Divine Lore [spell's lore] or Hedge Magic, at a rank equal to the spell's level.
- Speak [any arcane language]. This prerequisite is omitted for spells without incants, such as cantrips. Note that the Eschew Incant skill does not remove this prerequisite (the caster must still speak an arcane language to learn such spells with incants, even if they are capable of casting them without the incant).
- Arcane Reservoir at a rank equal to the spell's casting value (arcane spells only).
- Devotion [deity], at a rank equal to the spell's level (divine spells only).

If a spell has additional prerequisites beyond this, it will be stated in the spell's entry.

CASTING VALUE

This indicates how many Magic Points or Devotion Points are required to cast the spell. Simple cantrips generally require less energy than more powerful or complex spells. For arcane spells, this is typically 5 times the spell level, but can be modified by other factors. For Divine spells, this is simply equal to the spell level and thus this information is not included in the spell's description.

MATERIAL COMPONENTS

Material components are special objects that act as a necessary ingredient in completing the arcane formulae of certain spells. If a spell requires a material component, it will be stated in the spell's entry. In order to cast such a spell, a character must have in their hand at the time of its casting, a material component matching that spell's lore at an equal or higher level to the spell level being cast. A more detailed description of material components can be found in the Magic Items section of this chapter.

INCANT

An incant is the in-game words that an arcane caster must speak in order to form the spell that they will channel magic into, or the ritual prayer that must be offered by a divine caster to gain the aid of their patron. If this is not spoken correctly, the spell will not be cast but any Magic Points, Devotion Points and material components are still used up as if it had, and an arcane caster may risk a miscast.

In order to create a very specific effect from the chaotic potential of raw magic, a caster must use incredibly detailed formulae. Divine casters must be very specific in their wording when beseeching their patron, though they may do so in any language they know. Arcane casters, who must shape the raw winds of magic entirely on their own, have learned that the common languages of their everyday speech were neither specific enough nor possessed sufficient vocabularies in order to accomplish this task, and thus they must utilize one of the Arcane Languages when speaking a spell's incant (and thus the spell's incant must be prefaced with "Described Action: I Speak [language]", as normal for the Speak [Language] skill).

ATTACK CALL

This is the out-of-game attack call that immediately follows the incant and lets the target know what mechanical effect the spell has on them. An attack call from a spell always includes the effect prefix "Spell" so that there is no confusion between it and a physical attack delivered with a packet or unarmed boffer. In an arcane spell's attack call, "R" refers to the caster's rank in the relevant Arcane Lore, Dark Lore or Hedge Magic skill. In a divine spell's attack call, "D" refers to the caster's rank in the relevant Devotion skill. Certain spells, such as those that impact only the caster in some way other than standard effects, may only have the Spell prefix followed by the word "Personal" to indicate that a spell has been cast on them with an unclear effect.

DELIVERY

This indicates how the spell may be delivered to the target(s). If a spell lists more than one option (e.g. "Touch or Packet"), then the caster has a choice of which to use with each casting. Possible methods of delivery include:

- **Caster:** The spell only effects the caster themselves. They are automatically affected if the spell is successfully cast without needing to touch themselves.
- **Touch:** The spell must be delivered through the caster's hand. If cast on another creature or an item in the possession of another creature, then this should be done using an unarmed boffer. If cast on themselves, an object in the caster's possession or an unattended object, then the caster may choose to instead do this using their actual hand.



- **Packet:** The spell must be delivered by throwing a packet. For arcane casters this must match the channeled wind of magic.
- **Radius:** The spell affects all within earshot of the attack call. Unless mentioned otherwise in the spell's description, this includes the caster. The attack call will always have the Radius effect prefix.
- **Gaze:** The spell affects a single target that the caster looks at. The attack call will always have the Gaze effect prefix.
- **Area:** The spell effects a particular area, which will be clearly indicated in the spell's description. For area effects on the ground, the border of the area must be clearly demarked by a rope or the like, prior to casting the spell. Though the rope itself remains OOG until the casting of the spell, laying it down is an in-game action representing the caster examining or preparing the area (feel free to roleplay this by having the caster make arcane gestures, chant, etc. as they walk to path to be demarked by the spell). Unless indicated otherwise, in order to cast the spell, the caster must either touch the area or hit it with a packet. For spells where the caster is not required to remain in the marked area, an OOG sign must be placed within this area to explain the effects of the spell to any who enter. These signs can be downloaded from the End Times website and printed by a player prior to an event.
- **Special:** The spell's delivery has additional special rules. See the description of the spell for full details.
- **Permanent:** Once successfully cast, the spell will last indefinitely. The Dispel effect can stop such a spell from being cast, but is insufficient to end such spells after the fact.
- **Concentration:** The spell requires continued concentration from the caster in order to maintain. It will last indefinitely until the caster uses an active skill, attempts to cast another spell, loses one or more Wounds or chooses to end it.
- **Encounter:** The spell will last for the duration of the encounter. If cast outside of an encounter, it lasts for 5 minutes.
- **Event:** The spell will last for the duration of the event. If cast outside of a live event, it lasts for 24 hours.
- **Set [duration]:** The spell has a set duration, as indicated in parentheses. The casting player should note the time when the spell is cast or otherwise start a count.
- **Conditional:** The spell persists until a certain condition is met. Sometimes this may be combined with a different duration, in which case the spell will end prematurely if this condition is met first. Such conditions will be described in the spell's description.
- **Special:** The spell's duration has additional special rules. See the description of the spell for full details.

DURATION

This indicates how long the spell lasts. Unless indicated otherwise, a spell cannot be ended prematurely, even if the caster is incapacitated, slain or wishes to end it. To end a spell before its duration expires, the spell must be dispelled. Possible spell durations include:

- **Instantaneous:** The spell has an instantaneous effect upon its target and then immediately ends. However, the effects that the spell had on its target may still persist (e.g. lost Wounds from a spell that deals damage). Although these cannot be dispelled after the spell takes effect, they and can be dealt with in the same manner as if it had occurred through mundane means (e.g. lost Wounds can be healed).

DESCRIPTION

This is an explanation of what the spell is doing in-game, including a description of what can be seen with regular vision and/or Witchsight. This has no effect on game mechanics, it is simply a roleplay tool to help the caster and targets respond dramatically to what is happening. If the situation allows, a caster may choose to provide a physical description of what is happening when a particular spell is cast to help facilitate such roleplay, but this is not required.

SPECIAL

This indicates any additional rules, restrictions, or options not covered by the spell's attack call. It can also include clarifications or recommendations for using the spell.

UPCAST

Some spells allow the caster the option of funnelling additional magic into the spell in order to have an increased or alternate effect. Known as upcasting the spell, this effectively raises the spell's level by one or more, which has the following effects:

- **Prerequisites:** The character must possess a sufficient rank in the appropriate Arcane/Dark/Divine Lore in order to cast spells of the increased level (to a maximum of that lore's normal highest rank).
- **Magical Saturation:** There must be sufficient magical saturation to be able to cast a spell of the increased level, to a maximum of that required for a level 5 spell.
- **Casting Value:** +5 CV for each level an arcane spell is increased by. There is no cap on this.
- **Material Components:** There is no change in any required material component, unless specifically indicated otherwise in the spell's description.
- **Spell Prefix:** The increased spell level is used for the effect strength of the Spell effect prefix, making it more difficult to dispel.

The change in the spell's effect for upcasting will be clearly described in this section. Most commonly this will change the attack call for the spell, but it could also impact other features.

Note: In addition to options to upcast certain spells within their own descriptions, many spells also can have increased effect through the use of certain skills, such as *Mighty Spell*, and *Eschew Incant*. However, these skills generally only increase the Casting Value of the spell and do not otherwise affect the spell's effective level (see a skill's description for full details).

EXAMPLE OF SPELL ENTRY

The following is an example of a spell found in the Lore of Metal. A full list of spells that may be learned from each lore can be found in the *Lores of Magic* supplement.

SILVER ARROWS OF ARHA

Lore: Metal Wind: Chamon Level: 2 CV: 10

Type: Magic Missile Duration: Instantaneous

Delivery: Packet Component: no

Incant: "I form these silver arrows of Arha to pierce my enemy."

Attack Call: "Spell, Flurry: 3 Silver Piercing, 3 Silver Piercing..."

Description: A number of glowing silvery arrows leap from the caster's outstretched fingers and speed towards their target, passing through armour as if it weren't there at all.

Special: The caster can conjure a number of arrows equal to their rank in Arcane Lore [Metal], throwing a separate packet for each arrow using the Flurry effect.

CASTING SPELLS

Once a spellcaster has learned a spell, they can generally cast it whenever they want (within a few constraints and considerations). While similar in some regards, the mechanics for how arcane and divine spellcasters accomplish

CASTING AN ARCANESPELL

Without the assistance of a divine patron, arcane casters must rely upon themselves for the entire process of casting a spell, from gathering the winds of magic to creating an instance of a particular formulaic spell that will guide that harnessed magic toward achieving the desired effect. The following process is used by an arcane caster to cast a spell.

MAGIC POINTS (MP)

Magic Points (MP) are an abstract way to measure the quantity of magic that an arcane caster uses in their spellcasting. Much like Stamina Points, Magic Points can be spent in order to create some special effect (in this case, casting an arcane spell), and thus their value will fluctuate. How quickly an arcane caster can channel MP and how many total MP they can have channeled at any one time are determined by the skills they have purchased (see below).

CHANNELLING

Every arcane spell requires a specified amount of a particular wind of magic in order to fuel it, as indicated by its Casting Value. Before an arcane caster can begin casting a spell, they must therefore draw that wind of magic to themselves using the Channeling [Wind] skill. Each use of this active skill allows the caster to make the call: "I Channel [Wind] [X]", where X is the total amount of Magic Points that have been channeled, and each call this increases by any amount up to the caster's rank in the Channeling skill. If the caster chooses, they may elect to generate fewer MP than normally allowed when using the Channelling skill, but the SP cost of using the skill remains unchanged.

Channeled MP are displayed by the caster openly holding a spell packet visibly in their hand. This must be done, even if the character does not need a packet to deliver the spell. This packet is perceived in-game as a soft glow of magical energy by any character, even if they do not possess the Witchsight skill (although only such characters will be able to discern how much energy has been channeled and from what wind, by listening to the channeling calls). A player whose character has no magic channeled should not openly hold a spell packet.

this do vary somewhat. As such, we will explore each in its own separate section. The rules required for casting a spell as an arcane spellcaster are detailed below. For rules on the casting of divine spells, skip ahead to the following section.

An arcane caster can dismiss any or all channelled MP at any time with the call "I Dismiss [Wind] [X]". This represents them safely dispersing the magic back into the world in a controlled manner. A caster will usually do this for the purpose of avoiding the worst effects of a Miscast should something go wrong. At the end of an encounter (or after 5 minutes, if channelled outside of an encounter), any unused channelled MP are automatically dismissed (whether the player makes a call for this or not).

The maximum number of MP that an arcane caster can have (more or less) safely channelled at any time is equal to their rank in the Arcane Reservoir skill. If a character ever has more MP channelled than this, then it results in an uncontrolled overcasting (described later in this section).

A spellcaster can only have MP from a single wind of magic channeled at any one time, even if they have the ability to channel different winds. If they wish to channel a different wind than what they have presently channeled, then they must first dismiss the MP they have channeled.

If an arcane caster does not need to channel MP in order to meet the Casting Value of a spell for any reason (such as might be the case if all of the MP are being provided from arcane vessels/foci or certain skills), then they may choose to skip this step and begin casting without any MP channelled.

For example, Magistrix Famke of the Golden Order wishes to cast a spell with a Casting Value of 10. She has 4 ranks in Channel [Chamon], so she begins channeling: "I Channel Chamon 4... I Channel Chamon 8... I Channel Chamon 12". Famke now has 12 MP of Chamon available to cast with, at the cost of 3 Stamina Points. The player retrieves a yellow spell packet from a pouch while they are channelling and now displays it openly in their hand. Note that even though Famke only needs 10 MP for the spell, 8 was not quite sufficient so she needed to make one more Channel call. Though not required to, she chooses to call "I Dismiss Chamon 2", dispersing the energy that she does not immediately require. To avoid this last step, Famke could have instead chosen to channel less than 4 MP with her last channeling action, instead calling: "I Channel Chamon 4... I Channel Chamon 8... I Channel Chamon 10".

CHANNELLING WITH ARMOUR

With a few notable exceptions, it is rare to see an arcane caster wearing armour or holding a shield, as such things can interfere with their magical abilities. Not only does the armour restrict the movement of the caster and limit the fine motor control that they require to make arcane gestures, but denser metals are often arcane nulls, resistant to absorbing the winds of magic. As a result, an arcane caster reduces the number of MP they generate from each use of the Channelling skill by an amount equal to their Armour Points from physical armour, to a minimum of 0. Holding or wearing a shield will reduce the MP from channelling further: -1 for a buckler, -2 for a shield and -3 for a tower shield.

MISCASST PACKETS

To represent the random chance of losing control of a spell, End Times uses the Miscast Packet system. All arcane casters are required to keep their usable spell packets in a single pouch on their person. As most arcane casters only utilize a single Wind of Magic, these will generally all be the same colour that correspond to that wind (see the Packets section of the Equipment chapter). However, arcane casters will also include one or more Miscast Packets (specially-marked orange packets that can be obtained from Logistics) along with the others. Ordinarily, a caster starts off with a base of 20 'regular' packets and 1 Miscast Packet, although certain skills and effects can modify the number of packets carried. These packets should be regularly mixed so that the player doesn't know where the Miscast Packet(s) are.

When an arcane caster draws a packet from their pouch during the channeling process, they must do so without looking, such that they have an equal chance of selecting any packet. Should the caster draw a Miscast Packet, then they will suffer a Miscast when they begin to incant (see the Miscast section), and should replace the Miscast Packet back in their pouch, without throwing it. This is one reason why an arcane caster must always draw a packet during channeling, even if they are not required to throw the packet in the casting of the spell. If they are capable of casting a spell without channeling, then there is no chance of the spell being Miscast by a Miscast Packet (although it can still Miscast in other ways). Remember that, while the player knows when their spell will Miscast in this way, their character does not, and allowing that knowledge to affect your character's actions is considered to be metagaming.

During an encounter, the player may replace any recovered thrown spell packets back to their pouch. After an encounter, if they were unable to recover some of their regular packets, then they may replenish these from spares in order to restore their regular ratio of normal packets to Miscast Packets.

CASTING

Once the caster has channelled sufficient MP, they may begin casting a spell at any point. This consists of three parts: the material component, the incant and the attack call.

MATERIAL COMPONENT

As part of their complex formulae, some arcane spells require special ingredients commonly referred to as material components. If a spell requires a caster to provide a material component then the player must be holding the tagged phys-rep in their hand before beginning the next step of the casting process. Material components are explained in greater detail in the Magic Items section of this chapter. If a spell does not require a material component, then ignore this step.

ARCANE INCANT

In addition to a material component, all spells require a very specific direction of intent to be spoken by the caster.

Known as an incant, these are the in-game words that a wizard must speak in order to form the spell that they will channel magic into. An arcane spell's incant must always be spoken in an arcane language, and thus is only understood by those who speak that language. Moreover, the incant represents far more complex wording and additional instructions than can be accurately represented in game and, as such, the player may not simply read the in-game incant from a note, but must instead either read it from a tagged grimoire or speak it from memory.

As soon as the incant is begun any material components required for the spell are consumed and the spell's casting value is subtracted from the caster's channeled MP. If a caster does not have enough MP channeled to meet the spell's casting value, then they cannot attempt to cast the spell. Some skills or effects may modify the casting value of a spell, and the caster can also choose to voluntarily increase its casting value (usually in order to make it more difficult to dispel). If the incant is not spoken correctly, the spell will not be cast, but any MP and material components are still used up and the caster will suffer a Miscast.

ARCANE ATTACK CALL

Immediately after speaking the incant successfully, the caster must make the OOG attack call (they may not delay once the incant has been spoken). The attack call is always prefaced by the "Spell [spell level]" effect prefix and is determined by the spell being cast, although certain skills can modify the attack calls of arcane spells. Unless specified otherwise, this follows all the rules for attack calls as detailed in the Combat chapter.

When making a spell attack call that requires a target to be physically contacted, there are only two approved phys-reps that may be used to deliver the attack: a thrown packet (representing a hurled bolt of magical energy) or an unarmed boffer (representing the caster's hand touching the target). The spell's description will specify which of these methods of delivery may be used for a particular spell. Unless indicated otherwise, attack calls from spells cannot be delivered through other weapon phys-reps (with the exception of a properly attuned wizard's staff) or through physical touch of a player's hand without the permission of the target. Spells that are cast on the caster themselves or any item they are holding do not require a packet or unarmed boffer and are considered to 'strike' them automatically.

OVERCASTING

Before the arcane caster begins their incant, they may choose to voluntarily increase the casting value of the spell. Some skills provide the caster with a specific benefit for doing so, the details of which are provided in the description of those skills. The only benefit to increasing the casting value beyond this is that it will make the spell more difficult to dispel. For every 5 full MP that the caster increases the casting value of the spell by (after any amount required for such skills or any other modifications), the caster increases the effect strength of the Spell effect prefix by 1. This is known as Overcasting the spell.

To continue the previous example, Magistrix Famke has 10 MP channeled, just enough to cast the second-level spell Silver Arrows of Arha with a casting value of 10. She very carefully recites the spell's incant, so as not to stumble on her words and cause a Miscast: "Described Action: I Speak Magick. I form these silver arrows of Arha to pierce my enemy". As soon as she has finished the incant, she immediately makes the OOG attack call, "Spell 2, Flurry: 3 Silver Piercing, 3 Silver Piercing", and throws the packets at her chosen target. If Famke was worried about an enemy wizard disrupting her magic as she is casting, she could have chosen to Overcast, but would have needed to channel at least 5 more MP in order to increase the effect prefix to "Spell 3", at least 10 more MP for "Spell 4", etc.

MISCASTS

The winds of magic are extremely unstable by their very nature, and require a great deal of concentration to control, even by an experienced wizard. Should an arcane caster lose control of the magic that they have channelled, either by distraction or failing to properly contain the power within their spell, then the magic will escape with a devastating force known as a Miscast, endangering the caster and those around them. The more magic that a wizard has channeled into the spell and the more freely the winds of magic flow in the area, the worse a potential Miscast will be.

An arcane caster that has one or more MP currently channelled will Miscast if any of the following occur:

- The caster begins an incant while holding a Miscast Packet (see the Channeling section).
- The caster makes a mistake in the wording or is unable to complete a spell's incant once it has begun. Note that this only applies if the in-game incant itself is misspoken (if there is instead an error in the attack call, the Miscall reaction call applies instead).
- The caster is the target of an attack call that results in them losing one or more Wounds.
- The caster takes a Mental Effect that they do not resist.
- The caster loses consciousness for any reason.
- The caster loses the ability to cast spells or channel magic, even temporarily.

If an arcane caster suffers a Miscast (and does not avoid it through the use of certain skills, spells, items, etc.), then the following occurs:

- The caster immediately loses all channelled MP and any spell they may have tried to be casting fails (no attack call should be made).
- The caster immediately makes the attack call "Blast: [X] Magic". The caster is not included in this effect, but instead is takes the "Irresistible: [X] Magic Piercing" and "Warp [X]" effects (no attack call is necessary for either, as these only affect the caster themselves). In each of these effects, X is equal to the square of the sum of the spell level plus all Magical Saturation effect modifiers affecting the caster, to a minimum of 1. If the miscast does not result from casting a spell, the spell level in this calculation is 0.

$$X = (\text{spell level} + \text{magical saturation modifiers})^2$$

ARCANE PHENOMENON

In addition to the above, if a Miscast is caused by a Miscast Packet (instead of some other means), then it also results in what is known as an Arcane Phenomenon. Beyond just the physical trauma caused by the magical backlash, something far stranger (and usually unpleasant) has occurred. If a Plot Marshal is present, call a Zebra and inform them immediately; otherwise inform a Plot Marshal as soon as possible after the encounter.

What if Magistrix Famke had fumbled on her words during the incant for Silver Arrows of Arha in our previous example? The spell she was attempting to cast was level 2 and there were presently no Magical Saturation effects affecting her. With a quick mental calculation of $(2+0)^2 = 4$, she makes the call "Blast: 4 Magic, while making a mental note to take the Irresistible: 4 Magic Piercing and Warp 4 effects herself. Thankfully, the Miscast wasn't caused by a Miscast Packet, so Famke doesn't need to worry about triggering an Arcane Phenomenon.

UNCONTROLLED OVERCASTING

It is no easy task to channel the winds of magic and control that chaotic potential energy until it can be safely bound into a spell, but with continued practice a dedicated wizard can learn to control more and more of it at one time (represented by the Arcane Reservoir skill). Sometimes though a wizard will draw upon more of the winds than they have learned to confidently handle. This can be the result of a miscalculation on the part of the caster, but more often it is an act of arrogance or desperation. Regardless, it results in the conduit of the spell being charged with raw magical potential beyond its intended capacity, making it quite difficult to unweave by an opponent's counterspell. Unfortunately, the caster will pay a steep price for wielding such power, as they cannot shut down the floodgates that they open and will ultimately be swept aside by the torrent. Should they survive, they will also find that such reckless channeling has likely depleted that particular wind locally, making it more difficult to channel in the area for a time.

As noted in the Overcasting rule, a wizard may choose to use more channeled energy than is strictly necessary to cast a spell, voluntarily increasing its casting value. When channeling magic to Overcast in this manner, the caster is still usually limited to what their rank in the Arcane Reservoir skill would normally allow. However, a character can choose to continue channeling past that point, effectively ignore this

limit. However, as soon as they surpass their regular limit, the following rules apply:

- The character will instantly Miscast if they ever have more MP channeled than twice their rank in the Arcane Reservoir skill.
- The character will instantly Miscast if more than a 5-count goes by between making additional channeling actions or beginning a spell incant.
- Should they successfully complete the spell incant in such a situation, the spell will work as normal (with the increased casting value having the normal effect for Overcasting), but the caster will immediately suffer a Miscast after making the attack call.
- The Miscast (regardless of what caused it) cannot be negated by any skill or ability that might ordinarily resist a Miscast, unless the rule specifically mentions that it works for spells cast with Uncontrolled Overcasting.

Note: As a character cannot take the Learn Spell skill for a spell whose casting value is greater than their rank in the Arcane Reservoir skill, this rule cannot be used to allow them to cast such spells.

IRRESISTIBLE FORCE

Should a wizard successfully cast a spell for which they have overcast by 20 or more MP, then the spell is said to have been cast with Irresistible Force. When making the spell attack call, the caster uses the effect prefix "Irresistible Spell" instead of just "Spell" and an effect strength. Not only will an enemy spellcaster be unable to stop it with a counterspell, but the target(s) of the spell may be less able to resist its impact (as per the Irresistible effect). However, immediately after casting the spell, the spellcaster will Miscast (as with all Uncontrolled Overcasting), with the following modifications:

- Double all numerical values.
- Substitute the Blast effect prefix for Radius
- The Miscast automatically causes an Arcane Phenomenon, regardless of what causes the Miscast.
- The caster also makes a second call immediately after resolving the Miscast (whether they have survived it or not): "Radius: Magical Saturation [wind] – [base spell level]".



USING DHAR

Dhar (or Dark Magic) is not truly a separate wind of magic, but rather one of the two ways in which the various aspects of multiple winds may be combined. While it is said that Qhaysh (High Magic or True Magic) is the harmony of all eight winds working in unison, Dhar is the winds crushed together and working in discordance.

Almost any spell can be fueled by Dhar, as it generally contains elements of each wind, but some lores (those purchased with the Dark Lore skill) actually require Dhar in order cast their spells, which focus on destruction, domination and corruption.

In some ways it can be easier to channel Dhar than individual winds, because the caster can use all available magical energy in an area, but such magic is even more dangerous and unpredictable, potentially resulting in terrible and unexpected side effects. Moreover, those who wield Dhar do not carefully sculpt the winds of magic so much as they

simply grab the winds and force them into the effect required through an act of absolute will and determination.

Using Dhar has the following mechanical effects in game:

- Any arcane caster with the Channelling skill of another wind can instead choose to use the Channelling [Dhar] skill as if their effective rank in the skill were 0.
- When using the Channelling [Dhar] skill (regardless of whether they possess this skill normally or if they're using the above rule), a caster generates a bonus number of MP equal to their Willpower characteristic, but must also add two Miscast Packets to their pouch.
- If a caster who has channelled Dhar miscasts, double all numerical values in the resulting effects and they automatically trigger an Arcane Phenomenon.
- At the end of any encounter in which a caster has channelled Dhar, they take the Warp [X] effect, where X is equal to the highest level spell cast with Dhar during the encounter.

CASTING A DIVINE SPELL

Most priests and priestesses firmly believe that they are not casting magic themselves, but are merely devout followers of some divine entity which they entreat to bless their faithful with various miracles. Regardless of the exact extent to which a divine caster is involved in the casting of these 'miracles', they do undoubtedly possess a connection to some divine patron that, at the very least, aids them in this process. This results in several mechanical differences when it comes to spellcasting when compared to arcane casters.

DEVOTION POINTS (DP)

Devotion Points (DP) are an abstract way to measure the strength of a divine caster's faith and standing with their divine patron. The greater their Devotion Points, the more their patron will respond when called upon to grant blessings and miracles on their behalf. Much like Stamina Points or Magic Points, Devotion Points can be spent in order to create some special effect (in this case, casting a divine spell), and thus their value will fluctuate over the course of an event. A character's maximum number of DP is equal to their rank in the Devotion skill.

REGAINING DEVOTION POINTS

The most common method of regaining Devotion Points is through the Prayer skill. In addition, if a divine spellcaster completes a Long Rest, their Devotion Points are restored to their maximum.

CASTING

Unlike their arcane counterparts, divine casters do not need to channel magic to them before casting. If they have sufficient Devotion Points remaining then they may cast spells from their Divine Lore at any point. Otherwise, the physical casting of the spell is very similar to that of arcane casters, consisting of the same three components: the material component, the incant and the attack call.

MATERIAL COMPONENT

Almost semi-ritualistic in nature, some divine spells require special sacred items to be used in the process, commonly referred to as material components. If a spell requires a caster to provide a material component then the player must be holding the tagged phys-rep in their hand before beginning the next step of the casting process. Material components are explained in greater detail in the Magic Items section of this chapter. If a spell does not require a material component, then ignore this step.

DIVINE INCANT

The incant is the in-game ritual words that a divine caster must speak in order to properly beseech their patron for aid. Unlike with arcane casters, a divine incant may be spoken in any language understood by the caster (and which their deity is likely to respond favourably to). As soon as the incant is begun the spell's casting value (always equal to the spell's level) is subtracted from the caster's Devotion Points. If a caster does not currently have enough DP to meet the spell's casting value then they cannot attempt to cast the spell. Unlike with arcane spells, divine spells cannot be upcast by voluntarily choosing to increase their casting value. If the incant is not spoken correctly, the spell will not be cast, but any DP are still used up.

DIVINE ATTACK CALL

Immediately after speaking the incant, the caster must make the attack call (they may not delay once the incant has begun). The attack call is always prefaced by the Spell [spell level] effect prefix and is determined by the spell being cast. Unless specified otherwise, this follows all the rules for attack calls as detailed in the Combat chapter.

When making a spell attack call that requires a target to be physically contacted, there are only two approved phys-reps that may be used to deliver the attack: a thrown packet (representing a hurled bolt of magical energy) or an unarmed boffer (representing the caster's hand touching the target). The spell's description will specify which of these methods of delivery may be used for a particular spell. Unless indicated otherwise, attack calls from spells cannot be delivered through other weapon phys-reps (with the exception of a properly attuned wizard's staff) or through physical touch of a player's hand without the permission of the target. Spells that are cast on the caster themselves or any item they are holding do not require a packet or unarmed boffer and are considered to 'strike' them automatically.

For example, Brother Eckhardt, a warrior priest of Sigmar, is helping to defend the town against a Skaven assault. He currently has 4 DP, and decides to call upon Sigmar to bless his hammer to better smite the vile ratkin. Eckhardt hefts his hammer in the air and in a loud, booming voice calls out the spell's incant: "I call upon Sigmar to bless this hammer with his holy wrath". As soon as he has finished the incant, he immediately makes the OOG attack call, "Spell 1: Imbue Weapon: +1 Magic Damage". Since the target is in his hand, he does not need to throw a packet or use an unarmed boffer – the held hammer is automatically affected. The spell's level is 1, and Eckhardt makes a mental note to subtract this from his previous total, leaving him with 3 DP remaining.

DIVINE SANCTION

While the assistance of their patron means that divine casters do not risk Miscasts in the same way as arcane casters, they have a firm belief that the miracles they perform are the direct intervention of their divine patrons and these entities can withdraw their favour and support if they are displeased with their servant.

There are some basic Divine Sanctions listed under each Divine Lore that can be automatically applied by characters performing certain actions, using their best judgement. However, as this rule represents the will of a divine entity, it may also be applied by Plot Marshals at any time for actions they witness or become aware of, such as:

- Acting against the tenets of the faith.
- Calling upon the patron (through spells of their Divine Lore) too often or for frivolous uses that are completely removed from the purpose they have been granted for.
- Failing to achieve a specific task that was appointed to them by their patron.

A priest or priestess that has been subject to a Divine Sanction will suffer a Magical Saturation [Deity] effect, with the value depending upon the nature of what caused the Divine Sanction. This affects only the divine caster themselves. By default, this effect will have a duration that lasts for the remainder of the event. However, at the Head of Plot's discretion, a divine caster may roleplay acts of contrition or seeking redemption to end the duration early. This is completely at the purview of the Head of Plot – they may decide that the acts warrant removing the Divine Sanction or not, or they may appoint a specific task for the divine caster to undertake in order to prove themselves before the Divine Sanction is removed.

While this rule is usually used to reprimand divine casters who have strayed from the tenets of their faith, it can also be used to reward them for accomplishing particularly great deeds of faith using a Magical Saturation effect with a positive value.

MAGICAL SATURATION

In some areas of the world the winds of magic blow stronger than in others. Flowing from the polar gates, the winds of magic saturate the Chaos Wastes but grow more and more diffused as they travel south through Norsca, the Empire and then beyond to the equator. Likewise, the individual winds of magic are each attracted to certain physical and emotional elements, causing them to saturate some areas where they linger, while being repelled by others.

This is represented in game by the Magical Saturation [Wind/Deity X] effect, where certain physical locations, times or actions can affect how difficult it is for a caster to draw upon the winds of magic. This effect is always followed by:

1. **Wind/Deity:** This indicates which wind of magic (arcane caster) or deity (divine caster) is impacted by the effect. Spellcasters using other winds or deities are unaffected. If the effect impacts all magic, then the call will be for "All".
2. **Modifier:** This numerical value indicates how great an impact the effect has on magic. A positive value means that magic is found in greater abundance here and is easier to draw upon, while a negative value means that magic is scarcer and more difficult to draw upon. This effect is cumulative with itself, with an affected character using the sum of the modifiers for all instances of the effect that apply to them.

Beyond some basic generalities, the Magical Saturation effect impacts arcane and divine spellcasters somewhat differently. As such, the actual impact that this effect has on spellcasting will be described separately.

PERSISTENT MAGICAL SATURATION MODIFIERS

The Magical Saturation effect may be used during game to temporarily modify the winds of magic in a particular area, object or creature (such as with the Drain Magic spell), with a default duration of 1 encounter (unless specified otherwise). However, more commonly these are permanent or predictable effects that are well known to the practitioners of magic, referred to in this book as Persistent Magical Saturation modifiers.

The default Persistent Magical Saturation All modifier in Nordland is +0, but this is not the case everywhere in the world, with the winds of magic blowing more strongly in Norsca (+1), the Chaos Wastes (+2) and, of course, the Realm of Chaos itself (+3).

Each lore also has its own Persistent Magical Saturation modifiers that are dependent upon particular conditions being met. These modifiers are always assumed to be in effect when the stated conditions are met, even if no in-game call is made. If in doubt about whether or not a particular area, time or action is subject to a Persistent Magical Saturation modifier, consult a Rules Marshal. There are too many lores to list their Persistent Magical Saturation modifiers here, but this information can be found under each lore in the *Lores of Magic* supplement.

ARCANE MAGICAL SATURATION

Magical Saturation has two effects upon arcane spellcasting:

1. The more abundantly the Winds of Magic flow through an area, the easier it is for an arcane caster to channel those winds to them. Thus, the numerical value of the Magical Saturation effect is added to the number of MP that an arcane caster would normally channel with each use of the Channelling skill. For negative modifiers this effectively subtracts a value from the MP a caster normally channels, to a minimum of 0. A caster that is reduced to channeling 0 MP is simply not skilled enough to channel magic in this area, though they may still cast spells if they are able to meet the Casting Value of a spell without channeling.
2. The more magic there is to draw on, the easier it is to lose control of. An arcane caster must remove a number of 'regular' spell packets from their pouch equal to the total numerical value of the Magical Saturation effect affecting them, making it more likely to miscast. For negative modifiers, this effectively adds 'regular' packets to their pouch.
3. The more powerful a spell is, the more magic is generally required to fuel it. No matter how skilled the arcane caster is at channelling, they cannot empower a spell if the Winds of Magic blow too weakly in the immediate area. The minimum Magical Saturation effect that is required in order to cast spells of each level is indicated below:

Spell Level	Magic Saturation Required
0	no minimum
1	-1
2	+0
3	+1
4	+2
5	+3

For example, Magistrix Famke typically receives no benefit or hinderance to her channeling while in Nordland and is limited to casting level 1 or 2 spells there. Should she travel to the Chaos Wastes, where there is a persistent Magical Saturation All +2 effect, she would receive an extra 2 MP each time she used the Channelling skill and could now cast spells up to level 4. One of the persistent modifiers for the Lore of Metal is a +1 while within a mine or other area of comparable mineral wealth. Therefore, if casting a spell using Chamon within a mine in the Chaos Wastes, Famke would instead gain an extra 3 MP with each use of the Channeling [Chamon] skill and could cast spells up to level 5.

DIVINE MAGICAL SATURATION

Unlike arcane casters, practitioners of divine magic do not consciously channel the winds of magic themselves, though they do acknowledge feeling the power of their patron passing through them during such acts of divine intervention. In areas where the winds of magic are known to blow stronger, divine casters feel a greater connection to their patron and find it easier to call upon them for aid. Divine casters are therefore affected by Magical Saturation effect, through the mechanics are slightly different than for arcane casters.

CREATING NEW SPELLS

While the most well-known spells from each lore can be found detailed in the *Lores of Magic* supplement, it is very possible that other spells than these exist in the world, known to only a few spellcasters or perhaps lost to the ages altogether. Such spells need to be discovered in game before a character can make use of them. Sometimes though an arcane spellcaster may wish to craft a new spell for their lore that has never before existed. Given how difficult it is to simply learn an existing spell from a competent tutor, the experimental process of developing new magical formulae is not only incredibly complicated, but also potentially dangerous. As such, only the most powerful of wizards have the skill needed to undertake such an endeavour. Those that succeed will see their works live on

Divine casters add the numerical value of any applicable Magical Saturation effect to the current and maximum Devotion Points. Note that for negative values, this will effectively decrease their DP. This effect is cumulative with itself. When a Magical Saturation effect with a positive numerical value ends, both the current and maximum Devotion Points are decreased by the same amount, to a minimum of 0. This effect is cumulative with itself. When a Magical Saturation effect with a negative numerical value ends, only the caster's maximum Devotion Points are increased by the same amount.

To continue the example from the Casting a Divine Spell section, Brother Eckhardt's fight against the Skaven spills over into a Sigmarite temple. This structure is sacred ground to Sigmarites and counts as Magical Saturation Sigmar +1. He finds that he can feel the presence of Sigmar with him more strongly here, as if his god were more willing to aid his devoted priest in the struggle against these creatures of chaos. He instantly increases both his current and maximum Devotion Points, leaving him with 4 DP out of 5 that he draw upon. If one of Eckhardt's allies, a Dwarf Runesmith, were to drain the winds of magic from the area creating a Magical Saturation All -3 effect, then the net result of both effects would cause the Sigmarite's Devotion Points to drop to 2 out of 3. While this is not great for Eckhardt, it will make casting even more difficult for the Skaven Grey Seer, who is not able to benefit from the Sigmarite holy ground.

as future generations study their spells, but it is best not to think about the fate of those who experiment with the Winds of Magic and fail.

An arcane caster who wishes to create a new spell not found in the *Lores of Magic* supplement can do so through the Develop Spell skill. Note that this skill has a Quest prerequisite and a character thinking about taking it should note the commitment necessary to beginning this process.

There is no in-game mechanic for creating new divine spells. One's patron either grants them an ability or they do not, and no amount of time or research will allow the deity's devoted follower to customize such gifts.



DISPELLING A SPELL

Just as spellcasters can weave the Winds of Magic together to form complex spells, so too can they unweave those magics. Although scholars of the arcane may differentiate such actions across a half dozen specific terms, this process is generally known as dispelling.

When it comes to dispelling a spell, there are limits as to when, how and on what this may be done. The mechanics for doing so are explained in the Dispel effect, which itself encompasses three different uses: attempting to dispel lingering spells in general on a target, attempting to dispel a specific lingering spell on a target and attempting to disrupt

a spell as it is being formed. Each of these uses of the Dispel effect requires a different skill to use: Dispel Magic, Targeted Dispel and Counterspell, respectively. How a character may use the Dispel effect is described under the descriptions of these skills.

While generally used to end the spells of other spellcasters, the Dispel effect can also be used to dispel the caster's own spells. Except where noted otherwise (such as with spells with a duration of Concentration), a spellcaster cannot choose to end their own spells prematurely without actively dispelling them

BOUND SPELLS

While spells generally take effect the moment they are cast, some arcane spellcasters can effectively bind a prepared spell within a physical item, allowing it to be used at a later time. While such items can take many forms, the spells they contain are collectively known as Bound Spells.

A Bound Spell behaves like an arcane spell in all regards, with the following exceptions:

- When a spell is bound, it is given an activation incant. This can be any phrase, and does not have to be the same as the spell's original incant or even in an arcane language.
- Any character that is holding or wearing an item containing a Bound Spell can activate it simply by speaking its activation incant. To do so they need only be able to speak the language of the incant, and do not require the skill to normally cast such a spell (or indeed any spell) on their own. This means that non-spellcasters are able to cast Bound Spells (although 'releasing' the spell might be the more accurate description).

- After the character speaks the activation incant to successfully activate a Bound Spell, the player must then make the OOG attack call for the spell.
- As all the magic required to cast the spell is already bound in the item, no channeling or material components are required. Likewise, Magical Saturation effects do not impact whether or not it can be used.
- There is no chance of causing a Miscalc. If the activation incant is spoken incorrectly, the Bound Spell simply won't activate (as if the character had done nothing at all). An expendable item containing a Bound Spell is not used up until it is successfully activated.

Though somewhat rarer, Bound Spells from Divine Lores are also possible. These function identically to arcane Bound Spells, and simply emulate a divine spell instead.

If an item contains a Bound Spell, its description will indicate the spell's level, activation incant and attack call. It will also indicate when and how often it can be used. Some such items are expendable items and disintegrate after use, while others can be used multiple times or only under certain conditions.



RITUAL MAGIC

Though rituals are technically spells, they differ from the spellcraft described earlier in this chapter in some important ways. For a mortal to bend the raw potential of magic to achieve a specific purpose in the physical world is no simple matter. Even the simplest of cantrips is incredibly complex, requiring the caster to spend many hours in research and study to understand the exact arcane formulae that will achieve this purpose. In traditional spellcraft, this is accomplished by releasing gathered magical potential in a controlled, willful manner into predefined paths that the caster has created with complex incants (and occasionally strengthened by a material component). Rituals seek to trade talent for preparation, generally allowing much greater effects to be accomplished than what the individual(s) involved could achieve with their spellcasting abilities alone, at the cost of a need for increased structure to harness and guide the winds towards the intended objective. Where most traditional spells can generally be cast by a single trained individual under almost any circumstances in a matter of moments, rituals may require many participants working together under very specific conditions for prolonged periods of time. With that being the case, rituals can vary even far more greatly than traditional spells in the range of what they can accomplish...

As awe-inspiring as they can be to the common folk of the Empire, traditional spells merely scratch the surface of magic's infinite potential. As the raw essence of Chaos itself, some scholars have posited that there is no limit to what can be accomplished through magic, it is simply a question of one's ability to harness sufficient quantities of it and to bend that magic to their will with sufficient precision. For instance, in an unprecedented spell known simply as his

MAGIC ITEMS

There are many ways that magic can come to affect an inanimate object. Sometimes it happens 'naturally', either gradually over time or as the result of a special circumstances. For instance, an ordinary banner carried by a heroic individual in some great battle and soaked in their blood as they died defending it, might take on certain magical properties should the winds blow just right. As there is no real way to control or predict the creation of such items though, many have instead taken to intentionally crafting magical items with the Winds of Magic in much the same way they would a spell. Needless to say, this is an

Great Ritual, Nagash raised the dead of an entire nation, giving 'birth' to the Tomb Kings. In order to accomplish such extreme, godlike feats of magic, legendary rituals like this generally require significantly more power than can be harnessed through traditional means. They are also much more complex, often requiring not only rare or exotic ingredients, but also the alignment of crucial conditions and may take hours, days or even longer to properly enact. Although some rituals of this nature can be conducted by a single spellcaster, it is far more common to find those that require multiple participants working in tandem.

Oddly enough, given their complexity, some rituals actually don't require an understanding of spellcasting at all and can be performed by nearly any intelligent creature. However, without the precision gained from an arcane language and the ability to skillfully draw on a particular wind of magic, such rituals tend to be incredibly long and complex affairs and their effects are significantly less impressive, generally accomplishing something comparable to what an actual spellcaster might with a more traditional spell.

However, even for these least powerful of rituals, such knowledge is quite rare and eagerly sought after by many for their own purposes. As for more powerful rituals, while nearly all spellcasters have heard of their existence, incredibly few will ever learn the intricacies of such a ritual in their lifetime, let alone enact one. Such knowledge is exceedingly rare, often recorded in powerful tomes, whose value is beyond priceless. As such, the rules for learning and casting specific rituals are purposefully not presented in this book. If players wish to discover these, they must be learned by their characters in-game.

extremely difficult process and only the most skilled practitioners of magic can hope to produce anything more than the most basic of enchanted items. As a result, even very minor, single-use items such as arcane vessels, scrolls and potions are incredibly rare and expensive. More permanent magical artifacts are the very things of legend, revered and remembered in song and story as much as any legendary hero. Very few imperial citizens will ever set eyes on one, let alone own such an item, and only the greatest heroes of the Empire are likely to possess more than one.



MATERIAL COMPONENTS

While technically not true magic items themselves, material components are special objects that act as a necessary ingredient in completing the arcane formulae of certain spells. While they might appear as just another ordinary, mundane item to most folk, any character with the Witchsight skill can tell that an object is a component by examining it. Exactly what makes an item a component and how a mundane object might become one are hotly debated topics by arcane scholars, and if any have knowledge on how to actually create such components, it is a well-kept secret.

If a spell requires a material component, it will be stated in the spell's entry. In order to cast such a spell, a character must use a material component that matches the spell's lore at an equal or higher level to the spell being cast.

All components are Identification Required items. Any character with the Witchsight skill can tell that an object is a component (and the lore/level of the component) by examining it. To any other character, the object appears to be simply a regular mundane item, as listed on the tag. In fact, the component can indeed function as that item, for all intents and purposes. However, should the item be used in the production of another item, its component nature is destroyed in the process. As with any other tagged item carried on a character, a component must be appropriately phys-repped as the mundane item it appears to be, whether it has been identified as a component or not.

A material component's tag, along with the corresponding phys-rep, must be physically held by the caster during the incant (it is not sufficient that they are merely somewhere on their person). Material components are expendable items that are used up in the process of casting the spell, whether successful or not.

ARCANE VESSELS

In order to cast a spell, a wizard must generally attempt to channel the inconsistent Winds of Magic from the surrounding area and contain that magical power within themselves as they form their spell. However, sometimes they can also draw such magic from more reliable vessels of arcane power as it is needed. The various Winds of Magic are naturally drawn to certain physical substances. In the most extreme cases, raw magic can even be compressed and solidified into a physical form, resulting in the highly unstable Wyrdstone or the Power Stones created by the Colleges of Magic and the Elves. These are all examples of an arcane vessel, a physical substance that has raw magical potential held within it.

Although anyone is capable of perceiving and interacting with the physical object, only those with the Witchsight skill can perceive the power held within an arcane vessel and identify it for what it is. Each arcane vessel is an expendable item that contains a specific number of stored MP from a particular Wind of Magic, both of which are indicated on the item's tag.

If a character is holding or wearing an arcane vessel and possesses the Channeling skill for that Wind of Magic, then they draw its magic into themselves. They make the call: "Draw [Wind] X", where X is the MP stored in the arcane vessel. They must draw all the MP from the vessel (they cannot choose to draw only some and save the rest for later), which then immediately takes the Destroy effect as per all expendable items. This value is immediately added to the character's total channeled MP. Like the regular use of the Channeling skill, this does count as using an active skill. Unlike the regular use of the Channeling skill, drawing MP from an arcane vessel does not require any SP from the caster and is not affected by any skills they possess or by the Magical Saturation effect. It can also briefly take the character's MP total above their normal maximum allowed by the Arcane Reservoir skill without counting as Uncontrolled Overcasting, but if it does, then the caster has a 5-count to either begin casting a spell that will use this excess energy or disperse it, otherwise they will automatically suffer a Miscast.

WARPSTONE

Often appearing as a dark stone that may emit an eerie green glow under certain circumstances, warpstone is known by a variety of names across the world, but is most commonly referred to as wyrdstone within the Empire. Though not all who use it have a full understanding of its nature, warpstone is concentrated Dhar solidified into physical form and, as a result, is perhaps the most unstable and dangerous substance known to exist.

Although warpstone can be used for a variety of purposes, when it is used as an arcane vessel, the caster takes the Warp [X] effect, where X is equal to the MP stored in the vessel. In addition, any player whose character interacts with a warpstone item during or between events (including touching it or remaining in close proximity to it for an extended period), must notify a Plot Marshal at their earliest convenience.

ARCANE FOCI

An arcane focus is similar to an arcane vessel, except that it doesn't trap the Winds of Magic so much as it facilitates harnessing them. They follow all the same rules as an arcane vessel, with the following exceptions:

- An arcane focus is not an expendable item (it can be used indefinitely).
- The caster does not make the call: "Draw [Wind] X" to draw the MP into them. Instead, the extra MP from the arcane focus may be added automatically during the casting of any spell using that Wind of Magic without having to channel it first. The arcane focus' MP can be used just as if it were MP that the caster themselves had channeled, and can be supplemented with MP that the caster has actually channeled, effectively allowing the caster to cast a spell with a higher casting value than they otherwise could based upon their Arcane Reservoir skill. If the MP from an arcane focus is sufficient to at least match the casting value of the spell all on its own, then the caster need not use any of their own channeled MP.
- Only a single arcane focus can be used to provide MP for a given spell, though it can be combined with MP from one or more arcane vessels.

WIZARD STAVES

By far the most common form of arcane focus is what can be generically referred to as the wizard's staff, although most such staves have their own, unique name. They are utilized by the vast majority of arcane casters across the Old World and beyond, and for good reason. While a relatively simple tool (as far as magic items go), a properly constructed and attuned staff can greatly enhance a wizard's ability to harness and direct a particular Wind of Magic, as if it were an extension of their body.

In addition to acting as an arcane focus, a wizard can deliver a spell attack call using their wizard staff instead of a packet or unarmed boffer (as long as the spell is cast using the same Wind of Magic that the staff is attuned to).

In order to attune a wizard staff, an arcane caster requires the following:

- A staff of any size, material or quality (attuning a staff will not change how this item functions as a weapon).

- 1 rank in the Channeling [Wind] skill for every +1 MP as an arcane focus.
- 50 hours of downtime spent per +1 MP as an arcane focus.
- Arcane vessels (of the same Wind of Magic) totaling +5 MP for every +1 MP as an arcane focus.
- If the caster is upgrading an existing wizard staff with a lower MP bonus, they must only add the difference in downtime and arcane vessels required between the two (for example, to upgrade a +2 MP Wizard Staff to a +3 MP Wizard Staff, the caster only requires an additional 50 hours and +5 MP of arcane vessels, not another 150 hours and +15 MP of arcane vessels, unless they wish to attune a whole new staff).

DIVINE FOCI

As with arcane foci, certain objects of great significance to a faith (such as blessed holy symbols, relics, etc.) may aid a divine caster in beseeching miracles from their deity. Regardless of the form it takes, if a divine caster is holding or wearing a divine focus of their deity, then they can regain up to the indicated number of bonus Devotion Points above their normal DP total when praying. These bonus DP are immediately lost if the divine caster relinquishes possession of the divine focus (so that only one caster may benefit from the divine focus at any given time).

HOLY SYMBOLS

The blessed holy symbol of a deity is the most common form of divine foci, counting as Divine Focus [Deity] +1 (unless indicated otherwise in the item's description). Although religious symbols of various faiths can be found in great numbers across the Empire, in order to count as a divine focus the holy symbol must be properly blessed by a priest or priestess of that faith. A character can only benefit from a single Holy Symbol, and wearing additional symbols will not further increase the character's DP.



GRIMOIRES

A grimoire is the general term given by wizards to a book containing spells, and occasionally other magical theory. These prized repositories of arcane knowledge are much sought after by arcane spellcasters as a means of learning new spells. Although not strictly required to actually cast those spells once learned, grimoires can still be a useful tool to assist with the casting of spells, in the same way that a trained chef may find it useful to consult a recipe.

Grimoires have the following game mechanics:

- A grimoire acts as a Tutor Book for the Learn Spell skill for each spell contained within.
- As the grimoire contains the full in-game instructions for the casting of a spell, a player is permitted to read the incant for a spell they know from the correct page of a grimoire phys rep containing that spell (without a grimoire, incants of arcane spells must be spoken from memory). Not only is this likely to reduce the chance of the character fumbling with the words and causing a Miscast, but the casting value of the spell is reduced by a number of MP equal to the spell level when doing so.
- Note that a grimoire does not grant a character the ability to cast a spell that they don't have the Learn Spell skill for. The knowledge required to cast a spell takes careful practice and study, it is not simply a matter of reading a script.
- Grimoires are sizable volumes, containing far more information in-game than the actual incants for the spells. The phys-rep of a grimoire may never be smaller than letter-sized paper (8.5"x11").
- Creating a grimoire follows the same rules as creating a Tutor Book, with the following exceptions:
 - may contain multiple Learn Spell skills, but all must be from the same arcane or dark lore
 - must be written in an arcane language
 - must use Superior Quality blank books and ink (representing rare or bizarre mystical ingredients)
 - can only be written by hand by their creator (never mass-produced with a printing press or even copied by hand)

Occasionally very powerful grimoires may develop magical properties of their own, effectively becoming magical items in their own right, but how such a thing might occur must be discovered in game.

SCROLLS

Working magic can be extremely taxing on the caster, both physically and mentally, limiting how many spells they can cast at once. As a result, wizards may sometimes prepare their magic in advance on a scroll to use at a later time.

In order to use a scroll, it must simply be read by an arcane spellcaster. However, each scroll has its own requirements for who can read it, including the ability to read the arcane language in which the scroll has been written. All scrolls are expendable items, that crumble to dust once they have been successfully read.

Scrolls come in a variety of types, the most common of which are described below. Other types of scrolls may also exist, but must be discovered in-game. Any character who possesses the ability to read the arcane language in which the scroll is written may identify the scroll type a glance. This includes the title of the contained spell for a spell scroll, although this offers no insight into what the spell does should the character be unfamiliar with it.

SPELL SCROLLS

Spell scrolls are the easiest form of Bound Spell to create, as they merely set up the spell and empower it, but require the reader to complete the spell themselves by reading the scroll aloud. While a character is not required to have the Learn Spell skill for that particular spell in order to read a spell scroll, they must possess the following skills:

- Read & Write [arcane language of scroll]
- Speak [arcane language of scroll]
- Arcane Lore [lore of scroll's spell] of sufficient rank to learn that spell.

Apart from these restrictions on who can read them, a spell scroll counts as a Bound Spell in all regards.

While not nearly as useful as a grimoire, a spell scroll can also contain some vital clues about the working of its contained spell that can be used by a wizard attempting to learn it. If a character has access to a spell scroll for the entire duration of the required time to learn the Learn Spell skill for its spell, then the downtime multiplier of the skill is reduced by 1. Using a scroll for this purpose consumes the scroll at the end of the process.

DISPEL SCROLL

By far the most common type of scroll created are those that bind the caster's most potent counter-spells in preparation for a magical duel with another wizard. While such prepared anti-magics are not precise enough to unweave specific spells once cast, they are extremely effective at disrupting a spell during its casting. Though these scrolls may go by a variety of more esoteric and pompous names, they are colloquially known simply as dispel scrolls. To read a dispel scroll, a character must possess the following skills:

- Read & Write [arcane language of scroll]
- Speak [arcane language of scroll]
- Counterspell

When reading a dispel scroll, the character makes the call: Reactionary Dispel [X], where X is the power level indicated on that particular scroll. This functions like the Counterspell skill (including counting as using an active skill), but requires no SP. A dispel scroll can never be employed to make the other calls under the Dispel effect.

POTIONS

Similar to scrolls, magical potions bind spells and other arcane energies into a physical vessel for use at a later time. Unlike scrolls though, potions do not require their user to complete the spell through speaking its incant in an arcane language. Instead, they must simply imbibe the alchemical reagents in which the latent magic has been trapped.

In order to use a potion on themselves, a character must have the tagged phys-rep in hand and make a 5-count "Described Action: Drinking 1, Drinking 2, ..., Drinking 5". As the potion only affects the character drinking it, no call is necessary, but the player is encouraged to roleplay any effect that the potion may have on their character.

Similarly, a potion may be given to another willing or Helpless target with a similar described action. When giving a potion to another target, the player administering the potion should notify the target OOG as to what effect the potion will have.

In all cases, the potion must be consumed and cannot simply be poured or splashed on the target. This means that creatures without mouths and throats cannot consume potions (including skeletal creatures or those who have been

decapitated). All potions are expendable items, that leave only empty vials once they have been consumed. Unless indicated otherwise by a Plot Marshal, there is no effect from consuming only part of a potion, it must either be consumed in its entirety or not at all.

Potions come in a variety of types. Potions that emulate spells are the most common, and are described below. Other types of potions may also exist, but must be discovered in-game. Identifying potions can be difficult. Some potion bottles may have in-game labels (which are either accurate or not), but unless a character possesses a skill or ability that specifically allows them to identify a potion, their character won't know for sure what it does until they consume it.

SPELL POTIONS

The most common type of potion, spell potions function as Bound Spells, except that they do not require their user to speak an incant and they are automatically the target of the spell. Only spells that target a single creature can be made into potions.

ENCHANTED ITEMS

Unlike scrolls, potions and items temporarily enhanced by spells, enchanted items are generally permanent, non-expendable magical artifacts. Though far too diverse to provide a complete listing, these can include magical weapons, armour, shields, banners and talismans, to name just a few. The purposeful creation of such legendary items is no easy task, often requiring ritual magic. Such information must be discovered in-game, but expect the process to involve a quest (or possibly several, depending on the item in question).

RUNIC ITEMS

Dwarfs do not cast spells in the traditional sense, but instead employ magic through the use of runes. Although many wizards of the Gold College would pay a king's ransom for some small clue as to how this runecrafting is accomplished, the Runesmiths jealously guard their secrets and they would sooner die than share them with even another Dawi, let alone those of another race. As such, the rules for crafting runic items must be discovered in-game.