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This book is for use in official REFUGE LARP games only.

This book is not designed as a stand-alone game system, but only as a supplement for the player in a REFUGE LARP sponsored game.

Use of these rules in any unsanctioned game where admission is charged is prohibited.

REFUGE LARP — www.refugelarp.org

Introduction

Live Action Roleplaying is a unique hobby. It combines the theater of the mind with the activity of a physical sport, improvisation with emotional roleplaying, and exciting escapades with heroic last stands. Compared to tabletop games, video games, or even virtual reality, nothing comes close to the excitement of actually engaging in physical combat against an opponent or being chased through a forest at night by a monster hunting your character.

My first LARPing event was back in 1996, and even as a teenager I was immediately transported to an incredible world where I could try things I'd never imagined before. This is the only hobby I've enjoyed continuously across more than two decades. Although the games I've played have changed over the years, that moment of excitement when I first inhabit another character's worldview has never faded. LARPing has allowed me to stretch my communication and emotional aptitude far beyond what I could ever try in "real life", and I credit this hobby with giving me the Skills I use daily in my professional job. I can't recommend it enough to those who are ready to stretch themselves in a safe and supportive environment.

When someone tries LARPing, they push themselves in interesting ways that they might never have the opportunity to do otherwise. Perhaps they've always wanted to take on a leadership role and never worked up the courage or been given the opportunity to do so in their regular life. Maybe they've always imagined sneaking around in a dark field and proving their mettle in daring escapes, or they love the idea of conjuring powerful magics and saving the day. When LARPing, they can try all of these things and more – they can practice their bartering Skills, seek to outwit those around them, or build a group that helps everyone work together to stave off the destruction of an entire society. They can enjoy these and thousands of other experiences which are more immediate and impactful than any other activity they've ever tried.

While REFUGE inherits from and pays homage to several other LARPs and gaming systems across the US and internationally, it brings a flavor and community uniquely its own. The REFUGE player base is welcoming and open to new players, whether they've LARPed for decades or are ready to try out their first event. If you've never tried this hobby before, I encourage you to give it a shot with REFUGE – there's nothing that quite compares to what LARPing can give you.

This Rulebook serves to introduce you to REFUGE and provides options to play a variety of customizable characters. It provides both the basic nuts and bolts of how to play as well as examples of how the game looks in practice, whether you want to play a character of your own or try your hand at helping guide the story of the game as a monster or roleplaying foil to the other players. Either way, REFUGE LARP serves as a pathway to an enjoyable and enriching gaming experience with a welcoming community. I hope to see you at an event soon!

- *Bryan Gregory*

Chapter I: Where to Start?

LARPing Basics

In-Game / Out-of-Game

When you are attending a REFUGE event, anything you do which is not part of the game world is considered Out-of-Game (OOG). For example, using the restrooms, going to pick up your Character Card from the Logistics staff, and parking your car are all OOG. Anything you do which is part of the story is considered In-Game (IG). For example, fighting a monster with your melee gear, talking as your character to another character about the latest tavern rumors, and trying to sneak past an enemy patrol are all IG actions.

When a player is briefly OOG, they should put their hand or weapon to their head to indicate this. If the player will be OOG longer than a few moments and the game is already underway, they put on a white headband to note that they do not exist IG and should be ignored by others.

Player / Character

You as a player are separate from your IG character, and it's important to keep a distinction between the two. Robert might play the mighty healer Jazpeh at an event, but other players should not always expect to encounter Jazpeh IG just because Robert is on site – he might be playing monsters for that event. Similarly, IG actions by a character should never be taken OOG by the player – for example, if your character was knocked out in the woods and robbed by another character, you as a player should not hold that against the player of that other character. It's part of the game – keep IG problems IG.

There are some decisions which are made by a player — for example, when to retire their character, or whether to spend character resources while Berserked. Whatever is chosen by the player should be kept IG by other characters, since these are OOG choices. They may result in IG ramifications (such as if your character casts Necromancy, an illegal type of magic), but should not result in OOG consequences.

PC / Cast Member

Players attending a REFUGE event generally choose one of two rules: Player Character (PC) or Non-Player Character (Cast Member). A PC is someone who plays a single character generally for the length of the event. This character makes their own choices and accumulates XP and experience over time (as well as Deaths, should they need Resurrection.) Cast, on the other hand, is a volunteer who helps staff the game by playing many roles throughout an event, as directed by the Plot Team for the event. They may act as a tavernkeep dispensing drinks and rumors one minute, and soon thereafter switch costumes and roles to play a bloodthirsty troll trying to kill the PCs in town. Cast actions are directed by Plot, although many Cast Members are given limited leeway in how they want to play the characters they are given.

A PC should attempt to treat Cast Characters the same as other PCs, in spite of knowing, OOG, that the character is being played by a Cast Member.

It's not uncommon for PCs to spend a few hours playing Cast at an event, to help out when Plot needs a few extra bodies or to change up the pace of their event.

Marshals

REFUGE appoints Marshals to help referee the game. These Marshals might be PCs or Cast, and have a variety of duties at REFUGE, from helping clarify rules in the middle of combat to evaluating gear for safety. Marshals are required to be notified if you intend to break into someone else's cabin (IG) or cast a Ritual.

A Marshal's job is to keep the game moving along. If a Marshal makes a call that you disagree with, don't argue it – bring it up after the game, either to a designated Staff Member or the Head of Rules for your Chapter. Remember, the Marshals are committed to keeping the game flowing with as little interruption as possible; please respect this role and help them even if a specific rules decision is disadvantageous for your character.

The 4 Most Important Rules

There are four rules in this book, revolving around safety and safe play, which are so important we want to make sure you understand them right up front. These rules are mandatory, and all players are required to follow them without exception or debate. Players should let a Marshal or staff member know about any violations to these rules.

The Pause Game Rule

This is the single most important rule in this entire book.

Many things can happen while players are on the field. If you see anything that appears to be unsafe, you can call a Pause. To do this, shout the words "Pause" as loudly as you can and everyone in the vicinity will drop to one knee. **If dropping to a knee is unsafe or the player cannot, they must instead stay very still and alert.** If you hear someone else shout this, immediately halt what you are doing, drop to one knee, and wait for further instructions. You'll probably also hear the call echo down the field so everyone hears it. Please note "MEDIC" is an OOG call for help, so never say this in game.

Body Contact

Outside of the specific rules outlined elsewhere (such as safely touching someone's shoulder to represent picking them up), you are not allowed to touch another person without their express consent. Melee combat takes place only with approved gear. You may never use any hand-to-hand attacks, kick, grab, or grapple other players. Participants are not allowed to strike certain areas of the body with melee gear for safety reasons (invalid areas include head, throat, groin, and hands from the wrist down).

All hits to these locations do not count against the character. This includes hits from both Packets and melee gear.

Intoxicants & Illegal Substances

You are forbidden from using any intoxicants (alcohol, cannabis, or other similar substances) or illegal drugs at any gathering or event. You are never allowed to participate while under the influence of alcohol or illegal drugs regardless of where you consumed them (even off-site). If you are impaired, you are not safe to fight, even if you believe you might be. This is never okay. If deemed impaired by game staff (such as Marshals), you may have to Page, or be removed from the game.

Sneaking & Theft

Sometimes you may want for your character to engage in some IG law-breaking or thievery. While this is permitted, there are some tight controls on this activity. You must first get a Marshal (or designated staff member) before you are allowed to sneak into any building **that is not fully public** (including a tent, or other sleeping area) where another players' personal property might be present. The Marshal is there to ensure personal property is not accidentally taken and that all game rules are observed. You are never allowed to steal personal property or break a real world law.

Discrimination and Consent

Read our [Code of Conduct](#).

REFUGE LARP **does not** discriminate based on race, creed, color, ethnicity, national origin, religion, sex, sexual orientation, gender expression or identity, physical or mental characteristics or ability, age (as long as you are old enough to play) veteran status, military obligations, and marital status. You cannot be denied OOG or IG positions, benefits, or inclusion on these bases. This is and cannot be exhaustive and we expect all of our community members to actively create a safe and welcoming place for others to play

REFUGE and its Chapters regularly develop person-first policies that supplant this documents' rules descriptions of gripping, hand-use, running, and similar activities. Active consent is **required** for all IG & OOG physical touch and certain types of roleplay (including Mental Abilities.)

The IG setting / world is far from an egalitarian paradise; you may encounter themes like discrimination, unwarranted violence, oppression, slavery and extremism – just as your character IG to triumph over villainy and despair. REFUGE does not allow stories that depict sexual harassment or rape - this include on events, in lore, and especially within character backstories. These will not be used or accepted; avoid this topic as if it didn't exist.

Character creation is an exercise in imagination; people explore all kinds of identity through LARPIng – such as by playing a character that is different from OOG gender. A character's pronouns will be respected, as will a player's own. We expect our players to avoid building character backgrounds that rely on stereotyping a real-world culture; to prevent your character from being inadvertently insulting to other players who are a part of another culture.

Contact a Marshal or a Chapter Representative if your needs are not being met, or to help us answer your questions and accommodate your requests. Refuge has an Accountability Committee and a DEI Committee that may be contacted if local assistance is insufficient. Please do your very best to distinguish between IG prejudices and OOG prejudices..

Physical Representations (Physreps)

If you acquire any Potions, Battle Magic Scrolls, Poisons, or *Alchemical* substances (and the like) during your adventures, they will have a Tag attached. If you create your own through the Production Points system, then you must supply a physical representation (physrep) for the item, and the Tag must be attached. This physical representation can be stolen, at which point the thief will take both the Tag and the item.

A Tag by itself is not a valid item. You cannot utilize a Tag without a physrep to take an IG action (like drinking a Potion).

Keep in mind that the Tags themselves are stealable even without a physrep; if someone searches you, you must turn them over, even if physrep requirements are not being met. Similarly, Tags can be destroyed even though they are not attached to a physrep.

You must provide your own physrep for Magic Items you create IG, although there may be times that one will be provided IG. Once the physrep is IG, you cannot alter it in any way except to repair it when needed. If the physrep wears out, then its replacement must look as close as possible to the original. Contact your local Marshals for guidance if you are unsure.

If you have a personal physrep that gets enchanted (for example, a suit of armor) and the item is stolen IG, you have the right to refuse to turn over your personal physrep. You must still, however, turn over the Tags for that item. In exchange for keeping your own item, you forfeit your ability to “recognize” your item later when the thief wears it IG (using your Tags with their own physical representation).

Character Creation

You must use the [REFUGE Player Database \(RPDb\)](#) to build your official character in the REFUGE world. You can also experiment with builds in the [REFUGE Freeplay Database](#). Below are a few quick points to help you along the way.

- Choose your Species (Chapter II)

Though many routes exist in character creation, one ideal place to start is with a character concept. This is why the first recommended choice is Species (see Chapter II.) This choice will give you a basic concept for what type of character you might like to play; an unemotional Stone Elf or a cheery Dryad, a studious Avana or a brash Human.

- Choose your Class (Chapter III)

Next, you'll want to assign your character a Class (see Chapter III.) Classes define what Skills your character can easily learn and how they engage with the world around them. You are free to build a huge variety of character archetypes here, including a classic Fighter, a sneaky Rogue, a powerful Scholar, a crafty Artisan, and more.

- Purchase your Skills (Chapter VI)

All characters begin with 25 Experience Points (XP), except those who have more XP from donating or spending time as a Cast Member. Skills, purchased with XP, include a wide array of capabilities your character can use IG to produce items, defeat monsters, and protect allies.

- Purchase starting items (see below)

Each character begins with a pool of 150 copper pieces with which to buy starting items. Players who have spent time as Cast Members or have donated to the game may have a larger pool. These items include weapons, Potions, and armor; things that are vital to an adventurer's way of life.

- Come up with a basic backstory.

Every REFUGE Chapter is a different Realm, and on each Realm are different cultures and nations. Culture Packets might be available on your Chapter's website or Facebook page; learn about the available cultures and nations from your Chapter, and create character history or backstory. A good backstory has some mystery, but contains more answers than questions. Backstories can be as detailed or as simple as you like. Below are some important questions to answer in your backstory:

- Who are you? Why are you here? Where are you from?

Starting Items

When you play your first event as a new character, you are given certain starting materials that your character should have IG. After that, you'll need to find new supplies IG. If, for example, your starting armor gets destroyed you'll have to get new armor Tags IG by buying, stealing, or making new armor.

Brand new characters with 25 Experience Points (XP) start with a pool of 150 copper pieces to spend on items and gear. These can be spent on equipment based on its Production Point value. It can also be used to buy spells in your starting Spellbook at the spell ink cost of 2 copper pieces per level of the spell. *Alchemy* Formulas can be bought for 1 copper piece per Production Point. Channeling Sources can be purchased for their standard cost of 20 copper pieces each, while armor, weapons, and other substances like poisons and Potions can be purchased for their Production Point cost directly. Production Point costs can be found in the Production Skills section.

If a character plays their first game with a higher XP total (for example, if you've been a Cast Member), the starting pool is bigger to represent gear the character might have collected IG. The pool is equal to the character's XP times their level plus 100, up to level 30 (300 XP).

Characters with enough points can spend them on starting Magic Items directly for their Ritual Point cost. Ritual Point costs can be learned at Logistics. These items will be created in your local REFUGE Chapter. Each REFUGE LARP PC will want to start with Tags appropriate for their starting needs. Every character will want to purchase any Weapon Tags and Armor Tags equivalent to the physrepped gear they start with.

Chapter II: Species

Humans are not the only species in the world of REFUGE. There are many mythical and unusual species, such as Elves, Dwarves, Halflings, and more; and within each species, there are various cultures.

Playing your species means knowing and understanding your species' culture and society in your Campaign — just like not all Humans are alike, you shouldn't expect all Elves to behave identically. Some species' cultures are purely fantastic like Kyn or Halflings; others are based on popular mythology or folklore. Still other species such as the Avani have been created from scratch, providing a unique feature to our game.

Descriptions of each species follow. There are more detailed Species Packets available for each species to download from the REFUGE LARP website (www.refugelarp.org), and your local Campaign will have information on the local culture(s) of that species. You may also refer to [REFUGE LARP Cosmology](#) for additional information.

Makeup and Prosthetic Requirements

All species other than Human have a makeup and/or prosthetic requirement associated with it. If you wish to play one of these species, you must wear the appropriate makeup or prosthetic to distinguish yourself. Any prosthetic (such as Elf ears) must always be worn, even under a hood or when hidden by hair. You cannot use makeup to represent Avana eyebrows, High Ogre and High Orc tusks or any other required prosthetics.

If you play a Species that requires makeup, all exposed skin must be covered with the appropriate makeup or colored cloth (Under Armour® and gloves are great for this.) You cannot be a Halfling who shaves their eyebrows or a High Orc without protruding teeth. You must not only act the species; you must also look the species. If you do not, you will not be allowed to continue playing the species and will be forcibly changed into a Human. You cannot wear makeup to disguise yourself to appear as a species you are not, nor can you act in such a way as to mislead others as to your species.

Do not sleep in your makeup! Your skin needs to breathe, and any kind of makeup hinders that process to some extent. Therefore, you should wash all the makeup off your body each night and reapply it in the morning. Your skin will thank you. As for makeup removal, moist towelettes and baby wipes (look for biodegradable ones) are very good, and so is cold cream. Avoid sharing makeup and sponges! It is possible for sponges and pancake makeup to contract bacteria. Also, if one of the people using the makeup has a skin rash or other contagion, then it can be shared with other people using the makeup and sponge.

Roleplaying Requirements

We expect you to play your character's species properly. You must abide by the characteristics of your species. You cannot write your history to be the outsider of your species. There is no such thing as a half-species. If your character history has your father as an Elf and your mother as a Human, that is fine, but in our game, you are one species or the other. You must then take all the abilities and physical characteristics of that single species and have none of the unique characteristics of the other. It should always be clear to everyone exactly what species you are portraying.

These roleplaying rules are put in place to allow players to make assumptions about the different species. When you see someone wearing pointed ears, you know that they may have certain abilities such as *Resist Command* and that may change your strategy when dealing with them. This adds up to more fun for you as well. By playing your species properly, other members of that species (and the Cast characters of that species) will be more willing to roleplay with you, get you involved in their plots, and otherwise include you in the developing story of that species.

Species Chart

Half costs are rounded up.

SPECIES	ABILITIES	
<i>Avana</i>	<i>Break Command</i> <i>Resist Command</i> Mental Abilities	roleplay: Aversion to Celestial Magic Cannot purchase <i>Read Magic</i>
<i>Dark Elf</i>	<i>Resist Command</i> <i>Resist Spell</i> Half XP for <i>Archery</i> per rank	None
<i>Dryad</i>	<i>Resist Binding</i> Half XP for <i>Herbal Lore</i> per rank	roleplay: Aversion to Metal Armor use restrictions
<i>Dwarf</i>	<i>Resist Element</i> <i>Resist Poison</i> -1 XP for <i>Blacksmith</i> per rank -1 XP for <i>Hardy</i> per rank	None
<i>Elf</i>	<i>Resist Command</i> Half XP for <i>Archery</i> per rank	None
<i>Halfling</i>	<i>Resist Poison</i> <i>Species Evade</i> -1 XP for <i>Create Trap</i> per rank	None
<i>High Ogre</i>	<i>Resist Necromancy</i> <i>Species Resolute</i> Half XP for <i>Weapon Skills</i> per rank -1 XP for <i>Hardy</i> per rank	Double cost for <i>Read Magic</i>
<i>High Orc</i>	<i>Resist Poison</i> <i>Species Resolute</i> Half XP for <i>Weapon Skills</i> per rank -1 XP for <i>Hardy</i> per rank	Double cost for <i>Read Magic</i>
<i>Human</i>	None	None
<i>Kyn</i>	Any two Species Skills with an XP cost <i>Claws</i> <i>Scenting</i> Special Ability	Double cost for <i>Read Magic</i>
<i>Realmsworn</i>	<i>Resist Element</i> <i>Species Resolute</i> -1 XP for <i>Hardy</i> per rank	None
<i>Stellarean</i>	<i>Resist Curse</i>	None
<i>Stone Elf</i>	<i>Break Command</i> <i>Resist Command</i> Mental Abilities Half XP for <i>Archery</i> per rank -1 XP for <i>Create Scroll</i> per rank	None
<i>Syladrin</i>	<i>Break Command</i> <i>Resist Command</i> -1 XP for <i>Trades</i> per rank	Must purchase a rank in <i>Trades</i> each level up to 5th

Species

Avani (Plural) / Avana (Singular)

(ah-VAH-ni or AY-vah-ni / ah-VAH-na or AY-vah-na)

Avani were originally created by Gryphons from the birds that dwelled in their mountainous homes. The connection Avanian societies maintain to Gryphons varies wildly, but their history does tend to result in Avani who are highly motivated and have strong convictions. Individual Avani also can form strong bonds with Gryphons, called pacts, that can have both positive and negative consequences.

Like their progenitors, Avani have the innate ability to interact with minds and mental landscapes. Their power in this area largely centres around memory, and their ability to view, protect, and alter it. This intimate relationship with memory gives them a unique perspective on its inherent weakness and value. Many Avanian cultures place emphasis on the role memory plays in the creation of the self, and the idea of immortality through the preservation of memory.

Avani can store memories in special items called Lodestones. Almost all Avani have at least one personal Lodestone that they store their own experiences in, so that in the event of their permanent death their memories will live on within it. Avanian communities typically form around a similar but more powerful item called a Homestone where these records are collected and preserved.

As they gain mastery of their mental powers, Avani can use that strength to resist the effects of Command magics and break the effect of them on others.

Although they are humanoid in appearance, Avani are a separate species, which manifests in a few distinct physical traits. They do not react to alcohol in the same way most species do but feel a similar effect when consuming chocolate. They age at a similar rate to Humans until they reach maturity, at which point the process slows significantly, leading to a notably longer lifespan.

The most significant non-visual difference between Avani and most species is their relationship with Celestial Magic. Due to the same factors that give them their mental abilities, Avani experience physical pain when exposed to Celestial Magic. They are incapable of producing it themselves and feel discomfort when holding or carrying Magic Items of Celestial power. Entering an area infused with Celestial Magic results in an even stronger reaction and lingering in such places can have significant consequences. This also means that Avani typically avoid having even beneficial Celestial Magic cast on them, except in the direst of circumstances.

Species Skills: Cannot purchase *Read Magic*; *Break Command* 2 XP; Mental Abilities; *Resist Command* for 4 XP.

Prosthetics and Makeup Requirements: Avani can be recognized by the feathers that grow on their face, and occasionally in their hair. The patterns and placements of the feathers vary, but they are always clearly visible. The colors of the feathers are reflections of an Avana's dominant personality traits, although interpreting the meanings of feathers is more an art than a science.

COLOR	MEANINGS	COLOR	MEANINGS
<i>Red</i>	Rapidly Shifting Emotions, Volatile, Rash, Angry, Passionate	<i>Purple</i>	Calculating, Callous, Rational, Serious
<i>Orange</i>	Driven by Conviction, Committed, Loyal, Single-Minded	<i>Pink</i>	Creative, Gregarious, Energetic, Unpredictable, Distractible
<i>Yellow</i>	Trusting, Honest, Naive, Kind, Loving	<i>Brown</i>	Closed Off, Private, Slow-to-Trust, Introverted, Shy
<i>Green</i>	Spiteful, Selfish, Independent, Tenacious, Jealous	<i>Black</i>	Steadfast, Consistent, Willful, Determined
<i>Blue</i>	Calm, Thoughtful, Slow-to-Action, Indecisive, Measured	<i>White</i>	Mischievous, Impulsive, Spontaneous, Short Sighted

An Avana's feathers may have as few as one color, or as many as three. The exception to this general rule is silver or gold feathers, which may appear in addition to or in place of the feather colors of an Avana with respectively 30 & 60 XP spent in Species Skills.

Dark Elf

To surface-dwellers, Dark Elves often seem cold and standoffish. This is due to their high expectations of personal conduct, both for themselves and others. This is not to say that Dark Elves never laugh or cry, but they are expected to keep excessive emotions in check. Additionally, their sense of humor may be darker than others.

Dark Elves place a high value on personal integrity. While they can lie, it is almost always to a greater purpose. Due to their mistrust of the more “carefree” people of the surface, Dark Elves tend to gravitate toward and place greater trust in those with similar values. While Dark Elves do have a sense of self-preservation, they are generally taught not to show fear or hesitation in the face of adversity. Therefore, they are often inclined to meet difficult, and even life-threatening, challenges head on. Dark Elven culture places a high value on the valor of such deeds, but this belief does often cost Dark Elves their lives.

Law and personal accountability are of the utmost importance to Dark Elf society — the law is the law, and those who violate it should anticipate harsh punishments. Similarly, those who uphold the law are held to the most stringent of standards. Therefore, they are worthy of the utmost respect, so long as they maintain their integrity.

Dark Elves age normally up to adulthood, and then very slowly, or not at all. It is difficult to say if Dark Elves are ageless, since it is rare for them to live to truly old age, given their willingness to do what is necessary in the face of danger.

Dark Elves have pointed ears and silver or white hair. Their skin can range in color from gray to blue to purple; **black is not a permitted skin color.**

Species Skills: Half cost for *Archery*; *Resist Command* for 4 XP; *Resist Spell* for 5 XP.

Prosthetics and Makeup Requirements: Dark Elves must have pointed elf ears. All exposed skin may be any shade of blue or purple, or gray so long as it's not light enough to look like white or dark enough to look like black at first glance. **Black makeup will absolutely not be permitted.** Skin-tight cloth, like compression clothing, tights and gloves, can also be used to simulate skin. Since makeup can transfer to other surfaces and players, and their garb, wearing fingerless gloves or other hand coverings without makeup on the fingers is also acceptable. Hair and eyebrows must be white or silver. Wigs or temporary hair color wax or spray will work.

Dryad

While there is some debate over what type of ecosystem the Great Forest actually is, the general consensus is that Dryads watched over the First Realm until it was time for them to take their rest and pass over stewardship. When they woke from their Great Sleep, memories of their culture had become buried deep within the recesses of their minds. Many have woken to a quite different world. Overall, they are a sociable people. Harmless mischief is often seen as an important cultural bonding exercise, though many Dryad also have a deep-rooted sense of fairness which may seem counter intuitive.

These curious, gentle folks are not actual plants but mortal creatures of flesh and blood with an extremely diverse background. Their physiology is as broad as all the flora and fungi that exist in the natural world. Dryads also come from many varied regions. For example, you may find Dryads living in swampy mires, arid deserts, and deeply forested regions.

Due to their deep connection to the natural world Dryads can purchase *Herbal Lore* at half price and *Resist Binding* as a Species Skill. Because of their aversion to large quantities of metal, they cannot wear armor of a grade higher than 2 points per location, though they may use the armor layering rules to achieve higher values in a location — see the Armor section for details. Dryads may learn to use any weapon but must avoid physreped metal ones — a Dryad might use an obsidian sword or one that has been Silvered.

Species Skills: Half cost for *Herbal Lore*; *Resist Binding* 4 XP.

Prosthetics and Makeup Requirements: To play a Dryad, you must use makeup and costuming appropriate for the type. All must have some sort of leafy prosthetic, such as flowers in the hair or vines around the body. Mushrooms must have a cap or veil. Makeup can be as simple or as creative as you wish, as long as it is nature-inspired. While every Dryad is different, clothing and kit tends to favor Earth tones, or colors reflective of their type (i.e. A Lilac dryad may have a kit that includes soft

greens, pinks and purples). The makeup and costuming can change with the seasons; thus, an Aspen Dryad could be primarily gray in the winter, green in the spring and summer, and orange in the fall.

Dwarf

Dwarves are a tough, resilient, and proud species that often live in mountainous regions but can be found in a variety of climates. In the Realms of REFUGE, playing a Dwarf does not mean small nor short. They commonly live in vast cities built with precision and adorned with elaborate carvings and the finest metal work. The most recognizable trait of a Dwarf is a glorious beard and/or braids. These are very well-groomed and generally adorned with jewelry or personal accessories, these features are a major part of their culture and a source of great pride for the species.

Dwarves are fierce warriors and rarely back down from challenges, either physical, social, verbal, or abstract. As a long-lived species, they also tend toward a “slow and steady wins the race” attitude. Dwarven attention to detail borders on obsession and in combination with their other traits, this often leads to lively conversations even among their family and allies. Yet, when it comes to war, they are quick and decisive. Glory in battle, especially when that battle is defending their own species, is a battle worth fighting to win. A Dwarf will go out of their way to help their own, and this is extended to include those to which they've bestowed the title of friend. Truehearted, noble, and unrelenting in battle, when someone manages to truly befriend a Dwarf, they will have a fiercely loyal comrade for life.

Dwarves take great pride in the various things they create, and those creations are not limited to smithing. From Weapons and armor, to towering statues, down to the most delicate of jewelry, even their cuisines and ale they make has the same passion poured into it. Dwarven artisanship is held in the highest regard by most, prized throughout the Realms of REFUGE; the byword for quality is craftdwarfship. Be warned, considering the time and meticulous attention to detail that goes into everything they make, Dwarves are not amused by unwarranted and hasty criticism. When a Dwarf comes of age, they often specialize in a specific craft.

All Dwarves carry the story of their life and lineage with them, literally, in the form of some style of braiding or decoration of their own hair. These braids are some of the most treasured things in their life. To that end, there are at least one of two options which must be selected when physically representing this species: A beard with at least two braids decorated with beads, runes, or beard coils; or head braids, either one large or at least two smaller ones adorned with beads, runes, or coils. Head braids should be visible at a glance and must be at least one and a half times shoulder length (from the top of their head to shoulder plus half that length). They may display a combination of both a beard and head braids.

Dwarves can purchase the Species Skill *Resist Poison*. This is primarily due to years of exposure to the trace amount of gases and poisons that can be found lingering in mineshafts where they work, deep within the earth. The inborn musculature and excellent immune systems of Dwarves are often burnished by generations of constant extreme physical activity: this allows each purchase of *Hardy* at -1 XP. Likewise, their natural endurance toward temperature and Celestial Magic leaves them hardened against the elements, and with many being continuously subjected to intense hot and cold environments where they must perform most of their work, this trait also becomes a practice: they may purchase the Species Skill *Resist Element*. Dwarven hereditary attention to detail and an uncanny knack with the forge mean Dwarves can purchase the *Blacksmith* Skill for -1 XP.

Species Skills: *Blacksmith* purchased at -1 XP; *Hardy* Skill purchased at -1 XP; *Resist Element* 3 XP; *Resist Poison* 4 XP.

Prosthetics and Makeup Requirements: There are 2 options when physically representing this species. A beard with at least 2 braids decorated with beads, runes, or beard coils is required; and/or head braids either 1 large or at least 2 smaller ones adorned with beads, runes, or coils. Head braids should be visible at a glance and must be at least one and a half times shoulder length (from the top of your head to shoulder plus half that length). You may take a combination of both beard and head braids if you choose. Your beard and braids may be artificial or real, as long as they meet listed requirements.

Elf

If other long-lived species are stones in the river of time, steadfast against the torrents of change, then Elves are fish. They exist within the movements and flows of their world—they understand them, are molded by them, and live in harmony. Because of that, they have made their way into every corner of the Realms of REFUGE they inhabit, displaying an incredible fluidity of physiology, culture, and temperament.

Elves inevitably flourish in almost any environment and have gradually adjusted their genetic traits to be more in tune with their surroundings. Variants have developed over time, exhibiting subtle shifts to best suit their chosen ecosystem. These may manifest as simply as differences in complexion, all the way up to unique specializations to thrive in an unforgiving landscape. Elves have been found in cities, deserts, forests, tundras, plains, on the high-seas, as nomads, as settled members of communities, and even as avowed hermits. A city-dwelling Elf might have lived there since it was a cluster of huts, and love the city all the more for it, another might wander the world as an eternal student, investing centuries into a monumental magnum opus, and another might stand guardian over some forgotten, wild place far from the edge of civilization's maps.

All Elves, despite their evolutionary adaptability, share the same core biological traits. They possess incredibly keen senses that allow them to perceive the world around them with a clarity many species could only dream of. When focused, an Elf can scent a shift in weather, or hear the songs of night creatures. Their vision is unparalleled, even at a great distance, making elves particularly suited for *Archery* and ranged combat, which they can learn at half the cost. Their natural long-life gives them a strong focus on maintaining the stability of whatever environment they've chosen to call home, whether that means fostering sustainable living within the rhythms of nature, preserving the socio-economic health of their humble town, or manipulating relationships between nations as dignitaries. These sustainable practices often make for a healthier landscape and Elven people, aiding in resistances to common illnesses and further fortifying the natural Elven longevity.

While Elven societies exist in every variation of structure and style, they demonstrate obvious commonalities. Their stewardship over their land results in architecture where engineering and natural features exist in perfect union. Natural resources are cared for and maintained vigilantly, making them profitable trade-partners to other societies, or perhaps rich targets for conquest. Being so attuned with the land, sea, and stars, Elven cultures are prone to observe and celebrate occasions of natural beauty and astronomical occurrences whenever possible.

Elves understand that there is always, always more time, and even the most awful tragedies or grand triumphs will pass and fade away. This tendency can make them appear unempathetic to the day-to-day hardships of life— even aloof, passive aggressive, or at worst, elitist. Yet this resilience of mind gives them natural mental defenses, and all Elves gain access to the Species Skill *Resist Command*. Many young Elves are filled with an unquenchable wanderlust, and their buoyant spirits lead them towards exploration and discovery. Some never settle down, and spend mortal lifetimes seeking adventure on the ever-elusive edge of the unknown.

So much variety and potential may make defining the species as slippery as catching a silver fish in a stream, but one need only look to the world around them to have all the context necessary to understand Elves. They are as the world is.

Species Skills: Half cost for *Archery*; *Resist Command* 4 XP.

Prosthetics and Makeup Requirements: All Elves must wear pointed ear prosthetics. These may vary in shape and length but should be visible over the player's hairline. Ideally these should be a shape which is not easily mistaken for animal ears. You are also encouraged to have any other costuming you feel further represents the type of Elf you are playing.

Halfling

Halflings are peaceful people. Primary among all other considerations, Halflings love comfort. They enjoy a pleasant home, a warm fireplace, good food, fancy clothing, fine wine, and excellent distractions. Halflings love a good story, play, book, or bard, and will actively seek out entertainment when it is available. The art of storytelling in all its forms is highly valued, so much so that those who take up trade as a bard or author are highly revered in Halfling society. As such, both oral and written history are extremely important to a Halfling. A Halfling dedicated to chronicling histories sticks with the facts. But if the focus

is storytelling, then why let facts get in the way?

Halflings greatly value wares and goods and love a good bargain or deal. They would never deign to offer an insulting price on someone's work. Craft and method are highly valued, as are the people who produce truly remarkable wares. As Halflings are known to be shrewd and talented in business, they are a boon to any industry they set themselves to. Their appreciation of quality and Skill in dealing with others is truly unparalleled. Yet, most Halflings are often willing to pay more for an item of significance, if the story is impressive enough.

When it all boils down, Halflings are generally simple folks; they enjoy a good home and the comforts afforded there. Because of this, Halflings generally dislike adventuring and the risks it involves. To some, though, the possibility of earning rewards or discovering stories and treasure in some long-forgotten dungeon is often just too tempting to resist. However, it will be rare for any Halfling to desire to be an adventurer for too long, and the plan will be to do so just long enough to become the subject of a story or four. Can you ever be the subject of enough stories?

Since Halflings appreciate the finer pleasures in life, outsiders wrongly can see them as materialistic. This is not so. Greed is seen as one of the worst infractions in Halfling society, only eclipsed by the scorn doled out to those who steal or cheat. Halflings are known to value a comfortable fairness in their society. They don't want others disturbing their comfort and relaxation, so they encourage noninterference with everyone.

As such, in political affairs, Halflings often stay neutral and mind their own business (in more ways than one.)

Reputation among fellow Halflings is extremely important, as it is essential to keeping a peaceful and comfortable life. Among other species, however, a Halfling does not necessarily place their reputation in such high concern. Seldom does a Halfling do something without considering the impact to their reputation, but it is important to keep in mind that sometimes reputation and action are quite different things.

Halflings solve a problem by viewing it first through every possible angle. Even Halfling warriors don't just step up to a foe and start swinging; they think before they act. They do not rush their decision making. Sometimes, non-Halflings see this concern and consideration as aloofness or obtuseness. In truth, Halfling society just favors clever thinking, whether it be riddles, tactics, puzzles, philosophy, logic, and out-of-the-box problem solving. But, at the end of the day, though they may not be naturally bellicose, Halflings are fierce defenders of their homes and their comforts.

Halflings love tradition, whether it be personal, familial, or communal. Watching the dawn, celebrating birthdays, welcoming in the harvest or newcomers — whatever the tradition, these can be developed over a year, a lifetime, or over generations. This may explain why Halflings seem to have so very many parties and celebrations. With such a devotion to tradition, invariably a few will be truly mystifying to outsiders. Hierarchy of traditions is key, with the oldest being given the greatest consideration. While Halflings find traditions important to stick to, this does not hamper the creation of new ones. Every Halfling knows that new traditions can be just as rich and important as old ones. With such an appreciation of celebrations, traditions, and comforts, Halflings are true epicureans. Such delights have made their constitutions quite strong — strong enough to resist poisons (if well-trained). Halflings are also quite nimble, both of body and of mind.

Species Skills: *Create Trap* purchased at -1 XP; *Resist Poison* 4 XP; *Species Evade*.

Prosthetics and Makeup Requirements: Use accentuating makeup or prosthetic to meet eyebrow alteration requirements like distinctive eyebrows AND, as a second component, have a prominent metallic birthmark (makeup, tattoo, or prosthetic) on the face.

High Ogre

High Ogres have large rearward facing horns, red, orange, and/or yellow veins around the eyes. They have one of the shortest lifespans of the adventuring species, reaching maturity in one year, with an average lifespan of twenty years, though some do manage to live into their late thirties.

High Ogres have a heightened metabolism leading them to operate at a level of intensity that absolutely befuddles longer lived species. Due to this, when bored they tend to find something to do, whether it is work, fighting, or some other rigorous

activity. This is because they process certain sugars, such as those found in fruits, incredibly rapidly, to the point of needing to do something physical shortly after its consumption.

Primarily High Ogre communities tend to hold one or two solid beliefs and then there is rapid change around this central idea. The sages of very long-lived species have a saying “If you want to get all sides of a single idea, ask High Ogre communities about it every twenty years or so.” This can hold true for even an individual High Ogre, where while the central idea remains the same, the outer fringes of that idea are fluid, which isn’t seen as contradictory by the High Ogre. Adventuring High Ogres in it to be a hero may go through multiple meanings of what it means to be a hero in just a single year, but rarely would give up on heroism completely.

Sitting still long enough to learn the intricate nature of Celestial Magic is more difficult for High Ogres. Those that do tend to be either extremely focused, or unusually calm for their species. *Read Magic* costs double for High Ogre characters.

In addition, High Ogres can learn to tap into these energy reserves in combat. When in great danger they can fight through the pain of injuries with sheer bursts of adrenaline. Tales are told of High Ogres taking a direct hit from a catapult stone, and still fighting on. Due to this, High Ogres may take *Resolute* as a Species Skill.

The bones of High Ogres are also incredibly dense and difficult to break and grow in density as they age. Even after breaking, they grow back stronger, and oftentimes slightly thicker, than before these breaks. High Ogres in their thirties have been found with their rib cage fused into an almost internal breastplate after decades of battle. As such, High Ogres purchase *Hardy* Skill for -1 XP.

High Ogre traditions are that they were created out of the “bones of the world”, and there may be some truth to the statement. They are keenly aware of changes to the natural world around them, and feel discomfort when sudden changes such as Earthquakes, massive storms, or plagues crop up. This connection with the land itself is even more intense when it comes to Necromantic energies and Undead. Calling upon their energy reserves, they can ground the powers of undeath and dissipate it through the dirt beneath their feet. It’s rumored that the level of Necromantic energy in the area may cause their eye veins to flare, becoming more dramatic in such situations. As such they can buy *Resist Necromancy*.

Species Skills: Double XP for *Read Magic*; half cost for Weapon Skills; *Hardy* purchased at -1 XP; *Resist Necromancy* 4 XP; *Species Resolute*.

Prosthetics and Makeup Requirements: High Ogres require the use of makeup and prosthetics. All High Ogres have tusks and horns of any safe size. In addition, they have yellow, orange, and/or red veins from the eyes representing highly intense blood vessels.

High Orc

High Orcs have green skin of varying shades and protruding teeth or tusks. They have shorter lifespans than a Human, reaching maturity in two years, with an average lifespan of thirty years, though some do manage to live into their late forties.

No less intelligent than any of the other sapient species, their short lifespan means that they tend to be more focused on the immediate, rather than the long term. While an Elf might see a plan that takes twenty years to come to fruition as reasonable, to a High Orc that’s essentially a lifelong commitment.

This has led to a situation where High Orcs seem crude or overly blunt to these longer-lived species. This doesn’t generally concern a High Orc much, if whatever needs doing gets done. It also means that not much stock is placed in being concerned with grudges, others or their own. If someone attacks you, put them down. If someone insults you, right the wrong, then get on with life. It is better to sit down with friends, food, and song than to simmer with unexpressed anger, or work some political angle.

Due to this, primarily Orcish communities tend to be a strange mix of volatile and stable. On any given day, two High Orcs might be bellowing at each other as a way to work out a disagreement in the morning, and in the evening both are clapping each other on the back for work well done, the previous conflict having reached a conclusion one way or another. This letting go of the past and future to focus on the now makes treaties and the like very difficult for other species when dealing with

High Orcs, to which most High Orcs shrug and just get on with whatever they decide needs doing at that point. As such they tend towards the most direct approach possible when solving problems. They're no less capable of intricate plans than anyone else but tend to prefer solving the immediate problem as efficiently as possible. While this means they don't tend towards the life of a Scholar, due to the time it takes to master those Skills, those that do are dedicated combatants indeed! *Read Magic* costs double for High Orc characters.

High Orcish muscle is also extraordinarily strong for its size, meaning that the strength training other species need to do to effectively train in the use of Weaponry just isn't necessary. While it takes time to learn how to effectively use a specific Weapon, they just don't need as much repetition as a Human does to get the same effect. Weapon Skills cost half XP for High Orc characters.

In addition, High Orcs do not have the same pain response as a Human or dwarf. While they feel discomfort at an injury, compared to other species, they can fight on despite what would otherwise be a mortal wound. Tales are told of High Orcs fighting on despite having their entire torso disembowel, only to be patched up by a healer afterwards. Due to this, High Orcs may take *Resolute* as a species ability.

They can metabolize harmful substances incredibly fast for a creature their size, with a liver twice the size of a Human's. This means that they can eat a wider variety of foods and breathe in environments that would incapacitate a more delicate creature. Due to this, High Orcs may take *Resist Poison* as a species ability.

Species Skills: Double XP for *Read Magic*; half cost for Weapon Skills; *Hardy* purchased at -1 XP; *Resist Poison* 4 XP, *Species Resolute*.

Prosthetics and Makeup Requirements: High Orcs require the use of makeup. All High Orc players wear green make-up on their face and have protruding tusks. All exposed flesh should match the color.

Human

Across the entirety of the Realms, no species is so numerous or ubiquitous as humanity. No single creed or goal unifies their disparate civilizations, not even the concept of civilization itself, or what such a thing should look like.

Longer-lived species frequently find interacting with Humans to be a dizzying affair — after all, with an average life span considerably shorter than a century, their individual lives seem to come and go like leaves on trees. Still, those lives frequently burn bright and hot with ambition and excellence, and with there being just *so many of them* to ignore them outright is a grave mistake.

Their tendency towards inclusivity is an undeniable facet of their existence: Humans possess the singular ability to incorporate other people, animals, or even inanimate objects into a group considered 'their own' — even including non-Humans, much to the honor, annoyance, or amusement of members of other species. Humans, while capable of enduring solitude, are social beings that do best when partnered with trusted friends and loved ones. In a universe filled with fantastic beasts and monsters, Humans rely upon each other as much as their own capabilities to survive.

Their brief, flaring lives have led them to become masters of adaptability and resilience, and Humans can be found to live — and even thrive — in the most inhospitable of climes: from scorching deserts to freezing glaciers, sweltering jungles, even deep underground in lightless caverns, or in bug-infested swamps. Humanity has mastered them all. Some communities are nomadic, and some cities have been settled for thousands of years unbroken, becoming true bastions of civilization and enlightenment.

This adaptability has developed in humanity an incredible capacity for imagination and ingenuity. Where other species are capable of almost instinctive feats of magical or warrior prowess, Humans have had to rely upon their wits and problem-solving abilities to survive the frequently perilous Realms. It is a matter of pride (for Humans) and consternation (for other, older species) that Human beings are often capable of developing capabilities in just about any field comparable to the greatest masters of any other people. Rhetoric, warfare, commerce, even the higher arts of magic have all been mastered by humanity at one point or another — with successive generations raising the bar of mastery repeatedly.

Still, perhaps the most beautiful trait of humanity is how utterly awash its teeming numbers are with contradiction — for every person who considers a certain behavior as a rule, just as many may call it the exception. Humanity runs the gamut of every conceivable variation of mentality, morality, or ambition, the absolute best can be counted among their number — as can the very worst. The most heinous villain may be born down the street from the noblest of heroes, the most selfless philosopher may daily pass the greediest burgher. It is this capacity for self-realization, for surprising promise, that makes humanity so special, and which leads them to carve their names in the very stones of history with such frequency.

Species Skills: As Humans do not require any special make-up or prosthetics, they do not receive any Species Skills.

Prosthetics and Makeup Requirements: Humans have no make-up or prosthetic requirements. However, players must be careful to avoid anything that may confuse them with any other Species.

Kyn

Some say it was a Fey wish that coursed through the veins of the world. Others believe Kyn formed by the first Backlash of Ritual Magic. The origin of Kyn and the source of their adaptive powers are wrapped in one of the oldest mysteries of the Realms of REFUGE.

Kyn are seen throughout the Realms. From a simple Foxkyn baker, to a ferocious Bearkyn who lives in the wilds. Their culture is as diverse as the subspecies that make up Kyn. Some live remotely in the wilds while others grow up in massive cities. A Wolfkyn may feel they want to howl at a full moon. In the wilds this may happen, but a city dwelling Wolfkyn Mage may take a moment to gaze out the window on their busy day rather than howl.

Societies often reflect their animal roots. Many Dolphinkyn travel in packs and work together to complete their goals. A lounge of Lizardkyn may spend their time in the warm months outdoors soaking up the heat from the sun while going about daily tasks, or even basking on a rock for a quick break.

Having animal roots means it takes a little more focus to obtain *Read Magic*. This does not mean they are incapable of magic or bookkeeping. Many have become accomplished healers or High Magic wielders. Some are greatly capable in the *Trades*, like fishing, carpentry, and baking. A more gregarious Kyn may work as a tavern keeper, painter, or a performing artist — or positions where they can be among a constant flow of other individuals.

All Kyn have natural instincts that they choose to embrace or control. A Turtlekyn might not run very fast while a Rabbitkyn can't stop twitching. Each subspecies is unique. One Catkyn might hiss when they get angry while another is prone to take long cat naps.

Many Kyn are nomadic, always seeking safe shelter. To this end, they are likely to show interest in new lands they travel through. This makes them great at fitting in, making quick friends and improving safety through alliances and resources. Kyn can be pragmatists and quick to embrace change partly out of a strong sense of self-preservation.

Scenting is a Special Ability that all Kyn have. This is used to discern the presence of *Alchemy* by examining the target for a 3-Count Counted Action. In some Realms of REFUGE the Scenting ability may have additional uses, such as sensing danger or tracking prey.

Species Skills: Any 2 Species Skills with an XP cost; *Claws* 8 XP; double cost for *Read Magic*; *Scenting* Special Ability.

Prosthetics and Makeup Requirements: All Kyn are based on a real-world animal. No fictional creatures such as Gryphons or dragons are allowed as Kyn. There are also no cross breeds unless it happens in nature such as a Ligerkyn.

What type of Kyn subspecies you are playing must be declared at character creation. Kyn must represent the subspecies they are (goat, tiger, beetle) in their costuming. This can be done with makeup, prosthetics, or a mask.

All exposed skin must be painted to match the subspecies. Wearing a thin colored long sleeve shirt also works to represent this. Have fun when picking your subspecies. There are lots of different options for you to choose from and get creative with.

Realmsworn

The Realmsworn are a pragmatic and stoic species defined by their unyielding commitment to duty. They are collectively united by the Primal Vow, a shared burden among Realmsworn to protect the Realms of REFUGE from outside threats. Through the Primal Vow they share a deep connection with the land that manifests as the rocky or bony protrusions seen on the faces of Realmsworn. All Realmsworn make the same Primal Vow:

*“Realms united, heed my vow.
I beg you, give me strength.
That I may rise against the tide,
And on me it shall break.*

*The time has come to take a stand,
Against threats from beyond.
I swear that I shall guard this Realm,
and be its paragon.*

*This vow, and any I shall swear,
are my eternal bond.
I pledge to serve the Realms and land,
‘til my last breath is gone.”*

The taking of any vow is a solemn act for Realmsworn that requires significant deliberation. Once taken, the vow becomes a part of who they are. Realmsworn take immense pride in the vows they have taken and display this by prominently wearing a physical symbol of their vows, which they call a Var, on their clothing for all to see.

All Realmsworn believe service creates strength. Through serving a cause greater than themselves, they reach their full potential and help those around them reach theirs. They are pillars of strength in the community or on the battlefield. Realmsworn recognize that bearing great burdens and honoring their vows deepens their connection to the Realm and develops the strength they need to protect it. Realmsworn bear an inherent aversion for any creature not native to the Realms of REFUGE (such as Elementals or Extraplanar beings). The extent to which this manifests varies but many Realmsworn are eager to purge the Realms of REFUGE of outside influence.

Species Skills: Purchase *Hardy* for -1 XP; *Resist Element* for 3 XP; *Species Resolute* 2 XP.

Prosthetics and Makeup Requirements: Realmsworn are required to wear prosthetics on their face that portray rocky or bony protrusions. The size and patterning must be such that they could not be mistaken for another species. These prosthetics are usually smaller than three inches and there must be at least three of them on the face. They must also have a Var that is at least two inches in diameter that is worn as part of their costuming. It may be any shape. The Var is to be adorned with decorations to detail each vow the Realmsworn has taken. How this is done is an individual decision (e.g., gems, feathers, or string.)

Stellarean

(stel-AR-ee-an)

To be a Stellarean is to be a member of a species of fallen stars. With this unique heritage comes an extraordinary birthright. Every Stellarean is connected to every other member of their species via a deep and subtle empathic bond. This means when two Stellarean meet for the first time, they are much more likely to get on well with each other, and most Stellarean bond more quickly and strongly with others of their own species. Not to say that the species is unable to harbor great and intense emotions towards members of other species; not every Star in the sky is part of a constellation. In fact, it has been said that a Stellarean can even form a bond with a non-Stellarean so strong, that something very like their species-wide empathic link is forged between them.

Stellarean have a natural curiosity for the world around them. Due to their Celestial heritage, everything about the world feels just a bit alien to them. This causes them to be drawn to meet new people, experience new things and travel to new places. Some find this need insatiable, causing them to wander far and wide, while others find they can satisfy it within their chosen community.

While the feel of being around other Stellarean is appealing to some, that empathic link can also become overwhelming. Some take to wandering alone or in groups of other species to clear their heads. But that pull to another Star is not insignificant and can sometimes contribute to the wanderlust a Stellarean feels, pushing some eventually to search for their own species once more.

Stellarean culture is eclectic. From the unique experiences each Stellarean has, they develop their own customs. As such, it is not unheard of for a newly arrived Stellarean to seek out those already established in that land. This is a way to appease that desire to meet more of their kind, but also make sure not to disrupt any of the customs those established Stellarean possess.

Stellarean personalities are as varied as the stars in the sky. However, they do have a tendency to be outgoing, friendly and irrepressibly free-spirited. Their lust for life is legendary. They don't dress or speak in any particular way, instead being heavily influenced by the cultures around them.

As a fallen Star, Stellarean are mildly resistant to Earth Magic, giving them the ability to *Resist Curse*.

Species Skills: *Resist Curse* 4 XP

Prosthetics and Makeup Requirements: Each Stellarean brings a piece of their Star with them when they are born into their physical bodies, which manifest as gems located on their heads. Some may only have one or two, while others are adorned with small clusters of gems. These gems always appear at or above the brow line, often near an eye, though never reaching the middle of the forehead.

Stone Elf

Stone Elves have alabaster white skin, pointed ears, and lips that are black or another dark color other than red. Some are born with patterns of glyphs on their skin.

Legends say that long ago a group of Dark Elves were changed by a Celestial Magic Backlash into the stoic Stone Elves of today, removed from the reckless emotions that once brought them ruin. Stone Elves show nearly no emotion and have the appearance of being eternally calm. Their discipline and their mental strength enable them to suppress outward emotional expression. Most spend a lifetime seeking to be rid of inner turmoil as well and proximity to others' emotional expressions can be uncomfortable. Some claim that this discomfort is due to Stone Elves feeling physical pain when exposed to strong emotion, though Stone Elves themselves are typically quite reticent to discuss such matters.

Stone Elves live many centuries, and as such they have a different view on matters than Humans and other short-lived species. Pragmatism is easier to learn for them, as it is a common belief that most conflicts resolve themselves with time.

While the specifics of Stone Elf societies may differ, they are always based upon a carefully reasoned format. Most Stone Elves have the goal of productively contributing to their communities. It is common for any Stone Elf community of significant size to arrange itself into subsets such as houses or research conclaves led by elders, which can manage parts of the community rather than every issue requiring the attention of every member.

Stone Elves' thirst for knowledge can take them all over the Realms. These quests often last for decades or even centuries and are frequently regarded as a rite of passage for young Stone Elves.

Stone Elves' emotional control gives them the precision needed to write magical language. Their intense focus and keen senses produce capable archers, while their rigorous mental practices make overcoming Command magic simple. Stone Elves are gifted with Mental Abilities that allow certain powers over the minds of others. While a great many follow the path of the Scholar, they have no natural affinity for learning Spells.

Roleplaying a Stone Elf can be mentally draining as it involves watching yourself for most any sign of emotion and repressing expressions. Please take care to give yourself OOG breaks if needed. See the Stone Elf Species Packet for information on glyphs in your Chapter, the fabled mindbonds, and other tips and tricks for bringing your Stone Elf to life. For examples of skin glyphs in your Campaign, check with the local Chapter.

Species Skills: *Create Scroll* purchased at -1XP; half cost for *Archery*; Mental Abilities; *Resist Command* 4 XP.

Prosthetics and Makeup Requirements: Stone Elves must have pointed elf ears. All exposed skin must have white makeup, and lips may be any dark color that is not a shade of red.

Syladrin

(sill-AH-dren)

The Syladrin are descended from the Fey, their closest cousins being satyrs and fauns. They are truly a communal society believing “it takes a village” to accomplish most tasks, from defeating a vile foe to raising children. As such they have a strange idea of personal possession compared to other species, finding little reason to hoard wealth when it can be spent for the betterment of the community; be that in arms and equipment or throwing a lavish party to raise everyone’s spirits.

The Syladrin hold the ideal of personal freedom in high esteem and are reluctant to take away that freedom from any sentient beings without due reason. They abhor Command magics, though the strength of their revulsion is different from person-to-person and community-to-community. Their respect for personal freedom is so strong that their wills are notoriously hard to break.

Syladrin cannot help but tinker and learn about the world around them, either dabbling a little in a lot of subjects or becoming experts in their fields. This natural propensity to learning allows them a unique relationship with the *Trades* Skill.

Fey blood courses through their veins, leaving them apart from most of the effects of the passage of time. As such, the Syladrin have no known maximum age, instead dying from other causes such as accidents, disease, or war.

Species Skills: *Break Command* 4 XP; *Resist Command* 4 XP; *Trades* Skill costs 1 XP (must purchase 1 rank per level until 5 have been purchased)

Prosthetics and Makeup Requirements: Elf ears and use horns of any safe size on the forehead. Ear prosthetics can be any length the player chooses if they are elf ears. Horns can be any color(s) and shape of the player’s choosing.

Monster Characters

Many players have the dream of playing monster characters as their PCs. The thought of playing a goblin, werewolf or vampire PC can be lots of fun for the player, but is not allowed by the REFUGE LARP rules. The game system is designed to be balanced. Monster rules were never meant to be given to players, because it would throw that balance off.

PC monsters only foster unwanted conflicts between players. PCs playing these monsters are bound to be attacked or hunted down by other players, and the hard feelings that erupt from players who are trying to play true to their monster form often turn into OOG arguments. PC versus PC conflicts are important to the game, but when one PC is seen as having an unfair advantage due to powers that cannot be achieved by other PCs, then OOG arguments ensue.

Most importantly, it should be noted that monsters are all controlled by the Plot Team. This allows Plot Teams to monitor and properly scale events and decide when Cast characters enter the game and how they will act, and when to pull them if things are getting out of control or if the direction of the game needs tweaking.

PC monsters throw all that out the window, because unlike Cast, PCs have free will. With PC monsters out there, the Plot Team spends all its time trying to deal with these wild cards instead of running its own plots.

Plot Teams may sometimes run storylines where PCs become monsters. In cases of this affliction you must abide by the personality requirements and Plot Team controlled directives.

Chapter III: Classes

Any character, regardless of class can purchase any Skill and wear any armor, but it is more difficult to purchase Skills outside of your chosen class' preferences. A character's class defines which Skills might be easily obtained. The seven classes have different advantages when purchasing Skills, as well as varying toughness, as represented by Body Points and Armor Point Maximums.

Classes offer distinct advantages in XP costs of Skill purchases. Fighter has the most inexpensive costs for Martial Skills, Rogue for Stealth Skills, and Scholar for Magic Skills. Three more classes are less expensive in two categories: Scout between Fighter and Rogue, Adept between Rogue and Scholar, and Spellsword between Scholar and Fighter. Finally, the Artisan class stands alone specializing in Trades and Crafting Skills.

Classes

Fighter: Fighters excel with a variety of weaponry, able to take the most damage and fight their opponents toe to toe better than any other class. Fighters may use the strongest sets of Armor easier than other classes, and purchase Weapon and Martial Skills at the lowest possible cost. If being in the thick of combat and dealing out damage, or protecting your allies is your goal, the Fighter is a great choice. Fighters also make excellent archers, and many of their attacks lend themselves to ranged combat.

Scout: Scouts are meant to be a very mobile damage dealer. They are a bit more heavily armored than a Rogue, but less than a Fighter. They can mix up the damage of a Fighter with the defenses of a Rogue which makes them a good option for those that would like to dip into both Martial and Stealth Skills.

Rogue: Rogues are very capable of debuffing their foes, disabling attacks, and dealing incredible damage quickly when they get behind their opponents. They also serve as capable Archers and Alchemists, throwing gas and Trap Globes into the fray. Rogues are more lightly armored and have less Body Points than Fighters but have the best Skills to avoid enemy attacks altogether.

Adept: Adepts blend the Skills of Rogues and Scholars. They can debilitate an opponent with carefully aimed attacks. *Alchemy*, traps, and spells. Being able to unleash a barrage of both *Backstabs* and spells can overwhelm an opponent quickly, and sometimes more importantly, silently.

Scholar: Scholars can wield the power of life and death. They excel in multiple roles – with their spells they can support others in combat, they can deal direct damage themselves, or they can heal their allies and themselves. Scholars are lightly armored and have the lowest Body Points, but excel in casting spells, imbuing items, and evoking raw elemental energies. If wielding powerful spells is intriguing, Scholar is the right choice.

Spellsword: Spellswords shine using moderate amounts of armor and wielding traditional weapons and spells alike to support their allies. They excel at versatile combinations to buff and heal their team or debuff and damage opponents. The capability to protect themselves from both magic and weapon attacks makes them invaluable on the battlefield. For those who want great variety, Spellsword is a solid choice.

Artisan: The Artisan class is the epitome of production creation. Artisans gain power not through combat Skills but through wealth and influence. Artisans do not excel in weapon use or spellcasting, but at mercantile pursuits, undertaking trade, and are excellent pure crafters.

Body and Armor Points

Two important statistics, Body Points and Armor Points, are based on a character's class. All characters begin with 10 Body Points. A character gains +1 Body Point at a rate based on their class per the table below. The *Hardy* Skill can be used to purchase 5 additional Body Points for each time the Skill is purchased no matter what class you are.

In addition, all classes are limited in how many Armor Points they can use. These maximum Armor Points are listed in the

chart as well. The *Wear Extra Armor* Skill allows characters to wear +1 Armor Point above their Armor Point Maximum for each time the Skill is purchased.

CLASS	XP BETWEEN BODY POINTS	ARMOR POINT MAXIMUM
<i>Fighter</i>	5	35
<i>Scout</i>	7	25
<i>Rogue</i>	8	25
<i>Adept</i>	10	20
<i>Scholar</i>	15	15
<i>Spellsword</i>	9	25
<i>Artisan</i>	12	20

Changing Class

Players may change the class of their characters over time. You can choose to change your character's class by logging onto the RPDb and clicking on your current class. This will take you to a new page that will show you if you have enough XP to change classes. Additionally, a character may swap their choice of Primary and Secondary schools of magic.

You may never have a negative amount of XP, and the RPDb will not allow you to change your class if it would cost more XP than you have available.

It costs less in XP to change to and from related classes (Fighter to Spellsword or Scout) than it is to go from one class to a completely unrelated one (Fighter to Scholar or Rogue).

This part of the game system is never available at or during an event.

Chapter IV: Combat

Simulated combat is a large part of REFUGE LARP. It is important to understand how the combat system operates. This section will help you play safely and plan better for the Skills you purchase.

This section is important for grasping the fundamentals of our game system. Failing to follow any of the rules in the following sections could result in disciplinary action.

The Pause Game Rule

This is the single most important rule in this entire book.

Many things can happen while players are on the field. If you see anything that appears to be unsafe, you can call a Pause. To do this, you shout the word "Pause" as loudly as you can, and everyone in the vicinity will drop to one knee. **If dropping to a knee is unsafe or the player cannot, they must instead stay very still and alert.** You'll probably also hear the call echo down the field so everyone hears it. Please note "MEDIC!" is an OOG call for help, so never say this in game.

Dropping to one knee ensures that combat, and any movement occurring, is Paused exactly where it's at. Every player on Pause is expected to remain in place, on a knee (or sitting) and remain quiet for the duration of the Pause.

Reasons for a Pause to be called include:

Unsafe Conditions

If a player, or players, realize that they are backing into a copse of trees or thorny bushes, a Pause can be called to reposition the group into a spot that is slightly further away from the trees, giving the players a safer combat position. The same goes for moving towards buildings or something deemed a tripping or injury hazard.

Effect Resolution

This usually happens when a large group of players are attempting to kill the Big Bad and the Monster is being inundated with more calls than the Cast Member can process. At that point, a Pause will be called to make sure all the damage is deflected or captured appropriately before moving on with the battle. This kind of Pause is mostly prevented by making sure your calls are loud, clear and you are taking your swings appropriately.

Sometimes, traps or Special Abilities might call for a Pause in order to resolve.

Medical Issues

Accidents do happen, like ankle damage, bee stings, etc, and this is absolutely a valid reason to call Pause. Once it's established by a second party it's an actual medical need and not an IG Healing issue, "MEDIC!" should be called, and any one of our players or staff that is medically trained will come and address the issue. The Pause will last until the player and medic have decided it is safe for them to return to the game or be removed from the field.

To End a Pause

Once all issues are resolved, a Marshal or otherwise appointed individual will loudly ask "Is there any reason for this Pause to continue?" If there is no affirmative response, you will hear someone call you to return to your last position. Once it appears everything is back as it was, someone will loudly call "3, 2, 1, LAY ON!" Gameplay then resumes as it was.

We try to keep Pauses as rare as possible as it can disrupt the game flow, but we know they are sometimes necessary. So please, keep them to a minimum, and only call them when they are truly needed. If you need simple rules clarifications during combat, there are other ways this can be addressed, and other players will happily assist.

Safety Concerns

Safety is a primary concern in all our games; following these rules is imperative, and ignoring them will result in

consequences ranging from warnings, removal of IG Skills, and could result in removal from the game.

Body Contact

The only sport contact allowed during active combat is by an approved melee weapon physrep. Any other type of fighting contact such as grabbing someone, hitting, or kicking is strictly forbidden. Even when gently contacting another (friendly or immobilized) creature, for example to pick up a fallen ally, you may only touch the target on their shoulder and indicate your intention with a proper verbal call. You should never actually pick someone up or move them to drag them off of the field of battle, nor should you attempt to make shoulder contact (for a Skill like *Healing Arts* or *First Aid*) with a target who is resisting IG or denies consent OOG.

Shield Bashing

Shield Bashing is the intentional use of a Shield to gain physical OOG advantage over an opponent and is prohibited. This includes physically pushing or striking an opponent with a Shield. Shield Bashing is a serious violation of the safety rules. The potential for injury is great.

Charging

During combat, you must never come into physical contact with your opponent. If you are crowding your opponent enough that they must step back to avoid body contact with you, you are charging. It's possible to fight safely with very short weapons, but you must take special care to not force the other person back physically to avoid contact.

If you have moved so close to your opponent that they can reach out a hand and touch your shoulder or torso, you are probably charging. If you can hit an opponent over their shoulder from the front, you are probably charging.

Pinning Weapons

Pinning refers to a fighting tactic where you trap your opponent's weapon physrep so that it is unusable, intentionally trapping the weapon under a weapon or shield so that it cannot be safely pulled back to swing again. Although pinning weapons is a mainstay of many movies, it is dangerous in combat and as such this is prohibited.

Any Weapon or Shield shaped in such a way as to trap Weapons, whether accidentally or by design, is forbidden.

Legal & Illegal Targets

Legal targets include the entire body **except the head, neck, hands from the wrist out, and the groin**. These locations are illegal targets for both Weapon-delivered attacks and Packet-delivered attacks.

You may not intentionally block a hit with an illegal target such as putting an empty hand up to block a swing and then claiming it hit an illegal target.

If you do not have the Skill to use a Weapon you are carrying, or if you are presently unable to use a Weapon in which you are Skilled, you must either immediately drop the Weapon or take any damage that hits your Weapon.

You may not hold more than one Weapon in a hand and use those Weapons. If you are holding more than one Weapon in a hand and one of those Weapons is hit, then you must take the damage. This includes Shields; you may not hold a Weapon in the same hand that you are using to carry a Shield and still block with the Shield.

You may hold other small non-Weapon items such as Packets, coins, and Potions, in your Weapon or Shield hand and utilize that Weapon or Shield normally. This must be done safely. You may not hold anything in combat that is not combat-safe. Set aside unsafe, broken, or fragile objects immediately, calling a Pause if needed.

Weapon Attacks

Players always need to keep good sportsmanship in mind while participating in REFUGE games. Whether or not your character would act honorably in a fight, it's important for us as players to respect the rules and work with each other to make the game work properly. When you take a hit, count it against yourself. When you are reduced to 0 Body Points, act appropriately. The game works because we trust our players to act responsibly.

Weapon swings must be safely executed as per the rules below. In combat, a light tap is just as effective as a heavy swing. You only need to apply enough pressure to make sure your opponent is aware of the attack. Hitting an armored person From Behind may need more vigor than a standard tap, and if it appears that your opponent is not taking all of your damage it may be because your hits are not being felt through their armor.

You should mention to your opponent when you think you got a hit in, and all players should acknowledge hits upon themselves whenever possible. Preferably this would mean roleplaying the hit, but even something as simple as saying “Taken!” can clearly communicate to your opponent that their swing landed. Acknowledging which hits you are accepting and which ones you feel you blocked will help reduce disputes from your opponent. In large melees this is not always feasible but attempt to communicate this whenever possible.

There are several important guidelines to weapon combat:

Wield your Weapons appropriately. If you are holding a Weapon in a way outside the rule's expectations (such as a Two-Handed Weapon held in only one hand), you cannot use it to attack or block — if an attack hits it, you'll need to either immediately drop the Weapon or take the damage as though it were not blocked. If you are safely wielding your Weapon or Shield, an incoming attack that you block or deflect away from you will not count against you. Sometimes it's a question of whether you deflected a blow enough – a good rule of thumb is that if you believe you blocked less than about half the force of the swing, you should count the attack against yourself as though it had hit. If there's doubt, take the attack and be a good sport about it.

Accuracy counts; power doesn't. You should never swing harder with the intent to power through an opponent's block. You only need to make enough contact for your opponent to notice it. If you are swinging too hard, you will be called on it. If someone is striking you hard enough to be uncomfortable, take a moment and let them know OOG (or ask a Marshal to) so they can pull back on their attacks.

Damage calls must be clearly stated. If the target cannot understand the damage being called, they do not have to take the damage. Melee combatants must be clear with their calls just like spellcasters must pronounce their spell incants. If you are swinging so fast that you cannot announce the damage fast enough to keep up with the swings, then you are misplaying.

Weapon swings should be an appropriate speed and range. A weapon physrep swing should typically progress between 45 to 90 degrees at the elbow. If you are merely moving your wrist back and forth to cause your damage, then you are not fighting properly. Your opponent should count all these swings together as one hit only. If you cannot get your damage call out before the completion of your next swing, you are swinging too fast.

Consecutive hits upon the same spot on the body within one second only count as one hit. You must vary your hits on your target. For instance, a double hit upon the right shoulder requires that the target take damage only once. However, if more than one second elapses between two scored hits, or if a different location has been hit, then the damage is taken. For instance, if you hit your opponent on the right shoulder, then the Shield, and then the right shoulder, they are required to take the damage twice.

Remember that REFUGE LARP battles are representations of battles and are not meant to be recreations of real battle.

From Behind attacks must be performed when physically behind the opponent; you cannot reach around from the front. The attack must strike the opponent's back half; this includes any part of the target, limbs included, which is more towards their rear than their front. If you can see both of your opponent's shoulder blades, you are probably behind them. From Behind type attacks made with ranged Weapons can be made from any direction and still count.

Packet Attacks

All Packet-delivered attacks are effective on contact with the target or any of the target's immediate possessions, such as a Shield or cloak. Packet attacks include spells, Gas Globes, and certain monster abilities. Blue Packets representing Arrows count as Weapon attacks.

You may not throw a Packet with any other IG or OOG item in your throwing hand, including other Packets. You may

Touch-Cast on yourself or another with another item in your hand, but this must be done safely and courteously.

Calling Weapon Damage

Whenever you attack with a Weapon you must call out the amount and types of damage you will do with that Weapon. These calls are OOG. Even if under the effects of a *Silence* spell, you must still call out any damage you deliver so your opponent knows what damage to take. IG, the damage calls represent the sound the weapons make in battle. This allows you to hear damage being called and respond IG for example, “It sounds like a battle is going on behind that building!”

Most basic weapon attacks will be called simply as a number (the amount of damage the attack will inflict if it hits) and a type (the type of damage which is being done). For example, a basic Long Sword swing will be made with the call “2 Normal!”. There is an implicit Weapon Qualifier used when Weapons are attacked with in this way; other Qualifiers can also be added through certain Skills or spells. There are many ways to increase the damage and/or change the type of damage. See the Effects and Deliveries section for more details on effect Qualifiers and damage types.

If you have the Skills to use two Weapons, you must call each swing on its own. You cannot hit an opponent with both Weapons at once from a single damage call, even if each Weapon would attack with an identical call.

Counted Actions

Some actions cannot be performed for reasons of safety or reality but must be considered as taking some time to complete. Such actions will have a specific count, usually three, and a definite phrase to indicate what is happening.

For example, to simulate an Undead rising from a grave, the Cast playing the Undead might say “I rise from the ground one, I rise from the ground two, I rise from the ground three.”

During the time in which the player is saying this, they are vulnerable to attack and cannot use any game Skills other than defenses. Using a defense from a Skill or Special Ability will cause the Counted Action to be interrupted — the Skill or ability is used up, and the count is terminated and must be started again. Dumb defenses such as *Spell Shield* or *Weapon Shield* do not interrupt a Counted Action in this way.

This type of Counted Action is used primarily when the Cast are within visual or aural range of the players who can then try to affect the monsters. It should only be used when it must be made clear that the Cast is taking some sort of action that the player would not be able to observe or understand otherwise.

Cast members who have already come IG away from the PCs do not need to announce their presence with a Counted Action like this. If you are far enough away that it will take at least three seconds to reach the player, you should not announce your presence. In most cases, Cast should come into game far enough from the PCs that they emerge naturally onto the scene.

Players do not need to use Counted Actions for every action they wish to perform. They are needed only when a Skill or ability specifies such. Counting actions is OOG and discouraged unless (a) you are performing an ability that has to be counted; or (b) you are IG performing an action that you are not really performing OOG and you are aware that you may be attacked while performing this action.

To better explain (b), imagine that you want to climb down into a cave. If you are in a location where it is safe to climb down into a cave, there is no need to count the action as you will be physically climbing into the cave. If instead a Marshal says that IG, you see a cave entrance, and entering it will require moving OOG to another location, then you should use a Counted Action to represent the activity of climbing into the cave entrance.

Killing Blows

There are many ways in our game to render an opponent completely helpless. These include using effects like *Prison* and *Web* or simply attacking them until they drop from damage. Once a character has been incapacitated it is quite easy to kill them; this is represented by a *Killing Blow*.

To properly apply a *Killing Blow*, you must stand next to the target, place a Weapon on their torso, and recite “*Killing Blow*

one; *Killing Blow* two; *Killing Blow* three.” This should be done in a normal speaking style and takes at least three seconds. If anyone makes contact with your Weapon during the count or takes an action which causes you to expend a Skill, then the *Killing Blow* is interrupted and fails to kill the intended target. Some effects will also prevent the *Killing Blow* from succeeding, such as forcing you to remove your Weapon from the target during the *Killing Blow* with a *Repel* spell, as it requires you to move backwards away from your target.

A *Killing Blow* is considered a combat action and all applicable safety rules must be followed.

In some cases, a *Killing Blow* will cause certain effects to take place automatically. If more than one person attempts to give a *Killing Blow*, the person who starts first will count as applying the *Killing Blow*. The second person cannot come along, say the *Killing Blow* faster, and then (OOG) claim to be the one who applied it. If you are given a *Killing Blow* and are already Dead, no response should be given (not even “No Effect”); merely remain silent. The other person must figure out on their own what is happening.

A *Killing Blow* must be done on the torso of the target — an arm or leg is not sufficient. The blow cannot be struck on a moving target; they must be incapacitated, unable to fight back and their body must be at rest. A *Killing Blow* can be delivered by anyone, whether they have a Weapon Skill or not. If not using a Weapon physrep, touches must be appropriate as per normal combat safety and consent rules, such as a hand on the shoulder; in this case that area is sufficient..

Some creatures are Immune to various types of damage. To be effective, a *Killing Blow* must be applied with a Weapon that can harm the creature. For example, if a creature is affected by Silver or Magic Weapons but not Normal Weapons, the *Killing Blow* must be applied with a Silvered or Magic Weapon to be effective. When applying a special type of *Killing Blow* on such a creature, you must state the damage type at the end; for instance: “*Killing Blow* one, *Killing Blow* two, *Killing Blow* three, Silver.”

Monsters using *Claws* to apply a *Killing Blow* must always use the Carrier from their claw attacks when doing so.

A *Killing Blow* cannot be *Dodged*, *Parried*, or otherwise avoided through Game Abilities or spells. It will bypass all Dumb defenses such as *Weapon Shield*.

Chapter V: Calls and Deliveries

Every call in REFUGE LARP has three core parts: a delivery, a Qualifier, and an Effect.

The delivery is how the call is being delivered — is it thrown with a Packet, or is it swung with a physical Weapon? This is never verbalized.

The Qualifier explains how the call is being manifested IG — for example, a physical attack which is imbued with a pure elemental force is different from a mundane Weapon swing.

The Effect describes exactly what the call will do if it connects.

In most cases, both the Qualifier and the Effect are stated with every call. This conveys to the recipient understand what to do if they get hit (and what defensive abilities they might use).

Note that sometimes you will have the choice to deliver several different effects with a single attack, such as when wielding a weapon with several different magical auras. In this case, you may only ever use a single effect with any single attack, although you may be able to change which you choose to use with each attack. No matter what, a single attack can use no more than one Qualifier and no more than one Effect.

Calls

Most REFUGE LARP calls follow this pattern: **<Number> <Qualifier> <Effect>**.

For example, a *Channeling* Packet thrown from a Celestial Source might be thrown with the verbal “10 Elemental Flame!,” where 10 is the amount of damage it will inflict, Elemental is the Qualifier, indicating that defenses like *Elemental Shield* or *Resist Element* will work, and Flame is the effect, indicating that it might heal a Flame Elemental or do extra damage to an Ice Elemental.

Many REFUGE LARP calls also have numbers and some use the Strike keyword or specify exact Effect Targets. The full pattern is: **<Number> <Qualifier> <Strike> <Effect> <Effect Targets>**. Numbers, Strike keyword, and Effect Targets are only used when relevant.

Attacks that don't do damage simply omit the number. For example, a siren might throw a Packet for “Elemental *Charm!*” This won't inflict any damage, but if it connects the target will be affected by *Charm*.

The Strike keyword goes in between the Qualifier and the Effect in a call. The Strike keyword causes physical-delivery calls to instead use packet-delivery rules.

There are two specific exceptions to this call pattern.

Incanted spells (like “I Curse you with *Paralysis!*”) are always assumed to use the Spell Qualifier even though it's not explicitly verbalized. Additionally, for a spell that does damage, the number will be part of the incant (e.g. “I Evoke a 20 Flame Bolt!”).

The other exception is basic Weapon attacks. If you are using the physical-delivery and swinging for the Weapon Qualifier, you can omit the Qualifier and just call the number and Effect. For example, the full verbal for a regular Weapon attack from a Long Sword would be “2 Weapon Normal,” but since it's using the physical-delivery and the Weapon Qualifier (without the Strike keyword), you only need to call “2 Normal!” without adding the Weapon Qualifier.

Carrier Attacks are a special subset of Weapon Qualifier attacks. If a Weapon Qualifier attack has a number and an Effect, it's considered a Carrier Attack. In this case, the special Effect will only work if the damage reduces your Body Points; if the damage only reduces your Armor Points, the Effect doesn't do anything extra. Carrier Attacks can never provide a beneficial result to the target; if you would be healed or otherwise benefited by a Carrier Attacks' Effect, you instead call “No Effect.”

Deliveries

Ingested: All ingested attacks are delivered by placing a Potion or Elixir physrep next to the mouth of the target or by having the target consume a prepared item. Ingested deliveries always ignore Spell defenses, even if taken while Unconscious. Valid defenses include *Resists, Cloaks, Banes, <Type> Guard, and Immunities*.

Packet: All Packet attacks are delivered by throwing a Packet or by touching a Packet to a target. This includes spells, Gas Globes, and attacks using the Elemental Qualifier. The Packet only needs to touch the target or any possession (including garb) of the target to take effect.

When using any Packet-delivery, the full call must be made before releasing the Packet. “Say, then throw,” is a good reminder of the proper order. A Packet must be thrown immediately after finishing the verbal call.

Packet attacks which use the Poison Qualifier (whether through *Alchemy* or from a monster) are represented by orange Packets. Note that Arrows and Bolts (ranged Weapon Qualifier attacks) are represented by blue Packets and count as physical-delivery, not packet-delivery. Spell Packets may never be orange or blue.

Physical: This includes all hits from Weapons including Arrows, Bolts, Thrown Weapons, and Claws. A physical-delivery attack must connect with a valid target. If you swing with your sword, and your opponent blocks your attack with their own weapon or shield physrep, they won't take the attack. Similarly, if you swing and only hit your opponent's loose clothing or cloak, you've missed. Keep in mind that we play with the good sportsmanship values: if someone intentionally tangles your Weapon with their cloak, but your Weapon swing would have connected with some part of them, they should still take the hit.

Note that even if an attack is made with an unusual Qualifier or Effect, as long as it's made with a physical-delivery, it will only connect if it hits you, and not if it's blocked or only hits garb.

If you hear a physical-delivery attack made with the **Strike** keyword, it will effectively use the Packet-delivery rules for that attack only. The Strike keyword can be added to any Qualifier attack and is announced directly after the Qualifier in an attack verbal. For example, a character may swing a Weapon with the call “Spell Strike *Prison*” and affect the target with a Spell *Prison* even if they hit the target's Shield; the target may of course call any applicable defenses. For clarity, if a Strike attack uses the Weapon Qualifier, it must explicitly verbalize the Weapon Qualifier with the attack

Radius: Radius-deliveries include traps, contact poisons, and Special Abilities such as eye contact or sound of voice. Sometimes, a Pause is called when a radius attack takes place, and everyone partially within the radius is affected. Note that Radius-delivery effects should always include an explicit Qualifier and Effect.

Qualifiers

Arcane: The Arcane Qualifier represents the pinnacle of magical might in REFUGE, avoiding most defensive abilities.

Elemental: This Qualifier represents using the energies that permeate REFUGE in their most raw form.

Poison: This Qualifier represents both virulent poisons and helpful antitoxins. These are often delivered by *Alchemical* substances such as gas Packets, Elixirs, contact poisons, and Weapon Coatings, or through Special Abilities with the word “Poison” in the verbal call. Any ingested *Alchemy* is delivered with the Poison Qualifier.

Spell: This Qualifier represents attacks that use a refined control of the energies that permeate REFUGE. Any spell cast with an incant uses the Spell Qualifier, even if it is not explicitly specified. Any ingested Earth Potions are delivered with the Spell Qualifier.

Weapon: This is the most common Qualifier, representing the solid impact of a Club or the clean cut of a monster's Claw. When making a physical-delivery Weapon Qualifier attack with a number, you can omit the Weapon Qualifier itself in the call. If you are making a Weapon attack without a number, or if you are using the Strike keyword, you must still include Weapon as part of the call to make it clear which Qualifier is being used.

A character may never heal damage from a Weapon Qualifier attack, even when struck by “<Number> Healing.”

Effects

Any Effect can be combined with any delivery, though some are much rarer than others. For example, it might be uncommon to see an *Intoxicate* effect evoked through a monster's Claws, but you will commonly find *Intoxicate Alchemy* used among the adventuring community. There are many different Effects, organized into different Effect Groups. These categorize the Effects in two ways: they help describe how they're defended against, and they give information about how to remove detrimental effects once someone's been afflicted.

For example, the *Weakness* effect is in the *Curse* effect group. A *Cleanse* effect will remove all other *Curse* effects, so if you've been *Weaknessed* you might want to drink a *Cleanse* Potion. Alternatively, a *Resist Curse* Skill will let you prevent the *Weakness* from affecting you in the first place!

Unless otherwise specified, identical Effects do not stack. No one may have a second copy of the same Effect active at the same time, whether caused by a spell or *Alchemy* or any other source. This means one cannot have both a *Poison Shield* active from a spell and a *Poison Shield* active from an Elixir. If you are hit by an Effect that you are already under, the newest identical Effect will always override the older ones. This resets the Duration of the Effect if it had a timed duration. For example, If you have been affected by *Weakness* for one minute, and you are hit with a new *Weakness*, simply reset the timer to its maximum; you don't have to count or cure the two identical effects separately.

You can, however, have similar Effects active at the same time. For example, you might have both an *Enhanced Blade* and an *Earth Blade* spell active at the same time, since they are separate effects.

Some Effects simply represent various ways to get hurt. For most players, *Normal*, *Silver*, *Magic*, *Flame*, *Lightning*, *Ice*, and *Stone* will all simply do the stated amount of damage as normal; some monsters might be hurt differently by them (or even healed, such as hitting a Flame Elemental with Flame damage).

Healing, Chaos, and Body are a little different. Healing will normally heal the Body Points of the living and harm the Undead; in both cases it bypasses Armor Points.

Chaos is the opposite — it will heal the Undead while harming the living, its foul energies striking straight past Armor Points directly to Body Points. For both of these, keep in mind the Carrier Attack rules explained in the Calls section; you can't get infinite healing for your friends from an *Earth Blade* spell!

Lastly, the Body damage type simply bypasses Armor Points entirely no matter what the target. It will also work when striking nearly any monster, as very few creatures are Immune to the deadly strikes represented by this damage type.

Defenses

There are a wide variety of defensive abilities which may be used to stop or mitigate an attack. These may be summed up as four types of defensive calls, each of which has specific implementations.

You must always call a verbal for your defensive abilities immediately when used, and IG, it is obvious to anyone watching which defense was used. The name of the defense which is being used must be stated aloud as a verbal call, for example "*Weapon Shield*" or "*Resist.*" You may not call a defense and then have your character pretend to be affected to fool your attackers.

A given defense can only be used once by a creature against a single attack. Multiple defenses can be triggered by multiple people against a single attack in the right circumstances, such as a *Bane* Effect being *Reflected* and then the original target expending a *Spell Shield*. Only one defensive ability may be called against a single attack, even if you have multiple defensive abilities which might apply to the attack.

Guard: This type of defense is used to completely block a single attack. These denote expendable Skills, spells, or abilities.

Return: This type of defense is used to send an attack back at the original attacker, who will be automatically struck by the original attack; they may use any applicable defenses they have against the Returned attack as normal. If an attack is Returned, the original attacker is now the target, and the original target is now the attacker. A Return defense will instead act

as a Guard defense against any attack originating from an inanimate object, such as by Ingested delivery or a trap.

Reduced: This type of defense indicates the attack was reduced in effectiveness in some way, such as taking a lower amount of damage or reducing the duration of an effect.

No Effect: This type of defense indicates the attack was completely ineffective. In general, if you are Immune to part of an effect, you are Immune to all of it. For example, a creature that is Immune to the Spell Qualifier will call “No Effect” to “20 Spell Flame!,” but not “20 Elemental Flame!”

Defenses are classified as either **Smart** or **Dumb** in their description.

Smart Defenses may be used at the discretion of the player against a specific attack, but may only be used when the character is conscious. Examples of Smart Defenses are *Cloak* and *Resist Binding*. Smart Defenses other than *Resist Skills* may be used before Dumb defenses.

Dumb Defenses will go off against the first attack which they would activate against, even if the character is Unconscious. Examples of Dumb defenses are *Spell Shield* and *Weapon Shield*.

Resist Skills are special Smart Defenses; they represent the innate defenses of a creature’s body, not the learned or applied defenses of Skills, spells, and Magic Items. Resists may not be used until all applicable Dumb defenses are expended. Unlike most defenses, a Resist can be used against the Ingested delivery.

If a player doesn’t know what a defense does, they can ask a quick OOG question “*What type of defense is that?*” The person who used the defense can then reply what its type and classification is; whether it’s e.g. a Smart Guard, a Dumb Return, or whatever accurately describes what the defense does.

Healed: If a character is healed by an effect **other than** *Healing* or *Chaos*, they must announce “Healed” to indicate that IG their wounds were visibly healed by the effect. Although this doesn’t count as a defense, it’s still important to let players around you know what’s happening.

Repeated Calls: In general, any response which would be repeated over and over (such as “No Effect” or “Healed”) does not need to be repeated for every attack. It is imperative on the player making this call to ensure that players are aware of this (for example, if a new player enters an ongoing combat where the call has already been announced) or if the effect changes (for example, if a character’s ability to be healed from a specific Effect ends in the middle of a fight).

Effect Durations

All Effects have specific Durations. These Durations are the same no matter what caused the effect. For instance, the duration of a *Weakness* is not dependent on whether it was caused by a spell or a gas.

The use of the word caster in the examples that follow includes anyone who caused the effect to come into use; for instance, a monster swinging “*3 Web*” would be the caster for purposes of the effect.

Concentration: A Concentration Effect lasts as long as the caster maintains focus. The recipient of a Concentration spell that requires physical requirements (such as arms crossed or in the air) may choose to decline the Effect simply by not applying the physical requirements. All normal Spell Defenses must be used first.

In no cases can these spells be used to force an unwilling target to break any other spells’ physical requirements.

Instant: An Instant effect has an instantaneous duration, but the Effect, such as damage or *Purify*, may be permanent. Thus, any damage is permanent until cured.

Line of Sight: A Line of Sight Effect persists as long as the caster and the target could potentially see each other. If you can draw a straight line between the caster and the target without the line being obscured by any obstacles, then the Line of Sight is still in effect.

The caster or target cannot close their eyes or hide behind another creature to break Line of Sight; they must impose some physical barrier, such as a building or large tree, between them to break it. If the caster or target breaks Line of Sight for

longer than five seconds, the Effect is broken.

Line of Sight effects end immediately if the caster loses access to Game Abilities.

Storm: A Storm effect allows the caster to throw a specified number and type of Packets, as described in the effect. Unless otherwise specified, the caster may not move their feet during this time without breaking the effect. In all other ways, Storm effects can be treated as Concentration Effects.

A Storm Effect can be cast only on oneself, and individual Packets granted by the Effect count as separate attacks for the purposes of defensive abilities.

A Storm spell may never be absorbed into a Spell Store, but an individual attack may be absorbed into a Spell Store if it exactly mimics an existing spell. For example, a *Magic Storm* Packet for “10 Spell Flame” can be absorbed into a Spell Store as a 2nd level spell, since it is the same as a second level *Evocation Bolt* spell; a *Mend Armor* Storm Packet for “10 Spell *Mend Armor*” cannot be absorbed, since there is no spell that grants “10 Spell *Mend Armor*.”

Timed: A Timed Effect has a set duration in real time, from five seconds to five days, after which it expires. If hit by two different timed non-identical effects, both will run simultaneously ending at the appropriate time for each .

Targets

In the Realms of REFUGE, all PCs have a Spirit and a Body. These can be separated in some cases, normally via powerful Ritual Magic. At other times you may encounter a Body without a Spirit; for example a Permanently Dead Body or a guardian Construct.

Most Effects target a Body. In every case, unless stated otherwise, you should expect that all effects target the Body only and will go away when someone becomes Dead. A Body that is Dead is generally Immune to any Effect which doesn't explicitly target the Spirit.

There are some Effects which will specifically work on a Dead Body; these include *Life*, *Create Undead*, and *Corrupt*. There are some potent effects which will also target a Spirit specifically and will thus work on a live (or Dead) Body so long as it contains a Spirit. If a character is subject to some method which separates Spirit from Body, a Formal Magic effect which targets Spirit will not affect them if it hits their Body (subject to whatever caveats are on the methods used for separation). For example, a villain who is under a *Controlled Spirit Store* ritual whose Spirit vessel is safely in their lair would call “No Effect” if their body is struck by a Spirit targeting effect like *Shatter Spirit*. However, they would still be affected by all Body targeting effects such as *Sleep* and *Shackle*.

Since a Dead Body can't be targeted by most effects, if it's being carried by someone it will count as a possession, with all the corresponding rules. Only when an effect explicitly affects a Spirit or Dead Body will a carried one take that effect.

Game Room

Some Effects target a Game Room: *Ward* or *Wizard Lock* that protect a single structure or room, or when using some Area Traps that affect everyone inside a Game Room. This term refers to any space that has been defined by a Marshal or appropriate staff as a single room or area. A good guideline is that an enclosed area up to about 20' x 20' should probably count as one Game Room, although this is a guideline only and what actually counts will depend on the site being used. For example, a sleeping cabin or tent is generally a Game Room. Similarly, if you are using a small clearing on a path to represent a cave during an adventure, the Cast running the module might say that the clearing counts as a Game Room. It's also possible for larger areas to be defined as several Game Rooms specified by a number. For example, a tavern might be defined as 3 Game Rooms. If an area is defined as a number larger than one Game Room it requires an equal number of *Wards*, traps or other Effects that target a game room. If you have any questions, ask a Marshal whether a space counts as one or more Game Rooms and how to resolve Effects potentially targeting that area.

Effect Groups

Effect Groups are important to understand because certain defenses can prevent any effect from its related group. For example, a *Resist Command* can defend any effect from the Command group, whereas a *Resist Curse* couldn't be used against Command effects (but would work against Curse effects).

Alteration (*Antidote, Enfeeble, Hallucinate, Intoxicate, Paranoia*)

Binding (*Pin, Release, Shackle, Slow, Web*)

Coating (*Alchemical Solvent, Liquid Light, Oil of Slipperiness, Paste of Stickiness, Vorpil Coating*)

Command (*Awaken, Berserk, Charm, Fear, Shun, Sleep*)

Curse (*Cleanse, Destruction, Doom, Paralysis, Silence, Weakness,*)

Eldritch Force (*Banish, Circle of Power, Disarm, Fortress, Lesser Investment, Light, Mend Armor, Mend Armor Storm, Prison, Repel, Shatter, Solidify, Stun Limb, Subjugate, Wall of Force, Ward, Wizard Lock*)

Evocation (*Flame, Ice, Lesser Magic Storm, Lightning, Magic, Magic Storm, Stone*)

Greater Command (*Amnesia, Enslavement, Enslavement Antidote, Euphoria, Euphoria Antidote*)

Earth (*Cure Disease, Destroy Undead, Earth Blade, Earth Storm, Healing, Lesser Earth Storm, Life, Purify, Restore, Sanctuary, Turn Undead*)

Necromancy (*Chaos, Chaos Blade, Chaos Storm, Control Undead, Corrupt, Create Undead, Desecrate, Disease, Drain, Lesser Chaos Storm, Wither*)

Protection/Enhancement (*Dispel, Elemental Shield, Enhanced Blade, Endow, Poison Shield, Reflect Spell, Spell Shield, Weapon Shield*)

Other (*Body, Explosive, Massive, Normal, Silver, Vengeance*)

Effects Charts

The following charts show all of the Effects, organized by Effect Group, along with the incant (if the effect can be cast as a spell from memory or a Spell Store), followed by whether it is Celestial (C), Earth (E), can be made into Alchemy (A), or can be made as a Trap Globe (T). Next is the spell level, what kinds of Production items can be made with the effect, its Duration, and what can remove it.

EFFECTS AND REMOVALS

Effect	Incant	Type	Spell	Production	Duration	Removed By
ALTERATION						
<i>Intoxicate</i>		A		Elixir	5 Minutes	<i>Antidote, Dispel, Purify</i>
<i>Hallucinate</i>		A		Contact, Elixir, Globe	5 Minutes	<i>Antidote, Dispel, Purify</i>
<i>Paranoia</i>		A		Contact, Elixir, Globe	5 Minutes	<i>Antidote, Dispel, Purify</i>
<i>Enfeeble</i>		A		Contact, Elixir, Globe	5 Minutes	<i>Antidote, Dispel, Purify</i>
<i>Antidote</i>		A		Elixir	Instant	N/A
BINDING: With Binding Force I...						
<i>Slow</i>	<i>Slow you</i>	C/E/T	1	Globe, Potion, Scroll	5 Minutes	<i>Release, Dispel, Purify</i>
<i>Pin</i>	<i>Pin you</i>	C/E	2	Scroll	Line of Sight	<i>Release, Dispel, Purify</i>
<i>Shackle</i>	<i>Shackle you</i>	C/E	3	Scroll	Line of Sight	<i>Release, Dispel, Purify</i>
<i>Web</i>	<i>Web you</i>	C/E	7	Scroll	Line of Sight	<i>Release, Dispel, Purify</i>
<i>Release</i>	<i>Release you from Bindings</i>	C/E	5	Potion, Scroll	Instant	N/A
COMMAND: I Command you to...						
<i>Shun</i>	<i>Shun me</i>	C/E	4	Scroll	5 Minutes	<i>Awaken, Dispel, Purify, Break Command</i>
<i>Sleep</i>	<i>Sleep</i>	A/C/E	6	Contact, Elixir, Globe, Potion, Scroll	5 Minutes	<i>Awaken, Dispel, Purify, Break Command</i>
<i>Charm</i>	<i>be Charmed</i>	A/C/E	7	Contact, Elixir, Globe, Potion, Scroll	10 Minutes	<i>Awaken, Dispel, Purify, Break Command</i>
<i>Berserk</i>		A		Contact, Elixir, Globe	5 Minutes	<i>Awaken, Dispel, Purify, Break Command</i>
<i>Fear</i>					Line of Sight	<i>Awaken, Dispel, Purify, Break Command</i>
<i>Awaken</i>	<i>Awaken you from Commands</i>	C/E	4	Potion, Scroll	Instant	N/A
CURSE: I Curse you with...						
<i>Weakness</i>	<i>Weakness</i>	A/E	3	Contact, Elixir, Globe, Potion	5 Minutes	<i>Cleanse, Dispel, Purify</i>
<i>Silence</i>	<i>Silence</i>	E/T	5	Globe, Potion	5 Minutes	<i>Cleanse, Dispel, Purify</i>
<i>Destruction</i>	<i>Destruction</i>	E	7	Potion	5 Minutes	<i>Cleanse, Dispel, Purify</i>
<i>Paralysis</i>	<i>Paralysis</i>	A/E	8	Contact, Elixir, Globe, Potion	5 Minutes	<i>Cleanse, Dispel, Purify</i>
<i>Doom</i>	<i>Doom</i>	E	9		Instant	<i>Life</i>
<i>Cleanse</i>	<i>Cleanse you of Curses</i>	E	4	Elixir, Potion	Instant	N/A

EFFECTS AND REMOVALS

Effect	Incant	Type	Spell	Production	Duration	Removed By
ELDRITCH FORCE: With Eldritch Force I...						
Disarm	<i>Disarm your <item></i>	C/E	1	Scroll	5 Seconds	N/A
Fortress	<i>build a Fortress</i>	C	1		10 Minutes	<i>Dispel, Body Damage</i>
Lesser Investment	<i>build a Lesser Investment</i>	C	1	Scroll	Instant	N/A
Light	<i>build a Light</i>	C	1	Scroll	5 Days	<i>Dispel</i>
Mend Armor	<i>Mend 20 Armor</i>	C	2		Instant	N/A
Repel	<i>Repel you</i>	C/E	2	Scroll	Concentration	<i>Dispel</i>
Shatter	<i>Shatter your <item></i>	C/E/T	3	Globe, Scroll	Instant	N/A
Solidify	<i>Solidify you</i>	C	3		5 Seconds	N/A
Wall of Force	<i>build a Wall of Force</i>	C	3	Scroll	10 Minutes	<i>Dispel</i>
Banish	<i>Banish you</i>	C	4		Instant	N/A
Subjugate	<i>Subjugate you</i>	C	5		10 Minutes	<i>Dispel</i>
Mend Armor Storm	<i>build a Mend Armor Storm</i>	C	6		Storm	<i>Dispel</i>
Wizard Lock	<i>build a Wizard Lock</i>	C	6	Scroll	5 Days	<i>Dispel</i>
Stun Limb	<i>Stun your <limb></i>	C	7		5 Minutes	<i>Dispel, Purify</i>
Circle of Power	<i>build a Circle of Power</i>	C/E	9		1 Hour	N/A
Prison	<i>build a Prison</i>	C	9		10 Minutes	<i>Dispel</i>
Ward	<i>build a Ward</i>	C	9		5 Days	N/A
EVOCATION: I Evoke a ...						
Evocation Bolt	<i><Number> <Element> Bolt</i>	C	1-9	Scroll	Instant	N/A
Lesser Magic Storm	<i>Lesser Magic Storm</i>	C	5		Storm	<i>Dispel</i>
Magic Storm	<i>Magic Storm</i>	C	9		Storm	<i>Dispel</i>
EARTH: I call upon Earth to ...						
Cure Wounds	<i>grant <Number> Healing</i>	E	1-9	Potion	Instant	N/A
Turn Undead	<i>Turn Undead</i>	E	1		5 Minutes	<i>Dispel, Drain</i>
Sanctuary	<i>grant you Sanctuary</i>	E	3		10 Minutes	<i>Dispel, Body Damage</i>
Cure Disease	<i>Cure Disease</i>	E	4	Potion	Instant or 5 Minutes	<i>Disease, Drain</i>
Lesser Earth Storm	<i>grant a Lesser Earth Storm</i>	E	5		Storm	<i>Dispel</i>
Earth Blade	<i>grant an Earth Blade</i>	E	6		10 Minutes	<i>Dispel</i>
Restore	<i>Restore you</i>	E	6	Potion	Instant or 5 Minutes	<i>Wither, Drain</i>
Destroy Undead	<i>Destroy Undead</i>	E	7		Instant	N/A
Purify	<i>Purify you</i>	E	8	Potion	Instant or 5 Minutes	<i>Dispel, Drain</i>
Earth Storm	<i>grant an Earth Storm</i>	E	9		Storm	<i>Dispel</i>
Life	<i>grant you Life</i>	E	9		Instant	N/A

EFFECTS AND REMOVALS

Effect	Incant	Type	Spell	Production	Duration	Removed By
GREATER COMMAND						
Amnesia		A		Elixir	Instant, then Permanent	<i>Dispel or Purify within 10 minutes</i>
Enslavement		N/A			Permanent	<i>Enslavement Antidote</i>
Euphoria		N/A			Permanent	<i>Euphoria Antidote</i>
Enslavement Antidote		A		Elixir	Instant	N/A
Euphoria Antidote		A		Elixir	Instant	N/A
NECROMANCY: With Necromancy I ...						
Cause Wounds	<i>create <Number> Chaos</i>	E	1-9	Potion	Instant	N/A
Control Undead	<i>Control Undead</i>	E	1		10 Minutes	<i>Dispel</i>
Desecrate	<i>Desecrate you</i>	E	3		10 Minutes	<i>Dispel, Body Damage</i>
Disease	<i>Disease you</i>	E	4	Potion	Instant or 5 Minutes	<i>Cure Disease, Dispel, Purify</i>
Lesser Chaos Storm	<i>create a Lesser Chaos Storm</i>	E	5		Storm	<i>Dispel</i>
Chaos Blade	<i>create a Chaos Blade</i>	E	6		10 Minutes	<i>Dispel</i>
Wither	<i>Wither you</i>	E	6	Potion	Instant or 5 Minutes	<i>Restore, Dispel, Purify</i>
Create Undead	<i>Create Undead</i>	E	7		10 Minutes	<i>Life</i>
Drain	<i>Drain you</i>	E	8	Potion	Instant or 5 Minutes	<i>Dispel, Purify</i>
Chaos Storm	<i>create a Chaos Storm</i>	E	9		Storm	<i>Dispel</i>
Corrupt	<i>Corrupt you</i>	E	9		10 Minutes	<i>Life</i>
PROTECTION/ENHANCEMENT: I Protect you with ...						
Endow	<i>an Endow</i>	E	1	Potion	5 Days	<i>Dispel</i>
Weapon Shield	<i>a Weapon Shield</i>	C/E	2	Potion, Scroll	5 Days	<i>Dispel</i>
Enhanced Blade	<i>an Enhanced Blade</i>	C	4		10 Minutes	<i>Dispel</i>
Poison Shield	<i>a Poison Shield</i>	A/E	4	Potion, Elixir	5 Days	<i>Dispel</i>
Spell Shield	<i>a Spell Shield</i>	C/E	5	Potion, Scroll	5 Days	<i>Dispel</i>
Elemental Shield	<i>an Elemental Shield</i>	C/E	6	Potion, Scroll	5 Days	<i>Dispel</i>
Dispel	<i>a Dispel</i>	C	8	Scroll	Instant	N/A
Reflect Spell	<i>a Reflect Spell</i>	C/E	8	Potion, Scroll	5 Days	<i>Dispel</i>

Chapter VI: The Skill System

Gaining Skills

REFUGE LARP is a fantasy game. There will always be limits to what you can do based on your physical capabilities, but REFUGE allows ways to mitigate some OOG barriers through our Skill system.

There are many abilities in the game that require you to acquire prerequisite Skills before using them. Think of this as learning to crawl before you can walk. As an example, you need to have the appropriate Weapon Skill to use that style of Weapon (Edged for Swords and Axes, Blunt Weapon for Hammers and Clubs). Additionally, some Skills might require specific Weapon types to use; these prerequisites are listed in the charts below and within each Skill listed later in this Chapter.

Similarly, some Skills grant a permanent bonus in damage with every swing of a Weapon. This represents a level of Skill for the character that a player might never obtain. We use it to artificially give a character an advantage over another character not as Skilled, regardless of the *player's* Skill with the Weapon.

While OOG ability still comes into play, REFUGE allows numerous Skills to help players perform IG tasks to enhance their OOG abilities. For example, the *Dodge* Skill allows a character to avoid an incoming attack even if it landed correctly according to the rules.

Characters may purchase Skills by spending XP that they've earned, primarily by attending REFUGE games.

Skills might be used throughout the day or may add permanent abilities that can be used indefinitely (such as the One-Handed Edged ability allowing a character to permanently use One-Handed Edged Weapons in combat). If a Skill is expended when used, it will be marked as *LP* (noting that it will renew at the start of each Logistics Period).

Many Skills can't be purchased until certain prerequisites are met. Sometimes these prerequisites are per purchase, while other prerequisites need only be met once. For example, you can purchase *Critical Attack* as often as you want once you have any *Weapon Skill*. Similarly, you can purchase *High Magic* for your Primary School as many times as you like once you've spent 75 XP in Scholar Skills. Other Skills, such as *Dodge*, are only purchasable once for every 30 XP you have purchased in Stealth Skills. Both types of prerequisites are outlined in the Skills chart, which lists all Skills along with their prerequisites and their XP cost for each class.

When players check in for an event, they will be given a printed sheet (called a Battle Board) that tracks expendable Skills per LP. It is your responsibility to update your board after using the Skill when you have some down time. Most Skills are expended during combat; once a combat is over, check off the Skills you have used. A Marshal may ask for your board at any time to see what Skills you have used and what you still have available.

On a full weekend event, the day runs 24 hours from when the game starts (approximately). Most events will have the LP reset roughly around 6 PM local time. Most Skills and Magic Items have a per LP use on them. Your local Chapter will dictate when your LPs run from, but there can only be one LP per 24 hours.

Game Abilities

As you read this book, you will see references to Game Abilities. This refers generally to the Skills you buy for your character with XP. If you are playing a monster, any of their expendable abilities will similarly be considered Game Abilities.

Some effects can prevent you from using your Game Abilities. If you are under the effect of *Enfeeble*, for instance, you cannot cast any spells, fight, or throw any Gas Globes since all of these are Game Abilities. However, you can still talk, drink a Potion, activate a Magic Item, or perform other actions that do not fall under the Game Abilities list.

Wear Extra Armor and *Hardy* are the two Skill exceptions to this. These Skills affect what a character is instead of what a character does. Similarly, three *High Magic* abilities will continue to function when you are unable to use Game Abilities:

Celestial Armor, Earth's Bounty, and Rebirth.

All other PC Skills count as Game Abilities. This means that while under a no-Game-Abilities effect, you can't identify Production items, can't use Focus Skills, will be unable to read Ritual Scrolls, cannot apply *Alchemical* Coatings, cannot disarm traps, and cannot evaluate items using the *Merchant* Skill.

The mechanism of activating a Magic Item is exempted from negative effects which restrict Game Abilities. You must be able to at least move your mouth to vocalize (though the Spell and Arcane Qualifiers may be used while under the effect of a *Silence*). For example, you could activate a Magic Item while under a *Web* effect, which holds you in place from the neck down, but not while under a *Paralysis* effect, which completely paralyzes you.

Experience Points

Your character will receive Experience Points (XP) at REFUGE LARP events which they can subsequently use to buy Skills. Each Skill you purchase costs a certain number of XP as per the Skill Charts below.

A Character's level is strictly an OOG concept; a character doesn't understand that they have a level IG, although the player knows this information. Staff members use levels to balance combat encounters and for calculating treasure for an event.

Level	XP Per LP
1-2	6
3-4	5
5-6	4
7-8	3
9-10	2
11-15	1
16-20	0.9
21-25	0.8
26-30	0.7
31-35	0.6
36-40	0.5
41-45	0.4
46-50	0.3
51+	0.2

XP (XP) are cumulative and never go away. You can spend as many or as few as you wish at a time. Your character's Body Points are calculated based on your total XP, whether spent or not, as is your Character Level.

A character will gain XP for every LP they attend. This chart will show you how many XP you will attain for each LP you attend. As your character attains higher-levels, it takes longer to gain XP.

For Example: A new character has 25 XP and attends a 3-day Long Weekend game. After the event, the Chapter staff applies 3 experience blankets to the character, one for each LP of the event.

Since the character is 2nd level, the first blanket gains them 6 XP putting them at 31 total. Now that they are at 3rd level (over 30 XP), they gain 5 for the second blanket, and another 5 for the third blanket, leaving them with 41 XP total – 4th level.

These experience point additions are always applied one by one no matter how many are gained at an event, with subsequent additions adjusting the Experience Point rate if the previous one puts the character into a new level range. Note that a character may have fractional XP at certain points in their career depending on their level; only whole XP may be spent on Skills. The fractional XP simply tracks how far your character has to go to the next Experience Point.

All classes start off at 25 XP with 10 Body Points. Your total XP determines your Body Points at a ratio based on your class; see the Classes section for details.

Learning and Unlearning Skills

As you gain XP (XP) and you purchase Skills, new Skills may become available to you. You will purchase them through our online REFUGE Player Database (RPDb). From time to time, you may decide that you want to remove Skills. You can do so by spending Chapter Points (explained later in this document) and then removing a single Skill per month.

You cannot remove Skills that are prerequisites to other Skills, or things that would make your character illegal from a rules standpoint (Spell Slots, for example, have specific ways in which they can be added and thus removed).

The only limit to which Skills you may learn is how much free XP you have and whether you meet prerequisites for certain Skill purchases.

Skills are purchased between games. You may not gain Skills in the middle of an event (barring Plot reasons, or specific Rituals that are cast IG).

Spellcasting

Spellcasters in REFUGE purchase Spell Slots in which they memorize specific spells for each LP. Each Spell Slot can hold up to a certain level of spell; a caster can memorize lower-level spells into a higher-level slot if they choose to do so. higher-level spells are generally more powerful and more difficult to learn than lower-level spells.

higher-level Spell Slots must be built upon knowledge of lower-level Spell Slots. To represent this, Spell Slots must be purchased in a pyramid shape, where there must always be more slots on a lower-level before you can purchase a higher-level slot. Once you have reached at least four slots in a specific level, you can purchase an equal number of the next higher-level slots. In addition, a Spell Slot pyramid may never be too empty of higher-level spells. Similarly, you can't have more than one gap of two spells between two levels — for example, you couldn't have four 1st level spells, two 2nd level spells, and zero 3rd level spells.

When a character chooses which spells to put in which slots at the start of an LP, they may only use spells for which they have a Spellbook. Within this book are recorded the specific spells you can memorize. Multiple people can memorize from the same Spellbook, but there are specific abilities and rituals for which you may always want your own Spellbook available.

Slots are purchased as if you were building a Pyramid. The lower-level spells build the base for higher learning. As an example, let's start with a newly built Celestial Scholar

Level	SLOTS				
9th					
8th					
7th					
6th					
5th					
4th					
3rd					
2nd					
1st					

Step 1:

- Educated* 3XP (prerequisite)
- Read Magic* 4XP (prerequisite)
- Staff* 4XP (always handy to block incoming attacks!)
- Spell Level 1* (4 slots) 4XP
- Spell Level 2* (3 slots) 3XP
- Spell Level 3* (2 Slots) 4XP
- Spell Level 4* (1 slot) 2XP

As you can see, this build uses a Pyramid shape.

Now that the Pyramid is being built it must follow a certain pattern. You always require more slots on a lower-level before you can purchase additional slots on the next higher-level. We will continue to build the Pyramid (assuming the player is going to continue to build with a goal of reaching 9th level slots as quickly as possible).

Level	SLOTS				
9th					
8th					
7th					
6th					
5th					
4th					
3rd					
2nd					
1st					

Add 5th Level

Level	SLOTS				
9th					
8th					
7th					
6th					
5th					
4th					
3rd					
2nd					
1st					

Added 4th Level
Added 3rd Level
Added 2nd level

reaching 9th level slots as quickly as possible).

Step 2: As you progress, your next purchase would be a 2nd level slot, then a 3rd, then a 4th. Things to remember: When you get to a 4th slot purchased on a specific level, you no longer need *more* slots on a lower-level, but only an *equal number*. If you do wish to purchase a 5th slot of 1st level, you can always do so (which would allow you to purchase a 5th second level Spell Slot and so forth).

Step 3: Now we can add a 5th Level Slot. To purchase a 6th level slot, you need to purchase a 3rd, 4th, and 5th level slot first.

Note that the pattern is very set as to which Spell Slots must be purchased unless you wish to buy more than four Spell Slots of any one level. There is potentially no limit as to the number of Spell Slots per level that can be purchased if this pattern is

maintained.

You can have a pyramid with nine 1st level Spell Slots, eight 2nd level Spell Slots, seven 3rd level Spell Slots, and so on up to one 9th level Spell Slot.

The “Step 3” chart is what your final Pyramid might look like. Once you have completed that, you can finish building your column of 4-9th level spells.

Level	SLOTS				
9th				Yellow	
8th			Grey		Grey
7th		Brown		Brown	Brown
6th	Blue		Blue		Blue
5th	Purple		Purple		Purple
4th	Yellow		Yellow		Yellow
3rd	Green		Green		Green
2nd	Cyan		Cyan		Cyan
1st	Red		Red		Red

Meditate

Players can regain certain expended Skills and spells by Meditating them back. This includes any spell that missed or failed due to an incorrect incantation, as well as any Meditable Martial or Stealth Skill that misses. To do so, the player must spend 10 uninterrupted minutes of appropriate Focus. If Meditate is being used to replace expended spells, the character must roleplay studying from a Spellbook which contains the spell to be rememorized. If Meditate is being used to replace expended Weapon Skills, the character must hold, wield, or otherwise utilise a Weapon for which they have the appropriate Weapon Skill. During this time, no Skills or Game Abilities may be used other than *Educated*. The player should feel free to roleplay discussion, such as the usage of appropriate Skills or spells, with other players during this period of Focus. Once the meditation period has passed, the player may write the spell or Skill back in on their Battle Board with an M instead of a circle, to denote that it was Meditated back into memory. After this point they may utilize the Skill or spell normally as though it had not been expended in the first place.

FOCUS EXAMPLES	
Skills/Abilities	
Blacksmith (Refitting)	
Break Command	
Arming/Disarming a Trap	
First Aid	
Identifying Production	
Killing Blow	
Meditate	
Mental Abilities	
Refitting Arcane Armor	
Concentration Spells	
Desecrate	
Fortress	
Repel	
Sanctuary	
Storm Spells	
Monster Abilities	
Engulf	
Escape Binding	
Gaseous Form	
Refitting Natural Armor	
Regeneration	
Renew Skills	
Rift	

Each use of Meditate will return a single expended and missed spell or attack. Multiple Meditated Skills or spells may be returned over time with multiple uses of Meditate.

For spells, a player may only regain the use of a memorized spell that did not resolve in any way — that is, it completely missed all targets or the incantation failed. This ability does not work on spells that resolved in any way, including a call of “No Effect” or “Altered” or being expended on any other Smart or Dumb defense. This ability may not be used to regain charges of spent Magic Items, nor items made. Any augmentations gained via *High Magic* are lost when the spell is Meditated. Note that Signature Spells have special Meditation rules; see the Magic section for more details.

For Martial or Stealth Skills, a player may only regain the use of a Meditable per-day Weapon attack that did not resolve in any way. This includes blockable attacks (for example, not using the Strike keyword) that were blocked by another player’s Weapon or Shield and did not trigger any defenses. It also includes Weapon swings that completely missed, and Weapon swings required to be From Behind which did not hit a target From Behind. If an attack struck an opponent and was taken or resulted in a defense being called or expended, it may not be Meditated.

Characters may purchase the *Enhanced Meditate* Skill to reduce the necessary Focus time.

Successful Resurrection (or Ritual-based alternatives such as Rejuvenation) automatically Meditates any applicable abilities for a character.

Focus

Some abilities require Focusing for a specified amount of time. You must roleplay appropriately for the ability; for example, refitting another player’s armor might involve inspecting the armor and roleplaying adjusting its fit, while roleplaying Meditation might involve studying a Spellbook and conversing with other players about the mechanics of certain magics. During this time, you may move as is reasonable for the roleplay, but no

further. This means that while Ritual Casting you should stay within the *Circle of Power* you are casting in; similarly, while performing *First Aid*, you can walk around the body of your target but may not leave it. A character may not move faster than a walk during their Focus period. Please keep good sportsmanship in mind while selecting how to roleplay Focusing. There are several ways that a character's Focus may be interrupted. These include:

- The character uses a Skill or Game Ability (other than *Educated*) which is not required for the ability they're Focusing on.
- The character breaks a physical requirement of the ability (such as lowering one's arms during a *Sanctuary* spell or moving away from a *First Aid* target) or moves faster than walking speed.
- The character loses the ability to use Game Abilities (for example, they are hit by a *Drain* spell).

Note that individual abilities may have additional requirements, while some may have exemptions to the above conditions (for example you can self-cast while under a *Sanctuary*).

Skill Costs

The core of a REFUGE character is the Skills which they possess. These Skills are purchased by spending XP that the character has earned over time. Each Skill has a specific XP cost based on the character's class, outlined in the charts below. Note that any class may purchase any Skill, however, the cost is entirely dependent on that class' specialties.

Some Skills have prerequisites listed. There are two types of prerequisites: Skill prerequisites, and Skill category XP minimums. For example, to purchase *Alchemy* you must first be *Educated* and must know *Herbal Lore*. If you want to purchase *High Magic*, you must have already spent 75 XP in Scholarly Skills and have at least one first level Spell Slot in that school.

Weapon Proficiency and *Backstab* have a special type of prerequisite. When purchasing these Skills, you must trade in a certain number of either *Critical Attacks* or *Back Attacks*, respectively. Your first *Weapon Proficiency* or *Backstab* requires two prerequisite Skills, your third requires three, and so forth.

It can be helpful to think about what Skills best fit your character long-term and build towards those Skills. This might be based on your species and personality or your character goals. If you are choosing many different types of Skills, you may end up with not much difference between the classes. For instance, if you are making a character that is a good fighter, can throw spells, is good at *Backstabs*, and can throw *Alchemy*, you may not be able to tell which class is best for you until you decide how you will eventually start specializing in one of these things. Keep in mind that you can change your character's class over time if something else turns out to be a better fit based on how they grow within the game — you are not locked forever into what you first choose.

Skill Cost Charts

Martial Skills	Fighter	Scout	Rogue	Adept	Scholar	Spellsword	Artisan	Type	Prerequisite
Blacksmith	3	3	4	4	4	3	3	Daily	
Fast Refit	2	3	4	5	6	3	2	Daily	1 per level of Blacksmith
Critical Attack	3	3	5	6	7	3	6	Daily	Any Weapon Skill
Weapon Proficiency	3	6	6	6	8	6	6	Passive	<i>Critical Attack</i> x2, plus one <i>Critical Attack</i> per <i>Weapon Proficiency</i> already purchased
Destruction/Stun Blow	4	5	6	6	8	5	8	Daily	1 per 45 XP in Martial Skills
Precise Blow	3	3	4	4	5	3	5	Daily	1 per 20 XP in Martial Skills
Sleep/Enfeeble Blow	4	5	6	7	7	5	7	Daily	1 per 45 XP in Martial Skills
Repel Strike	2	3	4	4	5	3	5	Daily	1 per 20 XP in Martial Skills
Shatter/Disarm Strike	3	4	5	6	7	4	7	Daily	1 per 20 XP in Martial Skills
Weakness/Shun Strike	4	5	6	6	8	5	8	Daily	1 per 30 XP in Martial Skills
Slay	2	2	4	4	4	2	4	Daily	1 per 30 XP in Martial Skills
Improved Slay	2	2	4	4	4	3	4	Passive	1 per 30 XP in Martial Skills
Eviscerating Blow	5	7	14	14	14	7	14	Daily	1 per 60 XP in Martial Skills
Foundation Strike	4	4	4	3	3	2	3	Daily	1 per 10 XP in Martial Skills, <i>Read Magic</i>
Magisterium Strike	4	4	4	3	3	2	3	Daily	1 per 10 XP in Martial Skills, <i>Healing Arts</i>
Empowered Strike	5	5	5	4	4	3	4	Daily	1 per 20 XP in Martial Skills, a 3rd level Spell Slot
Combined Strike	15	15	15	12	12	10	12	Passive	60 XP in Martial Skills, 75 XP in Scholarly Skills
Intercept	2	2	3	4	4	2	4	Daily	1 per 10 XP in Martial Skills
Parry	4	4	8	8	8	5	8	Daily	1 per 30 XP in Martial Skills
Riposting Blow	4	4	4	5	8	5	8	Daily	1 per 60 XP in Martial Skills or Stealth Skills (calculated separately)
Mettle	3	4	5	6	6	4	5	Daily	1 per 20 XP in Martial Skills
Resolute	2	3	4	4	5	3	5	Daily	1 per 25 XP in Martial Skills
Hardy	5	6	6	6	7	6	6	Passive	May be purchased once per Character Level
Wear Extra Armor	1	1	1	1	1	1	1	Passive	

Trades Skills	Fighter	Scout	Rogue	Adept	Scholar	Spellsword	Artisan	Type	Prerequisite
Trades: (Type)	2	2	2	2	2	2	2	Passive	
Enhanced Meditate	1/3/5	1/3/5	1/3/5	1/3/5	1/3/5	1/3/5	1/3/5	Passive	
Educated	6	6	6	3	3	3	3	Passive	
Merchant	3	2	1	2	3	3	1	Passive	

Stealth Skills	Fighter	Scout	Rogue	Adept	Scholar	Spellword	Artisan	Type	Prerequisite
Herbal Lore	6	5	3	4	4	6	3	Passive	<i>Educated</i>
Alchemy	6	5	3	4	4	6	3	Daily	<i>Herbal Lore</i>
Create Trap	6	4	3	4	6	6	3	Daily	
Back Attack	5	3	3	3	7	6	6	Daily	Any Weapon Skill
Backstab	6	6	3	6	8	6	6	Passive	Back Attack x2, plus one Back Attack per Backstab already purchased
Fear/Berserk Blow	7	5	5	5	8	7	7	Daily	1 per 45 XP in Stealth Skills
Silence/Stun Blow	6	5	4	5	7	6	6	Daily	1 per 30 XP in Stealth Skills
Sleep/Paralysis Blow	5	3	2	3	6	5	5	Daily	1 per 15 XP in Stealth Skills
Slow/Weakness Blow	5	4	3	4	6	5	5	Daily	1 per 20 XP in Stealth Skills
Doom Blow	12	6	5	6	12	12	12	Daily	1 per 60 XP in Stealth Skills
Assassinate	4	1	1	2	4	4	4	Daily	1 per 30 XP in Stealth Skills
Improved Assassinate	4	2	2	2	4	4	4	Passive	1 per 30 XP in Stealth Skills
Opportunistic Attack	4	2	2	2	5	4	4	Daily	1 per 60 XP in Stealth Skills
Surprise Attack	8	7	6	7	9	8	8	Passive	90 XP in Stealth Skills
Enhanced Strike	6	6	5	3	4	4	4	Daily	1 per 20 XP in Stealth Skills, 3rd level Spell Slot
United Blow	15	15	15	10	12	12	12	Passive	60 XP in Stealth Skills, 75 XP in Scholarly Skills
Counteract	4	3	2	3	4	4	4	Daily	1 per 10 XP in Stealth Skills
Evade	5	4	3	4	6	5	5	Daily	1 per 20 XP in Stealth Skills
Dodge	8	6	5	6	8	8	8	Daily	1 per 30 XP in Stealth Skills

Species Skills	Fighter	Scout	Rogue	Adept	Scholar	Spellword	Artisan	Type	Prerequisite
Break Command	2	2	2	2	2	2	2	Daily	Avani, Stone Elf, Syladrin
Claws	8	8	8	8	8	8	8	Passive	Kyn
Species Evade	6	6	6	6	6	6	6	Daily	Halfling
Species Resolute	2	2	2	2	2	2	2	Daily	High Ogre, High Orc, Realmsworn
Resist Binding	4	4	4	4	4	4	4	Daily	Dryad
Resist Curse	4	4	4	4	4	4	4	Daily	Stellarean
Resist Command	4	4	4	4	4	4	4	Daily	Avani, Dark Elf, Elf, Stone Elf, Syladrin
Resist Element	3	3	3	3	3	3	3	Daily	Dwarf, Realmsworn
Resist Necromancy	4	4	4	4	4	4	4	Daily	High Ogre
Resist Poison	4	4	4	4	4	4	4	Daily	Dwarf, Halfling, High Orc
Resist Spell	5	5	5	5	5	5	5	Daily	Dark Elf

Scholarly Skills	Fighter	Scout	Rogue	Adept	Scholar	Spellsword	Artisan	Type	Prerequisite
First Aid	2	2	2	2	2	2	2	Passive	
Healing Arts	6	6	4	2	2	2	4	Passive	<i>Educated, First Aid</i>
Read Magic	8	8	6	4	4	4	6	Passive	<i>Educated</i>
Create Potion	6	6	6	4	3	4	3	Daily	Earth Spell Slot
Create Scroll	6	6	6	4	3	4	3	Daily	Celestial Spell Slot
Flexible Casting	5	5	4	3	2	3	4	Passive	2nd level Spell Slot
High Magic	4	4	4	3	2	3	3	Daily	75 XP in Scholarly Skills, a 1st level Spell Slot in your primary school.
High Magic (Secondary School)	8	8	8	6	4	6	6	Daily	150 XP in Scholarly Skills, a 1st level Spell Slot in your secondary school.
Channeling	6	6	6	4	3	4	5	Daily	1st level Spell Slot in your primary school.
Channeling (Secondary School)	8	8	8	5	4	5	6	Daily	1st level Spell Slot in your secondary school.
Improved Channeling	10	10	10	6	5	6	6	Passive	1 per 20 levels of <i>Channeling</i>
Dispelling Strike	7	7	7	3	4	3	4	Daily	1 per 30 XP in Martial Skills or Stealth Skills (calculated separately), a 7th level Celestial Spell Slot
Purifying/Draining Strike	7	7	7	3	4	3	4	Daily	1 per 30 XP in Martial Skills or Stealth Skills (calculated separately), a 7th level Earth Spell Slot

Weapon Skills	Fighter	Scout	Rogue	Adept	Scholar	Spellsword	Artisan	Type	Prerequisite
Small Weapon	2	2	2	2	2	2	2	Passive	
One-Handed Blunt	3	4	4	5	6	5	5	Passive	
One-Handed Edged	5	5	5	7	10	7	7	Passive	
One-Handed Master	7	8	8	10	14	10	10	Passive	
Staff	4	4	4	4	4	4	4	Passive	
Polearm	8	12	12	12	16	12	12	Passive	
Two-Handed Blunt	6	8	8	8	12	8	8	Passive	
Two-Handed Sword	8	12	12	12	16	12	12	Passive	
Two-Handed Master	10	16	16	16	20	16	16	Passive	
Weapon Master	15	20	20	20	25	20	20	Passive	
Thrown Weapon	2	4	4	4	4	4	4	Passive	
Archery	6	6	6	8	12	8	8	Passive	
Shield	6	10	10	10	12	10	10	Passive	
Florentine	4	6	6	6	8	6	6	Passive	Any Weapon Skill or <i>Claws</i>
Two Weapons	2	4	4	4	4	4	4	Passive	Florentine
Style Master	10	15	15	15	20	15	15	Passive	

Spell Slots	Fighter	Scout	Rogue	Adept	Scholar	Spellsword	Artisan	Type	Prerequisite
1st Level Spell Slot	3	3	2	1	1	1	1	Daily	<i>Healing Arts</i> (Earth) or <i>Read Magic</i> (Celestial)
2nd Level Spell Slot	3	3	2	1	1	1	2	Daily	At least 2 1st level Primary Spell Slots
3rd Level Spell Slot	6	6	4	2	2	2	2	Daily	At least 2 2nd level Primary Spell Slots
4th Level Spell Slot	6	6	4	3	2	3	3	Daily	At least 2 3rd level Primary Spell Slots
5th Level Spell Slot	9	9	6	3	3	3	4	Daily	At least 2 4th level Primary Spell Slots
6th Level Spell Slot	9	9	6	4	3	4	4	Daily	At least 2 5th level Primary Spell Slots
7th Level Spell Slot	12	12	8	5	4	5	5	Daily	At least 2 6th level Primary Spell Slots
8th Level Spell Slot	12	12	8	5	4	5	6	Daily	At least 2 7th level Primary Spell Slots
9th Level Spell Slot	15	15	10	6	5	6	6	Daily	At least 2 8th level Primary Spell Slots
1st Level Spell Slot (Secondary)	6	6	4	2	2	2	2	Daily	<i>Healing Arts</i> (Earth) or <i>Read Magic</i> (Celestial)
2nd Level Spell Slot (Secondary)	6	6	4	2	2	2	4	Daily	At least 2 1st level Secondary Spell Slots
3rd Level Spell Slot (Secondary)	12	12	8	4	4	4	4	Daily	At least 2nd level Secondary Spell Slots
4th Level Spell Slot (Secondary)	12	12	8	6	4	6	6	Daily	At least 2 3rd level Secondary Spell Slots
5th Level Spell Slot (Secondary)	18	18	12	6	6	6	8	Daily	At least 2 4th level Secondary Spell Slots
6th Level Spell Slot (Secondary)	18	18	12	8	6	8	8	Daily	At least 2 5th level Secondary Spell Slots
7th Level Spell Slot (Secondary)	24	24	16	10	8	10	10	Daily	At least 2 6th level Secondary Spell Slots
8th Level Spell Slot (Secondary)	24	24	16	10	8	10	12	Daily	At least 2 7th level Secondary Spell Slots
9th Level Spell Slot (Secondary)	30	30	20	12	10	12	12	Daily	At least 2 8th level Secondary Spell Slots

Production Skills

To create game items such as Potions, Battle Magic Scrolls, Elixirs, Weapons, Traps, and suits of Armor, you must first buy the appropriate Skill with your XP. Each time you buy a Production Skill, you get five Production Points (PP) of that type to spend in each LP. Production Points do not carry over from day to day or event to event. You cannot transfer or combine your Production Points with another player.

Items can be made in two ways. The simplest is to create items at Logistics. You will be asked to show your Battle Board with your Skill rank. You must also pay a copper piece per Production Point. This game money represents the raw materials and other costs associated with producing the item.

Alternatively, you can make an item at a Crafting Station. This is a specific on-site location designated by your Chapter's staff (often this will be the same as where you go for Logistics). You will find a Production Sheet there, on which you must fill out one row for each type of item you are building. If you are using a Workshop, add the Workshop ID in the appropriate column. Put the correct amount of IG coin into the box or envelope provided for that purpose and fill out one of the blank Tags left on the table as appropriate for the item you are building. The item Tag must be signed by a Crafting Marshal (a player who has been authorized for this purpose) who witnesses you filling out the Production Sheet and dropping off your IG coin. Keep in mind that costs for additional Batches or additional coin requirements (like for Strengthening or Silvering) must be paid just as if you were producing the item at Logistics.

Individual Chapters may have slightly different layouts and expectations for their Crafting Stations based on their specific site needs. If you have any questions, ask a Marshal.

After you have purchased ten ranks of any Skill, you are considered a Journeyman, and after twenty ranks, you are a Master. These ranks will provide extra bonuses, such as being able to make items at a reduced cost or being able to identify them quicker.

Workshops: It is possible to become more productive in making Production Point items if you have access to a Workshop that specializes in making them. A Workshop will double your base Production Points, thus making it possible to produce more of an item than normally possible. There are specialized Workshops for each type of Production Skill. You can purchase these specialized Workshops for ten gold pieces each.

You must still pay the proper amount in copper pieces in order to get your Production Point items even with a Workshop. 40 Production Points of anything made will cost 40 copper pieces whether done in a Workshop or not.

Workshops can only be used by one person per LP. Your Workshop Tag will list your character's name and the location of the Workshop, as well as a unique ID for the Workshop which must be written down when going to a Crafting Station.

A Workshop can only be used when the game takes place in the location noted on the Tag. For instance, if you buy a Workshop in IG location A, you will not be able to use it in IG location B. You can, of course, buy a new Workshop. Further, there may be plot reasons why you cannot use your Workshop at a particular event.

You can buy several Workshops located in all of the towns in which the game may possibly take place. Unlike all other treasure, Workshops cannot be stolen.

A Workshop can be sold or loaned to another character but can never be used by more than one character per LP. In other words, you cannot use the Workshop, sell it to someone else, and then have the buyer use that same Workshop on the same day. The new owner must wait until the next LP.

The selling of a Workshop must be done at Logistics with both the seller and the buyer present to confirm the sale. A new Tag with the new owner's name on it will then be issued while the old Tag will be destroyed.

Batches: Another way to increase the number of items you can create in any one gameday is by making large Batches. Batching gives a character a new set of production points (at double cost in copper pieces) to be used as they see fit. These

points do not need to be spent identically to earlier Batches. After you use your normal Production Points for the day (whether with or without a Workshop), you can then create a second Batch at double the cost. The same limitations apply as per the first Batch. You can use your Workshop for each of these Batches. A third Batch may be made at triple cost, a fourth Batch at quadruple cost, and so on. There is no limit to how many Batches can be made other than the coin required.

Production Points from different Batches may never be combined. In other words, you cannot combine your two 40 Production Point Batches to make one item worth 80 Production Points. You are always limited by your Skill and your Workshop.

Alchemy Production			Create Scroll		Blacksmith	
Name	Cost	Type	Name	Cost	Weapon	Cost
Alchemical Solvent	5	Contact	Evocation Bolt	5 per level; element is chosen when item is made	Arrow/Bolt	0.5
Cure Wounds	5	Elixir	Disarm	5	Bludgeon	5
Intoxicate	5	Elixir	Lesser Investment	5	Dagger	5
Liquid Light	5	Contact	Light	5	Hatchet	5
Paranoia	10	Contact, Elixir, Globe	Slow	5	Staff	5
Hallucinate	10	Contact, Elixir, Globe	Weapon Shield	10	Thrown Weapon	5
Oil of Slipperiness	15	Contact	Pin	10	Javelin	10
Paste of Stickiness	15	Contact	Repel	10	Light Crossbow	10
Vorpal Coating 5	15	Contact	Shackle	15	Short Bow	10
Weakness	15	Contact, Elixir, Globe	Shatter	15	Heavy Crossbow	15
Antidote	20	Elixir	Wall of Force	15	Long Bow	15
Poison Shield	20	Elixir	Awaken	20	Short Hammer	15
Cleanse	25	Elixir	Shun	20	Short Mace	15
Blast Globe	25	Globe	Release	25	Spear	15
Enfeeble	30	Contact, Elixir, Globe	Spell Shield	25	Long Hammer	20
Sleep	30	Contact, Elixir, Globe	Elemental Shield	30	Long Mace	20
Charm	35	Contact, Elixir, Globe	Sleep	30	Short Axe	20
Vorpal Coating 10	40	Contact	Wizard Lock	30	Long Axe	25
Paralysis	40	Contact, Elixir, Globe	Web	35	Short Sword	25
Amnesia	45	Elixir	Charm	35	Long Sword	30
Berserk	45	Contact, Elixir, Globe	Dispel	40	Polearm	40
Enslavement Antidote	45	Elixir	Reflect Spell	40	Two-Handed Blunt	45
Euphoria Antidote	45	Elixir			Two-Handed Sword	45
					Shield	10
					Silvering an Arrow/Bolt	1*
					Silvering a Weapon	15*
					Strengthening	50*

**Additional cost in Silver*

Create Potion		Create Trap			Blacksmith	
Name	Cost	Name	Cost	Type	Armor Value	Cost
Cure/Cause Wounds	5 per level; Healing or Chaos is chosen when Potion is made	Slow Globe	10	Globe	1-5 Points	10
Endow	5	Shatter Globe	20	Globe	6-10 Points	20
Weapon Shield	10	Silence Globe	30	Globe	11-15 Points	30
Weakness	15	Noisemaker Trap	5	Trap	16-20 Points	40
Awaken	20	Gas Trap	25	Area Trap	21-25 Points	50
Cleanse	20	Scroll Trap	25	Area Trap	26-30 Points	60
Disease	20	Weapon Trap	2 damage per pp; min of 10 dmg	Trap	31-35 Points	80
Cure Disease	20	Mechanical Trap	1 damage per pp; min of 20 dmg	Trap	36-40 Points	100
Release	25	Explosive Trap	1 damage per 2 pp; min of 20 dmg	Area Trap	41-45 Points	120
Silence	25				46-50 Points	140
Spell Shield	25				51-56 Points	170
Elemental Shield	30				57-62 Points	200
Restore	30					
Sleep	30					
Wither	30					
Charm	35					
Destruction	35					
Drain	40					
Paralysis	40					
Purify	40					
Reflect Spell	40					

Chapter VII: Skills

Skills listed with an **asterisk** (*) can be purchased multiple times. Doing so either improves the Skill, or increases the number of times per Logistics Period (LP) a Skill can be used.

Skills may have prerequisites. These can be found in the Skill Cost Chart, which explains exactly what is needed before purchasing any given Skill.

Some Skills may only be used once per LP per purchase as marked by the LP Keyword.

Below is the listing of all our current Skills. Many will have the following **Keywords**:

- **Defense**: The Skill is a defense; it is classified as either Smart or Dumb, and as a Guard, Return, Reduced, or Resist. For more information on these types of defenses, see the Defenses section in Chapter V.
- **From Behind**: The Skill can only be used if you are behind the target or using a Ranged Attack. For more information, see Chapter IV.
- **LP**: The Skill can be used one per LP per purchased rank.
- **Meditatable**: The Skill can be Meditated back if it misses. For more information on Meditation, see the Meditate section in Chapter VI The Skill System.
- **Passive**: The Skill is always on, and you do not need to activate it.
- **Production**: The Skill is a Production Skill, and can be used to create Production items. For more information on Production Skills, see the Production Skills section in Chapter VI The Skill System.
- **Species**: The Skill can be acquired only by members of the indicated Species in Chapter II Species.

*Alchemy**

LP, Production

This Skill allows the character to create non-magical Elixirs, poisons, oils, and solvents. For each time *Alchemy* is bought, the character gets five *Alchemy* Production Points as detailed in the “Production Skills” section.

Alchemy cannot be used to determine the presence of an *Alchemical* substance or magical Potion in a creature's bloodstream.

Advanced Use: To utilize a Gas Globes (Packet) requires at least three ranks of *Alchemy*. All gas Packets must be orange to differentiate them from spell Packets (which cannot be orange). A character with 10 or more ranks of *Alchemy* is considered a Journeyman, and only spends four copper pieces for every five production points of *Alchemy*.

See Chapter XII Alchemy for more details on specific types of *Alchemy* and how they might be used.

Archery

Passive

This Skill allows the character to use a Bow and a Crossbow. If used with Archery, From Behind attacks ignore positioning.

For safety reasons, real Bows and Crossbows are not used in REFUGE LARP. Instead, archers use padded physreps for the Bows and Crossbows, and blue Packets to represent Arrows and Bolts. See the Archery section for more details.. You **can** block with a padded Bow; you **cannot** block with a Crossbow.

Assassinate*

LP, Mediatable

This Skill allows the character to make a single attack for higher damage From Behind. If used with a ranged Weapon, the *Assassinate* may be used from any direction.

This Skill may be used with any weapon for which the character has the appropriate Weapon Skill. An *Assassinate* does 25 points of damage that can only be increased with purchases of the *Improved Assassinate* Skill.

You may call any applicable Carrier with this Skill (e.g. Magic, Flame, Silver) that your Weapon is capable of.

Any appropriate defensive call against this attack expends the *Assassinate*.

Back Attack*

LP

This Skill allows the character to do 2 extra points of Weapon damage From Behind, or 1 extra point of Weapon damage from any direction with ranged weapons, for 10 minutes. Multiple Back Attacks can be expended simultaneously for enhanced effect, each adding additional damage as described above. It can be used with any Weapon with which your character has the appropriate Skill.

A player may activate no more than five *Back Attacks* at any one time. Players may voluntarily end the 10-minute duration at any time. Players may not activate additional *Back Attacks* if they have some already running at the same time (they must choose to end the ongoing ones first).

Back Attacks are traded in to purchase the *Backstab* Skill at the rate of two *Back Attacks* to one *Backstab*, plus one additional *Back Attack* per *Backstab* they have already bought. This means that the second *Backstab* requires three *Back Attacks* to be traded in, the third *Backstab* will require four *Back Attacks*, and so forth.

Backstab*

Passive

This Skill allows a character to do 2 extra points of Weapon damage From Behind, or 1 extra point when used with ranged weapons. It applies to any Weapon in which the character has the appropriate Skill.

The Skill can be purchased multiple times and the effects stack. Note that each purchase requires trading in an additional set of *Back Attacks*.

Blacksmith*

LP, Production, Passive (refitting armor)

This Skill allows the character to create Weapons, Shields, and Armor. For each time *Blacksmith* is bought, the character gets five *Blacksmith* Production Points as detailed in the “Production Skills” section.

Blacksmith allows them to Refit physical suits of armor (but not Natural Armor or Arcane Armor) any number of times per LP. See Chapter IX Weapons and Armor section for details.

Silvering a Weapon: Silvering a Weapon allows the Weapon to harm monsters that can only be hurt by Silver, such as certain Undead. To Silver an existing Weapon, the *Blacksmith* must pay 15 Production Points and 15 Silver pieces. Silvering an existing Arrow or Bolt costs 1 Silver per Arrow or Bolt and 1 Production Point (note that these costs are separate from the costs of the actual creation of the Weapon itself.) Once applied, the Silver can never be removed.

Strengthening a Weapon, Shield, or other item: Strengthening a Weapon, Shield, or other item allows it to withstand *Shatter* and *Acidic Skin* effects as well as explosive traps. Once Strengthened, the item will withstand two such attacks.

When hit with one of these effects, the person with a Strengthened item must say “*Resist.*” An item can only be Strengthened once, giving it two *Resists* to these effects. After those *Resists* are used, it can be Strengthened again but can never have more than two *Resists* at any one time.

To Strengthen an existing item, the smith must pay an extra 50 Production Points and 50 silver pieces.

Advanced use: A character with 10 or more ranks of *Blacksmith* is considered a Journeyman, and only spends four copper pieces for every five production points of *Blacksmithing*. Silvering and Strengthening do not benefit from this reduction in cost. A character with 20 or more ranks of *Blacksmith* is considered a Master and gains the ability to refit armor in 30 seconds as opposed to the usual 60 seconds.

Break Command*

LP, Species

With this Skill, a character can break all active Command effects on another creature. The Command effects can be found in the Effect Groups section. This does not include Greater Command effects such as *Enslavement*, *Euphoria*, or *Amnesia*.

You must be close enough to touch the affected person as if Touch-Casting and must spend **ten seconds** of roleplaying conversation and Focus with the victim to remove the effect.

If you perform any other Game Abilities during this time, if the target is attacked, or if the conversation is interrupted, then the *Break Command* fails and is expended. Attempting this action on a character that had not been under the effects of a Command will still result in the ability being used for the day.

You cannot use this Skill upon yourself.

Celestial Magic*

LP, Meditatable

This Skill allows the character to memorize a single Celestial Magic spell each day of lower or equal level to the level of Spell Slot which has been purchased. This Skill provides a Spell Slot as described in the Skill System section.

Channeling*

LP

Each purchase of this Skill grants a character 25 points in a *Channeling* pool to spend each day. The pool can be Channeled in increments of 5, up to a maximum of 10 points; once points are expended, they do not return until the following Logistics Period.

Celestial Channelers may use Stone, Ice, Lightning, or Flame Sources; Earth Channelers may use Healing or Chaos Sources. The character’s primary Spell School determines their *Channeling* type, though *Channeling* can be bought at an additional cost for their secondary school, which will produce a separate *Channeling* pool for that school.

You may purchase multiple Sources to use multiple elements, but your *Channeling* pool amount remains unchanged by doing so. For more information, see Chapter XI Magic.

Claws

Passive, Species

This Skill allows a character to use a One-Handed Claw. The base damage for a Claw is two points; all *Claws* must be short Weapon length and must abide by all Weapon construction rules, and additionally must have their entire striking surface colored red. This Skill only allows the use of one Claw unless the character also has *Florentine*, *Two Weapons*, or *Style Master*, at which point the character can use either two Claws or a Claw and a Weapon; as Claws are short Weapons, a player may dual-wield them with just the *Florentine* Skill.

They may use any Skill requiring a Weapon with the Claw (such as *Weapon Proficiency* or *Sleep/Paralysis Blow*), and characters who are hit in their Claws with Weapons, bows, or Arrows do not take damage from the attack. In general, Claws are treated as Weapons, and can receive *Alchemical* Weapon Coatings and be used with Blade spells; however, Claws cannot be Silvered or Strengthened by the Blacksmith Skill.

Claws may not be *Disarmed*, *Shattered*, stolen, confiscated, or destroyed; if you are struck by such an effect which would target a Claw, you should call “No Effect”.

The Claws are retractable and can be retracted and activated without a Counted Action; the time it takes a player to obtain the physreps out-of-game is the time it takes the character to activate the Claws IG. You cannot call a Pause to get your Claw. Similarly, if you drop a Claw, you cannot call a Pause to pick it up.

Other players may not pick up a Claw for you, and should never take a Claw if they find it on its own. Carrying a Claw physrep and a Weapon physrep in the same hand is not allowed.

Combined Strike

Passive

Once purchased, the character may expend any Signature Spell from memory as “X Spell Strike <effect>” using a Weapon that you are proficient with. If the Weapon attack misses, the spell may be Meditated back as normal. This may be done any number of times per LP.

When expending an Earth Signature Spell, the character may choose to change the effect of this attack to the *Body Carrier* but will only inflict half as much damage (rounding up) as they would normally inflict with this ability.

Counteract*

LP, Defense (Smart, Guard)

Trigger: *You are hit with a Weapon Strike attack that you were able to validly block (with a Weapon or Shield).*

This Skill allows a character to call “*Counteract*” to the trigger to negate the validly blocked Strike.

This may not be used against Strike attacks with other Qualifiers like Spell or Poison, nor may it be used against a Weapon Strike that validly hits you.

Create Potion*

LP, Production

This Skill allows a character to create an Earth Magic-based Potion. They must have access to the spell in a Spellbook, but you do not have to be able to cast the spell. For each time *Create Potion* is bought, the character receives five *Create Potion* Production Points as detailed in the “Production Skills” section.

Advanced Use: A character with 10 or more ranks of *Create Potion* is considered a Journeyman, and only spends four copper pieces for every five production points of *Create Potion*.

Create Scroll*

LP, Production

This Skill allows a character to create a Celestial Magic-based Scroll. They must have access to the spell in a Spellbook, but you do not have to be able to cast the spell. For each time *Create Potion* is bought, the character receives five *Create Potion* Production Points as detailed in the “Production Skills” section.

Advanced Use: A character with 10 or more ranks of *Create Scroll* is considered a Journeyman, and only spends four copper pieces for every five production points of *Create Scroll*. A character with 20 or more ranks of *Create Scroll* is

considered a Master and gains the ability to cast from any level Celestial Battle Magic Scroll (regardless of the highest-level Celestial spell they has). A Master can also cast from any Celestial Battle Magic Scroll without sufficient light to read the Scroll (but it still must be held before you and in a location from which it could be read were there sufficient light, following all normal Scroll reading rules).

Create Trap*

LP, Production

This Skill allows a character to make Traps and Trap Globes as per the Traps and Locks section. For each time *Create Trap* is bought, the character receives five *Create Trap* Production Points as detailed in the Production Skills section.

A character must have this Skill to even attempt to set a Trap, disarm a Trap, or pick a Lock, but does not guarantee success. without this Skill they may not even cut an obvious trip wire but could spot it. See the Traps and Locks section in Chapter XV Odds and Ends for details.

With one rank of *Create Trap* you may attempt to arm Noisemaker, Gas, Scroll, and Weapon Traps. With two ranks you may attempt to arm Explosive Traps and with three ranks you may attempt to arm Mechanical Traps.

Advanced Use: Three ranks are required to throw Trap Globes. A character with 10 or more ranks of *Create Trap* is considered a Journeyman, and only spends four copper pieces for every five Production Points of *Create Trap*. A character with 20 or more ranks of *Create Trap* is considered a Master and can set a trap in 30 seconds.

Critical Attack*

LP

This Skill allows a character to do 1 extra point of Weapon damage for 10 minutes. Multiple *Critical Attacks* can be expended simultaneously for enhanced effect, each adding additional damage as described above. It can be used with any Weapon with which a character has the appropriate Skill.

You may activate no more than 5 *Critical Attacks* at any one time. You may voluntarily end the 10-minute duration at any time. You may not activate additional *Critical Attacks* if they have some already running at the same time (they must end the ongoing ones first).

Critical Attacks need to be traded in to purchase the *Weapon Proficiency* Skill at the rate of two *Critical Attacks* to one *Weapon Proficiency*, plus one additional *Critical Attack* per *Weapon Proficiency* they have already bought. This means that the second *Weapon Proficiency* requires three *Critical Attacks* to be traded in, the third *Weapon Proficiency* will require four *Critical Attacks*, and so forth.

Destruction/Stun Blow*

LP, Meditatable

A character may attack once with the call “Weapon *Destruction*” or “Weapon *Stun* <announced limb>.”

Dispelling Strike*

LP, Meditatable

A character may attack with the call “Weapon Strike *Dispel*.” Remember that since this is not a Carrier Attack (it doesn’t have a number attached) it is able to provide beneficial effects.

Dodge*

LP, Defense (Smart, Guard)

Trigger: You are hit with a *Packet* or physical-delivery attack

A character may call “*Dodge*” to the triggering attack allowing them to negate the effect.

Dodge does not protect against area-effect Traps or *Killing Blows*. *Dodge* cannot be used if you are completely immobilized, such as when under the effect of a *Web* or even being tied up.

Doom Blow*

LP, Meditatable

A character may make a single attack From Behind and use the Doom Carrier. This may be combined with effects that add damage like *Assassinate* and *Slay*.

Earth Magic*

LP, Meditatable

This Skill allows the character to memorize a single Earth Magic spell each day of lower or equal level to the level of Spell Slot which has been purchased. This Skill provides a Spell Slot as described in the Skill System section.

Educated

Passive

Educated allows a character to identify Alchemical items, Battle Magic Scrolls, Potions, and Trap Globes at a base time of 60 seconds. See the “Production Skills” section in Chapter VI The Skill System for details.

If they also have the *Create Trap*, *Healing Arts*, *Herbal Lore*, or *Read Magic* Skills the base time to identify an item based on that production Skill is reduced to 30 seconds per item. Having 10 ranks in the appropriate Skill reduces the time to 30 seconds, and 20 ranks allows a character to instantly identify such items.

Empowered Strike*

LP, Meditatable

A character may expend a spell from memory to attack once for “Spell Strike <spell>”; if the attack misses, both the spell and this Skill may be Meditated back separately. The spell may not be higher than 1st level; every 25 Martial XP lets you Spell Strike 1 higher-level, requiring 25 XP for a 2nd level and 200 XP for a 9th

If used for a Necromantic spell, the spell counts as three levels lower than it is.

Enhanced Meditate*

Passive

Each purchase of this Skill reduces the necessary Focus time to Meditate a Skill or spell by three minutes, to a minimum of one minute. A character may purchase this Skill up to three times. The cost starts at one XP for the first level and increases by two XP per purchase.

Enhanced Strike*

LP, Meditatable

A character may expend a spell from memory to attack once with a melee Weapon From Behind to call “Spell Strike <Effect>,” if the attack misses, both the spell and this Skill may be Meditated back separately. The spell may not be higher than 1st level; Every 20 Stealth XP lets you Spell Strike 1 higher-level; for example requiring 200 XP for a 9th

If used for a Necromantic spell, that spell counts as three levels lower than it is.

Evade*

LP, Defense (Smart, Guard)

Trigger: *You are hit with a Weapon Qualifier attack or Poison Attack that uses physical-delivery.*

A character may call “Evade” to the trigger allowing you to negate the effect.

It does not protect against area effect Traps nor *Killing Blows*. *Evade* cannot be used if you are completely immobilized, such as when under the effect of a *Web* or even being tied up.

Eviscerating Blow*

LP, Meditatable

A character may attack once with the call “500 Body.” This Skill may be used with any Weapon for which a character has the appropriate Skill.

Fast Refit*

LP

This Skill allows a character to halve the time it takes to refit a suit of armor once per LP for each purchase. You may expend up to two uses of *Fast Refit* to reduce the time, to a minimum of a 15 second refit. A single use reduces the time to 30 seconds, and two uses reduces the time to 15 seconds.

When using this Skill, a character must announce “*Fast Refit*.” Once the Skill is announced, it is expended even if the refit action is interrupted.

A use of the *Fast Refit* Skill will stack with the Master rank bonus of a *Blacksmith*.

This Skill may be purchased once for each rank of *Blacksmith* the character possesses.

Fear/Berserk Blow*

LP, Meditatable

A character may make a single attack From Behind for “Weapon *Fear*” or “Weapon *Berserk*.”

First Aid

Passive

First Aid allows the user to stabilize a Bleeding Out creature, bringing the recipient to zero Body Points. The person will then regain consciousness in one minute with one Body Point. The Skill requires a full uninterrupted minute of Focus. If interrupted while giving *First Aid*, then the one-minute Bleeding Out timer continues where it left off when the *First Aid* was started.

This Skill only works with humanoid physiologies (which includes all PC Species and most other bipedal creatures and monsters.) It will not work on creatures with No Metabolism (such as Undead or Constructs), on certain monsters which are

completely alien (possessing Alien Metabolism), or on animals (Animal Metabolism). If a creature has an Alien Metabolism and *First Aid*, it may both use *First Aid* normally and may also use it upon creatures of the same type. At a Plot Team's discretion, it may not work on other non-humanoid creatures, although that Plot Team may allow an appropriate *Trades Skill* to allow *First Aid* to work. If *First Aid* is started on an invalid target (such as a Dead character), the target should call "No Effect" to indicate that the person attempting to help is having no success.

A character with this Skill must roleplay the *First Aid* by pulling out some bandages and otherwise concentrating on helping the patient and it must be obvious to anyone looking that *First Aid* is being performed.

The player performing *First Aid* must obtain OOG touch consent from the player receiving the aid. Consent is obtained by verbalizing something like: "Out of game, do I have your consent to touch your shoulder as part of First Aid?" The receiving player must verbally reply out of game, either giving or not giving their consent. Only then is physical contact allowed with the target's shoulder, although you may pantomime further physical contact in an appropriate manner. If consent for physical contact is declined, the First Aid is not being refused IG and the player giving First Aid should continue without any physical contact components.

A character cannot lie on the ground and be performing this Skill. *First Aid* can not be performed on more than one target at a time, nor can a character perform any other Game Ability while applying *First Aid* other than *Healing Arts*. This Skill cannot save a creature hit with a *Killing Blow* or a *Doom* spell. Note that the Skill *Healing Arts* is needed to determine if the creature is Dead (unless it is painfully obvious to everyone, like the creature's head has been removed).

First Aid will work on a character under a *Disease* effect but will not remove the *Disease* effect itself.

Flexible Casting

Passive

A character with this Skill may convert a spell in memory at time of casting to a Signature Spell of one level lower. First level spells may not be converted in this way. All other requirements of the spell must still be met; the spell must be correctly incanted (as the Signature Spell), a Packet must be correctly thrown or Touch-Cast, and so forth.

If the spell misses its target, the caster may Meditate back the original spell. A spell converted in this way cannot be combined with other Skills like *United Blow*, *Combined Strike*, *Enhanced Strike*, or *Empowered Strike*. The converted spell may be placed into a *Spell Store* or *Memory Strike* Ritual.

Florentine

Passive

This Skill allows a character to hold and wield two Weapons in combat, one in each hand. Neither Weapon can be a Two-Handed Weapon, and neither Weapon may be a Long One-Handed Weapon — this Skill allows Short or Small Weapons only.

Foundation Strike*

LP, Meditable

A character may expend a Celestial Signature Spell from memory to call "X Spell Strike <effect>" through a Weapon attack; if the attack misses, both the spell and this Skill may be Meditated back separately. If you also have the *Combined Strike* Skill, you may instead choose to expend the spell as "X Arcane Strike <effect>" when using *Foundation Strike*.

*Hardy**

Passive

This Skill allows a character to expand their Body Point total. Each time this Skill is purchased, the character gains 5 maximum Body Points.

Healing Arts

Passive

This Skill, which represents expert medical knowledge, is required to learn any Earth spells.

A character with *Healing Arts* can determine if someone is hurt, if they are under certain debuffs or worse upon examining them and using OOG question and answer dialogue. For example, while examining a hurt Body can tell exactly how many points of healing are necessary for complete recovery by asking “How many Body Points are you down?” as an OOG question. Responses to this and other *Healing Arts* questions should not be considered IG by those nearby without their own examination or other IG communication; they can be asked and answered while under the effects of a *Silence*.

A character with this Skill must roleplay representation of examining the Body, such as by checking pulse. This cannot be done instantly: the amount of time it takes to perform the examination is determined by the length of the questions being asked but in no case less than three seconds.

The player performing Healing Art must obtain OOG touch consent from the recipient. Consent is obtained by verbalizing something like: “Out of game, do I have your consent to touch your shoulder as part of Healing Arts?” The target player must verbally reply out of game, either giving or not giving their consent. Only then, is physical contact allowed with the target’s shoulder. If consent for physical contact is declined, the Healing Arts is not being refused IG and the player examining with use of *Healing Arts* should continue without any physical contact components.

Before asking any questions, you must say “*Healing Arts*” so that the recipient is aware that the questions being asked are not actually being said IG and thus must be answered.

These OOG questions can only include the following:

- *How many Body Points are you down?*
- *Were you damaged by Edged Weapons or Claws?*
- *Were you damaged by Blunt Weapons?*
- *Are you Diseased?*
- *Are you Sleeping?*
- *Are you Drained?*
- *Are you Paralyzed?*
- *Are you Regenerating?*
- *Are you Unconscious?*
- *Are you Bleeding Out?*
- *Are you dead?*
- *How much time until you <wake up, become conscious, stop being Diseased, stop being Paralyzed, die, Resurrect>?*

A player representing a Permanently Dead Body should respond to “Are you Dead?” with “yes,” and “How long until you Resurrect?” with either “Never” or “Not applicable.”

Healing Arts examination does not allow a character to ask the following questions nor similar ones: What is your maximum amount of Body Points? Were you killed by Necromancy? Were you killed by Celestial spells? Were you poisoned? Was that guy running away the one who killed you?

If this Skill is used to ask an inexplicable answer (such as asking a living person “How long until you Resurrect?”), the recipient should answer “Not applicable.”

You cannot use *Healing Arts* on a conscious person without their knowledge. It is always obvious that you are using your Skill. Shaking hands or touching someone’s shoulder will not give the results that a real check-up would. A conscious person thus can prevent *Healing Arts* from being performed unless bound or similarly restrained.

Healing Arts can be performed despite Binding effects such as *Web* and *Pin* but not through effects that block physical contact such as *Prison* and *Circle of Power*.

Certain creatures are not affected by *Healing Arts*. Creatures that have No Metabolism or Alien Metabolism or Animal Metabolism on their Monster Card should state “No Effect” when someone attempts to use *Healing Arts* upon them.

If a creature has an Alien Metabolism and the Skill *Healing Arts*, it may both use *Healing Arts* normally and may also use *Healing Arts* upon creatures of the same type.

Creatures with No Metabolism may never have *Healing Arts* used on them effectively, even by other similar creatures with the Skill *Healing Arts*.

Herbal Lore

Passive

Herbal Lore represents a character’s knowledge of herbs, botany and natural substances. To mix an *Alchemical Elixir* into a food or drink, or to apply a Coating or Weapon Coating, you must have *Herbal Lore*.

A character can use an ingested substance if not mixed into food or drink. In other words, anyone can drink an *Intoxicate Elixir* straight from the bottle, but they must have *Herbal Lore* to mix that Elixir into a drink or food.

High Magic*

LP

This Skill grants one point of *High Magic* per purchase; see Chapter XIV High Magic for details. Any character with at least one rank of *High Magic* may read Ritual Scrolls of that Aspect (and the General Aspect.)

Improved Assassinate*

Passive

This Skill enhances the damage that using an *Assassinate* will inflict. For each purchase of *Improved Assassinate*, all uses of *Assassinates* by a character increase by 25 points of damage.

Improved Channeling*

Passive

Each purchase of this Skill allows a character to evoke up to 10 more *Channeling* points per Packet. *Improved Channeling* also adds an additional 50 points of *Channeling* to their Primary School of *Channeling*. This Skill can be purchased only once for every 20 purchases of *Channeling*.

Improved Slay*

Passive

This Skill enhances the damage that using a *Slay* will inflict. For each purchase of *Improved Slay*, all uses of *Slay* by a character will add an extra five times the Weapon’s base damage.

Intercept*

LP, Defense (Smart, Guard)

Trigger: Another player within arm’s length is hit with any Packet or physical-delivery attack.

When using this Skill, you must call “*Intercept*” and clearly indicate which triggering attack the Skill was used against.

A character may only *Intercept* an attack that they could logically reach within arm’s length or with a wielded

Weapon or Shield. You may not use a Bow to *Intercept* across the battlefield but can do so within reach of the Bow. A character can use *Intercept* for any attack in which they could conceivably interpose themselves or a wielded armament between the attack and the intended target.

As always, follow proper Charging rules regarding the intended target or the attacker.

A character may call an additional defense, if appropriate, after using an *Intercept* on the intended target to negate the attack's Effect against themselves.

Magisterium Strike*

LP, Meditatable

A character may expend an Earth Signature Spell from memory to call "X Spell Strike <Effect>" through a Weapon attack; if the attack misses, both the spell and this Skill may be Meditated back separately.

If a character also has the *Combined Strike* Skill, they may instead choose to expend the spell to call "X Arcane Strike <Effect>" when using *Magisterium Strike*.

Merchant

Passive

This Skill allows a character to place an accurate value on certain IG items. It will not identify whether those items are magical, but only how much they fetch on the open market.

This is accomplished by consulting the National Merchant List which is an OOG document with further information and instructions that a Chapter gives to characters with this skill. This document contains Merchant Codes (typically but not always expressed as one letter and two numbers) and their corresponding Merchant Value (that is their IG coin value).

If an item does not have a Merchant Code (and/or was not made with Production Points) from the National Merchant List, the *Merchant* skill does not apply to that item.

This Skill also allows the character to handwave the sale of game items on the open market. Eligible items must have a Merchant Code and/or are those made with Production Points. This is accomplished by handing off the Tags the character wishes to sell to Logistics staff during the normal pre-event or mid-event Logistics phases in exchange for the Tags' Production Point value in IG money. Some Chapters allow this transaction at Crafting Stations, ask locally.

Items that do not have Merchant Code (and/or are not made through the Production Point system) cannot be traded in with the *Merchant* Skill, and must be sold during IG scenes. The exception is *Channeling* Sources that can be sold to Logistics for 2 silver pieces. If a Production Point item is sold which has had additional Production performed upon it at a set cost (such as Strengthening or Silvering), a *Merchant* receives IG money equal to the additional Production Points of that set cost

Mettle*

LP, Defense (Smart, Reduced)

Trigger: You have been affected by either any non-Instant Effect or a Line of Sight Effect.

When hit by an Effect with a non-Instant Duration, you may call "*Mettle*" as a defense and expend exactly 20 Body Points. This reduces the Effects' Duration by 5 minutes, which immediately negates the Effect if remaining Duration is zero or less.

Line of Sight effects are always negated completely by this ability.

Multiple uses of *Mettle* may not be used against a single attack. This Skill may not be used if the character does not currently have at least 20 Body Points, nor may Skills, Game Abilities or any other method change or negate the expended Body Points from exactly 20.

One-Handed Blunt

Passive

This Skill allows a character to wield a One-Handed Blunt Weapon. This includes any Blunt Small, Short, or Long melee Weapon. A Blunt Weapon cannot be used for thrusting, and any thrust with the tip of the Weapon does no damage.

One-Handed Edged

Passive

This Skill allows a character to wield a One-Handed Edged Weapon. This includes any Edged Small, Short, or Long melee Weapon. It also allows the use of a One-Handed Spear which may only be used as a thrusting Weapon.

One-Handed Master

Passive

This Skill allows you to use all *One-Handed Edged* and *One-Handed Blunt* Weapons. When purchasing this Skill, all Skills included within it are removed and refunded.

Opportunistic Attack*

LP

You may make a single attack from any direction which normally requires attacking From Behind. This Skill may (and normally should be) be combined with other Skills; no additional call is needed when this Skill is used.

Parry*

LP, Defense (Smart, Guard)

Trigger: You (or another target) are hit with a Weapon Qualifier attack (or Weapon Trap), or Poison Qualifier attack that uses physical-delivery.

A character may call “*Parry*” to the trigger allowing you to negate the attack. A *Parry* may be used to block Arrows and Bolts. You can instead use *Parry* to defend another character. *Parry* may be used with any Weapon in which the user has the appropriate Skill except a Crossbow or a Thrown Weapon.

A character may only *Parry* an attack that could logically be blocked at the point where the hit impacted the target.

The wielded Weapon must be able to reach the attacker’s Weapon - not just the intended target - otherwise the attack is too far away from *Parry*. Only if a character could interpose their Weapon between their ally and an attacker, may a *Parry* be called; a character cannot call a *Parry* while standing at the other end of the battlefield and thus may not be used with a ranged Weapon to *Parry* an attack intended for someone else at a distance..

Using a *Parry* against a swing for Massive will not stop you from taking damage. It cannot be used against non-Weapon Traps.

Parry may not be used when not legally wielding a Weapon in your hand or if the wielding hand is affected by *Stun Limb*, *Shackle* or similarly incapacitated. A Two-Handed Weapon must be held in both hands to be able to use a *Parry*. A Bow or Staff is considered a One-Handed Weapon when using this Skill.

Polearm

Passive

This Skill allows a character to wield any hafted Two-Handed Weapon with a blade on the far end. This includes Weapons like Two-Handed Axes and Halberds.

Precise Blow*

LP, Meditatable

A character may use the Body Carrier for a single attack. This can be combined with other Skills (such as *Slay* or *Assassinate*). This Skill may only be used with a ranged Weapon or a One-Handed Small or Short Weapon.

Purifying/Draining Strike*

LP, Meditatable

A character may swing for “Weapon Strike *Drain*” or “Weapon Strike *Purify*.” Remember that since this is not a Carrier Attack (it doesn’t have a number attached) it is able to provide beneficial effects.

Read Magic

Passive

This Skill is required for anyone wishing to learn Celestial Magic spells or cast Battle Magic Scrolls. It does not allow you to read Ritual Magic Scrolls.

With this Skill, a character can use Battle Magic Scrolls up to their highest level of Celestial Spell Slot plus four. Thus, if a character has the Skill *Read Magic* and has no Celestial spells, they can use up to and including 4th level Battle Magic Scrolls. If they have at least one 1st level Celestial Spell Slot, they can now use Battle Magic Scrolls up to and including 5th level.

To use a Battle Magic Scroll, you must hold the Scroll physrep before you, have enough OOG light to be able to read it, actually read the physrep, state the listed verbal incant, touch a spell Packet to the Battle Magic Scroll, and then throw the spell Packet.

Repel Strike*

LP, Meditatable

A character may attack once with the call “Weapon Strike *Repel*” (this *Repel* Effect is not maintained). This Skill may only be used with a Two-Handed Weapon.

Resist Binding*

LP, Defense (Smart, Resist), Species

Trigger: *You are affected by a Binding Effect (any delivery method)*

To use this ability, a character must call “Resist” when hit by the triggering Effect.

Each purchase of this Skill also increases the character’s maximum Body Points by one.

Resist Command*

LP, Defense (Smart, Resist), Species

Trigger: *You are affected by a Command Effect (any delivery method)*

To use this ability, a character must call “Resist” when hit by the triggering Effect.

Resist Command does not work on Greater Commands.

Each purchase of this Skill also increases the character’s maximum Body Points by one.

Resist Curse*

LP, Defense (Smart, Resist), Species

Trigger: You are affected by a Curse Effect (any delivery method)

To use this ability, a character must call “Resist” when hit by the triggering Effect.

Each purchase of this Skill also increases the character’s maximum Body Points by one.

Resist Element*

LP, Defense (Smart, Resist), Species

Trigger: You are affected by an Elemental Qualifier attack, or a Foundation Element Effect (any delivery method)

To use this ability, a character must call “Resist” when hit by the triggering Effect.

This ability may be used against any attack using the Elemental Qualifier. It may also be used to negate any single Foundation Element attack (Flame, Ice, Lightning or Stone) no matter what Qualifier is used.

Each purchase of this Skill also increases the character’s maximum Body Points by one.

Resist Necromancy*

LP, Defense (Smart, Resist), Species

Trigger: You are affected by a Necromancy effect (any delivery method)

To use this ability, a character must call “Resist” when hit by the triggering Effect.

Each purchase of this Skill also increases the character’s maximum Body Points by one.

Resist Poison*

LP, Defense (Smart, Resist), Species

Trigger: You are affected by any attack using the Poison Qualifier (any delivery method)

To use this ability, a character must call “Resist” when hit by the triggering Effect.

Resist Poison is not a defense for Oil of Slipperiness or Paste of Stickiness.

Each purchase of this Skill also increases the character’s maximum Body Points by one.

Resist Spell*

LP, Defense (Smart, Resist), Species

Trigger: You are affected by any attack using the Spell Qualifier (any delivery method)

To use this ability, a character must call “Resist” when hit by the triggering Effect.

Resist Spell does not allow a character to *Resist* Arcane Qualifier Effects, Ritual Spells, nor any Effect not delivered by the Spell Qualifier. It does allow you to *Resist* an incanted spell, since those implicitly use the Spell Qualifier.

Each purchase of this Skill also increases the character’s maximum Body Points by one.

Resolute*

LP, Defense (Smart, Reduced)

Trigger: You are hit with any attack or effect that would take you below 0 Body Points.

To use this ability, a character must call “*Resolute*” when hit by the triggering Effect; instead remaining at one Body Point.

This will not prevent other Effects from the attack (such as damage to Armor Points or a Carrier Attack)

Riposting Blow*

LP, Meditatable

After using any *Dodge*, *Parry*, or *Evade* Skill, a character may immediately make a single Weapon attack. When using this attack, positioning requirements, such as From Behind, may be ignored.

Any offensive Skills or spells used from memory during this attack are not expended but must have at least a single use available at the time of *Riposting Blow*. Any Ritual Spells used during this attack are expended.

Shatter/Disarm Strike*

LP, Meditatable

This Skill allows a character to *Shatter* or *Disarm* a possession of the target with a mighty swing: they may attack once with the call “Weapon Strike *Shatter* <target>” or “Weapon Strike *Disarm* <target>”.

Shield

Passive

This Skill allows you to use a Shield. Shield use in our game is unrealistic, as Shields are practically unbreakable. To compensate for this, Shield use is somewhat restricted. A player cannot intentionally make physical contact with an opponent with a Shield and may not Shield Bash; see Chapter IV Combat for details.

A character cannot use a Shield to perform Weapon-based Skills such as *Parry*. If hit with an Effect that references a Weapon (such as *Shatter*, *Disarm*, etc.) the Shield will not be affected. However, these Skills can intentionally target a Shield instead.

Silence/Stun Blow*

LP, Meditatable

A character may make a single attack From Behind for “Weapon *Silence*” or “Weapon *Stun* <limb>”.

Slay*

LP, Meditatable

This Skill allows a character to make a single attack for high damage. This Skill may be used with any Weapon in which you have the appropriate Weapon Skill.

A *Slay* does a single swing of a set number of damage that can only be increased with purchases of the *Improved Slay* Skill (you may not add any bonus damage from Weapon Coatings, spells, etc.). The user may call any applicable Carrier with this Skill (e.g. Magic, Flame, or Normal).

The *Slay*’s damage number is based on the Weapon type used to deliver it, inflicting ten times the Base Damage of the Weapon. This is only increasable by purchasing the *Improved Slay* Skill.

Sleep/Enfeeble Blow*

LP, Meditatable

A character may attack once with the call “Weapon *Sleep*” or “Weapon *Enfeeble*.” This attack may only be made with a Blunt Weapon or Staff.

Sleep/Paralysis Blow*

LP, Meditatable

A character may make a single attack with a melee Weapon From Behind for “Weapon *Sleep*” or “Weapon *Paralysis*.”

Slow/Weakness Blow*

LP, Meditatable

A character may make a single attack with a melee Weapon From Behind for “Weapon *Slow*” or “Weapon *Weakness*.”

Small Weapon

Passive

This Skill allows a character to wield any Small Weapon, which includes Bludgeon, Dagger, Hatchet, or any other Small melee Weapon, as defined in the Weapons section. It does not include Small Thrown Weapons.

Since this Skill includes both Edged and Blunt Weapons, it cannot be sold back when purchasing *One-Handed Edged* or *One-Handed Blunt*. However, since all the weapons included in this Skill are also included in *One-Handed Master*, you must sell this Skill back when purchasing it.

Species Evade*

LP, Species, Defense (Smart, Guard)

This Skill functions in the same way as the Skill *Evade*. It does not count as a Stealth Skill for Skill cost prerequisites.

Species Resolute*

LP, Species, Defensive (Smart, Reduced)

This Skill functions in the same way as the Skill *Resolute*. It does not count as a Martial Skill for Skill cost prerequisites.

Staff

Passive

This Skill allows a character to wield a Staff.

Staff use is restricted for safety reasons, so when using a Staff a player must keep both hands gripped within the middle three feet of the Staff. A player cannot trip people with a Staff or perform many other Staff moves that would be used in real martial arts. Thrusting with a Staff is not allowed. See Chapter IX Weapons and Armor for details.

Style Master

Passive

With this Skill, a character gains use of the *Shield*, *Florentine*, and *Two Weapons* Skills. When purchasing this Skill, all Skills included within it are removed and refunded.

Surprise Attack

Passive

Once this Skill has been purchased, a character can ignore positioning requirements (such as From Behind) when attacking a character performing a Counted Action such as Ripping Free, Rift, or *Killing Blow*.

Thrown Weapon

Passive

This Skill allows a character to use hand-thrown missile Weapons. See Chapter IX Weapons and Armor for more details on how to safely make and use Thrown Weapons.

Trades (Type)*

Passive

This Skill is used to add flavor to your character. It cannot be used to give a character any extra power IG nor does it guarantee any information from the Plot Team, although the Plot Team may take it into consideration when distributing information or plotlines. For instance, if a character has *Trades (Sailor)* and a module involves capturing a boat from pirates, that Skill could come in handy.

For every *Trades* Skill bought, the character will receive one silver piece at Check-In for each LP of the event they are checking in for. This money is received up front even if you are not able to attend the entire event. This represents income received from the Skill. *Trades* Skills must be something that would provide an income. *Trades: Good Looking* or *Trades: Lazybones* would not be acceptable and may be removed and refunded

Each rank of a *Trades* Skill of the same Type gives an additional silver piece and may be considered by the Plot Team for appropriate level of expertise. When choosing a *Trades* Skill, you cannot duplicate or imply other IG Skills. *Trades: Herbalist* is pretty much the same thing as *Herbal Lore*, and *Trades: Leathersmith* is covered under *Blacksmith*.

Example *Trades* Skill Types include (but are not limited to) *actor*, *architect*, *astrologer*, *bard*, *bookbinder*, *candlemaker*, *carpenter*, *cartographer*, *farmer*, *farrier*, *gambler*, *gravedigger*, *hatter*, *hunter*, *innkeeper*, *jeweler*, *lumberjack*, *mason*, *massager*, *moneylender*, *musician*, *miller*, *miner*, *navigator*, *painter*, *potter*, *rat catcher*, *sage* (specify field of study), *sailor*, *scout*, *scribe*, *sculptor*, *silversmith*, *singer*, *tailor*, *tavernkeep*, *tracker*, *trapper*, *undertaker*, *veterinarian*, and *weaver*.

Two-Handed Blunt

Passive

This Skill allows a character to wield a Two-Handed Blunt Weapon. A Blunt Weapon cannot be used for thrusting, and any thrust with the tip of the Weapon does no damage.

Two-Handed Sword

Passive

This Skill allows a character to wield a Two-Handed Sword, and only a Two-Handed Sword. Any other Two-Handed Edged Weapon falls under the *Polearm* Skill.

Two-Handed Master

Passive

This Skill grants a character the ability to wield all Two-Handed Weapons covered under the Skills *Two-Handed Sword*, *Two-Handed Blunt*, *Staff*, and *Polearm*.

When purchasing this Skill, all Skills included within it are removed and refunded.

Two Weapons

Passive

This Skill allows a character to hold and use two Weapons in combat, one in each hand. Neither Weapon can be a Two-Handed Weapon, and one of the Weapons must be a Short or Small Weapon.

If an archer has the Two Weapons Skill and is using a Short Bow, then that character may block with the Bow in one hand while wielding a Long One-Handed Weapon or a One-Handed Spear in the other.

United Blow

Passive

Once this Skill has been purchased, a character may expend any Signature Spell from memory to add ten times the level of the spell in damage and gain the Body Carrier for a single attack From Behind. This may be done any number of times per LP.

When *United Blow* is used with a ranged Weapon the Body Carrier cannot be used, but the bonus damage will still be added to the attack.

Weakness/Shun Strike*

LP, Meditatable

A character may attack once with the call "Weapon Strike *Weakness*" or "Weapon Strike *Shun*." This represents a warrior striking their opponent with a flourish or intimidating shout to cause them to back up or fight weakly with trepidation.

Weapon Master

Passive

This Skill allows the use of all non-ranged Weapons. It encompasses both *One-Handed Master* and *Two-Handed Master*. When purchasing this Skill, all encompassed Skills within it are removed and refunded.

Weapon Proficiency*

Passive

This Skill allows a character to do 1 extra point of damage with Weapons. If using a Two-Handed Weapon, the character does 1 point of Weapon damage (in addition to the normal 1 extra point) per every 2 purchases of this Skill.

It applies to all weapons in which the character has the appropriate Weapon Skill. A *Weapon Proficiency* adds this bonus to any Weapon with which the character has the appropriate Weapon Skill. When attacking with a *Weapon Proficiency*, call out the total damage and as appropriate Qualifiers, Carrier Effects or the Strike keyword.

The Skill can be bought multiple times and the extra points of weapon damage stack. Note that each purchase requires trading in a set amount of *Critical Attacks*; see the *Critical Attack* Skill for details.

Wear Extra Armor*

Passive

This Skill increases a character's Armor Point Maximum by one point per purchase, up to an Armor Point Maximum of 62; see Chapter III Classes and Chapter IX Weapons and Armor for details. You are required to have the appropriate physrep to receive the bonus.

Special Abilities

Many of the creatures you may find in REFUGE have strange and unusual powers, effects, and abilities.

The following attacks and defenses are used mainly in combat by Cast. This list is not complete, as monsters may also possess and deliver any of the effects listed in the Effects Chapter, delivered by any of the deliveries and Qualifiers in the Calls and Deliveries section.

Acidic Skin/Acidic Blood

Some monsters are covered with a corrosive material that will slowly eat away at any material that comes in contact with the creature. When hit for Body Point damage, the monster should state "Acidic Skin" or "Acidic Blood" per their Monster Card. After the battle is over, all Weapons Tags for Weapons which struck such a creature will be affected as though they had been struck by a *Shatter* effect, as the acid has destroyed them.

Unshatterable items are not affected by this attack. A Weapon that has been Strengthened can withstand attacks in the same way as if a *Shatter* effect were cast at the Weapon, expending one Strengthening charge for the entire battle. This is on top of any Strengthenings expended for actual *Shatter* effects.

<Type> Block

This monster ability will stop the first applicable attack that would affect the creature. This is a Dumb defense in that the monster cannot choose when to use it. Any attack that falls under the listed Effect, Delivery, or Qualifier will be stopped.

For example, a "Poison Block" would stop a "Poison *Enfeeble*" or a "30 Poison *Paranoia*," while a "*Paranoia* Block" would only stop the latter of the two. A "Spell Block" would stop either a "20 Spell Flame" Packet or a swing for "10 Spell Ice," while a "Flame Block" would only stop a Flame Packet.

It cannot be used as a defense against Touch-Casting. When used, the monster should call "<Type> Block."

Bottles

Some creatures have a Bottle that holds the monster's Spirit separate from their body. These creatures can die many times and will Resurrect at the location of their Bottles.

Claws/Body Weaponry

Monsters with this ability can hit with large *Claws*. The physreps' entire striking surface must be colored red; however, you cannot tell the difference between *Claws* and Weapons unless you can actually see the red surface. The *Claws* cannot be *Disarmed* or *Shattered*. The Cast cannot call a Hold to pull out *Claws*.

Claw physreps must follow all Weapon rules. For example, a Polearm length claw must follow all the Weapon rules as a Polearm except that its entire striking surface must be colored red, and if using two *Claws*, you must follow the *Two Weapons* Skill rules.

Control <monster> by Voice

This Skill allows the monster to Control the type of monster named by voice commands. The Control exerted is as

Enslavement but may not be cured or avoided. This Skill is a Greater Command effect.

Creatures with this ability may not be Controlled by another creature with the same type of Control ability; call “No Effect”. For example, a greater lich with “Control Greater Undead by Voice” could not control another greater lich or a dread lord. A tengu could not control a goblin king, because they both have “Control Goblinoid by Voice.”

Control <monster> by Voice can be used to Control lesser creatures of that type only, as denoted by their rank. Some monsters may have “Control Greater <monster>” which would allow any rank to be controlled.

Curse of Transformation

Some monsters (notably werewolves and vampires) can curse their victims so that they will turn into versions of themselves under appropriate circumstances. Werewolves can turn their victims into werewolves who will then change when the appropriate trigger occurs (usually on the full moon).

Vampires can turn their victims into lesser vampires. Both curses can be reversed if appropriate steps are taken.

Note that if cursed to become a vampire or werewolf, you will be under the control of the Plot Team whenever you transform, and you will only transform when the Plot Team tells you to do so. These things are meant to be curses for you to work to remove and not goals for your character to achieve.

Deadly Spittle

Some monsters have a toxic spittle that they can shoot at characters. This attack will be represented by the Cast throwing a Packet at the player and calling out the attack type (for example, “10 Poison Normal” with an orange Packet).

Detect Magic

This ability allows certain monsters to be able to detect (but not identify) the presence of magic.

Any visible items carried or worn by the subject are revealed. Magic Items hidden under clothing or in containers are not. *Detect Magic*'s targeting covers an entire person or a door-sized area.

The subject must OOG tell the Cast which Magic Items are visible.

Damage from <damage type or Effect> or Harmed by <Effect>

Some creatures take double damage or extra damage from certain Effects. For example, some Constructs will list “Takes 30 damage from *Shatter*,” which means the monster will take 30 points of damage from any *Shatter* Effect that affects them.

Some Monster Cards will state “Takes damage from Healing” or “Takes double damage from Healing.” This means the monster will take damage from spells that normally heal body points in the amount that the spell would normally heal or twice the amount in damage as the spell would normally heal. The creature will also be affected by a *Cure Disease*, *Purify*, or *Restore* as Undead are, but will not be affected by *Destroy Undead*, *Harm Undead* or *Turn Undead* unless they are Undead (see Monster Type to tell if they are Undead).

When taking damage, a target will take a maximum of four times damage from any single attack no matter how many Effects they currently have that may double damage. For example, a Flame Elemental (which normally takes double damage from Ice) under a *Destruction* Effect holding a cursed Magic Item which causes them to take double damage from everything would still only take four times damage from any Ice damage that hits them.

Some creatures take damage when struck by certain spells or Effects, even if it is an Effect which would not normally cause damage. If this happens, the creature only takes the stated damage, not the original Effect. In this case, the creature should call “Altered” to indicate that the Effect did something different from normal. For example: a creature has “Harmed 20 by *Sleep*” on its Monster Card. If the creature is struck by a *Sleep* spell, it will call “Altered” and take 20 damage instead. If the creature is hit by a poisoned Long Sword with the call “5 Poison *Sleep*,” it would call “Altered” and take 25 damage total — 20 from the *Sleep* and 5 from the Weapon itself.

Engulf

Some monsters can Engulf an Unconscious character in preparation of digesting them. The target will immediately go to the Dead status as though they had been damaged below 0 Body Points and their Bleeding Out timer had expired. The creature will have to be slain to recover the body so that it may be given a *Life* spell. If you are Engulfed by such a monster, you must walk around with the creature OOG until you are beyond the help of a *Life* spell. You may then proceed to the Resurrection point. This Counted Action required is a Focus Action, as normal.

To save someone who has been Engulfed, you must give a *Killing Blow* to the creature and then afterward cut open the creature with a 3-Count Counted Action. If the Engulfed victim has already gone to Resurrect, their items will be recoverable at this time.

A creature with this ability may Engulf anyone that is asleep, Unconscious, dead, confined, *Paralyzed*, or otherwise helpless on a three count of “I Engulf you one, I Engulf you two, I Engulf you three.”

The creature may also Engulf a victim that it has *Prisoned* with a three count of “I Engulf you one, I Engulf you two, I Engulf you three, Prison Down.”

The victim must immediately begin their five-minute Death Countdown once Engulfed. If the victim was already dead, they must continue their Death Countdown from the same point it was already at; in other words, the Engulf does not reset the five-minute Death Countdown.

Escape Binding

Some creatures can Rip Free from some or all Binding Effects. This is a three-count action with the phrase “I Rip Free one, I Rip Free two, I Rip Free three.” Unusually, while the creature is doing the three count, it is vulnerable to attack; while Ripping Free, the creature may not use any Skill requiring movement, such as *Dodge* or *Parry*.

A creature with this ability can break themselves free of Binding Effects from any source, not just spells. This includes *Paste of Stickiness*. The act of Ripping Free will automatically interrupt a *Killing Blow*. A list of which Binding Effects the creature can escape from will be defined on its Monster Card.

A creature with this Skill does not take damage from the act of Ripping Free when ripping out of Binding Effects but is still vulnerable to all other attacks.

This Skill cannot be used to remove someone else from a Binding Effect.

Fey Curses and Fey Marks

Lesser and greater Fey Curses and Fey Marks are left to the discretion of the local Plot Team. They are always Local Campaign Specific and do not transfer to other Campaigns unless agreed upon by the Plot Teams of the Campaigns involved.

Lesser Fey Curses are generally no more powerful than Battle Magic spells while greater Fey Curses can be immensely powerful plot effects. How these curses are administered, removed, and carried out is up to the local Plot Team.

Gaseous Form

Some creatures will simply turn into a Gaseous Form when they are killed, and all possessions of the creature will fall to the ground. More powerful creatures can turn into a Gaseous Form at will. These creatures can take their possessions with them.

To become Gaseous, the Cast Member must do a 3-Count Counted Action of “I Turn Gaseous one, I Turn Gaseous two, I Turn Gaseous three.” The monster can be affected by attacks while doing this three-count and if it uses any Game Abilities, the three-count is blown and one use of the Gaseous Form Skill is expended along with the Game Ability. This action requires Focus.

To come out of Gaseous Form, the Cast Member should state “I Solidify one, I Solidify two, I Solidify three.” The monster is

vulnerable to attack while solidifying.

While Gaseous, they can use no Skills and are Immune to all attacks except *Solidify*. They may move at a normal walking rate (no running). They cannot fly, nor can they move objects they aren't already carrying.

Gaseous Form does not permit the monster to walk through walls, *Wards* or *Circles of Power*. Gaseous creatures can be seen but cannot speak or make any sounds; however, they are aware of their surroundings and can hear and understand conversations.

A monster may not take anyone else Gaseous with them, even if that person is Dead (needing a *Life* spell or a Resurrection). A Permanently Dead Body, however, may be taken Gaseous with a creature just like any other possession.

Group Mind

Some types of creatures (notably some giant insects) have a Group Mind. Each creature's mind is but part of a larger whole. What one of them sees or experiences, they all know; however, Pause cannot be called for the Cast to converse.

This ability makes the creature Immune to all Command and Greater Command effects unless their Monster Card states otherwise.

Heal from/by <damage type or effect>

Some creatures are healed from certain types of spells or effects (for example, Flame or Stone). Creatures with this ability cannot be healed by Carrier attacks, but can be healed by elemental Packet attacks, by spells, by "Spell <Effect>" or by "Arcane <Effect>". A creature that is healed by an effect is also Immune to that effect in Carrier attack form. For example, a zombie that is "Healed by Chaos" would be Immune to the Carrier attack "2 Chaos."

As noted in the Defenses section, anyone healed by something other than Healing or Chaos must state "Healed" when they regain Body Points from one of these unusual effects.

Immune to <damage type or Effect>

Many creatures are Immune to certain effects. Creatures must call "No Effect" when using this ability.

Immune to <Type> Weapons

Some monsters are Immune to certain types of Weapon attacks. Any attack that has the verbal of what the monster is Immune to in it will not affect the monster. Examples:

Immune to Normal Weapon attacks (example: some lesser Undead)

Immune to Normal and Silver Weapon attacks (example: some greater Undead)

Immune to Silver and Magic Weapon attacks (example: some Fey)

Some monsters require special Weapons to be affected by a Weapon attack. In these cases, the Weapon attack must include the verbal the monster is affected by, or the monster calls "no effect." Examples:

Only affected by Healing, Silver or Magic Weapon attacks. (example: some lesser Undead)

Only affected by Healing or Magic Weapon attacks. (example: some greater Undead)

Only affected by Silver Weapon attacks. (example: a werewolf)

Only affected by Normal Weapon attacks. (example: some Fey)

Only affected by Magic Weapon attacks. (example: a bone Construct)

Only affected by Magic or Doom Weapon attacks (example: a life elemental)

Keep in mind that damage types or Effects that the monster might be Immune to interact with Immune to <Type> Weapons.

For example, a life elemental that is affected by *Doom* Weapon attacks would still be unaffected by a “10 Poison Doom” attack if it is Immune to Poison. A creature that is healed from/by an Effect is also Immune to that effect as a Carrier. For example, a zombie that is Healed by Necromancy would be Immune to the Weapon attack “2 Chaos.”

Infection

Some creatures can Infect helpless victims with material that will turn the person into a version of the creature. Unlike a werewolf or vampire curse, this is only a physical transformation of the victim's Body. Players will be told of specific triggers if necessary. Victims will lose all memory of their former lives, and the player must follow the commands they are given by Plot until the character is slain. The Spirit may then proceed to be Resurrected as normal.

Infection is inflicted just as a *Killing Blow*, with a count of “I Infect you 1, I Infect you 2, I Infect you 3.” An Infected character will remain so even if killed and then given a *Life* spell.

Infection may be removed by various methods depending on the type of Infection. The cure may vary based upon the storyline of the event and may possibly be discoverable only through IG methods. A Resurrection will always cure an Infection.

Innate Pyramid

Some monsters possess an Innate Pyramid or Innate Pyramids. This means the monster does not use a Spellbook, but still must choose spells and write them down on their Monster Card or get Tags. This also means that the spell is delivered as “Spell <spell name>” instead of the whole incant. Remember that Signature Spells will always be delivered as their base Effect when used this way — for example, a 4th level *Evocation Bolt* delivered from an Innate Pyramid as Stone would be called as “20 Spell Stone.”

If a monster has additional PC Skills, additional PC spell pyramids are *not* innate.

Innate Reflect Spell

A monster with this Skill will reflect all Spell Qualifier attacks. Some monsters have weaknesses to particular spells and cannot reflect those particular spells, which will be noted on the Monster Card. A monster with this Skill may choose to accept Touch-Cast spells but will always Reflect thrown spells. When this ability is triggered, the user must call “Reflect.”

Massive

Some creatures swing for Massive. This Weapon Carrier represents an attack with immense strength behind it, so much so that most protective abilities cannot stop it.

An attack made with the Massive Carrier will cause damage even if it is physically blocked by a Weapon or Shield. A *Parry* or *Intercept* will not stop the damage, though these Skills may be used to take the damage on behalf of another character as normal. Massive will still take away Armor Points before Body Points and may be negated by *Evade* (with its normal constraints still applying), *Dodge*, or *Phase*.

The Massive Carrier will affect other defensive abilities in different manners depending on the ability. An expendable defense such as *Weapon Shield* will not stop the attack but will still be lost. In this case, “*Weapon Shield, taken*” should be called. Defenses which are not expendable (such as *Prison* or *Threshold*) will not stop a Massive attack but will not themselves be taken down by the blow.

Natural Armor

Some monsters have skin that acts like armor. It can be refit in sixty seconds. This action requires Focus.

Creatures with Natural Armor who are wearing another source of armor (such as a physical suit or Arcane Armor) must choose one and only one source of Armor to use at a time; switching will require a full Refit. Natural Armor is not subject to the restrictions for physical armor.

Note that a *Shatter Armor* effect will reduce a suit of Natural Armor to 0 Armor Points until it undergoes Refit, just like a physical suit of armor.

Non-Corporeal Form

Some monsters are non-corporeal, having no physical form but composed mainly of magic or energy. While they are in this form, they are Immune to Normal Weapons, and cannot be affected by most magics. They may move at a normal walking rate and may pass through objects if the object is not living matter (wooden walls are fine, but trees are living and cannot be passed through).

While walking through an object, they may not change directions. They cannot float down through floors, walk through walls at an angle, nor stop inside a wall or walk backwards through a wall. They cannot fly or move up through an object. They cannot pick up, carry or move objects they aren't already carrying.

Phase

Some creatures can become incorporeal for an instant, negating an attack as the *Dodge* Skill, and announcing "Phase." Unlike *Dodge*, Phase can be used even if the creature is completely immobilized, such as if in a *Web* or a *Paralysis*.

Reduced Damage or Timer

Some monsters Reduce Damage, meaning they take less than full damage from physical Weapons or specified types of damage. Some monsters even take a maximum amount of damage from every hit: a Damage Cap.

Similarly, some monsters may be affected by certain debilitating attacks for less time than usual; for example, a strong-willed Goblin King might have Reduced Timer for all Command Effects to last only 10 seconds.

The Cast Member must call "Reduced" when using this ability.

Regeneration

Some creatures can regenerate Body Points by spending Focus time to use Regeneration. The time it takes to use Regeneration is most often one minute, but this may vary from creature to creature.

Much like Refitting armor, if the time to use Regeneration is interrupted by an attack or a spell that affects the creature, the Regeneration must begin again. If the process is completed, then the creature regains all lost Body Points.

Renew Skills

This ability allows a creature to regain one or more abilities or Skills that have limited uses by fulfilling some condition defined by that creature's Monster Card.

The most common condition is to take a minute of Focus to Renew the ability. Much like Refitting armor, any interruption prevents the Skill or abilities from returning. Some creatures may also Renew Skills when entering an area or even if they use another power like *Revive*.

Resist <Type>

This defense (Smart *Resist* Guard) ability is similar to a *Species Resist* Skill.

Revive

A creature with this Skill can rise back up from being reduced to 0 or -1 Body Points after five minutes. Instead of dissipating and going to Resurrect, the creature rises with full Body Points.

The creature will either have a limited number of uses of this ability or there will be some special method of preventing the creature from using *Revive*; for example, some creatures can be prevented from using this Skill by applying a *Killing Blow* with Silver damage.

Rift

Some creatures can open a Rift to another plane or time to allow for entrance or exit. This is a three-count Counted Action: “I Rift in one, I Rift in two, I Rift in three.” When Rifting, the creature may also be able to take items and others along, sometimes even against their will.

A creature must be conscious, able to make decisions, and not completely immobilized to use Rift. Opting to expend a Smart defense while Rifting will interrupt the Rift, as will losing Game Abilities.

Scenting

Kyn and creatures with this ability can discern the presence of *Alchemy* by examining a target via a three-count Counted Action. This will not determine the nature of any substance that is present. Out of combat, the user may ask the Plot Team to take *Scenting* into consideration when distributing information, although nothing is guaranteed.

Suicide Ability

Some creatures can destroy themselves. *Suicide Ability* is the equivalent of a *Killing Blow*. In some cases, it can be triggered by a Group Mind even if the creature itself is incapacitated.

Superhuman Strength

Any creature with *Superhuman Strength* (also called *Monster Strength*) can do more damage with all Weapons. The amount of *Superhuman Strength* will be defined by a number on the Monster Card; it represents a greater level of might than *Endow*.

This number will be added to all damage swings by the monster regardless of whether it is using a One-Handed or Two-Handed Weapon.

This ability can also be used to move quickly with an Unconscious or debilitated creature for five seconds, after which the user must slowly walk for five seconds before it can again move quickly with the other creature.

Creatures with this ability may also throw boulders and smash down doors. Walls may never be smashed. Additionally, this ability can be used to perform certain limited roleplaying tasks. It cannot be used to throw other creatures or jump long distances.

Swarmed By <number>: <ability>

Any Monster Card with this ability allows Cast to use the named ability when they are actively engaged (meaning approximately 10-foot range unless otherwise defined locally) by <number> or more foes. For example, “Swarmed by 4: *Spell Doom* by Weapon” would allow the Cast to swing for “*Spell Doom*” with their Weapons so long as 4 or more enemies are within approximately 10 feet. The named ability may alternately be called by OOG Marshals in the fight.

When this ability is triggered, the player must verbalize “Swarmed” before using any Swarmed By abilities. If the player is not going to use these abilities, they need not call it. “Swarmed” is called only once even if multiple Swarmed By abilities are used in a row, though courtesy calls are welcome. “Swarmed” would need to be called again if the flow of combat changes such that the Cast becomes ‘disengaged’ by enough players but then later in the same combat this ability is triggered again.

Threshold

Some monsters ignore attacks that do less than or equal to a specified amount of damage. A monster with a threshold of 10, for instance, would only be affected by damage of 11 or more.

Dumb Defenses are triggered and Armor Points are reduced by damage normally; Threshold only applies to the Body Points of a monster. A *Killing Blow* always goes through a Threshold.

When hit, the Cast Member will call “No Effect” to indicate that the attack is connecting it but does not seem to be harming the monster. Damage by attacks above the Threshold, is taken fully. Some monsters have a Reverse Threshold applying to

any damage above a specified amount.

Vengeance

Delving deep into potent magic, some creatures inflict Vengeance damage. This Effect may not be avoided or mitigated in any way; it is taken no matter what Skills or abilities are used against it. This includes all defenses, even Phase or *Resolute*; Reduction and Immunities. This should never use physical-delivery or Packet-delivery, but instead **only** in reaction to a *Killing Blow* or through powerful Ritual Spells.

Chapter VIII: Mental Abilities

Some species in REFUGE can interact with the minds of others in specific ways. These abilities are considered Roleplay Only and require OOG consent from all players (not characters) involved. Consent must be established before any Mental Ability scene begins. Any boundaries that are set or stated terms that are communicated during the consent phase must be respected. If consent is not given by any player, the use of the Mental Ability scene may not go forward. One aspect of consent that must be established is whether or not touch will be allowed; if not, roleplay within approximately five feet of each other (for example, by pantomiming contact or meeting gazes.)

Mental Abilities proceed as an OOG discussion between an initiator and a recipient about what occurs in the recipient's mind. This conversation should be performed quietly, but it is up to the participating players to ensure that all other nearby players know that this is an OOG conversation.

To begin using a Mental Ability IG, the initiating character must have access to that Mental Ability, and (if granted consent) be touching the recipient character and Focusing, usually with roleplay such as looking into the recipient's eyes or by closing their own. The recipient may be Unconscious or otherwise unable to use Game Abilities. OOG consent is required even when the recipient is IG Unconscious or unable to communicate.

Additionally, the initiator must have the potential capacity to make physical contact with the recipient: Mental Abilities cannot be used through a *Prison* or similar barrier.

When beginning the use of a mental ability IG, (after OOG consent to proceed has been established) the initiating character should verbalize something like "I attempt to enter your mind", to which the recipient character usually replies with "Accepted" or "Refused".

The recipient player may decide at any time to revoke their consent to the roleplay Mental Ability use. The roleplay scene involving Mental Abilities must be ended immediately upon the recipient communicating a revocation of consent to the initiator. If there are any lasting Effects on the recipient due to Mental Abilities after the scene is completed, the recipient may decide unilaterally at any time that these Effects no longer affect their character.

The fundamental rule of Mental Abilities is this: no player is ever required to participate in roleplay with Mental Abilities or to continue being affected by any result of Mental Abilities. Any player may opt out at any time from being the recipient of the effects of the abilities below.

Mental Power Level

Some abilities have effects that differ based on the initiator's Mental Power Level. A character's Mental Power Level is equal to the amount of XP they have spent on Species Skills. When using an ability that depends on Mental Power Level, the initiator must inform the recipient of what Mental Power Level they are using OOG. An initiator may always perform an ability at a lower Mental Power Level than they are capable of. Example: A Stone Elf has purchased *Resist Command* 3 times and *Break Command* 2 times, thus the character's Mental Power Level is 16 (4 XP * 3 *Resist Commands* + 2 XP * 2 *Break Commands*).

Mental Abilities are not Skills and are not purchased directly. Instead, the Level of a character and their Mental Power Level determine the Mental Abilities they can access. For example, to use *Remove Emotions*, a Stone Elf must have a Mental Power Level of 6 and have at least 50 total XP.

Mental Abilities are separated into three types: General, Emotional Manipulation, and Memory Manipulation. All species with Mental Abilities have access to General Abilities, Stone Elves get access to Emotional Manipulation, and Avana get access to Memory Manipulation. Cast may have access to any set of Mental Abilities, determined by the Plot Team.

Mental Abilities cannot be used to circumvent any non-Mental Ability roleplay effect. For example, you may not restore the memory gap created by an *Amnesia* effect, nor may you use Mental Abilities to detect, countermand, or otherwise get around the *Enslavement* effect. Mental Abilities can only be used on the recipient mind by the initiator's mind, unless otherwise noted

in the ability description.

A scene involving Mental Abilities can last as long as the participants desire, from a few seconds to communicate something in secret conversation through *Mind Meld*, to lengthy periods of complicated applications of powerful Abilities.

Individual Plot Teams will have different approaches to how Mental Abilities works with Cast. The availability of Cast for mental roleplay will depend on many factors, including story or time constraints, and Cast Member consent. Speak with your local Plot Team for more specific details on how they incorporate roleplay with Mental Abilities into their storylines.

Initiators are encouraged to roleplay out learning new Mental Abilities whenever possible, though this is not required.

Violating species roleplaying restrictions may cause a Plot Team to restrict a player's access to Mental Abilities. Failing to properly roleplay the negative consequences of Mental Abilities as an initiator may lead to similar consequences.

Finally, remember that the Mental Abilities system is here to help enhance stories and roleplay. Be creative with the system! A common style of Mental Abilities scene has the initiating character's avatar exploring the recipient character's mindscape, with the two players describing the actions and reactions of their respective character's mental projections. You are not bound by this; feel free to get creative and find whatever style of mental roleplay leads to the best stories for you. More ideas can be found in the Avana and Stone Elf Species Packets.

MENTAL ABILITY	LEVEL NEEDED	SPECIES XP NEEDED	SPECIES	CATEGORY
Calm	1	0	Stone Elf	Emotional Manipulation
Mind Reading	2	2	Avana, Stone Elf	General Abilities
Mind Meld	4	4	Avana, Stone Elf	General Abilities
Remove/Restore Emotions	5	6	Stone Elf	Emotional Manipulation
Block	6	6	Avana, Stone Elf	General Abilities
Remove Block	6	8	Avana, Stone Elf	General Abilities
Detect Trap	6	10	Avana, Stone Elf	General Abilities
Trap	8	12	Avana, Stone Elf	General Abilities
Remove Trap	10	12	Avana, Stone Elf	General Abilities
Cause Pain	12	12	Avana	Memory Manipulation
Plant/Repair False Emotions	12	12	Stone Elf	Emotional Manipulation
Alteration	14	12	Avana	Memory Manipulation
Repair	16	14	Avana	Memory Manipulation
Destroy/Return Emotions	13	16	Stone Elf	Emotional Manipulation
Restore	14	16	Avana	Memory Manipulation
Repair Blast	15	18	Avana	Memory Manipulation
Twist	16	20	Avana	Memory Manipulation
Destroy/Return Moral Code	16	22	Stone Elf	Emotional Manipulation
Advanced Alteration	17	22	Avana	Memory Manipulation
Advanced Twist	18	24	Avana	Memory Manipulation
Freeze	19	26	Avana	Memory Manipulation
Wipe	20	30	Avana	Memory Manipulation
Restore Balance	20	30	Stone Elf	Emotional Manipulation

General Mental Abilities

Mind Reading

Minimum XP Required: 20

Species XP Required: 2

Mind Reading allows a character to go into the mind of the recipient to observe the recipient's memory of a specific event. This is a one-way exchange of a memory (story) in someone's head. It takes as long to read the memory as it takes to talk it out between the players involved. The recipient cannot lie about what is seen; however, the recipient might only provide a part of the information, meaning that section of their mind is just too complicated or hard to penetrate. Avani in particular quickly learn not to trust this ability to provide an unbiased and factual record of events. The length and depth of the roleplay response is up to the players involved. Note that the initiator cannot communicate directly to the recipient without additional use of the Mind Meld ability (below).

An Avana viewing of an event focuses on the memory of what happened, as viewed through the eyes of the recipient. The Avana does not receive the recipient's emotional response but will react as if they had seen it themselves, or even been there. For example, if you witness horrific scenes of death on a battlefield, your character should react as if they are on that battlefield.

Stone Elves focus on the emotions as opposed to memories of the event. The recipient should only provide enough of the facts necessary to convey context for the emotions felt. The Stone Elf experiences the full force of the emotions viewed, as the recipient experienced them. Generally, the stoicism of the Stone Elf allows them to resist reacting to these emotions, but particularly strong or personally resonant emotions may cause instinctive reactions from the Stone Elf.

Mind Meld

Minimum XP Required: 40

Species XP Required: 4

Mind Meld allows the initiator to communicate thoughts directly to the recipient, allowing for one-way communication without chance of being overheard. If the recipient character also has access to Mind Meld, the two characters may engage in two-way communication.

Block

Minimum XP Required: 60

Species XP Required: 6

Block allows the construction of a barrier inside of a mind to prevent tampering with it. Anyone attempting to perform another mental ability who cannot get past the Block will be unsuccessful.

When creating a Block, the initiator must tell the recipient player what Mental Power Level they are using to create the Block, which is at most their current maximum Mental Power Level. This information is OOG but will be needed if the recipient is ever the target of a Remove Block ability.

Block may be used by a character on themselves, without requiring a mental roleplay scene.

Remove Block

Minimum XP Required: 60

Species XP Required: 8

Remove Block allows an initiator to destroy a Block on a mind. To succeed, the user of Remove Block must use this ability at a higher Mental Power Level than the Block was originally placed at.

Remove Block may be used by a character on themselves, without requiring a mental roleplay scene.

Detect Mental Trap

Minimum XP Required: 60

Species XP Required: 10

This ability allows an initiator to detect a Mental Trap in a recipient's mind prior to setting it off. It does not allow the character to discover the Mental Power Level at which the Mental Trap was placed. Once detected, an initiator may choose to back away and not set the Mental Trap off.

Detect Mental Trap may be used by a character on themselves, without requiring a mental roleplay scene.

Mental Trap

Minimum XP Required: 80

Species XP Required: 12

Mental Trap allows the initiator to attach a painful trap to a Block. If another initiator encounters the trapped Block while not using Detect Mental Trap, attempts to Remove Block, or attempts to Remove Mental Trap and fails, the Mental Trap goes off, affecting both the initiator and recipient of the current mental roleplay scene. A triggered Mental Trap causes weakness, emotional turmoil, and migraines in anyone affected. These effects will last for a number of hours equal to the difference between the Mental Power Level of the triggering initiator and the Mental Trap, minimum 1 hour. A particularly large Mental Power Level gap may optionally cause the targets to become Unconscious for a short period in addition to the usual effects. Once triggered, a Mental Trap automatically resets, ready for the next unfortunate who encounters it.

The Mental Power Level of Mental Trap always matches the Mental Power level of the Block to which it is attached. If an initiator is attempting to trap another character's Block, they must have a Mental Power Level at least as high as the Block was created at.

Mental Trap may be used by a character on themselves, without requiring a mental roleplay scene.

Remove Mental Trap

Minimum XP Required: 100

Species XP Required: 12

Remove Mental Trap allows an initiator to attempt to disarm a Mental Trap they have detected. If Remove Mental Trap is used at a higher Mental Power Level than the target Mental Trap was set at, both the Mental Trap and the Block to which it is attached are destroyed. If the Mental Trap was set with a higher Mental Power Level than the Remove Mental Trap ability is used at, the Mental Trap will be set off as per the Mental Trap ability, and the Mental Trap will reset itself as usual.

Emotional Manipulation Abilities

Calm

Minimum XP Required: 1

Species XP Required: 0

Calm allows the initiator to remove acute emotional distress, calming the recipient down. This is a temporary fix and will not remove the underlying causes of the current distress. This ability can only be used on a willing character; if the recipient's mind is fighting against the initiator, Calm is not powerful enough to overcome that resistance.

Remove Emotions / Restore Emotions

Minimum XP Required: 50

Species XP Required: 6

Remove Emotions allows the initiator to remove a single emotion from the mind of the recipient. This may be done to fix the trauma resulting from a specific event, or to simply render the target incapable of feeling a singular emotion. This ability leaves visible scars to anyone else entering the recipient's mind. Characters without access to this ability may not recognize exactly what was done, but they will be able to tell that something substantial was altered.

Restore Emotions allows the healing of the scars left by Remove Emotions, returning the removed emotion to the recipient completely.

Using either Remove Emotions or Restore Emotions will cause both the initiator and recipient to suffer from migraine headaches for a few minutes after completion.

Plant False Emotions / Repair Emotions

Minimum XP Required: 120

Species XP Required: 12

Plant False Emotions allows the initiator to create new emotions within the recipient's mind. These emotions can be as specific or general as desired. For example, the initiator could plant a false fear of spiders or a false sense of allegiance to a person, ideal, or nation. While this ability is very often performed against the will of the recipient character, remember that the recipient player can choose at any time to revoke consent for mental roleplay.

Repair Emotions allows the removal of any emotions created with Plant False Emotions.

The use of either Plant False Emotions or Repair Emotions causes immense pain to both the initiator and recipient, reducing both characters' current Body Points by half. Additionally, the initiator suffers the effects of a non-Necromantic, incurable Drain for 10 minutes.

Destroy Emotions / Return Emotions

Minimum XP Required: 130

Species XP Required: 16

Destroy Emotions allows the initiator to severely reduce or remove all emotional drives from the recipient. A character with destroyed emotions will no longer feel much of anything: not happiness, not sadness, not anger, not fear, not love, nothing.

Return Emotions cleanses the recipient's mind of the effects of Destroy Emotions, allowing them to feel fully again.

Using either Destroy Emotions or Return Emotions should take at least half an hour to roleplay and will leave both parties emotionally drained (if they are still capable of such a thing). Additionally, both the initiator and recipient suffer a terrible migraine for the next hour.

Destroy Moral Code / Return Moral Code

Minimum XP Required: 160

Species XP Required: 22

Destroy Moral Code allows the initiator to completely eradicate all moral and ethical concepts from the recipient's mind. This prevents any feelings of guilt or remorse from arising in the recipient's mind. The recipient will now act in a purely sociopathic way, only considering their own wants and needs.

Return Moral Code can be used to reverse the effects of a Destroy Moral Code. Return Moral Code cannot be used to alter a recipient's original sense of morality, only to restore what was taken.

Use of either ability takes at least a half hour, and will leave both parties emotionally drained. It also leaves both characters with severe migraines for at least an hour.

Restore Balance

Minimum XP Required: 200

Species XP Required: 30

Restore Balance allows the initiator to fundamentally repair the emotions of the recipient. The reach of this ability is vast; however, emotional afflictions are often rooted in physical ailments or current situations, both of which are beyond the reach of this ability. Since emotional imbalance can take a great many forms, it is up to the initiator and the recipient to roleplay it accordingly based on the type and complexity involved. Restore Balance should always be an active collaboration between the two players, even if the initiating character is using it against the recipient character's will.

Memory Manipulation Abilities

Cause Pain

Minimum XP Required: 120

Species XP Required: 12

This ability allows the initiator to cause a sensation of pain, without inflicting any physical damage. The recipient will react as though they are in tremendous agony, but they will not lose any Body Points and cannot break the connection. All Avani and Stone Elves are Immune to this ability.

Alteration

Minimum XP Required: 140

Species XP Required: 12

Alteration allows the initiator to make small changes to a memory, such as changing the details of a conversation, or altering the identity of one of the parties involved. However, it does not allow the initiator to change the underlying memory into something else entirely. This must be performed within 24 hours of the original incident, or it will automatically fail.

Repair

Minimum XP Required: 160

Species XP Required: 14

This ability allows the initiator to fix memory problems; for instance, restoring the false or doctored memories created by Alterations or Twists to their original state. The initiator must be of a higher Mental Power Level than the one who inflicted the original Alteration, Twist, etc. The process is not seamless, and leaves behind a scar that is apparent to any Avana or Stone Elf who examines that memory, and may also be apparent to the recipient. After the repair is complete, both the initiating Avana and the recipient will have headaches for several minutes.

Restore

Minimum XP Required: 140

Species XP Required: 16

The Restore ability allows the initiator to completely rebuild a damaged or altered memory, without leaving any scars or lingering ill effects. However, it is a much more strenuous process than a simple Repair, taking at least five minutes and leaving both parties emotionally and physically drained. For an hour after the Restore is complete, they will suffer from terrible headaches as well as the effects of a *Weakness*, which cannot be cured by normal means. If restoring an effect caused by a Memory Manipulation ability, the initiator must be of a higher Mental Power Level than the one who created the effect.

Repair Blast

Minimum XP Required: 150

Species XP Required: 18

Repair Blast allows the Avana initiator to make repairs against the recipient's will. (This means the character's will, not the player's. Remember that a player may always refuse to engage in mental roleplay.) The fixing of memory problems is generally done with the cooperation of the recipient because without cooperation, it is impossible to make a smooth Restoration of the memory. Not only will there be a visible scar, but the process will be extremely painful to both parties, both of whom take half of their current Body Points in damage. In addition, the initiator who performed the forced repair will be under the effects of a non-Necromantic, incurable Drain for the next ten minutes. As with other restorative abilities, a higher Mental Power Level than the one who made the original alteration is required.

Twist

Minimum XP Required: 160

Species XP Required: 20

Twist is a more advanced form of Alteration, allowing the complete replacement of a memory with an entirely new one. It can affect up to 30 minutes of memory and must be performed within 24 hours of the original incident, or it will automatically fail.

Advanced Alteration

Minimum XP Required: 170

Species XP Required: 22

Advanced Alteration allows Alteration to be used at any time after the target memory was formed.

Advanced Twist

Minimum XP Required: 180

Species XP Required: 24

Advanced Twist allows Twist to be used at any time after the target memory was formed.

Freeze

Minimum XP Required: 190

Species XP Required: 26

Freeze allows for the removal and complete replacement of up to a full year of memories, including any that may have been altered by other memory manipulation abilities. This requires the use of an Avanian lodestone, and takes at least half an hour to roleplay. After completing the Freeze, both parties will be emotionally drained, will have a terrible headache for at least an hour, and be under the effects of an incurable, non-Necromantic Drain for ten minutes. Due to the scope of this effect, a description of the change must be submitted in writing to the Plot Team and, if possible, the recipient of the ability. If this is not completed within 30 days, the effects of the Freeze will reverse themselves.

Wipe

Minimum XP Required: 200

Species XP Required: 30

Wipe allows the initiator to completely remove a section of memory, leaving nothing at all. Unlike the natural process of forgetting, Wipe is extremely messy and painful, even violent. It must be completed in real time: Wiping five minutes of memory requires five minutes of roleplay, and both parties will suffer severe headaches for that same amount of time after the Wipe is completed. Thus, under normal circumstances, it is impossible, or at least extremely impractical, to remove a lifetime of memories. Regardless of the memories removed, this ability does not remove any Game Abilities or learned Skills from the recipient.

Chapter IX: Weapons and Armor

Weapon and Armor Tags

Every Weapon must have a Tag that shows that the Weapon is IG. The same is true for Armor. When you purchase a Weapon or Armor piece from a blacksmith or from Logistics with your Production Points, you will be buying this Tag to place on your own Weapon or Armor. Some magically enchanted Weapons may have only a physrep number; these must be identified before use.

Some items can be Strengthened to withstand *Shatter* effects. This will be marked on the Weapon or Armor Tag attached to the Weapon or Armor.

Armor

The costume and armor you wear determines the maximum amount of Armor Points that you can use. This is known as your Armor Rating and is assigned by a Marshal. To determine your Armor Rating, the Marshal must look at the eight Armor Locations stated below and assign each one a value of 0 to 4. The sum of all these values (doubled where applicable) and any bonus points you are awarded becomes your Armor Rating, though your character may be limited on how much of this armor they can effectively use (see the Classes section for more details).

This Armor Rating can change during an event as you change costuming. The Armor Tag you are using may never exceed your Armor Rating; if it does (for example, you take off your metal breastplate for some time) you cannot use your Armor Tag until you bring your Armor Rating up high enough again.

Armor Locations

Each of the following Armor Locations receives a value of one Armor Point multiplied by the material value and coverage. No location can be assigned a value lower than zero.

Hands/Forearms: This includes the area from the tip of the fingers to elbow. Covering only one hand/forearm lowers the number of points awarded by one, as described below.

Upper Arms/Shoulders: This includes the area from the elbow to neck. Covering only one upper arm/shoulder lowers the number of points awarded by one, as described below.

Feet/Lower Legs: This includes the area from the toes to the knee. Covering only one foot/lower leg lowers the number of points awarded by one, as described below.

Upper Legs/Groin: This includes the area from the knee to the waist. Covering only one upper leg lowers the number of points awarded by one, as described below.

Each of the following Armor Locations receives a value of two Armor Points multiplied by the material value and coverage. No location can be assigned a value lower than zero.

Belly: This includes the area from the waist to the bottom of the sternum.

Upper Chest: This includes the area from the bottom of the sternum to the neck.

Back: This includes the entire back from the waist to the neck.

Head: This includes the area from the back of the neck to the forehead.

Armor Materials

The following defines what is assigned to each Armor Location. For all types, if at least half the designated location is not

covered, the Marshal will deduct at least half the points for that location and may penalize the location down to counting as no coverage.

Different types of armor may be layered to gain additional points, but in no case may any location go over the maximum of 4 points. Additionally, two types of armor with the same point values do not stack. Bonus points are only given for a location if all materials used meet the requirements for a bonus. For example, a character could layer thick leather armor (2 points) with an additional layer of quilted cloth (1 point) for a total of 3 points in a location, but any Bonus Points (see below) would not stack.

Armor values are based on *appearance* of armor type. For example, chainmail made of plastic rings which has the appearance of real metal chain will count for 3 points of value on a location, though it will not get the bonus for authentic materials. Please keep in mind that we expect all participants to put effort into maintaining the appearance of their armor; to be awarded value based on appearance of a specific armor type, the armor physrep should give a quality, consistent appearance of that type.

0 points: Costume. Costume is any sort of period costume made from cloth or any other material that does not at all resemble armor.

1 point: Light Non-Metallic Armor. This level is awarded for simple materials which give a modicum of protection, such as leather, leather scale, padded cloth, Naugahyde, suede, doeskin, heavy canvas, and rope.

2 points: Heavy Non-Metallic Armor. This level is awarded for simpler materials which have been specifically thickened or upgraded to provide real protection, such as studded leather or the equivalent of 10 oz or heavier thick leather. It can also be given for harder materials such as wood and bone depending on how the armor is made. To meet this level of award, studded leather (or a similar material) must have a minimum of ¼" wide metal studs 1" apart or less (or the equivalent level of upgraded protection).

3 points: Chain/Scale/Brigandine. The material must appear to be one of the following: chain mail tight enough to provide protection, metallic scale of at least 1/16" thick, or brigandine with plates of at least 1/16" woven within. At a Marshal's judgement, similar/alternative armor construction may meet this threshold, but please be aware that the armor must appear to be solidly built and upgraded to qualify for this level of protection and the default is to assign the lower 1- or 2-point values if the protective value is not obvious.

4 points: Plate Armor. This level is awarded only for solid plate protection on an area. The material must appear to be plate mail of sufficient thickness to absorb blows (excessively thin or light plate may be downgraded by a Marshal to 3 point per location or lower armor value). Please keep in mind that this armor level is intended to help balance the weight and restriction associated with plate armor.

Bonus Points

The following bonuses are awarded if the costume or suit of armor meets the specified criteria. Some bonuses can confer more than one additional Armor Point.

In Genre: No jeans, sneakers, watches, or other obvious anachronisms. Modern footwear (such as hiking boots) and glasses may be used for safety reasons without being penalized. This gives up to two bonus points.

Master Crafted: Exquisitely crafted costumes, real armor, or armor that is visually impressive. This gives up to four bonus points.

Authentic Material: This bonus of 1 point per location may be given for use of authentic material. For example, steel plate (as opposed to alternative material such as plastic, latex, or the like) would garner this bonus, as would metal chain mail (instead of plastic or vinyl) and real leather (instead of latex or plastic). The material does not necessarily need to be historically accurate — for example, stainless steel is acceptable instead of a more historically accurate alloy—but it does need to be a material which is true to the armor type it is representing. Note that this bonus does not double for vital locations

as bonus points are calculated after a suit has been otherwise evaluated, and this bonus will only apply to a location with layered armor if all layers comply.

Safety

Armor cannot be taped together. It must have integral fastenings. Any metal plates must have round-filed edges or the edges must be covered to avoid injury. Jutting edges on sheet metal armor should be avoided.

Any armor that is deemed unsafe cannot be used. Head protection may need to be padded to prevent injury while being worn.

Failure to follow these safety guidelines can result in you being banned from combat until the offending piece of armor is removed.

Armor Points

Once a Marshal has assigned your Armor Rating, you may use an armor Tag with up to as many Armor Points as you have Armor Rating. If you remove a piece of armor at any time during the game, your Armor Rating is reduced by the appropriate amount. You can never have more Armor Points on your Tag than the actual armor you are wearing, and your maximum Armor Points may be limited by your class and Skills (see the Classes section for details). If needed, you may remove extra points from an Armor Tag by marking it down in order to use the Tag — but this change is permanent and the lost points may not be regained without purchasing an entirely new armor Tag.

You cannot carry multiple Armor Tags and switch between them in battle, nor may you switch between different sources of armor (such as the *Arcane Armor* ritual and a physical Armor Tag) without having the new suit of armor refit.

When struck for damage in battle, your Armor Points will be deducted before your Body Points. You must have the Blacksmith Skill to be able to refit armor and repair its damage. There are some magical effects like *Mend Armor* that may restore damaged Armor Points.

Refitting

Refitting a suit of armor takes a complete uninterrupted minute of Focus during which you can perform no Game Abilities. The player must kneel or crouch and adjust their armor to represent the act of refitting. If you are refitting someone else's armor, the target must kneel while the other character roleplays fixing the armor. This might involve pulling out a small bag of tools and accessories, or at least by pounding on the armor or otherwise taking actions to make it clear that you are repairing armor and not just kneeling.

Refitting armor can be done any number of times LP by a character with the Skill Blacksmith, whether they have Production Points available.

Characters with Arcane Armor rituals may Refit their Arcane Armor on themselves only. Similarly, a creature with Natural Armor may Refit their Natural Armor on themselves.

Shields

A physical-delivery attack (like a sword swing, Thrown Weapon, or Arrow Packet) that lands on a Shield will not count, but a Packet-delivery attack generally will. Shields do not protect the owner from any kind of trap.

Shields are strictly for defense. They are not considered Weapons in any way and cannot be used offensively.

You cannot use a Shield for any Weapon-based Skill such as *Parry*, nor will your Shield be affected by a targeted effect which specifies a Weapon. A *Shatter* effect cast as "With Eldritch Force I *Shatter* your Weapon" would have no effect on a Shield; however, "With Eldritch Force I *Shatter* your Shield" would work.

Shields cannot be used with Two-Handed Weapons. You may not wield a Weapon with the hand or arm holding the Shield.

A buckler Shield (a small Shield that is strapped onto the arm) must still follow all Shield rules — in other words, you cannot

have a buckler on your left arm and still hold anything in your left hand.

Shields can be made of almost any strong material such as plastic, wood, and aluminum, or can be made from light rigid materials such as foam insulation. Safety is the prime consideration when constructing a Shield. All edges of the Shield must be padded for safety. Bolts or protrusions are not allowed.

Weapons

REFUGE LARP allows combat with safely padded prop Weapons. Combat is strictly not allowed without appropriate Weapons that have been safety checked; a monster with *Claws* does not allow the player to reach over and physically claw at the target with their bare hands. Safety is the main concern here; we are using our Weapons to represent battles, not to cause damage.

Every Weapon must be inspected and approved by a Marshal before every event. It is your responsibility to make sure your Weapon has been approved before you start playing. If anyone is hurt from your unsafe Weapon and you did not get it checked and approved beforehand, you will be held responsible.

Cast Weapons

Most Cast Weapons are useless as treasure. In general, monsters can be thought of as using particularly crude and low-quality Weapons that an Adventurer would break with constant use.

There are occasions when you can find Cast Weapons that can be taken as treasure. You should take the Tag and leave the physrep with the Cast and then provide your own physrep for the Weapon if you wish to use it.

If you *Disarm* a Weapon or Shield from Cast during a battle, you can pick up that Weapon or Shield and use it for the duration of that battle even if there is no Weapon Tag attached (assuming that you have the Skill in that particular Weapon to use it.) Once the battle is completed, you must return the physrep to Cast.

Be fair about this — don't go taking all of the Cast Weapons in order to prevent the Cast from coming back into the battle as other monsters. If you are not using the Weapon, you must give it back to any Cast who is OOG and needs a Weapon to come back into game as another monster.

Weapon Construction

All Weapon construction is viewed with the idea of safety foremost. The Weapon design specifications are intended to represent the bare minimum necessary for a Weapon to pass safety inspection. Be aware that even the safest Weapon could cause injury if improperly used. Therefore, in addition to Weapon construction, practice in the use of the Weapon is needed.

Every Weapon must be checked for safety by a Marshal at every event it is brought to. Weapons break down over time, and a Weapon which is safe at one event may not be safe at the next. Local Marshals may, at their discretion, require additional measures be taken to ensure a Weapon is safe for REFUGE LARP use. It is always best to consult your local Marshals to determine their expectations when you are designing or looking to purchase a new Weapon. Since specifics on Weapon safety might vary Chapter to Chapter, only a Marshal from a specific Chapter can verify that any Weapon will or will not pass in their Chapter.

If your Weapon physrep breaks during an event, then IG, your Weapon has broken as well. You cannot call a Pause to go get another physrep, and you must turn over the Weapon to a Marshal. If the Weapon was unshatterable IG, then a short Pause can be called to replace the physrep if another is immediately available.

All exposed cores must be rendered safe with tape and padding. In a melee, it is possible to accidentally hit someone with the pommel or crossguard, so even these parts must be protected. The only exception to this is the grip, which may be left unpadded if desired though you may use tape, leather, or other materials to provide a more comfortable and secure grip. A Weapon's unpadded grip should only extend to parts of the Weapon which are never expected to come in contact with

opponents. In general, a good rule of thumb is to leave no more than one-quarter of the length of the Weapon unpadded for a grip, though this depends on the specific type of Weapon. For example, Polearms will often have a longer length of core left unpadded, but keep in mind that padding should exist on significant portions of the core below the head as those parts of the Weapon will often come in contact with others. You must always wield cored Weapons by their designated grip. Remember that safety is our main concern here.

All Weapons which are intended to allow thrusting must have a thrusting tip. A thrusting tip consists of at least two inches of open cell foam padding beyond the end of the pipe insulation. If the foam tip is too small, opponents could get hurt with a stiff thrust. If the tip is too large, it could easily break off or fold over, making it useless. A thrusting tip should not be significantly longer than its diameter and should collapse about half of its length when pressure is applied.

All crossguards must be below the blade or shaft of the Weapon.

The crossguard may be made with open or closed cell foam, but the crossguard should be made with no core regardless of material used. As always, safety is paramount and protuberances which are found to be unsafe will be rejected.

All striking surfaces of the Weapon must be protected with at least 5/8" thick closed cell foam. If 5/8" foam is not available two layers of thinner foam may be used if the combined thickness is greater than 5/8". In addition, all non-striking surfaces which may come into contact with another player (such as the shaft of a Blunt Weapon or Polearm, crossguards, and the flats of Sword blades) must be protected with sufficient closed cell foam to ensure safety should accidental strikes happen with those areas of the Weapon. Weapons which do not have sufficient padding on non-striking surfaces will absolutely be disallowed from play. If you are unsure what qualifies, it's always best to stick with a minimum of 5/8" thick foam on all sections of the Weapon above the grip.

Take this point very seriously! If you do not have your Weapon checked and you hit someone and your Weapon breaks and hurts them, it will be your responsibility. The legal release you sign does not cover you if you do not follow our safety rules.

Weapons are generally made with a fiberglass, graphite, or carbon fiber core. Light aluminum can be used for Two-Handed Weapons (except Staffs) but never for One-Handed Weapons. Aluminum is not flexible enough for shorter Weapons. Heavy aluminum pipe, wood and metal wire are never acceptable Weapon making materials.

All Weapons must be fairly rigid so as not to act as a whip when swung quickly. Under most circumstances, a Weapon tip should not bend more than 6 inches from true when a moderate weight is applied to the tip and the grip is held level.

All Weapons must also have some give to them when contact is made. The core should flex somewhat. If the core does not flex, then you may be required either to use a smaller diameter pipe or add more padding to ensure that the Weapon is safe. This is often the case with metal pipes or when the pipe diameter is too large for the Weapon type. If the pipe insulation on the shaft is too compressed, the Weapon will hit harder than desired and will fail a Weapons check.

One common mistake is to use foam of a smaller diameter than the pipe being used, forcing the foam over the pipe. This makes the Weapon too hard. Another common mistake is to wrap the duct tape around the foam too tightly, or even in a spiral pattern up the blade. This tends to make the insulation too stiff and gives unwanted weight. The insulation should slide easily over the pipe but fit snugly so that the Weapon will not rattle if the pipe is shaken.

The foam should be taped lengthwise, using 2-inch-wide duct tape and overlapping about ¼ inch. This will use the least amount of tape, keeping the Weapon light and safe. Vinyl electrical tape has less give than duct tape; however, it is acceptable for use in noncontact areas of the Weapon as decoration or grips.

In addition, you may want to cover your Weapon with cloth after it is completed to give it a suitable appearance. The cloth should be sewn very tightly and not be a loose covering.

Note that if a sword is to have a weighted pommel, that pommel must be thickly padded since it could potentially do more damage than a normal Weapon blade.

Weapon Guidelines

Thrown Weapons can be of many different shapes and sizes. They must be constructed with no core and may not be internally weighted with hard materials. These Weapons can never be used as a melee Weapon in a fight; they must be thrown. Because they can be odd sizes and shapes, they must be approved on a case-by-case basis. At a minimum, they should be at least 2 inches long in one dimension.

Thrown Weapons with any single measurement over 24 in. / 61 cm. should use a Heavy Thrown Weapon Tag and will have a base damage of 3 instead of 2.

Chapters may rule that some specific Thrown Weapons, called Boulders, may only be lifted by creatures with *Superhuman Strength* and the Skill Thrown Weapon. Boulders are usually represented by garbage bags full of wrinkled paper or open cell foam and will have appropriate Tags..

Weapon	Overall Length		Base Damage
	Minimum	Maximum	
Ranged			
Short Bow	25" or 63.5 cm	33" or 83.8 cm	2
Long Bow	33" or 83.8 cm	58" or 147.3 cm	3
Light Crossbow	14" or 35.6 cm	25" or 63.5 cm	3
Heavy Crossbow	25" or 63.5 cm	32" or 81.3 cm	4
Thrown Weapon	2" or 5.1 cm	40" or 101.6 cm	2 or 3
One-Handed			
Small Weapon	20" or 50.8 cm	28" or 71.1 cm	1
Short Weapon or Claw	28" or 71.1 cm	36" or 91.4 cm	2
Long Weapon	36" or 91.4 cm	48" or 121.9 cm	2
Spear	48" or 121.9 cm	58" or 147.3 cm	2
Two-Handed			
Polearm	62" or 157.5 cm	75" or 190.5 cm	3
Staff	60" or 152.4 cm	75" or 190.5 cm	2
Two-Handed Blunt or Edged	48" or 121.9 cm	62" or 157.5 cm	3

Claws must be primarily red. While small decorations of other colors are allowed, all *Claws* must be easily recognizable as red from a distance without asking whether the Weapon is a Claw. Other Weapons may not use red as their predominant color and should leave no question that they are not *Claws* when seen from any range.

Claws usable by the PC Skill *Claws* must be of Short Weapon length. Some monsters may have Long *Claws* or even Two-Handed *Claws* but must follow the standard rules for fighting with two Weapons (including length restrictions) or a Two-Handed Weapon. Monsters might also use red Shields, to indicate particularly large *Claws* meant only for blocking.

Blunt Weapons, Axes, One-Handed Spears and Polearms must have a padded head that is shaped appropriate to the Weapon type. This padded head must be made from foam and it must be placed over the 5/8" pipe insulation that covers the core. The head must be noticeably thicker than the pipe insulation and should squash easily. Everything above the grip area must be padded — like all Weapons, any part that might come into contact with your opponents should have foam padding. Note that Blunt Weapons may never be used to thrust.

One-Handed Spear can only be used to perform thrusting attacks, and can never be thrown. A character hit by any part other than the thrusting tip takes no damage.

Staffs may only be handled in the middle 3 feet. This distance should be marked off so it is easily identifiable. You must have

both hands on the Staff to attack, but you may block with only one hand on the Staff, or in conjunction with a Short Weapon for the purposes of the *Two Weapons* Skill. Note that for safety reasons, padding may be required on the grip section of the Staff depending on how it is designed.

Two-Handed Weapons must always be used with both hands. If you lose the use of one arm (such as from a *Stun Limb* spell), then you cannot wield the Weapon at all and will take any called damage if you accidentally block a blow while the Weapon is only held in one hand.

Archery

Archery is represented with a Packet delivered attack. Each Packet must be blue.

Arrows are used exclusively by Bows. Bolts are used exclusively by Crossbows. Arrows and Bolts are treated the same as far as the rules are concerned, except that they may only be used with their respective Weapon. Arrows and Bolts are on Tags similar in design to armor Tags, and when used, you must rip off the number of Arrows or Bolts used in the battle.

Arrows and Bolts are consumable. Once the verbal is stated, the Arrow or Bolt is lost even if it is not thrown, and the appropriate number of Arrow or Bolt Tags must be given up after each battle. Like spell Packets, you can retrieve Arrow or Bolt Packets in a Pause but you cannot call a Pause in order to retrieve them.

An archer may not have more Arrow or Bolt Tags on them than they have room for in their quivers. One quiver may hold up to 20 Arrows or Bolts. A quiver is defined as any pouch or container whose dimensions are a minimum volume of 64 cubic inches with no dimension smaller than 1". A foam physrep of a quiver may also be used. For each multiple of the maximum quiver volume, a quiver can hold an additional 20 Arrows or Bolts. You may carry as many quivers as you are physically able.

When using a Bow, the arm holding the Bow must be held straight out and aimed at the target. A Crossbow may be held with the arm bent but must still be aimed at the target. The Arrow or Bolt Packet must be touched to the Bow/Crossbow and then brought up to the chin/shoulder area before being thrown. The Packet may be held at the chin/shoulder area for as long as desired and then thrown. If the Packet leaves the chin/shoulder area, it must be touched to the Bow/Crossbow again.

The archer must finish the damage verbally before throwing the Packet. If the Packet is not thrown, it is still consumed. Shields and Weapons will block an *Archery* attack.

Head shots from *Archery* Packets do not count. Hand shots do not count if a usable Weapon is in that hand, as the hand is considered part of the blocking Weapon. Shots to a hand without a Weapon in it, or a Weapon that the target cannot use, or one hand on a Two-Handed Weapon, are considered hits.

Bows are made of a curved physrep, padded like a regular Weapon. No string is attached. It is considered a Two-Handed Weapon for attacking purposes; in other words, both hands and both arms must be free to utilize a Bow.

The grip of the Bow must be in the Bow's center and the Bow may only ever be utilized while holding the grip. A Bow physrep is not required to have thrusting tips on its ends. However, as with all Weapons, sufficient padding must be in place that the core of the Weapon may not be felt, and a Marshal judges the Weapon to be safe in combat.

The Bow physrep can be used for blocking defense with one hand. If the archer has the *Two Weapons* Skill and is using a Short Bow, then they may use it with a Long Weapon or with a One-Handed Spear. A Bow may not be used for melee attacks.

When measuring a Bow's length, it is measured along the outside of the Bow's curve.

Crossbows are made of closed cell foam only — no core is allowed. No string is attached. A Crossbow cannot be used for blocking. It is considered a Two-Handed Weapon for attacking purposes; in other words, both hands and both arms must be free to utilize a Crossbow. In our game, the Crossbow is meant to be a lighter, more portable counterpart to the Bow.

Chapter X: Life and Death

Conditions

As combat occurs, a player may take damage from a variety of sources. Damage is called out by the players, and each successful hit will be deducted from your Armor and then your Body Point total. Once you hit zero (0) or lower you drop to the ground and move into one of the following conditions.

Unconscious

If your total Body Points are reduced to exactly zero (0), you are considered Unconscious. You will regain consciousness after one minute and awaken at one (1) Body Point.

While suffering the Unconscious condition, you must remain quiet and still, much like you would be if you really were Unconscious. If you are knocked Unconscious behind cover, you cannot make noises to indicate that you are hidden.

If you wish, you can choose to fail to regain consciousness and eventually die. At zero (0) Body Points, you can make an OOG statement that you are choosing to die. Once this decision has been declared, you will be reduced to a negative one (-1) Body Point total and your bleed out count starts. This lets a player choose to not be captured by enemies, but also runs the player the risk of Resurrecting if not found by allies in time.

During the time you are Unconscious, you are still subject to ongoing effects. There is also a chance you may take new effects that will continue into consciousness.

Bleeding Out

This condition occurs when you are reduced below zero (0) Body Points. You drop to (-1) negative one and reduce no further. This means you stay at (-1) negative one even if the last blow you took would have caused your Body Point total to go even lower than (-1) negative one. At this Body Point level, you are considered actively dying. If no one reaches you to successfully perform *First Aid* or give you healing within a (1) one-minute period, you will die. This one-minute period of actively dying is called Bleeding Out.

You can be saved by the *First Aid* Skill during this time, but the individual performing it must do so uninterrupted for one minute for it to be successful. When an individual begins *First Aid* on you, your one-minute bleed-out countdown halts – it resumes from the halting point if *First Aid* is unsuccessful or you receive more damage during the process. *First Aid* can be attempted again, and will re-freeze your countdown, but as before, another full minute will need to elapse to successfully complete the process. If *First Aid* is completed successfully, you will be at zero (0) Body Points (Unconscious) and will need to pass another minute to regain consciousness without taking damage.

If you are given a healing Potion or have healing cast upon you, you will automatically return to a conscious level without the one minute needed during *First Aid*.

As with the Unconscious condition, any Effects that you are under are still active while you are Bleeding Out. Also, any Spell Defenses will be used, or go off, as you are not conscious to accept any spells through these Dumb Defenses.

Dead

Once you are reduced to negative one (-1) Body Points, *First Aid* is not given or is unable to finish, no healing has been granted and your Bleeding Out count has reached its end, or you have received a *Killing Blow*, your character is Dead and only a *Life* spell can reverse your fate.

If you have any active spells, *Alchemical* substances, and other effects on you, they will immediately disappear upon your death. *Amnesia*, *Enslavement*, and *Euphoria* are the only effects that survive death, and sometimes depending on the situation, a *Curse of Transformation*, or an *Infection*. A Dead Body, whether ally or foe, is still subject to magical and non-magical barriers such as a *Ward* or *Circle of Power* and cannot be accessed readily.

Upon your death, a 5-minute Death Countdown begins. This starts immediately at the point of death. During this countdown, you can still be brought back with a *Life* spell or effect. Despite the use of a *Life* spell being administered to you, all your active spells, *Alchemical* substances, and other effects (except those that last through death, as listed above) are lost. If your five-minute Death Countdown passes without receiving a *Life* spell, then you are considered fully Dead and are now a Spirit. A Spirit can only be brought back to life through a Resurrection.

As a reminder, a *Life* spell can only be used on the physrep of the individual needing the spell (i.e. this could be a monster Body prop that needs to be revived or the actual person) and not simply a portion of the body without a Spirit. If you need a *Life* spell, and an ally does not have one, they can carry you (following the normal rules for carrying a dead body) to someone who has the spell, but they cannot remove a limb and have the spell cast on that limb.

For those looking to destroy a Body, it is impossible to destroy it within 5 minutes. It's best to wait until the five minute Death Countdown has expired.

Resurrections

Upon your death (Death Countdown ends), you become a Spirit. To indicate this, put on a white OOG headband, drop your IG belongings at the location of your death (as a Spirit cannot carry anything aside from Spirit Linked or Spirit Locked items), and head to the closest designated Resurrection point. At this location you will register your death, so that the Logistics Team can be notified post-game to record it on your Character Card.

While you are a Spirit, you are not visible or audible to the world around you, and you cannot interact with the people around you. Spirits also are not swift; they can only move as quickly as you can walk.

In most cases a *Greater Earth Circle of Power* is the standard Resurrection point, and this is where your Spirit form will head for the Resurrection process. You are still unable to interact with anyone at this point, and eventually someone that is Invested in the Greater Circle of Power will sense a presence in the Circle. They will know the identity of the Spirit if the Spirit was known to them in life, otherwise the Spirit will remain an unknown identity. If the person Invested in the Circle has the *Healing Arts* Skill, they can begin the guided Resurrection process. Generally, the character performing the Resurrection will speak to the Spirit over a period of time (10 minutes) to guide the Spirit back to the Material Plane. If the Spirit chooses to return to their Body, it will be fully restored to their Body after the 10-minute period.

The identity of the Spirit being Resurrected does not need to be known to the Resurrectionist. The Resurrectionist just needs to be Invested in the Circle to start the process. If they don't have *Healing Arts*, the Spirit can be passed to another individual in the Circle that does for completion. If no one is available with *Healing Arts*, but the Resurrection has been begun, then the Spirit can Resurrect on its own after 10 minutes. However, this is considered an unguided Resurrection, and IG is incredibly painful, both physically and emotionally. **Before the Resurrection is complete you must draw from the Bag of Chance.**

When a character is restored to life after a Resurrection, they are clothed only in the basic apparel that fits their mental identity. This cannot include any Tagged items, which should have been left where your character perished and turned into a Spirit form. Note that some Magic Items might have exceptions where they will reform with a Resurrected character. If you wish to reclaim your IG items beyond this basic clothing, you'll need to find them IG where they were left (or hope it was picked up by friendly people who will return the items willingly).

After a completed Resurrection, you will be back to your maximum Body Points and all remaining effects on your body will be gone, excluding *Euphoria* and *Curse of Transformation*. Lost memories due to *Amnesia* will not return post-Resurrection. Any lost Skills or spells eligible to be Meditated back are automatically considered successfully Meditated as soon as you Resurrect.

Choosing a Circle

As a Spirit, you can reject a specific healer, but by doing so, you will remain in the Circle waiting for another person to perform the Resurrection. Due to being unable to interact with the living people around, you are unable to name a requested person, so you may have to take the next person.

The rejected healer will be aware that the Spirit is refusing their guidance but will not know for whom the Spirit is waiting for. If you as a Spirit want to be Resurrected by a specific person, this is something you should have readily stated to your allies while you are living so that knowledge is out there, that way, the specified individual can be fetched upon your death.

Generally, a Spirit will go to the closest *Greater Earth Circle of Power* for Resurrection but can choose to go to another Circle than the closest one to them if the closest one is deemed hostile. Once Resurrected, you will not know that your Spirit chose a different Circle due to it deciding a Circle was hostile. 'Hostility' is open to interpretation to you as a Spirit and can be defined as enemies in town or enemies near the Circle. As the Spirit moves towards what they think is a safe Circle, they can change their mind based on what they see around them and deem it hostile and move to the next closest Greater Earth Circle.

If you choose to Resurrect in a Circle that is OOG, you still need to make sure your death is recorded by the Plot Team or Logistics member. They will decide if you need to stay OOG in your white headband for the rest of the game, or just for a length of time equivalent to the travel time from that Circle and your current location.

The Bag of Chance

Each character gets two Resurrections that always succeed. Every death is added to their death total. Once you've used your two guaranteed Resurrections, you have a chance of permanently dying and being unable to return as the character you have been playing. When you are at the Greater Earth Circle to Resurrect, a Marshal or other designated individual will remind you of your Death Count and present you with the Bag of Chance; this must occur before you.

The Bag of Chance contains ten stones split between two different colors. One color will represent the number of times you have died beyond the initial two free Resurrections; stones of this color are known as Death Stones. The other color will represent the number of potential lives you have left (always making the total number of stones to 10); stones of this color are known as Life Stones. A designated staff member will let you know which color represents what before you draw a stone. You will blindly reach into the bag and pull out one stone. If you pull a Life Stone, your Spirit can successfully Resurrect yet again. But, if you pull a Death Stone, you are left with one of three choices:

Permanently die.

If you choose this option, your body will reform at its location of death. You, as a player, do not have to stay there for the rest of the game; you may leave a note to indicate to other players that your Permanently Dead Body is located there. If you have another character on the books, and that character's gear, you are welcome to play that character after speaking with Logistics for permission. Alternatively, you cast for the rest of the event. Your Plot Team will love having extra help for the event! This character is now no longer playable as it is Permanently Dead.

Die but create a half-XP character.

You may also choose to immediately retire the character as per the following section, Retiring Your Character and create a new one at half-XP. This is in addition to having your character permanently die. You cannot turn in any items as they are left where your character died IG. Your Body will reform where it died, as mentioned previously.

Have one more life.

Lastly, you have the option to keep your character for one final chance at life. You would Resurrect successfully as if you had drawn a Life Stone from the Bag of Chance, but the next time you die, you will permanently die. There will be no option to draw from the Bag again. Your Body will reform at the location of death as mentioned above. This is not a death that can be avoided or extended by any means. It is a final death. This means any rituals such as Regenerate, Controlled Spirit Store, or Sacrifice. If this option is chosen, you cannot retire your character as mentioned in Retiring Your Character nor can you choose the option Die but create a half-XP character.

Your character will be aware that this will be your last chance at life, but no others IG will know. The individual performing the Resurrection will only know that the Resurrection was successful. It is then up to the character whether to tell everyone that their next death will be their last.

Retiring Your Character

Eventually you may tire of the character you have been playing or feel like you have reached the end of that character's story. You also may want to start a new character but do not want to start from the very beginning again. To Retire a character you have in the database you may do so by contacting your Logistics Team and abiding by the following conditions:

- You will receive half the XP (rounded down) of the traded in character to be applied towards a new character.
- You will receive half the number of recorded deaths (rounded up) of the traded in character to be applied towards the new character.
- All IG items of the traded in character must be turned in as part of Retirement. If your character's Retirement is due to a death, the gear must leave the game. If you choose to Retire your character for other reasons, as mentioned in the beginning of this section, your character's items may be kept or given away to friends and allies.
- Your Plot Team is also willing to work with you off screen to create a fitting Retirement story for your character. At this point, even if it is a peaceful Retirement, this character will never be able to come back as a PC. You do have the option of allowing your Plot Team to turn that Character into a Cast character if you like, but that is not required.
- You can only turn in one character towards the creation of a new one. You cannot combine multiple characters for trade to gain a higher XP value.

Chapter XI: Magic

Spell Packets

Whether a spell is cast as a powerful bolt of arcane energy or a burst of healing rays, magics in REFUGE LARP are represented by Spell Packets. In essence these are small bean bags used to safely target other players with various effects.

Spell Packets are constructed with bird seed and fabric. The bird seed should be a small round variety, with no large sunflower seeds or other heavy or sharp items that could hurt. Packets *must* be filled with bird seed only; replacements will not suffice and can prove harmful (for example, rice can get wet and turn into a hardened ball). Unsafe Packets may be confiscated by a Marshal.

To make a Packet, the birdseed is placed in the center of the fabric, and the fabric is gathered around it and held together with a rubber band or sewn shut. No metal or plastic tie wraps may be used.

Packets should be loosely packed — tight balls of birdseed can hurt! You should never use so much material that the resulting Packet cannot fit into a 50 ml shot glass. Packets that are larger than that may be unsafe and may be confiscated by a Marshal. A 7 to 8-inch square with a tablespoon or so of birdseed will make a properly sized Packet.

Spell Packets may be of any color except orange or blue — orange Packets are used to represent *Alchemical* and Trap Globes while blue Packets are used for Weapon attacks such as Arrows and Bolts.

You may want to personalize your spell Packets in some way by using a distinctive cloth or writing on the Packets. This is a good way to make sure you can get your Packets back after a battle.

Spell Packets are visible IG as an opaque colored aura of energy only when held in the hand. IG they are visible, but they do not produce any light. They are not IG items and cannot be stolen, *Disarmed*, or removed.

You cannot carry more spell Packets in your hand than you can use at that moment (although you can have plenty of extra Packets in your pouches or pockets). In other words, you cannot have a cauliflower hand with a lot of spell Packets between your fingers if you only have the ability to cast three spells at that time (including Magic Items or Battle Magic Scrolls at the ready).

Casting Spells

To cast a spell, the caster must have a spell Packet in hand. The hand and arm with the spell Packet in it must be free and able to use. Hands that are holding something else, are broken, or are tied or bound either physically or with a binding spell are not free. You can cast when your feet are bound, since you have at least one hand free enough to perform the casting. This includes Touch-Casting.

The caster must then correctly recite the spell incant; a short phrase associated with the spell. Each spell's incant includes the appropriate damage amount (if applicable), the effect group, and the spell name. This must be spoken loud enough to be heard by the intended target. Within two seconds after finishing the verbal, the caster must then throw the Packet, trying to hit the target or the target's direct possessions, including garb, Shields, Weapons, pouches, or a carried object.

You must finish the verbal completely *before* throwing the Packet, otherwise the spell is blown. This goes for any thrown Packet whether it's representing a monster's innate ability or an incanted spell.

The spell incant is spoken in plain English. IG, these words are understood by anyone, but have a magical effect associated with them that makes them different from normal speech. Even though you can speak the language, you cannot fake a spell incantation or otherwise bluff the casting of a spell. You also cannot start the incantation to a spell you do not have memorized.

Spellcasters lose the power to cast a spell as soon as the incantation has begun. You cannot start the incantation for a spell, change your mind, and then still have that spell. Any time you start an incant and do not finish it, or make a mistake when

speaking the incant, the spell is lost. It can be *Meditated* back, however (see the Skill System section for details). Similarly, if a spell Packet is thrown at a target and misses, the caster may *Meditate* the spell back. Note that a spell which triggers a defense (even those such as *Dodge* which represents the spell missing IG) may not be *Meditated* back.

Spell Defenses

There are a few spells and effects that will protect the recipient from incoming spells or attacks. Each can protect against one spell or effect only. They are cast upon the recipient in advance and stay with the recipient until activated by the effect they are meant to prevent.

These Spell Defenses include *Elemental Shield*, *Weapon Shield*, *Poison Shield*, *Reflect Spell*, and *Spell Shield*. IG, you are always aware of what Spell Defenses are active on you.

Once a Spell Defense is active, it will block the next applicable incoming effect, regardless of whether you would have been affected by it. It will then be used up.

Spell Defenses will still trigger while a character is Unconscious or Bleeding Out.

All Spell Defenses must be called correctly (for example “*Reflect Spell*” or “*Weapon Shield*”) to be effective; these defenses must be called within two seconds of triggering or they will be lost with no effect.

If you forget you have a valid Spell Defense and then later realize that you did, it is still used up.

Touch-Casting

To Touch-Cast, hold a Packet and place it against the target you wish to affect in a safe and appropriate manner. Touch-Casting thus avoids the chance of missing your target but cannot be used offensively against your foes in the middle of a moving combat.

The recipient of a Touch-Cast spell may choose to “accept” the spell, thus letting it pass their Spell Defenses such as *Spell Shield* or *Reflect Spell*. Thrown spells cannot be “accepted” in this way.

The recipient must be conscious to accept a spell. An Unconscious person’s Spell Defenses will always go off.

The decision to accept a spell through Touch-Casting is made immediately after the spell is cast. This is to prevent a caster from tricking an unsuspecting victim.

The recipient of a Touch-Cast spell can always refuse the spell by saying “refused.” This will use up the spell but have no effect whatsoever on the recipient.

Touch-Casting can only be used for an incanted spell, a Magic Item, or for Skills with the Spell, Elemental, or Arcane Qualifiers. It cannot be used with *Alchemy* or Trap Globes or a Poison Qualifier effect.

Spell Rules

The spellcaster is not Immune to their own spells. A spell that is Returned (for example via a *Bane* or *Reflect Spell*) will affect the caster. Nor can a caster automatically dispel or deactivate their own spells, unless specifically noted in a spell’s description. For instance, a caster can drop her own *Prison* or *Circle of Power*, because those spells explicitly state that they can do so.

Since defensive spells last only five days, a character who has such a spell active at the end of an event weekend will not have that spell at the beginning of the next weekend.

Many effects are visible to those observing them. *Shackle*, *Web*, *Paralysis*, and *Prison* are all visible while they are in effect to any viewer who takes the time to observe them. This means you have to ask the person who is standing there things like “Are you *Paralyzed*?” This is an OOG question and answer, so both parties can ask and answer this even if affected by *Silence*. You cannot ask “What do I see?” You must ask if you observe each individual effect until you get the right one or are stumped.

Note that *Shackle* and *Web* do not affect the head, so the affected person can yell out things IG like “Help! I am *Webbed!*” However, if you are affected by *Paralysis* or *Prison*, you cannot speak at all IG and cannot volunteer to people nearby that you may be under the effects of a *Paralysis* or a *Prison*. They must notice you standing still and then ask you OOG.

In addition, the spells *Wall of Force*, *Wizard Lock*, *Ward*, and *Circle of Power* are also visible, provided that the physrep can be seen and the viewer takes the time to observe them.

You cannot call a Pause to determine whether any visible effects are present on someone.

The amount of time it takes to ask if your character sees the effect is the amount of time it took your character to notice the effect. This applies only to the effects listed here. You will not see any effects from someone who is Charmed, for instance.

Spell Defenses can be discerned IG as a visible and audible effect when they are used.

IG, it is obvious to anyone looking at you that you were protected from an attacking spell. You must state what the defense is at the time by saying “*Reflect Spell*” or “*Spell Shield*,” for example, thus informing all observers that the spell was unsuccessful.

Spellbooks

REFUGE LARP spells are recorded in *Spellbooks*, tomes of magic that enable spellcasters to memorize their spells and prepare for battle. When preparing your Spell Slots at the start of an LP, you must have access to a Spellbook with the applicable spells to demonstrate that your character has access to the spells they are trying to memorize. IG, this represents your character focusing on filling their head with magical knowledge to prepare for the day ahead.

If you do not have a Spellbook with you when you study for your new spells at the start of the LP, then you will have to borrow someone else’s or find another IG source (such as an applicable Guild) for the use of theirs. Be prepared to pay game money for the use of the book.

Any number of people can memorize from the same book at Logistics, but if a spellcaster wants to Meditate back a missed or flubbed spell they will want their own Spellbook with them. Some guilds allow their members free use of the guild’s book for studying, but guild membership and guild policy are handled IG.

OOG, a Spellbook consists of a Tag from Logistics that lists every spell of a specific Aspect. Any spells not inscribed into that Spellbook will be crossed off from the Tag. This card must be kept with a real Spellbook physrep.

Spellbooks must be bound; a sheet of paper is not sufficient. You must provide your own Spellbook physrep. Multiple Tags can be included in the same Spellbook physrep (such as both an Earth and a Celestial Spellbook, or an *Alchemy* Formula book as well).

Someone who steals a Spellbook may keep the Tag but must bring the book to Logistics for return to the player (unless otherwise stated by the player on the same page as the Tag). The OOG book is personal property. You cannot make your Spellbook unstealable by writing it in a different language or in code; the Tag can be taken and placed in a new physrep easily enough.

Spells may be copied from one Spellbook to another (and thus added to the new Spellbook’s Tag). The magical inks used in the writing of a Spellbook will cost approximately two copper pieces per level of the spell that you are copying. This may vary based on your Campaign’s economy. You cannot get your spell(s) authorized until you pay the requisite IG money. You must have the original from which you are going to make the copy as well as the Spellbook into which you want the spell copied.

The magical ink is not school specific. For example, ink bought in the Celestial Scholars’ Guild can be used to scribe healing spells.

You cannot cast spells directly from your Spellbook, nor may you copy Battle Magic Scrolls into your Spellbook. Spellbooks and Battle Magic Scrolls are two independent ways to record spells. A Spellbook allows someone to memorize a spell for casting at a time of the reader’s choosing. A Battle Magic Scroll allows the reader to immediately cast the spell written on it if they choose to do so.

Level	Celestial	Earth
1	Disarm	Cure/Cause Wounds 5
	Evocation Bolt 5	Disarm
	Fortress	Endow
	Lesser Investment	Turn/Control Undead
	Light	Slow
	Slow	
2	Evocation Bolt 10	Cure/Cause Wounds 10
	Mend Armor	Pin
	Pin	Repel
	Repel	Weapon Shield
	Weapon Shield	
3	Evocation Bolt 15	Cure/Cause Wounds 15
	Shackle	Sanctuary/Desecrate
	Shatter	Shackle
	Solidify	Shatter
	Wall of Force	Weakness
4	Evocation Bolt 20	Cure/Cause Wounds 20
	Awaken	Awaken
	Banish	Cleanse
	Enhanced Blade	Cure Disease/Disease
	Shun	Poison Shield
		Shun
5	Evocation Bolt 25	Cure/Cause Wounds 25
	Lesser Magic Storm	Lesser Earth/Chaos Storm
	Release	Release
	Spell Shield	Silence
	Subjugate	Spell Shield
6	Evocation Bolt 30	Cure/Cause Wounds 30
	Elemental Shield	Earth/Chaos Blade
	Mend Armor Storm	Elemental Shield
	Sleep	Restore/Wither
	Wizard Lock	Sleep
7	Evocation Bolt 35	Cure/Cause Wounds 35
	Charm	Charm
	Stun Limb	Destroy/Create Undead
	Web	Destruction
		Web
8	Evocation Bolt 40	Cure/Cause Wounds 40
	Dispel	Paralysis
	Reflect Spell	Purify/Drain
		Reflect Spell
9	Evocation Bolt 45	Cure/Cause Wounds/ 45
	Circle of Power	Circle of Power
	Magic Storm	Doom
	Prison	Earth/Chaos Storm
	Ward	Life/Corrupt

Reversible Spells

Many Earth Magic spells are Reversible (for example, *Destroy Undead* and *Create Undead*). These spells do not have to be learned or memorized separately. In fact, there is no way to separate the two spells. If you know the spell *Cure Wounds*, you automatically also know *Cause Wounds*. You cannot ‘forget’ how to cast Necromantic spells or otherwise honestly claim to only know one side of a Reversible spell.

You can decide at the moment of casting which spell effect you will use (with the proper incantation, of course).

The reverse of many healing spells are Necromantic, identifiable by the word Necromancy in their incant. Be aware that IG laws exist against Necromancy; if you are discovered casting Necromantic spells such as *Create Undead*, you’d better be ready to face the serious IG consequences if caught (the penalty for casting Necromancy is almost always at least one character death).

This works a little differently for Magic Items and Potions. If a Reversible spell is put into a Ritual such as Enchant or Spell Store, it may only be brought back out in the same way it was put in. Similarly, once created, a Potion only holds one side of a Reversible spell.

Channeling

Some Scholars learn to focus and direct raw Elemental energies. This form of magic, called *Channeling*, works differently from the more elegant spells that most people associate with spellcasters. Instead, Channelers use objects of power called Sources to focus and amplify the streams of energy inherent in the natural world around them.

To support everything from glowing orbs to magical rods, *Channeling* Sources can come in a variety of shapes and sizes. Every Source must fit within at least one of the following formats:

At least 1 inch in each dimension (for example, an orb of power or the skull of an ancient Lich)

9 to 16 inches long, at least 1/4" inch thick (for example, a Wand of lightning-struck oak)

Thinner items must be at least 6 square inches in area (for example, a pendant inscribed with runes of power)

In all cases, the physrep must be ruled safe to carry in combat by a Marshal. A long glass rod is unlikely to pass, for example, as it risks shattering and hurting people if it’s accidentally hit by a weapon.

A Source must be purchased at Logistics for 2 silver pieces. This requires no special production Skill, but only characters with the *Channeling* Skill may craft a Source in this way. Sources can be enchanted but can never be an item with another IG Tag; for example, a sword or Shield may not be made into a Source. Note that there is a *High Magic* ability that allows a Staff to be used as a Source.

When created, a Source is tied to a single type of energy — Flame, Ice, Lightning, Stone, Healing, or Chaos. Without *Formal Magic*, a single Source may only ever Channel a single type of energy. Many casters carry multiple Sources to switch between as the need arises. A Celestially aligned Source (evoking Flame, Ice, Lightning, or Stone) is referred to as a Wan’, while an Earth-aligned Source (Channeling Healing or Chaos) is referred to as a Relic.

A character with *Channeling* gains 25 points in their *Channeling* Pool for each rank of *Channeling* they have learned. Each Aspect of *Channeling* goes into its own pool; these pools may not be combined in any way. When using their pool, a Channeler may produce bursts of power as “X Elemental <Type>,” where the type is determined by the Source they are currently using. These bursts are produced in 5-point increments; a Channeler’s maximum burst size is 10 and can be increased by purchasing the *Improved Channeling* Skill.

To use one’s *Channeling* Pool, a character must hold their Source in one hand, say the appropriate call (like “5 Elemental Stone!”), touch a spell Packet to the Source, and then throw or Touch-Cast the Packet. Sources act like Two-Handed Weapons in that no other IG item may be wielded at the same time. Sources can never be used for blocking or swinging as a Weapon.

Schools of Magic and Signature Spells

Whenever your character begins learning magic, either Celestial or Earth, you must select which of the two is your primary school of magic. The other will be your secondary school, costing more to learn. There is nothing preventing you from learning both Earth and Celestial Magic, but a separate spell pyramid must be built for each school.

Each school of magic has a Signature Spell — one core piece of magic which is available at every spell level. For Earth, this is the *Cure Wounds / Cause Wounds* spell; for Celestial, this is *Evocation Bolt*. These spells can be memorized in any Spell Slots of the appropriate school that a caster cares to devote to them.

Evocation Bolt can be manifested as either Flame, Ice, Lightning, or Stone at the caster's choice. *Cure Wounds / Cause Wounds* may be cast in either its Earth form as Healing, or its Necromancy form as Chaos. Both choices are made at the time of casting.

When these spells are cast, their power depends on the level of Spell Slot they were memorized in. Each Signature Spell will have a value of 5 per level of Spell Slot it is cast from. For example, a Celestial caster who memorizes one *Evocation Bolt* at 3rd level will cast it by calling "I Evoke a 15 Flame Bolt!" (or whatever element they chose). If they had one memorized at 5th level as well, they could later cast that one with the call "I Evoke a 25 Ice Bolt!" (or another element). Similarly, an Earth caster could cast a 4th level *Cure Wounds / Cause Wounds* spell as either "I call upon Earth to grant 20 Healing!" or "With Necromancy I create 20 Chaos!"

When these spells are put into Battle Magic Scroll or Potions, they must have the appropriate value for the Production Points written on the Tag. For example, a *Cure Wounds* Potion created with 5 Production Points (as per a 1st level spell) would be printed as a Healing Potion, with the value of 5 written on the Tag. Without a value written in, the Tag is not valid.

When casting a Signature Spell, if it triggered a defense (whether Smart or Dumb) that spell may be *Meditated* back as per the Meditation rules.

Schools and their Specialties

In the battle against the foul Undead, the healer has an immensely powerful weapon. Undead creatures are the reverse of living beings, and so are affected by healing spells in a reversed manner. Any Healing effect cast upon an Undead will instead do damage to them. Any Chaos effect, however, will heal the Undead. Similarly, many Earth effects will weaken or debilitate the Undead while Necromancy will do the opposite.

Undead generally have a significant amount of Natural Armor, representing the raw power of the Necromantic energies that animate them. Healing cuts right through an Undead's armor, avoiding the bulk of its durability and striking straight at the core of its essence. Thus a *Cure Wounds* spell at 2nd level cast with the incant of "I call upon Earth to grant 10 Healing!" will do 10 points of damage against an Undead creature and ignore its Natural Armor completely, while a *Cause Wounds* spell of the same amount will heal the Undead for 10 points.

Similarly, Celestial Magic has a distinct advantage when fighting creatures not native to Realms of REFUGE as well as magically animated Constructs. Their *Banish* and *Subjugate* spells come in especially useful against these foes. Similarly, when battling the common Elementals of Flame, Ice, Lightning, and Stone, their spells can be especially impactful when blasting away with the opposing Element.

Eldritch Power

Many of the spells call upon an energy called Eldritch Power. This is a type of energy that only affects beings that are alive or animated.

If you cast a Flame spell at someone and miss and hit a tree, the tree will not catch on fire. Nor can you use an Ice spell to keep your ice cream cold. These spells can only affect creatures that are alive or animated.

IG, they feel like fire or ice when they hit, and you should certainly roleplay that out when you are the subject of one.

Healing

Why would anyone ever suffer if there are healing spells? Well, the answer is that healing spells cannot do everything.

If you are damaged (or Dead) and you are then magically healed to your maximum (or Resurrected), then you are returned to the state your body was in before the damage was taken. If you had a limp before you were healed, you still have a limp. If you were dying of old age, then you are still dying of old age. If you were pregnant, you are still pregnant.

How to explain limps, handicaps, and scars? Healing spells (or Resurrection) heals you up to the state you were in last before you took any recent damage. In other words, if your body healed normally after a battle (that is, without the aid of magic) and you ended up with scars, any future healing would not correct that old injury.

Body parts cannot be restored, regrown, or mended with *Cure* spells, Potions, or Elixirs, which only replenish lost Body Points. To restore a body part that has been *Withered*, *Stunned*, amputated, or broken requires a *Restore* spell, a *Life* spell, or a Resurrection.

Breaking or removing a body part requires at least three seconds. You do not have to do a 3-Count, but you must roleplay the breaking to make it clear what you are doing.

A *Cure Disease* spell will only cure the game effect *Disease*. It will not cure cancer, get rid of athlete's foot, or hide your bald spot. This gives some players fun roleplaying frustrations of being sick: "You mean they can bring me back to life after dying but they can't cure the common cold?!!"

Pregnancies IG are completely a roleplaying issue controllable by the player involved. The most important thing is to follow all rules of good taste! Being pregnant IG will not change in any way any of the rules in this book. Using healing Skills to detect the existence of a pregnancy is also up to the player involved, although one should remember the limitations of medieval medicine. *Healing Arts* is not a magical Skill and cannot be used to determine an unborn child's sex, Species, or heritage.

A doll used to represent an infant is considered a personal possession (if carried) in regard to the rules.

Necromancy

Is Necromancy evil? Not every person on Realms of REFUGE thinks so — in fact, it is perfectly legal in some places.

However, Necromancy is illegal in most parts of the world because many people believe it draws upon the decaying and dying energies of the Earth and thus prevents the Earth from acting 'naturally.' Further, those who cast Necromancy often tend to get 'power mad'.

The most accepted IG explanation is this: Imagine the planet going through its seasons normally from year to year. Healing spells go with the flow of this cycle and do not disrupt the orderly process of living and dying that are part of this orderly system. Necromancy goes against the flow of this cycle by tapping into the chaotic forces that are not part of this system. Creating Undead, for example, requires that a Spirit behave in ways that are contrary to the orderly flow of the cycle.

This IG theory has been used in the past to explain large numbers of Undead randomly appearing ("The Chaos in this area is so strong that the cycle is being completely disrupted!") as well as aberrant weather ("This cold wave this time of year can only be caused by too much Necromancy being cast!").

Of course, there are many academics who believe that this theory is a load of goblin dung and that bad weather and Undead rising are all part of the normal cycle. It is up to you to decide as your character how you feel about the issue.

Assume for game purposes that there are many learned treatises on both sides and that people have been arguing the point for many thousands of years (although the people arguing in favor of Necromancy not being harmful usually have, shall we say, ulterior motives). **Characters debate this issue often, and we encourage this; gray areas are always more fun than black and white issues.**

Necromancy may be legal in some of the Cast countries that exist on the world of Realms of REFUGE, but it will always be illegal in the main area in which the game takes place. The main reason Necromancy is illegal is for game balance; if

characters were allowed to throw these powerful spells without restriction, well, why wouldn't everyone be a healer, able to harm better than a Celestial caster and be able to heal as well?

IG your character can try to get your local authorities to make Necromancy legal, but you the player must understand that OOG, this will never be done.

The existence of laws against Necromancy are an unalterable rule of the game. Further, you cannot complain if your character is caught casting Necromancy and is sentenced to a death (or worse) because of it. You have been warned, and it's the risk you decide to take on your own.

Potions and Battle Magic Scrolls

Potions and Battle Magic Scrolls give the spellcaster a tremendous advantage. With a good number of these, you should not have to worry about being ineffective after your memorized spells are gone.

A healer should keep a stockpile of healing Potions so they can use their binding spells in battle and yet still be able to heal. A mage with a pile of Battle Magic Scrolls is a much more formidable opponent than one with just spells in memory. The most successful casters are the ones who know that having Battle Magic Scrolls and Potions at their side can double and triple their effectiveness, usefulness, and fun.

The effects of Potions and Battle Magic Scrolls are the same as for a cast spell.

A Battle Magic Scroll or Potion physrep is not valid unless it has an actual Battle Magic Scroll or Potion Tag attached to the physrep. Likewise, a Battle Magic Scroll or Potion Tag without a physrep is also invalid.

If you build or receive Tags without physreps (for example, after using your Production Points at Logistics to create items), then it is your responsibility to provide the appropriate physrep and make sure the Tag is attached.

Both Potions and Scrolls must be identified; see the Production Skills section of the Rule Book for details.

Potions: All Potion physreps must be large enough to hold at least a minimum of a quarter ounce of liquid. The physrep does not actually have to contain any liquid to be valid.

To use a Potion, you must roleplay the proper drinking motions, and this must take at least three seconds. You should not count it out loud. Only one Potion may be quaffed at a time.

A Potion may be Force Fed to an Unconscious or sleeping person by someone else, but such a character cannot accidentally drink one. You cannot attach a Potion or Elixir to your collar or Shield and bite into it to get its effects while bound or in battle. You must be able to hold one in your hand, motion removing a cork or cap, and then mime drinking it.

Potions cannot be mixed into food or drink or diluted or mixed together in any way. If multiple Potions are poured into the same container, both Potions are ruined and provide no effects when consumed.

Earth Potions always have an implied Spell Qualifier, just like an incanted spell.

All Potions affect the drinker only and bypass any protective spells such as *Spell Shield* or *Reflect Spell*. They can, however, be resisted by applicable species abilities (such as *Resist Spell* or *Resist Necromancy* for a Necromantic Potion).

Battle Magic Scrolls: All Battle Magic Scroll physreps must be at least 16 square inches (for example, a Scroll that is 2 inches tall by 8 inches long would be fine, which will give you five out of a standard piece of paper).

To use a Battle Magic Scroll, you must pull out the Scroll, hold it before you, have enough light to be able to read it, touch a spell Packet to the Scroll, actually incant the Scroll out loud, and then throw the Packet.

If your Battle Magic Scroll is attached to a Weapon or Shield, you may not be swinging it while reading the Scroll.

The entire Battle Magic Scroll must be visible for it to be used. You cannot write the incant in very small letters in the top left corner and then hold a bunch of Scrolls like a hand of playing cards with only the incant visible; nor can you overlap the Scrolls and attach them to the back of your Shield.

After the Battle Magic Scroll is used, the Tag is removed but the paper remains. The magical writing is inert although anyone with *Educated* can tell what spell used to be on the Scroll.

You must have an actual physrep for each Battle Magic Scroll Tag.

Note that Battle Magic Scrolls can only be used by someone with the *Read Magic* Skill. A character may activate a Battle Magic Scroll no higher than 4 levels above their highest-level Celestial Spell Slot; if they only have *Read Magic*, they can read up to 4th level Battle Magic Scrolls.

Magic Items

Using the *Formal Magic* system, characters can create Magic Items which contain spells. You might also find these as treasure. These Magic Items may have a specific spell active within them which you can activate as if you had cast the spell yourself, even if you are not a caster.

Each Magic Item is made up of one or more Ritual Batches. Each Batch has a set Duration and combination of Rituals. Individual Rituals fall into three types: Permanent, meaning that they are always in effect; Times Ever, meaning that they can only be used a certain number of times before their magics permanently burn out; or LPs, meaning that their magic will slowly fade over a certain amount of time. For items with a Duration of a certain number of LPs, at the start of each event the Magic Item is brought to, one LP will be marked off for each LP of the event.

All Magic Items created through the ritual system that have a Permanent or LP duration are indestructible. These Magic Items cannot be destroyed using normal means like *Shatter* or physically breaking them.

Keep in mind that Magic Items which only have Times Ever or Spellcrafted Rituals are not made indestructible in this way.

This in no way implies that ritually summoned or created creatures cannot be killed. Magically created Constructs and summoned creatures will still follow all effects listed on their Monster Card; for example, Constructs will still take damage from *Shatter*. Effects listed on the Magic Item Tag (or in the case of transforms, summons, and created creatures, the Monster Card) may change this effect.

In order to use a Magic Item which duplicates a spell (such as Enchant or Spell Store), you must say “Activate <spell verbal, including amount and Effect>” and then throw a Packet (or Touch-Cast), following all other rules concerning spellcasting.

If you have the ability to cast the spell contained in the Magic Item on your own, you merely have to say “Activate <amount if applicable> Spell <Effect>” without the rest of the spell verbal included. This is true even if the Magic Item was not made with your particular school of magic.

Magic Items in your possession can be used when bound or otherwise incapacitated so long as you are able to speak. They cannot be used when *Silenced*, gagged, or otherwise unable to speak (such as when under the effects of a *Prison* or *Paralysis*).

Under normal circumstances, you must be the only conscious person having sole clear possession of an item to activate its abilities. The item need not be in a hand to activate; it may be in a pouch or other container, so long as it is clearly possessed by a single individual with the ability to activate the item.

It is also possible to activate a Magic Item that is in another person’s possession, so long as all rules for safety are abided by (i.e., you may not tackle or grab someone that you are currently or about to be in combat with and activate their Magic Items, but if your friend is dead, and you know they were in possession of a *Life* item, you can activate the *Life* while carrying them away). You should make it clear to the player OOG that you are activating their Magic Items rather than your own.

Chapter XII: Alchemy and Traps

Alchemy

Creating Alchemy

Characters with the *Alchemy* Skill can use and create *Alchemical* substances such as poisons, Gas Globes and more. *Alchemy* is a Production Skill (see the Production Skills section for details). To produce an *Alchemical* substance, you must have a Formula book and the specific Formula for that substance. Formulas (sometimes called recipes) must be in a book much like the Spellbooks (sometimes called Recipe books) used by spellcasters and must abide by the same rules.

This book is an IG item and can be stolen. If you lose your book, you lose all the Formulas within. You will have to find someone with the Formulas and recopy them into your book again before you can create any new *Alchemical* substances. Note that unlike Spellbooks, you do not have to pay IG money to use a special ink to write the Formulas into the book, although the person from whom you get the Formulas may demand payment IG.

When you learn a Formula, you learn all the ways to make it such as a gas, an Elixir, or a Coating. You choose what form the Formula will take at logistics.

You may not reverse engineer an *Alchemical* substance to learn the Formula.

Even though they are available IG, some *Alchemical* substances exist which can never be made by PC. For instance, you should never find a Formula book containing *Enslavement* or *Euphoria*. It is possible, however, to find unusual Gas Globes or Elixirs which, although they cannot be made by PCs, can still be used.

Alchemy Rules

You do not need the *Alchemy* Skill to drink an Elixir or feed one to someone else. The *Herbal Lore* Skill allows you to apply Coatings (to surfaces or Weapons as appropriate). Three ranks of the *Alchemy* Skill allow you to use *Alchemy* Globes (usually thrown).

Alchemical substances will not affect certain creatures such as Undead or Constructs. If the creature has No Metabolism, or has an Alien Metabolism, *Alchemy* poisons will likely not work. Creatures will call “No Effect” if that is the case.

Some *Alchemy* can be reversed by a specific antidote if taken after exposure to it.

The Spell Defense *Poison Shield* will not stop ingested substances from taking effect, but will stop all other attacks with the Poison Qualifier such as *Alchemy* Globes. The Species Skill *Resist Poison* may be used on any Effect with the Poison Qualifier no matter how it is delivered and is one of the only ways to stop an ingested toxin.

Note that Coatings which do not use the Poison Qualifier are not stopped by a *Poison Shield* and can only be removed by an appropriate cure — in some cases an *Alchemical Solvent*, in others a *Purify* or a *Dispel*.

You cannot have more than one active Coating on your Weapon or any other item at any one time, and only the most recently applied will be effective. There are Rituals that may circumvent this rule.

Alchemy Types

Coatings

These substances will affect a target as soon as they touch or are touched by them. There are two ways to use Coatings: either through application on a stable surface (such as a table or a doorknob), or by Coating a Weapon so that they can be used in combat.

When applied to a stable surface, the *Alchemy Tag* must be applied to the item/surface.

Coatings will last until used up to 5 days. Once touched and activated, the effect will last for the normal duration for that type of effect. A *Sleep* Coating, as an example, would affect a target for five minutes once touched.

The Tag must be prominently placed in such a way that a person inspecting the item could see it and know that there was something on the item (though it does not need to be visible without close inspection). If the person applying the substance comes in contact with it, they will be affected by the substance. You are not Immune to your own *Alchemy* once it has been applied.

When a Coating is coated on a Weapon, the Tag is simply attached to the Weapon via tape or some other temporary measure (such as a small bag that you can elastic band to your Weapon). Used in this way, the Coating will remain active on the Weapon until it strikes a valid target – an attack which is blocked by a Weapon or Shield, or misses entirely, will not render the Coating useless, so long as the Coating's effect is called with each swing. If the Weapon is destroyed in some way (such as being *Shattered*), the Coating is also destroyed. No more than one Coating may be applied to any Weapon at any single time, and a new Tag must be applied every time a new Coating is applied even if it is of the same type as the one which was just used. If you do not call the Coating in your verbal, then the Coating is still used up.

A coated Weapon can be swung normally by anyone with the appropriate Weapon Skill. Its damage does not change, but instead of being called as whatever the standard Carrier and effect of the Weapon would be, it changes to "X Poison <Effect>". The only exception to this is the *Vorpal Coating*, which does not affect anything about the Weapon swing except its amount of damage.

A character who owns an *Alchemy* Workshop can place Weapon Coatings on Arrows/Bolts at the rate of four Arrows/Bolts per Weapon Coating (instead of the normal 2). This must be done at Logistics or a Crafting Station but does not cost any Production Points. The Marshal will initial the *Alchemy* Coating Tag and staple it onto a Tag of four Arrows/Bolts (or more if multiple Coatings are used at once), ripping the unused flag from the *Alchemy* Tag(s). If your missiles or quivers are stolen, *Shattered*, or lost, the Tags for the coated missiles must be turned over first.

Coatings applied to Weapons will go inert over time. After a Coating has been applied to a Weapon, it will expire if not used by the end of the event (5 days maximum).

As with any physical-delivery attack that uses a special Carrier, the specific Poison effect will only affect the target if it does body damage to the target (as in, the damage exceeds the player's armor amount and does damage to the Body points). Any valid defenses against any part of the attack will negate the entire attack — for example, a *Resist Poison*, a *Parry*, or a *Poison Shield* would all stop a coated Weapon/projectile attack from affecting the target.

Once a coated Weapon lands a valid attack against an enemy, the Coating Tag should be removed at the earliest opportunity once the combat has concluded.

The minimal time needed to apply a Coating (whether on a stable surface or a Weapon) is the actual time to attach the Tag onto the item, but never less than three seconds. In both cases, the unused flag of the Tag must be removed as the Tag is attached. Applying any Coating requires the *Herbal Lore* Skill, even when done in an *Alchemy* Workshop to Bolts or Arrows.

Elixirs

You do not need *Alchemy* or *Herbal Lore* to consume or administer an Elixir. These are delivered in all ways like Potions. Note that any creature which is Immune to Poison will be Immune to any Elixir, as these are delivered with the Poison Qualifier.

Elixirs can be mixed into food or drink to poison a character. Anyone with *Herbal Lore* may apply a single Elixir to a container by spending at least three seconds roleplaying this action. Once applied, the pertinent Tag must be attached to the food or drink container which has been poisoned and will stay until either (a) the poisoned item is first ingested, in which case the person imbibing the poisoned item will be affected by the Elixir and the Tag then removed; or (b) the first piece of poisoned food or drink is transferred from that container, in which case the Tag should be moved with the poisoned food, leaving the rest of the container clean. You cannot use a single Tag to affect multiple characters with *Alchemy*.

Globes

Alchemy Globes are delivered by an orange Packet. Unlike a spell Packet, globe containers are IG. All globe Packets work on a single target only, indoors, or outdoors. Any globe which uses the Poison Qualifier will only affect creatures with a metabolism.

A character must have at least 3 levels of the *Alchemy* Skill to use Globes. Globes can also be put into gas traps by someone with the *Create Trap* Skill; see the Traps and Locks section for details

Before throwing the Packet, the user must announce the appropriate verbal. For most globes, this verbalization will be “Poison <Type>” — for example, “*Poison Sleep*.” This phrase simulates preparing the globe IG by performing a last-minute mixing of chemicals. The verbal is not IG so even a *Silenced* or mute character may use a globe. If the verbal is not said properly then the attack is unsuccessful, and the globe is wasted. Even though the verbal is not IG, the effect is recognized by anyone who hears it.

Blast Globes have a slightly different verbal. These are thrown with the call “10 Elemental <element>”, where the *Alchemist* chooses either Stone, Flame, Ice, or Lightning (based on the Tag, where the element is chosen at the time that they produce the Blast Globe). They otherwise follow the same globe rules as Poison globes. The Packet must hit the target or the target's possessions and must otherwise follow all spell Packet rules.

Note that globes, since they are IG, can be *Disarmed*, *Shattered*, and stolen. If you steal someone's globes, you may then either go OOG to the person from whom you stole the globes in order to get the Tags, or you can get a Marshal to do it if you wish to remain anonymous. If you have more Tags than the Gas Globe physreps that were stolen, the Tags must be turned over in a random fashion.

Note that all of the Tags you are carrying around with you are considered IG even if there is no corresponding Gas Globe physrep.

Traps and Locks

All throughout the REALMS OF REFUGE, traps are used for both protection and more nefarious objectives. You may find traps that need disarming while playing the game, but you can also make your own traps. To make a trap, you must have the *Create Trap* Skill (see the Production Skills section for more details on creating Trap Tags).

Every trap design must be checked and approved by a Marshal before use. All traps must make a noise or flash of light or otherwise be constructed so that it is obvious when the trap is set off.

Traps are meant to be immobile and cannot be used in combat as a Weapon. You cannot create traps to use as hand grenades, nor can you trap yourself. Trap crafters can make Trap Globes to serve this purpose instead, producing small bursts of sticky goo or a *Shattering* or silencing effect.

Area Traps

Many traps are defined as Area Traps. If set off within a Game Room, it will affect everyone within that Game Room who are not protected by a fully closed door (such as within a closet) or protective spell like a *Circle of Power*. Imagine a rain of spell Packets hitting everyone even partially within the same area as the trap for determining who is struck.

If an area is bigger than one Game Room, it can still be trapped by an Area Trap, but it takes multiple Area Traps of the same type to affect it. For example, a barn might be classified by a Marshal as 3 Game Rooms worth of size. This means it would take 3 identical Gas Traps to trap it; this requires both the additional Tags and the additional trap container(s) or a single container large enough for the appropriate number of traps. When the traps go off, everyone inside the Game Room is affected no matter how close or far they are from the actual traps. Keep in mind that this is an IG thing — so if a Marshal on a module says “Treat this glade as an underground cave room” it should be treated as a Game Room even though it's an OOG outside location.

Triggers for Area Traps must be entirely within the same Game Room where they are set and may not cross through partitions or barriers which would impede the effect of the trap.

If an Area Trap is set off when not in a Game Room, it will affect everyone who is even partially within a 5-foot radius, including their possessions. The trap may be linked to a trigger line of no more than 5 feet in this case. Trap physreps are strongly encouraged to include an attached pre-measured 5' string to quickly determine who is hit and make the resulting Hold quicker. It can be helpful to imagine a circle of Packets firing out 5 feet from the trap to determine who is hit.

Types of Traps

Weapon Traps

A Weapon trap contains a Weapon on a spring mounted mechanism. This must be mounted on a large or heavy object, such as in a crate or a trunk, or onto a door. Once armed, a Weapon trap cannot be moved.

OOG, the trap merely has to have a standard trap trigger (a light or noisemaker) and a Weapon with a valid item Tag must be attached. There must be a clearly marked pivot point for whichever Weapon physrep is being used. When the trap goes off, a Pause is called and the Weapon is rotated around the pivot point. Anyone touched by the Weapon is affected as though they had been struck by a Weapon blow of the stated amount and type. Note that the Weapon does not actually need to be swung or be on a spring for safety reasons. The mounted Weapon may be any standard approved Weapon.

Weapon traps are not destroyed when set off and may be re-armed by anyone with the appropriate Skill without paying the cost to rebuild them.

Weapon Coatings may be applied to the Weapon used in a Weapon trap. These Coatings are consumed as normal when the trap is set off and must be re-applied when the trap is rearmed. A Marshal will adjudicate unusual circumstances such as those from Weapon Traps also Tagged with Ritual Magic.

Weapon Traps may not be blocked by a Weapon or Shield, but any pertinent defense against a Weapon Qualifier attack or physically delivered Poison (if the Weapon is Coated) can be used, like *Evade*, *Parry*, *Dodge*, or the *Weapon Shield* (unless Coated) spell.

Mechanical Traps

Mechanical traps represent collapsing ceilings, rockfalls, giant scythes, and other such contraptions. They are completely immovable once set and have a minimum size of 3' by 3' by 3'. Mechanical Traps always use the Massive Carrier and may be avoided via *Dodge*, *Evade*, or *Phase*.

Anyone struck by any part of the trap when it goes off takes the full damage of the trap. Mechanical traps must be rebuilt after they are set off and cannot be re-armed.

Mechanical traps are usually represented with pillows, plastic trash bags filled with newspapers, and other soft items.

Explosive Traps

Explosive traps represent a container filled with a volatile substance. When set off, this Area Trap will destroy all destructible IG items within its range (as per the *Shatter* effect.) This includes armor, Weapons, coins, Battle Magic Scrolls, Potions, etc.

Closed containers will not protect items from explosions unless the container itself is indestructible.

This trap is destroyed when it detonates.

Gas and Scroll Traps

These Area Traps are loaded with an *Alchemical* gas or Battle Magic Scroll respectively that will affect everyone in the Game Room when triggered. The Production Point cost for creating the trap does not include the cost of the gas or Battle Magic Scroll itself. When setting the trap, the trap setter must include a gas or Battle Magic Scroll or the trap is not successfully armed. Once set off, the trap physrep itself counts as the caster. In this case, any spell which has wording regarding the

caster (such as Line of Sight spells, *Charm* effects, etc.) will effectively expire after five seconds (for Line of Sight) or have no effect (*Charm*). Any legitimate applicable targets/physreps in the Game Room are separately targeted by the effect. Note that only one item may be loaded in each trap; you cannot stack multiple gasses or Battle Magic Scrolls to increase their effect.

Items loaded into one of these traps can never be removed or salvaged once the trap is armed. If the trap is successfully disarmed, the trap may be re-armed again, but in no case may the gas or Battle Magic Scroll be taken from the trap to be used in other traps or on their own.

The effects of any gas trap will be blocked by any defense against the Poison Qualifier such as *Poison Shield* or *Resist Poison*. If two or more gas traps have the same trigger, then they are all set off at once and one defense will stop them all.

Similarly, a Scroll Trap will be blocked by any defense against the Spell Qualifier such as *Spell Shield* or *Resist Spell*. If two or more Scroll Traps have the same trigger, then they are all set off at once and one defense will stop them all.

Note that Protection/Enhancement and Eldritch Force Scrolls may never be put into a Scroll Trap.

These traps are not destroyed when set off and may be re-armed by anyone with the appropriate Skill without paying the cost to rebuild them.

Noisemaker

Alarms and noisemakers are traps that do no damage but set off loud alarms. These traps are not destroyed when set off and may be re-armed by anyone with the appropriate Skill without paying the cost to rebuild them.

Containers

Explosive, Gas, and Scroll Traps must have a container representing their contents. Each container must be a minimum of 32 cubic inches, with no less than one inch on any particular side. For example: a 3" by 3" by 4" bottle or a 5" x 7" x 1" box.

Arming and Disarming Traps

Arming a trap takes at least sixty seconds. If it takes you less than sixty seconds to arm the trap OOG, you must still keep both hands on the trap and roleplay arming the trap for the remainder of the sixty seconds.

During those sixty seconds, if either hand is removed from the trap, or if you are hit by a physical blow or Packet attack, the trap will be set off, affecting only the person setting the trap. This applies even if the incoming attack would not have caused damage or would have had no effect.

After the trap has been armed, it can be moved no more than five feet in any direction before detonating, even if the person carrying the trap has the *Create Trap* Skill. Picking up a trapped box, moving it three feet, and then turning around and putting it back will set it off.

Any armed trap that is *Shattered*, whether by a spell or by another trap within the radius, will always be set off. *Shattering* a box containing an armed trap will also detonate the trap. *Shattering* a disarmed trap still destroys the trap, but it is not set off.

A character needs *Create Trap* to attempt to arm and disarm traps and pick locks. You must have this Skill in order to even attempt doing these things. Anyone without this Skill who tries to disarm a trap or pick a lock will automatically fail. Different ranks of *Create Trap* allow arming different types of traps; see the *Create Trap* Skill description for details.

If you do not have this Skill, you must roleplay ignorance in figuring out how to remove a trap. Your character can still detect the presence of the trap by noticing trip wires and such but will be completely unable to figure out how to disarm it.

A trap may be disarmed by any means which does not permanently destroy the trap, so long as the chosen method prevents the trap from producing a noise or a light. For example, popping a battery clip off a battery or moving a mouse trap bar slowly so that it does not snap shut represents the disarming of the trap.

Permanent damage means treating the trap in such a way that a Marshal cannot fix the damage within ten minutes or needs a tool. For instance, removing the top of a box by taking the screws out of the hinges is not allowed. It's a nice lateral way of

solving the problem, yes, but it requires the Marshal to have to use tools to put the box back together and is not what this Skill is all about. Conversely, a trap cannot require tool usage (such as requiring a screwdriver to open a box) to disarm.

Note that, like Weapons used by Cast, traps found in modules cannot always be harvested as treasure. Just because you disarm a trap in a module doesn't mean you will get a trap Tag.

Triggers

All traps must have a real, physical trigger.

This trigger could produce a light (such as from a flashbulb) or a sound (such as from a mouse trap). This trigger must always be detectable by an impartial observer. Every trap must be disarmable, even though it may be difficult to do so.

All traps must be approved by a Marshal and, if not in a module where the documentation is held by the Marshal, must contain a trap Tag.

A trigger can be something as simple as a mouse trap with a thread going across a hallway that, when tripped, sets off the mouse trap.

Trap Globes

Trap crafters can build and throw Trap Globes. IG, these are essentially miniaturized traps that can be thrown to produce a specific effect on impact. They are represented by orange Packets (just like *Alchemy* Packets) and are thrown with the Elemental Qualifier. These items need to be identified in the same way as *Alchemical* Gas Globes; see the *Educated* Skill description for details. Note that one rank of *Create Trap* also allows for identification of these items.

Any character with three or more ranks of *Create Trap* may throw Trap Globes.

Locks

Any character may use a standard lock to protect their items. In addition, you may find that ancient treasures are often locked away behind locks of their own. Any REFUGE LARP lock must be approved by a Marshal before use. Generally speaking, if you can demonstrate that you can pick your lock, then it will probably be allowed. Remember though that we prefer easy to pick locks, as it is the IG Skill itself that is supposed to be used and not the OOG Skill of actually picking a very difficult lock. Combination locks are not allowed to be used by players but may be found in modules (where part of the module is discovering the combination).

If you have at least one rank of the *Create Trap* Skill, you may attempt to pick any lock you encounter. This should be done IG with whatever tools you have with you. While any REFUGE LARP trap will have been approved by a Marshal, this doesn't mean that you shouldn't practice your Skills — real-world Skill can help when surrounded by monsters and trying to quickly open a treasure chest!

Note that, due to local laws, some Chapters may have alternative methods of opening locks. Check with your local Chapter to see if they have a different implementation.

Chapter XIII: Effects

This chapter goes over the Effects that you may hear in combat at a game so you know how to respond to each of them.

Below the name of each Effect lists whether an effect can be cast by a Player Character as a spell (along with which school and spell level), or created through production as a Trap Globes, Elixir, gas, Battle Magic Scroll, or Potion. Remember that just about any effect can be a monster ability, and some of these can *only* be Cast abilities (such as *Enslavement*).

Next listed is the Effect Group followed by the Effects Duration (Instant, Concentration, Line of Sight, 5-minutes or 10-minutes, 5 days).

Some descriptions here use the word 'spell' when the effect is primarily used as a spell; however, this should not be interpreted to mean that the effect can only be produced via a spell. There will be the proper incant for the spell at the end of the description.

Alchemical Solvent

Spell: None

Effect Group: Coating

Duration: Instant

Production Type: Coating

Incantation: None

This solvent, covering one square foot per dose, will remove any *Alchemical* Coating when carefully applied.

While applying *Alchemical Solvent*, the character will be unaffected by the Coating they are trying to remove.

Amnesia

Spell: None

Effect Group: Greater Command

Duration: Instant

Production Type: Elixir

Incantation: None

Anyone who consumes this Elixir cannot remember anything that occurred within the 60 minutes prior to its administration.

In the place of the now inaccessible memories is a blank spot within the memory. The player is aware that they cannot remember anything for that period and may reasonably assume that they have been given an *Amnesia* Elixir.

In the ten-minutes directly after an *Amnesia* has taken effect, the *Amnesia* may be countered, and memories of the period returned by either a *Dispel* or a *Purify*. After that ten-minute period, *Amnesia* becomes incurable and the recipient permanently loses their memory of the 60-minute period.

There is no IG way to retrieve these memories. Mental Abilities from Avani and Stone Elves may not restore these memories, and a *Life Spell* or even *Resurrection* cannot restore them even if they occur within the ten-minute window.

Antidote

Spell: None

Effect Group: Alteration

Duration: Instant

Production Type: Elixir

Incantation: None

One dose of an *Antidote* will remove all lasting Effects in the Alteration Effect Group (*Enfeeble*, *Hallucinate*, *Intoxicate*, *Paranoia*).

Awaken

Spell: Celestial and Earth 4

Effect Group: Command

Duration: Instant

This Effect removes all Command Effects currently afflicting the target (*Berserk, Charm, Fear, Shun, Sleep*).

Note that it does not remove Greater Command Effects.

Production Type: Potion, Scroll

Incantation: "I *Awaken* you from Commands."

Banish

Spell: Celestial 4

Effect Group: Eldritch Force

Duration: Instant

This spell attempts to force a creature not native to the current Plane that it is on to return to its home Plane or expend a significant amount of energy remaining where it is (usually in the form of Body damage). Creatures already on their home Plane are Immune to the *Banish* effect.

This spell usually only affects Elementals, Fey, and Extraplanar creatures (Cast should check the creature type on the Monster Card) but may affect other types at the discretion of the Plot Team. PCs may be affected by this spell in certain circumstances to be announced beforehand by the Plot Team.

Lesser Elementals, lesser Fey, and lesser Extraplanar creatures affected by this spell instantly dissipate as if slain, leaving behind anything carried. An affected creature with Rift may not use that ability until the next LP.

Greater Elementals, greater Fey, and greater Extraplanar creatures affected by this spell take 50 points of damage. If slain by this damage, the affected creature cannot Rift until the next LP.

This spell usually does not affect normal living or Undead creatures, but will still remove Dumb Defenses.

Berserk

Spell: none

Effect Group: Command

Duration: 5 Minutes

This Effect commands the target into an insane killing fury, causing them to attack all creatures in the vicinity — starting with the closest, whether friend or foe.

The affected target must use basic Weapon Skills if they have them available (including Shields, *Claws*, and constant abilities such as *Weapon Proficiency* and *Backstab*). The player of a character affected by *Berserk* may make an OOG choice whether they want their character to utilize and expend equipment and per-LP abilities (such as spells, *Resists*, *Banes*, *Alchemy* globes); the character has no IG options as to what they utilize. Characters are never forced to utilize Necromancy spells or items unless the player chooses to have them to do, with full understanding that this may impact their character IG.

A character must make a legitimate effort to attack the nearest target in some manner if they have any means to do so at their disposal (with the caveats above).

A person afflicted by *Berserk* will not stop to give a *Killing Blow* or search a target, instead will immediately turn to find something else to attack once their current target falls or is no longer the closest target.

Production Type: Elixir, Gas

Incantation: None

Blast Globe

Spell: none

Effect Group: Evocation

Duration: Instant

Alchemists may produce small globes designed to explode on impact called Blast Globes. These are thrown with the call “10 Elemental <Element>”, where the Element is chosen from Flame, Ice, Lightning, or Stone at the time of the Blast Globe’s creation. You must have three ranks of *Alchemy* to throw Blast Globes.

Production Type: Gas

Incantation: None

Cause Wounds

Spell: Earth, all levels

Effect Group: Necromancy

Duration: Instant

This spell inflicts five points of Chaos damage per spell level it is manifested from. This bypasses armor. When used on Undead, it will instead heal the stated amount. This spell, which is the Signature Spell of Necromancy, will tear apart the flesh of the living or fix the bodies of the Undead.

When created as a Potion, the Chaos value will be set based on how many Production Points are used as if a spell of appropriate level were being cast. For example, a Cause Wounds Potion created using 20 Production Points would cause the target to take “20 Spell Chaos” when the Potion is quaffed. The value should be written on the Tag when it is created.

Note that this effect always manifests as Chaos damage. A monster would never attack for *Cause Wounds* — instead, it would attack for Chaos.

Production Type: Potion

Incantation: “With Necromancy I create <Number> Chaos”

Chaos Blade

Spell: Earth 6

Effect Group: Necromancy

Duration: 10 Minutes

This spell allows the recipient to temporarily enchant all wielded Weapons with the powers of Chaos. The recipient chooses which Weapon(s) and attack(s) to utilize their *Chaos Blade* with and announces the total damage of the attack while saying “Chaos” instead of their normal Carrier such as Normal or Silver. It may be used on any Weapon, even Bows and Crossbows.

Note that as with any Carrier attack which might otherwise have a beneficial effect upon the target, these attacks will not actually heal an Undead target (or any other creature healed by Chaos damage).

Since this spell affects the target character, not a specific Weapon, it will affect all Weapons the character uses during the spell’s Duration. Thus, if they hand a Weapon to another character, it will revert to its normal damage type.

Production Type: None

Incantation: “With Necromancy I create a *Chaos Blade*.”

Chaos Storm

Spell: Earth 9

Effect Group: Necromancy

Duration: Storm

When this spell is cast, the caster is granted the capacity to throw 15 Packets at 10 damage each as “10 Spell Chaos!” The Packets are thrown one at a time and no other spell or Skill can be used between the throws. The caster must plant their feet for the Duration. These Packets may also be Touch-Cast onto a target.

Production Type: None

Incantation: “With Necromancy I create a *Chaos Storm*.”

Charm

Spell: Celestial and Earth 7

Effect Group: Command

Duration: 10 Minutes

Production Type: Gas, Scroll

Incantation: "I Command you to be *Charmed*."

This spell makes the target view the caster as their best friend in the world. No amount of logic or roleplaying will convince the target that they have indeed been affected by *Charm*, and any order given will be justified and make perfect sense in the mind of the target. The target will not remember the casting of the spell.

An attack on the target by the caster's companions does not immediately end *Charm*, but if the caster does not attempt to stop it and if no justification is provided for the attack *Charm* ends. A direct attack by the caster will always end *Charm*, as will attempting a *Killing Blow*. An order to kill yourself also ends the spell.

This spell only works on creatures that have a mind as defined by the game. Many creatures (such as Undead, Constructs or insects) do not have a mind that can be affected by this Effect. Further, the target must understand the language of the caster to be able follow their orders.

While *Charmed*, the target must perform actions to the best of their ability and knowledge, including the use of spells and Skills. The target does not have the ability to pick and choose less effective abilities to use, nor may they choose to not perform certain commands due to their personality or Species. For example, if the target knows that the person who used *Charm* on them is Undead, and that person commands the target to heal them, they will not only cast Necromancy on that person but will not be able to choose to use less powerful spells if they have more powerful ones available that are needed. Similarly, if a Flame Elemental used *Charm* on someone else, and that character knew that Flame Elementals are healed by Flame, they would do their best to use Flame to heal the Elemental if commanded.

The caster may attempt to convince the target via roleplay of a variety of things. No matter what, the target of a Charm cannot refuse any of the following commands:

- **Defend me:** The target must protect the caster from all attacks to the best of their ability, even if it requires using spells and Magic Items.
- **Follow me:** The target must follow the caster.
- **Give your <item> to me:** The target must give the named item to the caster.
- **Heal me:** The target must make every attempt to heal or *Life* the caster. During this time, the target will not attack anyone and will do everything possible, including fighting their allies, to prevent the healing from being stopped.
- **Return to normal:** This command ends the Charm effect.

If a character is affected by *Charm* from multiple people, the latest person to *Charm* them will take precedence if their roleplay or commands conflict with those from the others.

Targets cannot refuse to obey orders with the explanation that they "wouldn't do that even for my best friend." This spell overwrites the logic of the brain. If your new "best friend" tells you to hand over all your items, you will do so without question. Requests or orders that are known by the target to have immediately deadly consequences do not have to be followed, and can be refused or ignored without breaking the effect; for example, casting Necromancy to heal when ordered to is not immediately deadly to the target, but admitting to having done so in a court of law could be.

When the spell's duration ends, the target remembers everything that happened except the actual casting of the *Charm* spell and will almost always realize that they had been charmed.

This effect can be removed by an *Awaken*, a *Break Command*, a *Dispel*, or a *Purify*. This spell is not strong enough to override any Greater Command Effect.

Circle of Power

Spell: Celestial and Earth 9

Effect Group: Eldritch Force

Duration: Up To 1 Hour (terminatable by caster)

Production Type: None

Incantation: "With Eldritch Force I build a *Circle of Power*."

This spell allows the caster to inscribe a Circle of protection against harm. Before casting the spell, a visible, physrep of the Circle must be drawn in the dirt or represented by something physical like chalk, a ribbon, or some string. This physrep is IG and can be erased, moved, or stolen at any time before the spell is cast.

The caster must be fully within the completed Circle. This spell cannot be cast until the physrep is complete. Anyone who steps on the physrep while it is being raised will be pushed inside or outside of the Circle (player's choice, not the caster), along with all possessions.

The physrep does not have to make a perfect circle, but if the physrep is too big, or if the ends are not almost touching, then the spell is lost.

A *Circle of Power* stretches up to 6' (2m) in radius and 10' (3m) tall and is a cylindrical dome with a flat bottom. The Circle has about the same amount of friction as a normal wall or floor, although objects and creatures cannot lean against, rest against, or be placed on top of the Circle.

Larger Circles can be made by having multiple spell casters casting the spell simultaneously. For example, a Circle up to 12' (3.7m) radius and up to 20' (6m) height may be made by two casters. The casters must say the incant at the exact same time for this to function. For each caster add an additional 6' (2m) to the radius and 10'(3m) to the height.

It is possible to surround a Circle with a larger Circle, but a smaller Circle cannot be placed inside an already existing Circle. A Circle inside of another Circle is considered its own space; you are not considered to be inside the exterior circle.

Nothing may enter or leave the Circle once it is cast, including spells, thrown gas, Weapons and creatures.

Traps placed near the Circle will not affect anyone or anything inside; similarly, traps within the Circle will not affect anyone outside the Circle. Spells may be cast within the Circle but cannot be thrown through the Circle. Air may pass through, but other gasses may not. A voice attack is effective through a *Circle of Power*. Creatures inside a Circle are still considered inside Line of Sight.

The spell lasts for one hour but may be ended by the caster at any time if they touch the Circle and state "Circle Down." If there is more than one caster in a larger Circle, any one of them may drop the Circle. The statement "circle down" is OOG, although any observers who hear the statement are aware that the Circle was ended, and they might know who ended it.

The Circle will also end if the caster leaves the Circle magically or is Dead. If there is more than one caster, the Circle will remain up until all the casters leave or are Dead..

The Circle is not affected by a *Dispel*.

This spell can also be used to create a Circle that can be used for the casting of a *Formal Magic* ritual. If a ritual is started within one minute of the Circle being cast, the duration of the *Circle of Power* is extended to one hour and one minute.

Cleanse

Spell: Earth 4

Effect Group: Curse

Duration: Instant

Production Type: Elixir, Potion

Incantation: "I *Cleanse* you from Curses."

This spell will remove all active Curse Effects currently active upon the target with a Duration greater than instant. It does not matter how those effects were caused. The effects removed include *Paralysis*, *Destruction*, *Silence* and *Weakness*.

Control Undead

Spell: Earth 1

Effect Group: Necromancy

Duration: 10 Minutes

This spell allows the caster to control one lesser Undead for ten minutes. Tasks may not involve anything a trained animal could not be taught: “Guard this” is fine, but “Wash all the windows on this castle” requires complex sentience and will not work.

This spell will also remove all *Turn Undead* effects. When used on an Undead of higher than low intelligence, it will force the affected Undead to become temporarily able to understand only simple commands. Greater Undead are unaffected by this spell.

The most recent Control Undead effect takes precedent if there is a conflict.

This spell will not affect a living target, although it will trigger Dumb Defenses.

Corrupt

Spell: Earth 9

Effect Group: Necromancy

Duration: 10 Minutes

This spell will outright kill a living target and cause them to immediately become a Greater Undead under absolute control of the caster. They retain the same intelligence and knowledge as the original creature but operate without any memory of their living state.

While under this effect, a character may not utilize Investitures to recognize characters in or out of a *Ward*, *Wizard Lock*, or *Circle of Power*. They have an innate understanding of their own abilities and items and may utilize any Weapons or armor available to the creature as well as *Claws* (if the caster of the spell supplies the necessary physreps).

The creature’s visual appearance does not immediately change on receipt of this spell, but careful inspection can reveal the spreading corruption. A character can examine another character from within approximately 10 feet distance and ask the OOG question “Do you appear Corrupted?” The character must be able to see their target clearly. The subject of the question must reply truthfully; their answer is an OOG statement. This represents the examiner taking the time to closely examine the target’s skin and body as corruption begins to seep through their flesh.

The character gains all Undead immunities and vulnerabilities and is returned to full Body Points. The player (not the character) has the choice to use or not use per-day Skills and spells while under the effect of *Corrupt* and will use Magic Items based on the orders they are given.

If cast upon a Dead Body which contains a Spirit, the target will immediately arise as Undead as per above. Note that this spell will not work on a corpse which has been previously animated or is Permanently Dead.

If the creature is struck by a *Life* spell, the *Corrupt* effect ends immediately, and the target is returned to life at one Body Point with no further effects from the *Corrupt*. If they are reduced to zero Body Points, or the spell duration expires, then the creature falls dead and begins a new 5-minute Death Countdown. In either case or after Resurrection, if returned to life, the creature will have no knowledge of their time spent as Undead.

The ten-minute spell duration may not be extended by any means, even by *Formal Magic*.

Production Type: None

Incantation: “With Necromancy I *Control Undead*.”

Production Type: None

Incantation: “With Necromancy I *Corrupt* you.”

Create Undead

Spell: Earth 7

Effect Group: Necromancy

Duration: 10 Minutes

This spell only works on a corpse that has neither previously been animated and is currently in its Death Countdown. It will pull the character's Spirit back to reanimate its former body. The resulting zombie will then follow the caster's commands as if a *Control Undead* spell had been cast upon it.

Note that this spell must be cast within the Death Countdown between a character's death and the point where the Spirit heads to the Earth Circle for Resurrection.

This spell will not affect a living target, although it triggers Dumb Defenses

The zombie uses none of the Skills that the character has. It inflicts base damage with its Weapons. It cannot cast spells nor converse (although it may be commanded to parrot a particular phrase given it by the caster).

If the newly created zombie has no Weapon, then it will be able to attack with *Claws* doing two points of damage each. The caster must provide the physreps for the *Claws*.

The zombie created will have half the total Body Points the target had in life, as well as any armor that is left on the corpse. Any missing limbs will also be temporarily usable for the duration of this spell.

The zombie is considered Undead in every way and has the standard Immunities and vulnerabilities of Undead. The zombie will have No Metabolism and will be affected by Undead specific spells such as *Turn Undead* and *Sanctuary*.

The creature's visual appearance does not change immediately, but the target will move slowly, shambling along, as a zombie should. A zombie fights with normal speed but cannot move fast enough to chase anyone who runs away.

If the creature is struck by a *Life* spell, the *Create Undead* effect ends immediately, and the target is returned to life at one Body Point with no further effects. If they are reduced to zero Body Points, or the spell duration expires, then the creature falls dead and begins a new 5-minute Death Countdown. In either case or after Resurrection, if returned to life, the creature will have no knowledge of their time spent as Undead.

The ten-minute spell duration cannot be extended by any means, even by *Formal Magic*.

Cure Disease

Spell: Earth 4

Effect Group: Healing

Duration: Instant

This spell will cure a character afflicted with *Disease*. If cast upon an Undead, it will instead render them unable to be healed from any source as though they were a living creature afflicted with the *Disease* effect. When affected by Chaos (or any other effect which would otherwise heal them), they must call "No Effect."

Cure Wounds

Spell: Earth, all levels

Effect Group: Healing

Duration: Instant

This spell, which is the Signature Spell of Earth, will knit together the wounds of the healing or harm the unliving.

The target will be affected for five points of Healing per spell level it is manifested from. This healing bypasses Armor Points.

When used on Undead, it will damage them for the stated amount. It restores an Unconscious or Bleeding Out character to

Production Type: None

Incantation: "With Necromancy I *Create Undead*"

Production Type: Potion

Incantation: "I call upon Earth to *Cure Disease*."

Production Type: Potion, Elixir

Incantation: "I call upon Earth to grant <number> Healing."

consciousness but does not Resurrect a dead one.

When created as a Potion, the Healing value will be set based on how many Production Points are used as if a spell of appropriate level were being cast. For example, a *Cure Wounds* Potion created using 20 Production Points would cause the target to take “20 Spell Healing” when the Potion is quaffed.

Note that this effect always manifests as Healing. A monster using an innate ability would never attack for Cure Wounds — instead, it would attack for Healing.

Desecrate

Spell: Earth 3

Effect Group: Necromancy

Duration: Concentration/10 Minutes

Production Type: None

Incantation: “With Necromancy I *Desecrate* you.”

This spell will remain active if the subject’s hands are crossed over the chest and no Body damage is taken, or ten minutes, whichever is shorter. The recipient is protected against all Weapon Qualifier attacks from living creatures, including Arrows and Bolts. It does not protect against a Weapon attack with another Qualifier.

A character cannot run while affected by a *Desecrate* and cannot do anything that requires the use of hands, such as cast spells, use Weapons, use poisons, feed someone a Potion, or pick up items. The only exception to this is Touch-Casting on themselves or activating a Magic Item.

A character can be fed a Potion and can continue to hold things that were in their hands at the time the *Desecrate* began.

Destroy Undead

Spell: Earth 7

Effect Group: Healing

Duration: Instant

Production Type: None

Incantation: “I call upon Earth to *Destroy Undead*.”

This spell will destroy any one lesser Undead creature. Greater Undead will take 50 Body Points of damage.

This spell will not affect a living target, although it will trigger Dumb Defenses.

Destruction

Spell: Earth 7

Effect Group: Curse

Duration: 5 Minutes

Production Type: Potion

Incantation: “I Curse you with *Destruction*.”

This spell will cause the target to take double damage from all attacks that would affect them, either physical or magical. This Effect is not cumulative.

This spell will not affect a creature’s Threshold or other defensive mechanisms, nor does it make a creature vulnerable to attacks that would normally not affect it.

Disarm

Spell: Celestial and Earth 1

Effect Group: Eldritch Force

Duration: Instant/5 Seconds

Production Type: Scroll

Incantation: “With Eldritch Force I *Disarm* your <item>.”

This spell causes the target to drop one specific hand-held item. The dropped item may not be picked up by the target for five seconds.

The caster decides what the item is that is to be targeted with *Disarm*. A general description like “Weapon” is fine, although if

the target is holding two items that match the description, it is the target's choice as to which to drop. A Shield does not qualify as a Weapon for this call. If the target is only carrying one thing, then "item" is sufficient.

Shields, Arrows, and Bolts are not considered Weapons for purposes of this spell, although a Bow or Crossbow is. If the caster wishes to *Disarm* a Shield, Arrow, or Bolt, then the specific item must be stated in the verbal. Spell Packets cannot be affected by this spell, but *Alchemy* or Trap Globes can be.

Disarm is strong enough to overcome any rope or chain that may be attached to the hand. If the chain is Unshatterable then it will become unrung. You cannot avoid this spell by tying your Weapon to your hand.

If a *Paste of Stickiness* was applied to the item up to ten minutes prior, the item will remain in your hand, but the *Paste of Stickiness* will be used up in the process. The *Paste of Stickiness* Tag must be taped to the item. The proper call to use in this circumstance is "*Resist*."

A *Spirit Linked* or *Spirit Locked* item will not be dropped but cannot be used for five seconds. The target must place the item behind their back for five seconds, calling "Altered" in response to this attack.

A character cannot avoid this spell by borrowing a Weapon and thus claiming that the spell doesn't affect you because the Weapon isn't yours. Nor can they avoid it by dropping the Weapon to the ground or throwing your Weapon up in the air just before the Packet is about to hit you, thus claiming that the Weapon was not in your possession at the point of contact of the spell.

Disease

Spell: Earth 4

Effect Group: Necromancy

Duration: 5 Minutes

Production Type: Potion

Incantation: "With Necromancy I *Disease* you."

This spell will afflict the recipient with a debilitating disease. The affliction is not contagious but renders a target unable to be healed from any source. When affected by Healing (or any other effect which would otherwise heal them), they must call "No Effect". Against Undead, this spell will remove the effects of a *Cure Disease* spell.

First Aid may still be used to stabilize someone under this Effect (and bring them from Bleeding Out to 0 Body Points as normal), though it will not remove the *Disease* effect itself.

Dispel

Spell: Celestial 8

Effect Group: Protection/Enhancement

Duration: Instant

Production Type: Scroll

Incantation: "I Protect you with a *Dispel*."

This spell ends all active Effects on a given creature or object whatever the cause, whether beneficial or harmful. It will not remove *Wards*, *Circles of Power*, *High Magic*, or anything from the Greater Command effects group (*Amnesia*, *Enslavement*, or *Euphoria*) with the exception that it will remove the effect of *Amnesia* if administered within the first ten minutes.

Dispel removes *Wizard Locks*, *Walls of Force*, and *Prisons*.

A *Dispel* thrown at a person will not remove effects on any Magic Items held by that person.

A *Dispel* thrown at a caster will not stop already existing effects of that caster's spell.

Note that *Dispel* will still trigger Dumb Defenses before affecting the target.

Doom

Spell: Earth 9

Effect Group: Curse

Duration: Instant

This Effect causes the Spirit of any target to flee its Body and even creatures without a Spirit will be slain. Any Armor the character was wearing is still intact, but all spells active on the target will end. The target will immediately go to the Dead status as though they had been damaged below 0 Body Points and their Bleeding Out timer had expired. The only thing that will save the target from Resurrection is a *Life* spell.

Production Type: None

Incantation: "I Curse you with *Doom*."

Drain

Spell: Earth 8

Effect Group: Necromancy

Duration: 5 Minutes

This Effect creates a feeling of lethargy in the target. The target is left extremely weak, and unable to fight or move faster than normal walking speed. The target becomes unable to use any Game Abilities.

If this spell is cast upon an Undead creature, it will have the same effect as a *Purify* has on a living creature. In this capacity, *Drain* will remove Healing effects instead of Necromancy effects.

Production Type: Potion

Incantation: "With Necromancy I *Drain* you."

Earth Blade

Spell: Earth 6

Effect Group: Healing

Duration: 10 Minutes

This spell allows the recipient to imbue all wielded Weapons with the powers of Healing. The recipient chooses which Weapons and attack(s) to utilize their *Earth Blade* with and announces the total damage of the attack while saying Healing instead of their normal Carrier such as Normal or Silver. It may be used on any Weapon, even Bows and Crossbows.

Note that as with any Weapon attack which might otherwise have a beneficial effect upon the target, these attacks will not actually heal a living target. However, this attack will set off a *Weapon Shield* even if the target is Immune to the spell's effect.

If the target is affected, it will bypass Armor Points and do direct Body Point damage.

Since this spell affects the target character, not a specific Weapon, it will affect all Weapons the character uses during the spell's duration. Thus, as soon as they hand a Weapon to another character, it will revert to its normal damage type.

Production Type: None

Incantation: "I call upon Earth to grant an *Earth Blade*."

Earth Storm

Spell: Earth 9

Effect Group: Healing

Duration: Storm

When this spell is cast, the caster is granted the capacity to throw 15 Packets at 10 damage each as "10 Spell Healing!" The Packets are thrown one at a time and no other spell or Skill can be used between the throws. The caster must plant their feet for the Duration. These Packets may also be Touch-Cast onto a target.

Production Type: None

Incantation: "I call upon Earth to grant an *Earth Storm*."

Elemental Shield

Spell: Celestial and Earth 6

Effect Group: Protection/Enhancement

Duration: Up To 5 Days

This spell protects the recipient from the next Effect delivered with the Elemental Qualifier. It is then immediately used up. When used, the character must call "*Elemental Shield*".

This spell will not protect the recipient from elemental-based Evocation spells.

Production Type: Potion, Scroll

Incantation: "I Protect you with an *Elemental Shield*."

Endow

Spell: Earth 1

Effect Group: Protection/Enhancement

Duration: Up To 5 Days

An *Endow* will allow a recipient to perform feats of incredible strength for a limited amount of time; for example, running with an Unconscious or incapacitated creature without having to literally perform the task OOG. The spell can also be used to perform a single limited roleplaying act of great strength. Whenever using an *Endow*, a character must state "*Endow*." This is an OOG statement and may be used while under the effects of *Silence*.

Endow does not allow you to break a lock or other item, throw creatures, break down doors, or jump long distances. It will not allow you to otherwise harm creatures that are normally Immune to you.

Endow effects wear off after a single feat has been accomplished. The duration of this feat is subject to Plot approval.

Production Type: Potion

Incantation: "I Protect you with an *Endow*."

Enfeeble

Spell: None

Effect Group: Alteration

Duration: 5 Minutes

Enfeeble will cause the target to be under a terribly debilitating effect for five minutes, during which time the target can move no faster than a crawl and may not use Game Abilities. The target must roleplay one of the following effects: uncontrollable laughter ("Laugh"), violent nausea ("Nausea"), extreme vertigo ("Vertigo"), or complete lack of focus ("Feeblemind"). If the *Enfeeble* effect is delivered with one of the words listed in quotes above, that specific roleplay effect must be chosen by the target. The target may still speak while under this effect, but they should keep the chosen or required roleplay in mind while doing so.

Production Type: Elixir, Gas, Coating

Incantation: None

Enhanced Blade

Spell: Celestial 4

Effect Group: Protection/Enhancement

Duration: 10 Minutes

This spell allows the recipient to imbue all wielded Weapons with the powers of Evocation ones.

The recipient chooses a single type of damage when the spell is cast on them and announces the total damage of their Weapon attacks while saying <effect> as their Weapon Carrier instead of Normal, Silver, or whatever they might otherwise call. They are not required to use the temporary Carrier on every Weapon attack.

Available choices are: Magic, Ice, Flame, Lightning, or Stone. It may be used on any Weapon, even Bows or Crossbows.

Since this spell affects the target character, not a specific Weapon, it will affect all Weapons the character uses during the spell's duration. Thus, as soon as they hand a Weapon to another character, it will revert to its normal damage type.

Production Type: None

Incantation: "I Protect you with an *Enhanced Blade*."

Enslavement

Spell: None

Effect Group: Greater Command

Duration: Indefinite

The target of this effect is Enslaved to the person administering the effect and obeys absolutely any and all commands given by the person to whom they are Enslaved. If administered by a poison, the target will be Enslaved to whoever did the poisoning, even if that person is not in view at the time.

The target will even commit suicide, cast Necromancy, or otherwise act out of character in pursuit of the commands. An Enslaved person will never attack the person who Enslaved them unless ordered by the Enslaver to do so.

If Enslaved and given an order through a *Charm*, or through any other effect which contradicts an order given by the Enslaver, the *Enslavement* will always take precedence. If there is no conflict, then the Enslaved target must still obey all rules of other controlling magics. The most recent *Enslavement* effect takes precedence if there is a conflict. You cannot be Enslaved to ignore other effects; in other words, the Enslaver cannot order you to never be affected by *Fears*, *Charms*, or *Intoxicates* or any other effect that would normally affect you. The target continues to obey the commands until cured. *Enslavement* can only be removed by the specific antidote or through Resurrection.

Characters cured of *Enslavement* will remember having been enslaved. This does not override any applicable *Amnesia* effects.

Enslavement Antidote

Spell: None

Effect Group: Greater Command

Duration: Instant

This antidote is the only thing that releases a target from the effects of an *Enslavement* effect other than Resurrection. It will not remove Roleplay Only Avani or Stone Elf mental effects.

Euphoria

Spell: None

Effect Group: Greater Command

Duration: Indefinite

This Elixir is highly addictive. It gives the target a feeling of Euphoria that lasts about an hour. Any time the addicted character does not get one dose of *Euphoria* in a 24-hour period, one Body Point is temporarily deducted from that character's maximum Body Points.

The 24-hour period is calculated from the time of the initial ingestion of the *Euphoria* Elixir.

This maximum Body Point deduction cannot be cured if the person is still under the effects of the drug.

The cumulative maximum Body point deduction damage will not take place between events or at events not attended. A target who reaches -1 Body Points will die, needing a Resurrection (a *Life* spell will not work, as their maximum Body Point total is still -1).

The grip of *Euphoria* can only be broken if the character is given *Euphoria Antidote*. Resurrection will not remove this effect. Receiving *Euphoria Antidote* will allow for healing up to the target's maximum amount of Body Points before the *Euphoria*.

Euphoria Antidote

Spell: None

Effect Group: Greater Command

Duration: Instant

This antidote is the only thing that releases a target of *Euphoria*. It will restore the target's normal Body Point maximum but does not cure any Body Points lost during the addiction.

Production Type: Elixir

Incantation: None

Evocation Bolt

Spell: Celestial, all levels

Effect Group: Evocation

Duration: Instant

This effect allows the caster to manifest the power of the elements and is the Signature Spell of Celestial Magic users. When this spell is cast, the caster may throw a Packet which will inflict five points of damage per spell level the spell is memorized in. At the time of casting, they may choose a single element from Flame, Ice, Stone, or Lightning.

When scribed as a Battle Magic Scroll, the value will be set based on how many Production Points are used as if a spell of appropriate level were being scribed. One Element must be chosen at the time the Battle Magic Scroll is created. For example, an *Evocation Bolt* Battle Magic Scroll scribed using 20 Production Points would do 20 points of damage of a type chosen by the creator when the Scroll is made.

Some creatures may have pre-set values and limits on which elements they may choose when using this power. For example, a Flame Elemental might only be able to use Flame *Evocation Bolts*.

If this spell is manifested through any means other than the incant (for example, via the *High Magic* Spell Augmentation or Elemental Augmentation abilities), its verbal will simply be "<number> <Qualifier> <element>".

Fear

Spell: None

Effect Group: Command

Duration: Line of Sight

The *Feared* target must attempt to break Line of Sight and cannot perform any Game Abilities while trying to escape. They can temporarily move closer to the caster if it is their best route to breaking Line of Sight.

Production Type: None

Incantation: None

Fortress

Spell: Celestial 1

Effect Group: Eldritch Force

Duration: Concentration / 10 Minutes

This spell provides its target with limited Immunity to Weapon attacks. While the *Fortress* lasts, the target is Immune to Weapon blows of 10 or less.

The spell will last ten minutes or until the target breaks the spell's physical requirements.

The target of the spell must plant their feet and raise both arms as straight as possible above the head without crossing them. Moving either foot or lowering an arm ends the spell. Any damage to Body Points taken also breaks the *Fortress*.

The target may Touch-Cast spells (on themselves only) but may use no other Game Abilities without breaking the *Fortress*.

Production Type: None

Incantation: "With Eldritch Force I build a *Fortress*."

Hallucinate

Spell: none

Effect Group: Alteration

Duration: 5 Minutes

This *Alchemical* substance causes the target to hallucinate. They will see all kinds of oddities and other strange things for five minutes, including odd creatures or memories. The target will probably be aware that they are under the effects of a poison.

Hallucinate is a roleplay effect which affects all the user's perceptions, not just their sight. A blindfold might block out visual hallucinations (or it might not), but it would not block out the character's other senses, which are also affected by the *Hallucinate*. They will experience unusual sensations across all senses, such as feeling water flowing over your skin or a sour taste in your mouth, for its duration. The exact 'phantom' sensations are up to the player, and may include things that are pleasant, scary, or anything in between.

When under its effects, Game Abilities can be used, but the player will most likely use them against imaginary creatures and may even read Potion labels and Battle Magic Scrolls incorrectly in their delirium.

Production Type: Elixir, Gas, Coating

Incantation: None

Intoxicate

Spell: none

Effect Group: Alteration

Duration: 5 Minutes

This acts as a strong alcoholic drink yet is odorless and tasteless. It will render the target quite inebriated and will affect all characters and species, even those that for roleplaying reasons are "Immune" to alcohol.

Production Type: Elixir

Incantation: None

Lesser Chaos Storm

Spell: Earth 5

Effect Group: Necromancy

Duration: Storm

When this spell is cast, the caster may throw 8 Packets at 10 damage each as "10 Spell Chaos!" The Packets are thrown one at a time and no other spell or Skill can be used between the throws. The caster must plant their feet for the Duration. These Packets may also be Touch-Cast onto a target.

Production Type: None

Incantation: "With Necromancy I create a *Lesser Chaos Storm*."

Lesser Earth Storm

Spell: Earth 5

Effect Group: Healing

Duration: Storm

When this spell is cast, the caster may throw 8 Packets at 10 damage each as "10 Spell Healing!" The Packets are thrown one at a time and no other spell or Skill can be used between the throws. The caster must plant their feet for the Duration. These Packets may also be Touch-Cast onto a target.

Production Type: None

Incantation: "I call upon Earth to grant a *Lesser Earth Storm*."

Lesser Investment

Spell: Celestial 1

Effect Group: Eldritch Force

Duration: 5 Days

This spell must be cast by a caster who is Invested in a *Ward* or *Wizard Lock*. While inside that *Ward* or *Wizard Lock*, the caster may use this spell to invest others into the *Ward* or *Wizard Lock*. Any who are inside when the spell is cast are

Production Type: Scroll

Incantation: "With Eldritch Force I build a *Lesser Investment*."

Invested and may enter and leave at will or recognize others into the *Ward* or *Wizard Lock*.

In no event will this spell last longer than the *Ward* or *Wizard Lock* to which the person is Invested. If a *Ward* is created on Day 1 and a Lesser Investment is cast on Day 4, both will expire on Day 5.

Lesser Magic Storm

Spell: Celestial 5

Effect Group: Evocation

Duration: Storm

Production Type: None

Incantation: "I Evoke a Lesser *Magic Storm*."

When this spell is cast, the caster must choose a single specific effect from the Evocation Effect Group (Flame, Stone, Ice, Lightning, or Magic). This effect allows the caster to throw 8 Packets at 10 damage each of the chosen element as "10 Spell <Element>!" The Packets are thrown one at a time and no other spell or Skill can be used between the throws. The caster must plant their feet for the Duration. These Packets may also be Touch-Cast onto a target.

Life

Spell: Earth 9

Effect Group: Healing

Duration: Instant

Production Type: None

Incantation: "I call upon Earth to grant you *Life*."

This spell must be cast during the five minute period of a creature's Death Countdown. It restores the creature to one Body Point and the creature is not forced to Resurrect. This effect is the only way to restore a character from the Dead status without Resurrection. This spell will immediately fix and reverse a *Create Undead* or *Corrupt* effect, restoring the target to life at 1 Body Point.

If cast at Undead, they will be affected as though they had been hit by a *Destroy Undead* effect.

This spell does not normally have any other effects on a living target. It will do nothing when cast on a Permanently Dead Body. Like all spells, it will trigger Dumb Defenses.

This spell must be cast upon the target's body part containing their Spirit to be effective. Once the spell is cast, the entire Body reforms and any parts elsewhere will dissipate. See the Life and Death chapter for details.

Light

Spell: Celestial 1

Effect Group: Eldritch Force

Duration: 5 Days

Production Type: Scroll

Incantation: "With Eldritch Force I build a *Light*."

This effect produces a glowing Light and allows the person activating the Effect to carry a Light. The Light can then be used by anyone. This will not work without a physrep. You cannot cast a *Light* spell at a person or tree and have the person or tree glow. There must be a flashlight or other OOG light source provided. If using a flashlight for this spell, the lens of the flashlight must be covered by a cloth, tissue paper or a gel to diffuse the light. Do not shine the light in anyone's face.

This spell triggers Dumb Defenses and ends is affected by Dispel.

Liquid Light

Spell: None

Effect Group: Coating

Duration: Until Daybreak

Production Type: Coating

Incantation: None

This substance will allow for the use of a glow stick or other light physrep to be used IG.

It lasts until daybreak or until the physrep stops working, whichever is shorter. It cannot be applied to an object to make it

glow.

Magic Storm

Spell: Celestial 9

Effect Group: Evocation

Duration: Storm

When this spell is cast, the caster must choose a single specific damaging effect from the Evocation effect group (Flame, Stone, Ice, Lightning, or Magic). This effect allows the caster to throw 15 Packets at 10 damage each of the chosen element as “10 Spell <Element>!” The Packets are thrown one at a time and no other spell or Skill can be used between the throws. The caster must plant their feet for the Duration. These Packets may also be Touch-Cast onto a target.

Production Type: None

Incantation: “I Evoke a *Magic Storm*.”

Mend Armor

Spell: Celestial 2

Effect Group: Eldritch Force

Duration: Instant

This spell will instantly fix a specified amount of Armor Points on the recipient. It will not take a suit of armor over its maximum allowed value under any circumstances.

Note that the *Mend Armor* Effect may be used with any specified value. The 2nd level Celestial spell mends 20 points of armor.

This ability will not work on a suit of armor which has been destroyed, such as a mundane suit of armor that was affected by the *Shatter* ability. *Mend Armor* will mend Armor Points from any source, including physical suits of armor, Natural Armor, and Arcane Armor.

Production Type: None

Incantation: “With Eldritch Force I *Mend 20 Armor*.”

Mend Armor Storm

Spell: Celestial 6

Effect Group: Eldritch Force

Duration: Storm

When this spell is cast, the caster is granted 8 Packets of “10 Spell *Mend Armor!*” The Packets are thrown one at a time and no other spell or Skill can be used between the throws. The caster must plant their feet for the Duration. These Packets may also be Touch-Cast onto a target.

Production Type: None

Incantation: “With Eldritch Force I build a *Mend Armor Storm*.”

Oil of Slipperiness

Spell: None

Effect Group: Coating

Duration: 10 Minutes

When this Coating is placed on an item no larger than a Weapon, it prevents that item from being held for ten minutes from the time the item is first touched. This can be counteracted by an *Alchemical Solvent* or a *Paste of Stickiness*.

Production Type: Coating

Incantation: None

Paralysis

Spell: Earth 8

Effect Group: Curse

Duration: 5 Minutes

This effect completely immobilizes the target. The target cannot move any part of their body, may not use any Game Abilities, and may be given a *Killing Blow* while thus trapped. An examination with the Skill *Healing Arts* determines that no tiny

Production Type: Elixir, Gas, Potion, Coating

Incantation: “I Curse you with *Paralysis*.”

vibrations caused by biology are occurring.

Paranoia

Spell: None

Effect Group: Alteration

Duration: 5 Minutes

This causes the target to think that everyone is conspiring and plotting against them. Players should react as they think their characters would to this false-knowledge.

Paranoia will never force a player to cast Necromancy or otherwise act out of their true nature.

Paste of Stickiness

Spell: None

Effect Group: Coating

Duration: 10 Minutes

When this Coating is placed on an item no larger than a Weapon, it causes anyone touching it for more than three seconds to become stuck to it for ten minutes.

This can be counteracted by an *Oil of Slipperiness*, an *Alchemical Solvent*, or a *Release* spell. A *Killing Blow* will not remove this effect, but a *Resurrection* will.

If placed upon a Weapon or item, this substance will resist one *Disarm* attack, after which it will be expended.

If used on a Weapon and the Weapon is destroyed or Shattered, the holder will be stuck with the Weapon's pommel in their hand for the duration of the *Paste of Stickiness* and cannot hold anything else in that hand during that time.

OOG, drop your Weapon physrep but hold your hand in a fist for the remainder of the ten minutes, unable to hold anything else during that time.

Pin

Spell: Celestial and Earth 2

Effect Group: Binding

Duration: Line of Sight

This spell will instantly plant one of the target's feet, chosen at the time the effect hits, in place. If the target's foot was off the ground at the time the Packet hit, then the foot will be forced to the ground. The target may pivot their body 360 degrees but may not move that foot. It can be removed by a *Dispel*, a *Purify*, or a *Release*.

Poison Shield

Spell: Earth 4

Effect Group: Protection/Enhancement

Duration: Up To 5 Days

This effect protects the recipient from the next attack with the Poison Qualifier. It is then immediately used up. When used, the character must call "*Poison Shield*." It will not protect against ingested Elixirs or Coatings such as *Oils of Slipperiness* or *Pastes of Stickiness*.

Production Type: Elixir, Gas, Coating

Incantation: None

Production Type: Coatings

Incantation: None

Production Type: Scroll

Incantation: "With Binding Force I *Pin* you."

Production Type: Elixir, Potion

Incantation: "I Protect you with a *Poison Shield*."

Prison

Spell: Celestial 9

Effect Group: Eldritch Force

Duration: 10 Minutes

Production Type: None

Incantation: "With Eldritch Force I *Prison* you."

This spell seals the target into a rigid, form-fitting, unbreakable barrier, trapping them within. The target cannot move, speak, or perform any Game Abilities, including *High Magic* abilities.

It lasts for ten minutes but may be dropped by the caster at any time if they touch the target and state "*Prison Down*." This statement is OOG and can be used even if the caster is *Silenced* or inside the *Prison*. Any observers who hear the statement are aware that the *Prison* was dropped and might know who dropped it.

A *Dispel* will bring down the *Prison* but will not end any other effects on the creature inside.

Any creature sealed within a *Prison* will call "No Effect" to all Effects (except *Dispel* and the Massive Carrier), nor will they take any damage from physical attacks or traps. *Healing Arts* or *First Aid* will not work through a *Prison*. A creature within a *Prison* cannot be searched.

However, the *Prison* does not provide complete and absolute protection against harm. The target will suffocate if placed underwater (assuming the target needs to breathe to survive). The *Prisoned* creature may also be injured or slain from overwhelming damage such as falling from a great height, at the judgement of a Marshal or Plot Team on the scene.

A voice attack will also work through a *Prison*. A creature's eyes remain in the same state of open or closed (IG, be safe) as when the *Prison* was cast. As with a *Ward*, no gasses other than air can get inside. The barrier is not a frictionless surface and has as much friction as a normal creature.

A target of the *Prison* is completely aware of their surroundings and unless Unconscious or otherwise impaired will remember all that occurred while *Prisoned*.

Only the caster may deliver a *Killing Blow* to the recipient. The caster must say "*Prison Down*" after delivering a *Killing Blow*. ("Killing Blow one, Killing Blow two, Killing Blow three, *Prison Down*.") If the *Killing Blow* fails (for example, the creature inside is Immune to the caster's attack), then the *Prison* will drop as soon as the *Killing Blow* is completed, and the creature may then defend itself. A *Killing Blow* delivered with the Massive Carrier will still take a *Prison* down, whether it succeeds or not, and whether performed by the caster of the *Prison* or not.

For safety reasons, it is never allowed to lay the *Prisoned* target on the ground before removing the *Prison*.

Purify

Spell: Earth 8

Effect Group: Healing

Duration: Instant

Production Type: Potion

Incantation: "I call upon Earth to *Purify* you."

This Effect will remove all harmful effects from the Spirit which include everything in the Effect groups *Alteration*, *Binding*, *Command*, *Curse*, and *Necromancy* as well as the *Stun Limb* effect.

It will not remove effects in the *Greater Command* group. It will not cure any damage previously wrought by any Effect, nor will it fix Instant effects which have already run their course (such as *Doom*). Similarly, *Purify* will not otherwise remove external effects (such as *Wall of Force* or *Prison*) even if the caster interprets them as harmful.

This spell will affect an Undead as a *Drain* affects the living.

This spell (like all others) will still trigger Dumb Defenses unless Touch-Cast and accepted.

Reflect Spell

Spell: Celestial and Earth 8

Effect Group: Protection/Enhancement

Duration: Up To 5 Days

This Effect will Return the next Effect delivered with the Spell Qualifier cast at the recipient back at the caster, including beneficial spells, after which it is used up. The recipient must say "*Reflect Spell*" to inform the caster that the spell was Returned. It does not protect the recipient from Magic damage or any other Qualifier such as the Weapon Qualifier.

This spell lasts until used or affected by *Dispel* and cannot be used in conjunction with a *Spell Shield*. If you have a *Reflect Spell* active, you may still accept spells that are Touch-Cast, though you must be conscious to do so.

Release

Spell: Celestial and Earth 5

Effect Group: Binding

Duration: Instant

This spell will release a creature caught in any *Binding* effect as well as negating all active *Paste of Stickiness* Effects upon the creature. It will not free someone under the effects of a *Paralysis* or a *Prison*.

This spell will also remove physical bindings such as handcuffs, ropes, stocks, etc. It will not unlock a door. A Pause can be called if you are physically tied up and need time to remove the item constricting you.

Repel

Spell: Celestial and Earth 2

Effect Group: Eldritch Force

Duration: Concentration

This spell requires the caster to hit a target with a spell Packet and hold the hand used to throw the Packet palm out, facing the recipient. *Repel Strike* utilises different requirements. The caster and the target should then stay at least ten feet apart while the spell is ongoing, and the caster must keep the hand held out toward the target.

The outstretched hand cannot be used for any other purpose, although the caster may use the other hand for IG Skills.

When the spell is first cast, the recipient must move ten feet away from the caster. After that, neither the recipient nor the caster may approach within ten feet of each other; the caster cannot approach the recipient any easier than the recipient may approach the caster. Either can back away.

If the target is within ten feet when the spell is cast, the target must move away, but never in a manner that will endanger the target or cause direct harm to themselves. In other words, the target cannot be made to jump off a cliff or walk towards a magical portal or do any other action which would cause harm.

This spell does not create a ten-foot magical circle around the caster which is effective only upon the target; if the target has to come closer than ten feet in order to get away (for example, to pull close to the caster in order to get to an exit), then that is permissible. While within that ten-foot area, however, the target can take no IG actions against the caster.

Restore

Spell: Earth 6

Effect Group: Healing

Duration: Instant

Production Type: Potion, Scroll

Incantation: "I Protect you with a *Reflect Spell*."

Production Type: Potion, Scroll

Incantation: "I *Release* you from Bindings."

Production Type: Scroll

Incantation: "With Eldritch Force I *Repel* you."

Production Type: Potion

Incantation: "I call upon Earth to *Restore* you."

This spell will remove an ongoing *Wither* Effect upon the target. This spell is also the only way short of a *Life* spell or a

Resurrection to restore a limb that has been severed or amputated, or to restore a broken hand or arm.

When cast upon Undead, it has the same effect as a *Wither* has on living targets.

Sanctuary

Spell: Earth 3

Effect Group: Healing

Duration: Concentration / 10 Minutes

This spell will remain ongoing as long as the target's hands are clasped above the head and no damage is taken to Body Points, or ten minutes, whichever is shorter. The recipient is protected against all Weapon Qualifier attacks from Undead creatures, including Arrows and Bolts. It does not protect against a Weapon attack with the Spell Qualifier.

You cannot run while affected by a *Sanctuary*. You cannot do anything that requires the use of your hands, such as cast spells, use Weapons, use poisons, feed someone a Potion, or pick up items. However, you can Touch-Cast on yourself or activate a Magic Item. You can be fed a Potion and you can continue to hold things that were in your hands at the time the *Sanctuary* began.

Production Type: None

Incantation: "I call upon Earth to grant you *Sanctuary*."

Shackle

Spell: Celestial and Earth 3

Effect Group: Binding

Duration: Line of Sight

This spell snares the arms of its target, binding them straight to its sides. The target may talk freely but may not use any Game Abilities requiring the use of arms, including using a Weapon or Shield, casting a spell, or activating a Gas Globe. The target may walk, run, or leave the combat area as desired.

This spell does not prevent the target from being searched or being given a *Killing Blow*, although a moving target is unlikely to allow either action.

Production Type: Scroll

Incantation: "With Binding Force I *Shackle* you."

Shatter

Spell: Celestial and Earth 3

Effect Group: Eldritch Force

Duration: Instant

This spell will destroy any object up to the size of a normal door, rendering it useless. It cannot be used to create a door-sized hole in an object larger than a door. Once destroyed, the physrep will become unusable but not unrecognizable. A *Shatter* cast at a door will not totally destroy the door but will damage it enough to allow passage through the door's frame.

When targeting a possession (like a Weapon, Shield, or suit of armor), the item will be destroyed unless rendered indestructible or able to *Resist* the effect, for example, through the Strengthening *Blacksmith* ability. A suit of armor will still be reduced to 0 current Armor Points until refit even if it is not permanently destroyed. Note that a *Shatter* used against *any* type of Armor will reduce it to 0 Armor Points, even if the Armor Points come from Natural or Arcane Armor. These types of Armor may still be Refit normally afterwards.

This spell will not work on an indestructible non-armor Magic Item nor a magically protected item such as a *Wizard Locked* door. *Shattering* a trapped item will trigger and destroy the Trap as well.

The target item must be named, and only the target item will be *Shattered*. Items that are contained within or attached will not be affected. If there are two or more items that fit the description of the incant, then a hand-held item will be affected before one simply carried on one's person; thus if a monster throws a Packet for "Elemental *Shatter* Weapon!" then a Long Sword that is being actively used will be destroyed before a Dagger strapped to the back. A Shield is not considered a Weapon for the purpose of *Shatter*.

Production Type: Scroll, Trap

Incantation: "With Eldritch Force I *Shatter* your <item>."

If the item that is being carried is protected against this effect (such as by being Strengthened or by being a Magic Weapon), then the spell is used up and will not affect another similar item in the possession of the target.

Shun

Spell: Celestial and Earth 4

Effect Group: Command

Duration: 5 Minutes

This spell causes the target to feel great discomfort around the caster. The target will not initiate an attack on the caster while the spell is in effect, and the target will immediately move at least ten feet away from the caster and stay at least that far away while the spell is in effect. Any attacks originating from the target that strike the caster are called “No Effect.”

If the target is within ten feet when the spell is cast, the target must move away, but never in a manner that causes direct harm or endangers themselves. In other words, the target cannot be made to jump off a cliff or walk towards a magical portal or do any other action which would cause harm.

This spell does not create a ten-foot magical circle around the caster which is effective only upon the target; it merely makes the target attempt to stay at least ten feet away. If the target must come closer than ten feet to get away (for example, to pull close to the caster to get to an exit), then that is permissible. While within that ten-foot area however, the target can take no IG actions against the caster.

Silence

Spell: Earth 5

Effect Group: Curse

Duration: 5 Minutes

The target of this spell cannot talk IG, activate Magic Items, or cast any spell. The player must still call out the damage points their Weapons inflict if combat ensues while the spell is in effect, as well as any OOG phrases or answers such as “*Spell Shield*” or answering a *Healing Arts* question.

Sleep

Spell: Celestial and Earth 6

Effect Group: Command

Duration: 5 Minutes

This spell causes the target to instantly fall into a deep *Sleep*.

No roleplay, not even strong shaking or yelling in the target’s ear will rouse them from this magical *Sleep*; nor will dealing them damage.

This effect will not work on some creatures with No Metabolism, such as Undead creatures, Constructs, or some giant insects.

Slow

Spell: Celestial and Earth 1

Effect Group: Binding

Duration: 5 Minutes

The target will be magically *Slowed* such that they are unable to run for the duration. They may move at walking speed, even brisk walking speed, but attempting to jog or run is completely impossible for them.

Production Type: Scroll

Incantation: “I Command you to *Shun* me.”

Production Type: Potion, Trap

Incantation: “I Curse you with *Silence*.”

Production Type: Potion, Scroll, Elixir, Gas, Coating

Incantation: “I Command you to *Sleep*.”

Production Type: Scroll, Trap

Incantation: “With Binding Force I *Slow* you.”

Solidify

Spell: Celestial 3

Effect Group: Eldritch Force

Duration: Instant / 5 Seconds

This spell forces a Gaseous Form to become immediately solid. The creature may be able to turn Gaseous again if it has the Skill.

This spell will not work on certain creatures who are gaseous normally, such as non-corporeal Undead or air elementals.

A corporeal target struck by this effect will suffer a temporary slowdown. For five seconds, the target may not run and may not make use of any Skills other than Defensive Skills or touch-cast Skills, nor may they use a weapon for any delivery."

Production Type: None

Incantation: "With Eldritch Force I *Solidify* you."

Spell Shield

Spell: Celestial and Earth 5

Effect Group: Protection/Enhancement

Duration: Up To 5 Days

This effect will negate the next Effect delivered with the Spell Qualifier cast at the recipient, including beneficial spells, after which it is used up. The recipient must say "*Spell Shield*" to inform the caster that the spell was returned. It does not protect the recipient from Magic damage or any other Qualifier such as the Weapon Qualifier.

This spell lasts until used or *Dispelled* and cannot be used in conjunction with a *Reflect Spell*. If you have a *Spell Shield* active, you may still accept spells that are Touch-Cast, though you must be conscious to do so.

Production Type: Potion, Scroll

Incantation: "I Protect you with a *Spell Shield*."

Stun Limb

Spell: Celestial 7

Effect Group: Eldritch Force

Duration: 5 minutes

This Effect allows a character to disable an enemy's limb through pure might. The limb should be specified with the Effect and may be any of the following: right arm, left arm, right leg, left leg. If a limb is not specified, the target may choose which limb is affected (it must be a limb which is not otherwise affected by this effect at that time). Any limb specifically targeted which is already affected by a *Stun Limb* will simply have its timer reset.

If used on Cast for which the creature being played does not have obvious arms or legs, the player playing the Cast should still be affected, representing the creature being affected in similar ways.

A *Stunned* limb may not be used to wield a Weapon or manifest Game Abilities; the limb may also not be used for locomotion other than a crawl or the equivalent.

Production Type: None

Incantation: "With Eldritch Force I *Stun* your <limb>."

Subjugate

Spell: Celestial 7

Effect Group: Eldritch Force

Duration: 10 Minutes

This Effect allows the control of either a Construct or Elemental who is subject to specific commands of the person who administered the effect: In the case of the spell, this is the caster. The target of a *Subjugate* spell will not attack the person who administered the *Subjugate* while it is in effect.

The administrator can give the target multiple commands within the ten-minute period, but the target will only follow the last one given. The caster of the spell may order the target to stop any command once it has been given without explicitly

Production Type: None

Incantation: "With Eldritch Force I *Subjugate* you."

ordering the target to return to normal. For example, a caster could order a target to “Carry that person,” and then “Stop carrying that person.”

Creatures whose Spirits are in Constructs are also affected by the spell.

While following these commands, the target is under complete control of the caster and performs the last order until that order has been completed. Afterward the target will stand and await the next order.

After ten minutes (or after the effect is countered), the target comes out of the control and acts as normal and has full knowledge that they were *Subjugated* and what was done during that time.

While *Subjugated*, the target must perform actions to the best of their ability, including the use of spells, Skills, or innate abilities. Note that this spell cannot force a target to cast or use items that are not in their nature or ability to use.

The target can defend themselves from any attackers, but if the caster attacks the target, the *Subjugate* effect ends.

This effect is removed by a *Dispel*. The death of the caster will also end the spell effect.

Only one *Subjugate* effect may be active on the target at any one time. The most recent effect takes precedence.

Subjugate is an Eldritch Force effect, and as such does not counter or override any Command or Greater Command.

The only valid commands that a caster can give a target while they are *Subjugated* are listed below. Note that the wording of a command does not need to exactly match the following, but it should be similar enough to it so that the target can understand what is meant.

- **Guard:** The target must protect the caster or any person or object he is told to guard from all attacks, theft or harm to the best of their ability, even if it requires using spells, Skills, Magic Items or innate abilities, as long as it doesn't go against their nature. During this time, the target of the *Subjugate* will not move unless to protect the object or person they're guarding.
- **Follow:** The target must follow the caster or anyone the caster wishes followed. The target will not attack anyone who is not attacking them.
- **Attack:** The Construct or elemental will attack a chosen target of the caster's choosing, even if it requires using spells, Magic Items or innate abilities. Once the target of the attack command is on the ground, the Construct or elemental will not attack and will wait for its new orders.
- **Carry/lift:** The target will carry or lift objects and/or people if it has the necessary strength to do so. While carrying something, the target will automatically follow the caster until told not to do so.
- **Return to normal:** This command ends the *Subjugate* effect.

Turn Undead

Spell: Earth 1

Effect Group: Healing

Duration: 10 Minutes

Production Type: None

Incantation: “I call upon Earth to *Turn Undead*.”

This spell will affect one lesser Undead creature, causing it to run from the caster as if affected by *Fear*. The Undead will immediately attempt to break Line of Sight and can use no Game Abilities while trying to escape. If breaking Line of Sight is impossible, the Undead will stay as far away from the caster as possible. Even if Line of Sight is broken, the effect lasts ten minutes or until the creature or caster is dead. The Undead will defend itself if cornered and unable to escape.

A *Dispel* or *Control Undead* will rid the creature of this spell, allowing it to return. One casting of *Control Undead* will remove all *Turn Undead* effects. Greater Undead are not affected by this spell in the same manner, although they will be affected as if a *Shun* were cast at them.

This spell will not affect a living target, although it triggers Dumb Defenses

Vorpal Coating

Spell: None

Effect Group: Coating

Duration: Indefinite

Putting this Coating on a Weapon makes the Weapon inflict extra points of damage for the next strike only. The Tag must be taped to the Weapon. The Tag will state how much damage is added to the next attack.

This cannot be combined with any other Coating such as other *Vorpal Coatings*.

Production Type: Coating

Incantation: None

Wall of Force

Spell: Celestial 3

Effect Group: Eldritch Force

Duration: 10 Minutes

This spell creates a straight invisible barrier that will stretch no more than ten feet across and up to twenty-five feet tall. This spell must be cast between two solid anchors such as trees or in a door frame. The base of the *Wall of Force* must be marked in some way (such as by a rope, chalk mark, or ribbon) to indicate to all observers that a *Wall of Force* is in place. Multiple casters may invoke a *Wall of Force* simultaneously to extend its width; each caster grants up to ten feet of width.

Once the *Wall of Force* has been cast, the physrep cannot be moved. Neither the *Wall of Force* nor the frame may be *Shattered*. Normal traps will not affect it.

Nothing may pass through the barrier once the *Wall of Force* is cast, including spells, thrown gasses, Weapons and creatures. Air may pass through, but other gasses may not. Characters may gaze through a *Wall of Force*, and their voices carry through it.

The wall will last for ten minutes but may be dropped by any of the *Wall of Force* casters at any time if they touch the physrep and state "Wall Down." This statement is OOG, although any observers who hear the statement are aware that the wall was dropped, and they might know who dropped it.

When targeting this effect with a *Dispel*, any part of the plane of the *Wall of Force* can be struck.

Ward

Spell: Celestial 9

Effect Group: Eldritch Force

Duration: 5 Days

This spell magically seals a single room or an entire building. The object so affected must be an actual unmovable structure such as a building, a tent, or an unmovable wagon. When the spell is cast, a magic barrier will then appear enclosing the area. All portals into the area are sealed by the barrier, including windows.

Nothing may enter or leave except for air itself. No gaseous forms, gases, Weapons, or spells.

This spell allows only one portal into the structure when cast by a single caster. To indicate the presence of a *Ward* and the location of any portals, a large W must be placed on each portal which allows access in and out of the *Ward*.

Normally, a *Ward* will cover one Game Room. However, a *Ward* may be enhanced by multiple simultaneous castings. These castings must be performed by separate individuals and the spells cast at the same time. When multiple casters are involved in a *Ward*, the spell is affected in two different ways. First, each caster beyond the first may designate an additional portal through which the *Ward* may be accessed, using the same rules as for the initial portal. Second, additional casters will increase the size of the *Ward* by one Game Room worth. Larger buildings, as determined by the local Chapter's staff, may require multiple *Wards* to be cast to cover the entire building. Players are encouraged to check with their local staff

beforehand to determine if multiple *Wards* will be required. You cannot mix a *Ward* with a *Wizard Lock* in this fashion.

It is possible to *Ward* or *Wizard Lock* a smaller room within the *Ward* if the two rooms do not share the same portal. The outer *Ward* or *Wizard Lock* must be cast first. Partitioned Game Rooms may have individual *Wards* placed within them. For example, a closet within a cabin can be *Warded*.

The *W* must be placed on the portal prior to casting this spell, and this must be performed IG. Any observers will thus be aware that you are attempting to place a *Ward* or a *Wizard Lock* on the building.

As soon as the spell is cast, the names of the persons who are Invested must be written on the Marshal's notes attached to the back of the door. All persons within the *Ward* when it is cast are Invested into the *Ward*. They may then enter and leave the *Warded* building at any time while the *Ward* is in effect. Once the *Ward* is cast, an Invested member can, within the 5 days, cast Lesser Investment to invest other people into the *Ward*.

To allow others to pass into or out of the *Ward*, they must be recognized by an Invested member of the *Ward*. The Invested member must clearly gesture, touch, or name the subject creature and must state "the *Ward* recognizes you." This is an OOG statement, so it can be made while *Silenced*. The effect is understood IG by all who hear it.

Upon being recognized, a person must immediately enter or exit the *Ward*. If the recognized person does not immediately act upon the recognition, then the recognition will expire.

Invested members who are Unconscious (or conscious, yet unwilling) will not pass through the *Ward* unless recognized by someone else.

When using combat Skills or spells, you must be completely inside or outside of the *Ward*. For example, you cannot begin a spell incant while inside the *Ward*, and then step out and throw your Packet.

If the *Ward* is somehow destroyed and replaced with a new one, an OOG notice must be placed upon the Marshal's Notes on the door.

Wards are not affected by *Dispel*; the only way to this Effect is through *Formal Magic*.

The only way to tell if a building has been *Warded* or *Wizard Locked* is to observe the *W* on the portal. The people inside a *Ward* will not know that the *Ward* has been removed until they observe that the *W* is no longer on the portal.

Weakness

Spell: Earth 3

Effect Group: Curse

Duration: 5 Minutes

Production Type: Potion, Gas, Coating

Incantation: "I Curse you with *Weakness*."

This effect will reduce the target's *Superhuman Strength* and Weapon-Qualifier damage by a combined total of 5, deducting *Superhuman Strength* first before affecting any remaining Weapon-damage sources.

It affects all Weapon damage in the same way, including ranged attacks, and regardless of whether the Weapon is used with one hand or two.

Weapon Shield

Spell: Celestial and Earth 2

Effect Group: Protection/Enhancement

Duration: 5 Days

Production Type: Potion, Scroll

Incantation: "I Protect you with a *Weapon Shield*."

This spell will protect the wearer from the next single attack they receive with the Weapon Qualifier.

The recipient must state "*Weapon Shield*" when the effect is triggered. This does not protect against a *Killing Blow* or a fall, nor does it work against any traps other than Weapon traps.

A *Weapon Shield* will be used even if the attack would deal no damage.

Web

Spell: Celestial and Earth 7

Effect Group: Binding

Duration: Line of Sight

Production Type: Scroll

Incantation: “With Binding Force I *Web* you.”

This effect immobilizes the target from the neck down. The target may talk freely but may not use any Game Abilities requiring the use of arms or legs, including using a *Weapon* or *Shield*, casting a spell, or activating a *Gas Globe*. The target may not walk, run, or be moved in any way. The target can be searched and can be given a *Killing Blow*.

Wither

Spell: Earth 6

Effect Group: Necromancy

Duration: 5 Minutes

Production Type: Potion

Incantation: “With Necromancy I *Wither* you.”

This effect twists and warps a target’s ability to effectively attack or defend.

When struck, the target may choose which effect to take, but must then announce what they have chosen by calling “*Withered Defense*” or “*Withered Offense*.” If struck with *Wither* again while already *Withered*, the target must re-announce this choice only if it changes with the new application of *Wither*.

While offensively *Withered*, the target may not attack with a weapon or throw *Packets*, but may block, use defensive calls, and *Touch-Cast* spells.

While defensively *Withered*, the target will take damage when blocking attacks with a *Weapon* or *Shield* as if they did not have the appropriate *Weapon Skill(s)* to wield them, may not *Touch-Cast* or intentionally target themselves with a *Packet* attack, and may not use *Smart Defenses*, but may still make attack and throw *Packets* at other targets.

Note that this same effect will occur against an *Undead* target if *Restore* is cast upon them. In this case, the *Undead* still calls “*Withered* <choice>” for clarity.

Wizard Lock

Spell: Celestial 6

Effect Group: Eldritch Force

Duration: 5 Days

Production Type: Scroll

Incantation: “With Eldritch Force I build a *Wizard Lock*.”

This spell is identical to a *Ward* spell except that it is ended by a *Dispel*. In all other respects, this spell follows all the rules for a *Ward*, including the use of *Lesser Investment*.

The building must be visibly marked with a large W to indicate the presence of a *Ward* or *Wizard Lock*.

There is no way to tell the difference between a *Ward* or a *Wizard Lock* just by looking at it; the only way to tell is to cast a *Dispel* at the portal and see if it remains. You must have a *Marshal* present to do this.

Chapter XIV: High Magic

Characters who have studied the Scholarly arts can unlock the pinnacle of arcane power, *High Magic*. *High Magic* points are used for many purposes, ranging from producing arcane items of power through *Formal Magic* to blocking some of the most powerful attacks via Cloaks. These characters can use *High Magic* to augment many Battle Magic spells in various ways, as well as toughening their own body and armor.

High Magic points can be spent on a variety of *High Magic* abilities at any point. Some *High Magic* abilities may have additional criteria that a character must meet to be able to purchase them, and Chapters may have additional local-Chapter-only *High Magic* that is not available anywhere else.

NAME	HIGH MAGIC POINTS	PREREQUISITES/LIMITATIONS
General High Magic		
Bane <Effect Group>	3	
Channeling Execution	1	At least one rank of <i>Channeling</i>
Channeling Shield	3	At least one rank of <i>Channeling</i>
Cloak <Effect Group>	2	
Enhance Signature Spell	1	
Exchange Spell	1	
Formal Link	1	At least one 9th level spell of the appropriate school
Formal Magic	1	At least one 9th level spell of the appropriate school
Higher Manifestation	4	At least one level of <i>Channeling</i>
Magical Conduit	3	
Oak of the Archmage	5	<i>Staff Skill</i>
Powerful Meditation	1	
Ritual Manipulation	1	At least 1 High Magic point in Formal Magic (appropriate school)
Spell Augmentation	2	
Spellcraft	1	
Storm Augmentation	2	At least one 5th level spell
Celestial High Magic		
Celestial Armor	1	Maximum of 5 purchases
Channel Foundation Element	5	Any Weapon Skill or <i>Claws</i>
Elemental Augmentation	2	
Magical Channeling	2	At least one rank of Celestial <i>Channeling</i>
Protective Reflex	8	
Scroll Mastery	3	At least one rank of <i>Create Scroll</i>
Earth High Magic		
Channel Healing/Chaos	5	Any Weapon Skill or <i>Claws</i>
Earth's Bounty	1	Maximum of 5 purchases
Potion Mastery	3	At least one rank of <i>Create Potion</i>
Rebirth	8	

High Magic purchases always have a specific Aspect — Earth or Celestial — decided upon purchase, with the same primary school as with spellcasting. Characters may choose to purchase *High Magic* in their secondary school at the appropriate cost. These points may never be combined — for example, you cannot use one Earth *High Magic* point and one Celestial *High Magic* point to purchase a Cloak costing 2 *High Magic* points. Once a *High Magic* ability has been purchased, it counts as the Aspect from which the *High Magic* points were allocated.

To spend *High Magic*, a character may allocate points at Logistics however they choose. Alternatively, a character may spend points later in the day by successfully Meditating, after which they may purchase a single *High Magic* ability as many times as they like providing they have sufficient unspent *High Magic* points to do so. If they are choosing the Spellcraft *High Magic*, they must then have the Spell Production Tag signed off by a Crafting Marshal and must deposit any expended resources (such as Reagents) at a Crafting Station. Unless otherwise specified in the *High Magic* description, any other *High Magic* can be filled out by the player themselves at the end of their Meditation session.

Unless explicitly specified under a *High Magic* ability, *High Magic* may never be Meditated back once triggered.

For example, the Spell Augmentation *High Magic* cannot be Meditated back if the spell it is triggered on misses.

High Magic effects generally last until the next LP or until used.

Unless otherwise specified, *High Magic* effects target a character's Body and will always be on the body part containing the Spirit if parts of the body are separated. This means that active *High Magic* will be lost when a character Resurrects; individual *High Magic* abilities may grant exceptions to this.

High Magic Effects

Bane

Times Ever

Each time this Smart Return defense is selected it provides protection against a single attack from a specifically chosen Effect Group chosen by the caster; any Effect Group other than Coating or Other may be chosen. The *Bane* will Return the specific effect from among those in its Effect Group back upon the attacker as if it were an effect encountering a *Reflect Spell*. When used, the character must call "*Bane*."

Bane does not alter the Qualifier of the effect. An *Enfeeble Poison* that has been *Baned* is still considered to have the Poison Qualifier for the purposes of defenses such as *Poison Shield* or *Resist Poison*.

Bane will act as a *Cloak* when used against Ingested delivery, a trap, or a *Killing Blow*.

Celestial Armor

Passive

This *High Magic* ability allows the caster to add a powerful barrier of protection to their existing armor. Celestial Armor grants 2 additional maximum Armor Points per purchase (for a maximum of 10 bonus points), which add to the user's currently used Armor (no matter its source) and may go above their normal maximum. Note that this does not affect how the Armor is refit; for example, *Blacksmithing* is still required to refit a suit of physical armor enhanced with Celestial Armor.

Channel Healing/Chaos

Passive

Each time this ability is selected, the caster chooses either Healing or Chaos. This augmentation allows the character to evoke this element through those Weapons in which they have the Skill for the duration of the LP. Just like the *Earth Blade*

and *Chaos Blade* spells, they may choose whether to invoke this element with each swing of their Weapons.

This ability may not be purchased more than once in a single LP. The element selected to be evoked must be declared at the time of selection.

Channel Foundation Element

Passive

Each time this ability is selected, the caster chooses one of the four foundation elements (Stone, Lightning, Ice, or Flame).

This augmentation allows the character to evoke this element through those Weapons in which they have the Skill for the duration of the LP. Just like the *Enhanced Blade* spell, they may choose whether to invoke this element with each swing of their Weapons.

This ability may not be purchased more than once in a single LP. The element selected to be evoked must be declared at the time of selection.

Channeling Execution

Passive

Once this *High Magic* has been purchased, the character may *Killing Blow* using any one valid *Channeling* effect they have available by spending 5 *Channeling* points. This *Killing Blow* may be performed using any valid mechanism available (for example, a Weapon they are wielding or their hands).

Channeling Shield

Passive

A character who has purchased this *High Magic* may defend against incoming Spell and Elemental Qualifier attacks. This defense may be used no matter what Effect is called with the attack, but it must be a damaging attack with a number attached.

The character must expend an equal amount of *Channeling* points from their pool when using *Channeling Shield*; if they have insufficient *Channeling* points available, they may not use this ability. When using *Channeling Shield* to stop an attack, the character must call "Cloak" as a Smart Guard defense. This ability may be used any number of times once purchased so long as the character has sufficient *Channeling* Pool available.

Cloak

Times Ever

Each time this Smart Guard type Defense is selected it provides protection against a single attack from a specifically chosen Effect Group chosen by the caster; any Effect Group other than Coating or Other may be chosen. When used, the character must call "Cloak".

The *Cloak* will completely Guard against the specific effect from among those in its Effect Group.

Earth's Bounty

Passive

This ability grants an Earth caster an increase of 2 maximum Body Points. This ability can be purchased a maximum of five times, providing up to 10 additional Body Points to the caster. These points can be healed to maximum by normal healing means.

In all respects, this ability is as if the caster was of a higher-level with the extra Body Points.

Elemental Augmentation

Times Ever

This augmentation changes the verbal required to deliver a single spell, which can now be delivered as “X Elemental <effect>.” If a *Magic Storm* spell is chosen, the Packets granted by the spell will be delivered with the Elemental Qualifier instead of the Spell Qualifier.

Enhance Signature Spell

Times Ever

This *High Magic* may be expended to double the numeric amount of one Signature Spell from memory (not Flex Casted). For example, if this ability is used for a 3rd level *Evocation Bolt*, its number would go from 15 to 30. A 9th level *Cause Wounds* would go from 45 to 90.

Exchange Spell

Times Ever

This *High Magic* functions just like the *Spell Swap* Ritual. Specifically, when this *High Magic* is used, a character may expend a memorized spell to gain use of a spell of an equal or lower-level.

The use of this *High Magic* must be accompanied by at least 60 seconds of Focus roleplay and the character must be in possession of a Spellbook containing both spells.

Once the character has completed their Focus, the player must recite the incantation of the spell to be expended and will then gain a use of the target spell. They must mark the expended spell off of their battle board and write in the new spell with an S.

If expended along with a *Spell Swap* Ritual, the spell swap may be done with a 3 second Counted Action instead of 60 seconds. In this case, the character should record the *Spell Swap* on their battleboard at the earliest reasonable opportunity.

Formal Link

Passive

Each time this *High Magic* ability is chosen, it adds one additional *High Magic* point in Formal Magic to another Ritual caster of the appropriate school (Earth or Celestial) in helping to assist in the casting of their Rituals. Note that this may be purchased even without purchasing any *High Magic* points assigned to *Formal Magic*. *Formal Link* can be used 10 times to assist any one Ritual Casting, no matter the origin.

Bonus ranks added through *Formal Link* are cumulative and last throughout the duration of the purchase.

Formal Magic

Passive

Each purchase of this *High Magic* ability grants one point in *Formal Magic*, used for casting Rituals. See the *Formal Magic* section for details. A character with at least one point in *Formal Magic* of the appropriate Aspect may act as a secondary caster, adding one point to the primary caster's chances of success. Additional points may only be granted from each secondary caster via the *Formal Link High Magic*.

Higher Manifestation

Passive

A character with this *High Magic* may Channel a specific *Channeling* element valid for their *Channeling* pool without using a

Source in that hand. Only elements appropriate to the *High Magic* school may be chosen, i.e. you need Earth *High Magic* points to use *Higher Manifestation* for an Earth *Channeling* pool.

This means that the character may Channel while holding an object (such as a Weapon or Shield) in their off hand. The hand selected to use Higher Manifestation must be marked with a symbol at least 1" x 1" on the back of the hand or a glove worn on that hand. This ability may be purchased multiple times to allow for multiple elements.

Higher Manifestation may not be used to evoke *Channeling* pool in conjunction with a Source; if a Source is used, only elements appropriate to that Source may be manifested.

While it lasts, this *High Magic* may be invoked every time the character Channels at the character's choice. A character need not have any Source on their person to Channel while using this ability.

Magical Channeling

Passive

A character with this *High Magic* may Channel a Celestial *Channeling* pool with the Magic Carrier instead of what their Celestial Source in hand would normally produce. This choice is made for each individual Packet thrown.

Magical Conduit

Times Ever

When using this *High Magic*, the character may fill up to 9 levels in a *Spell Store* Ritual with spells appropriate to their Aspect. This requires the character to *Meditate* to fill the *Spell Store*. The character need not have Spell Slots to cast these spells normally. These spells must be in a Spellbook that the character studies during the *Meditation* session in which they purchase this *High Magic*.

The *Spell Store* Ritual must stay in the character's possession for the duration of the *Meditation* session.

Oak of the Archmage

Passive

Oak of the Archmage allows a caster to evoke *Channeling* charges through a Staff instead of a Source. The caster must have the Staff Skill for this ability to be used.

When *Oak of the Archmage* is chosen, the caster must choose a single appropriate element for their *Channeling* pool(s). Multiple *Oak of the Archmage High Magic* effects may be used for multiple elements, including to empower it with both Earth and Celestial *Channeling* pools. Having a Staff *Shattered*, lost or stolen does not end the *Oak of the Archmage* effect, though a caster would need to find or purchase another Staff to continue to use this *High Magic* ability.

A character wielding such a Staff may also manifest their *Channeling* energy through its swings. The character may expend *Channeling* Pool points to swing with the call "X Elemental Strike <Type>", where X is the amount of *Channeling* points they wish to expend. This may not be higher than their normal *Channeling* Pool maximum and may be enhanced using the *Greater Source* Ritual. The type chosen may be any type they could normally Channel through their Staff

Additionally, such a character may expend a Signature Spell from memory to swing with the call "X Spell Strike <Effect>", where X is the damage of the Signature Spell and <Effect> is the effect appropriate to the expended Signature Spell.

Potion Mastery

Passive

Until the next LP, this character may expend a Potion in their hand to Touch-Cast its effect as "X Spell <Effect>" into a *Spell Store* or *Memory Strike* Ritual as though using a Battle Magic spell to fulfill those Rituals' requirements.

Powerful Meditation

Times Ever

This *High Magic* may be expended to *Meditate* a single Battle Magic spell or Martial or Stealth Skill which was negated by a defense. The character must complete a normal *Meditation* session as if the ability had missed without resolving. The character may only use this *High Magic* on an ability they expended while they had this *Powerful Meditation High Magic* prepared. They may not use *Powerful Meditation* on an ability they expended before they prepared the *Powerful Meditation High Magic*.

Protective Reflex

Times Ever

This provides a personal *Prison* spell for the caster in extreme emergencies. The *Protective Reflex* ability allows the caster to choose to activate this *Prison* in response to any effect that strikes them; the *Prison* effect then acts as if it was cast before the effect struck. When triggered, the character must state “*Protective Reflex. No Effect: Visible Prison*” as a response to the attack.

Rebirth

Times Ever

This provides a personal *Life* spell for the caster in extreme emergencies. A *Rebirth* will automatically activate a *Life* spell on the caster as if it had been Touch-Cast and accepted during their Death Countdown at 4 minutes 59 seconds. However, the player always has the option to Resurrect as normal and forgo using this *High Magic* ability in order to save it for a later time; unlike most *High Magic*, this ability will survive Resurrection if unused.

If a *Rebirth* is used while *Engulfed*, your Death Countdown will be reset. When a *Rebirth* is used, the character must state “*Rebirth*”.

Ritual Manipulation

Times Ever

This ability allows a caster to manipulate a Ritual they plan to cast later in the same LP. In order to use this ability, you must have the Ritual Scroll you wish to manipulate, all Reagents required to cast it, the Catalyst (if required), and the appropriate amount of *High Magic* points in Formal Magic.

Each time this ability is taken, the caster may choose one *Ritual Manipulation* they wish to apply when they perform a full casting of the chosen Ritual. Note that a *Ritual Manipulation* is specific to a single type of Ritual Scroll (e.g. Arcane Armor) but not the specific Ritual Scroll you are bringing to Logistics. The prerequisite for each type of manipulation must be met individually on a Ritual Scroll to caster basis, and is based on their current number of *High Magic* points assigned to *Formal Magic* compared to the chosen difficulty of the target Ritual Scroll.

Some *Ritual Manipulations* provide Empowerment effects for varying lengths of time. Using an Empowerment, a caster can supercharge the Ritual they are casting, granting a greater effect in some unusual way. The Empowerment itself cannot be extended by any means. After this period, these items return to their base Ritual stats as the magic settles down. The exact nature of how a Ritual is more effective is up to the local Plot Team. The more impressive roleplaying and Ritual casting performed, the greater the Empowerments.

An item may only ever have one Empowerment active on it. Further attempts to Empower other Rituals on the same item will automatically fail.

Empowerments do not count as Rituals for the purpose of Ritual Slots. Plot may choose to preemptively expire or alter an Empowerment at any time if they choose to do so. Empowerments may never travel outside the Chapter in which they were

cast; an item with an active Empowerment will act as normal for its base Rituals (without the Empowerment effect) if taken to another Chapter.

The types of manipulations and their prerequisites are listed below and are arranged according to the number of *High Magic* points in Formal Magic needed above the Ritual to be cast.

Foresight: When using this Manipulation, if a Backlash is rolled, the caster may roll twice (rerolling a duplicate result) and choose which of the two rolled Backlashes applies. No further rerolls — such as from additional purchases of Foresight — are allowed. The caster must have at least as many *High Magic* points in Formal Magic from the appropriate school as the difficulty of the Ritual to be cast.

Casters' Mark: This allows the caster to add a small sigil or rune on the target of the Ritual. This can be no larger than 3" on a side. This Mark will remain as long as the Ritual with this ability remains on the item and cannot be removed from the item while any Rituals of this Batch remain.

This ability may only be taken once per Batch. Plot must approve the design of the sigil to be placed on the Item.

The caster must have five *High Magic* points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Improved Chance: This will add 1% success chance to the Ritual being cast. This ability can only be used up to five times per Ritual and never for a greater chance than 95%.

This is accomplished by rolling either two ten-sided dice (with one representing the ten column and one representing the ones column) or rolling one die twice — first for the tens digit then again for the ones digit.

The caster must have five *High Magic* points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Insert Reagent: This allows the caster to swap out a single required Reagent for another single required Reagent listed on the Ritual Scroll.

The caster must have five *High Magic* points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Lore Answer: This ability allows the caster to enter a note on the Magic Item Tag which dictates what information, if any, the caster of a *Lore* Ritual will receive.

For each purchase of this ability, the caster may stipulate one answer which will be the first answer the caster of the *Lore* Ritual will receive from Plot. It is up to the discretion of Plot how much, if anything, the caster of the *Lore* Ritual will receive beyond this answer.

The caster must have five *High Magic* points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Conservative Casting: This allows the use of one fewer Reagents. This ability cannot be combined with any other ability that allows a reduction in Reagent cost and may only be purchased once.

All components as specified on the Ritual Scroll must be present at the time of casting. After the Ritual has been successfully cast, the caster may choose and retain the component(s) which were not consumed due to this *Ritual Manipulation*.

The caster must have ten *High Magic* points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Disguised Casting: this ability renders a Ritual so that observers and creatures in the area are not informed they “feel magic all around them” thus preventing the magical emanations which would alert creatures to the presence of the Ritual caster. In addition, the Ritual's Aspect can not be discerned.

The caster must have ten *High Magic* points in Formal Magic from the appropriate school above the difficulty of the Ritual to

be cast.

Quicken Casting: This will reduce casting time by 20% with a maximum time reduction of 80% (with four purchases). The target of this Ritual may refuse to allow the time reduction to work. This ability will not work with any Ritual which is listed as unavoidable such as *Obliterate*, *Divestiture*, or *Banish to Other Plane*.

The caster must have ten *High Magic* points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Spark of Empowerment: This *Manipulation* will provide an Empowerment for twenty-four hours or until the next LP, whichever is shorter. The caster must have *tHigh Magic* points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Choose Flaw: The caster may choose to add a Flaw to the item from one of the following Flaws. The caster may purchase this manipulation multiple times to add more Flaws on items.

- Limit the item's use to a specific species or prohibit a specific species from using this item.
- Require a specific Skill to use or require the user not have a specific Skill.
- Require a certain action, phrase, or gesture before, during or after activating.
- Require the item be worn or held or manipulated in a certain way.
- The item will only function under specific conditions (such as time of day or in specific weather.)

If contradictory Flaws exist, the item is rendered unusable. Flaws are applied to an item, not to specific Rituals.

Thus, so long as an item retains any Rituals (and thus a Magic Item Tag), all Flaws on that item remain.

The caster must have fifteen *High Magic* points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Any communication about the item's powers (such as Identification or handing an item off from one person to another) must include an OOG communication detailing the Flaws.

The intent of this clarification is that players with knowledge of any powers of the item should also (even if only OOG) be informed of the Flaws of the item.

Obvious Power: This allows the caster to create an item which has a Flaw added to it where anyone who inspects the item is able to identify the Aspect of the magic (Earth, Celestial or Necromantic) without the need for a *Greater Celestial Circle of Power* or a *Lore* Ritual.

If an *Obfuscate* Ritual exists on an item or is added to the item at any later time while this Ritual is still active, this ability will be removed. The caster must have fifteen *High Magic* points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Terminate Ritual: This ability allows the caster to voluntarily end the Ritual casting with no ill effects. At any time during the Ritual, the caster may activate the ability, ending the casting and retaining possession of all the Ritual components and Ritual Scrolls as if the Ritual had not been started. The Ritual may be restarted within 10 minutes. No matter what, a Terminated Ritual will still have its Ritual Scroll and Reagents destroyed if the Ritual is not reattempted within this 10-minute period.

The caster must have twenty *High Magic* points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Touch of Empowerment: This *Manipulation* provides an Empowerment for up to five days.

The caster must have twenty *High Magic* points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

True Conservation: This allows the caster to use two fewer Reagents. All Reagents as specified on the Ritual Scroll must be present at the time of casting. After the Ritual has been successfully cast, the caster may choose and retain the Reagent(s) which were not consumed due to this *Ritual Manipulation*.

This can only be purchased once and cannot be combined with any other ability that allows a reduction in Reagent cost.

The caster must have twenty-five *High Magic* points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Alternate Reagent: The caster may add one additional base Reagent to the Ritual Scroll, allowing them to gather resources easier. The caster may add one additional Reagent to the list of acceptable Reagents for the ritual, allowing them to gather resources more easily. The total number of Reagents required remains the same.

The caster must have thirty *High Magic* points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

True Empowerment: This Manipulation provides an Empowerment for a variable length of time, up to a maximum of the duration of the Ritual Batch in which it was used. Plot may choose to set an expiration date earlier than the duration of the Batch if they choose to do so.

The caster must have thirty-five *High Magic* points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Casting Insight: This ability allows the caster to roll twice to determine the success chance of their Ritual. The caster can then choose whichever die roll result they prefer of the two. These results are taken before any other Manipulations or *High Magic* abilities are used.

This ability may only be purchased once per Ritual.

The caster must have forty *High Magic* points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Scroll Mastery

Passive

Until the next LP, this character may read a Battle Magic Scroll (which they would normally be able to cast) with the incant of a lower-level spell and utilize the incanted effect by expending the original Scroll. The chosen spell must both be Scrollable and be in a Spellbook on the character's person.

Spell Augmentation

Times Ever

This augmentation changes the verbal required to deliver a single spell, which can now be delivered as "Spell <spell name>", following all effects and deliveries rules. This may be used to deliver a spell while under a *Silence*. This may be used on spells changed via *Flexible Casting*.

Spellcraft

Times Ever

Each time this ability is chosen, the caster may prepare one *Spellcrafting* charge from one Ritual Scroll that allows *Spellcrafting*. The Ritual Scroll itself must be studied when preparing this *High Magic* just as a spell caster would study battle magic spells. Like Spellbooks, Ritual Scrolls are not consumed after studying for *Spellcrafting* (some Ritual Scrolls may have exceptions to this).

At Logistics or a Crafting Station, the caster hands in the required Reagents as specified on the Ritual Scroll. The caster

must also give the Ritual Scroll over to verify that the Ritual Scroll is valid. The player will then be given a *Spellcrafting Tag*. This Tag states the Ritual studied, the caster's name, and the current LP (Friday, Saturday, etc.). The caster then has until the end of the LP written on the Tag to invoke the Ritual. If the player does not use their *Spellcraft* before it expires, the ability is lost until it can be studied again.

Spellcrafted Ritual Scrolls are cast like Battle Magic Scrolls. All *Spellcrafted* Rituals must be cast IG.

The verbalization for casting a *Spellcrafted* Ritual is: "I call upon the power of <Aspect> magic to craft <Ritual name and choices>."

When casting, the Ritual Scroll must be in the hands of the caster and a Packet must be touched to the Ritual Scroll before it is used. All *Spellcrafted* Rituals must be Touch-Cast onto a valid target. If that target has a Spirit, the individual must state "Accept" or "Refuse." *Spellcrafted* Rituals are treated as Battle Magic spells in all other ways.

Any special rules for casting specified in the description of the effect must be followed for the *Spellcrafting* to be successful. For example, in order to Invest someone in a *Circle of Power*, the caster must already be Invested and the caster and the recipient must be in that *Circle of Power*.

Spellcrafted Rituals generally expire after five days. *Spellcrafted* Rituals cannot be extended in any way.

The recipient of a *Spellcrafted* Ritual must carry the Tag throughout the duration of the Ritual. The Ritual ends if the person Resurrects (unless the Ritual is of the Spirit Type), the duration expires naturally, the recipient receives a subsequent spellcrafted Ritual, or the *Spellcrafting Tag* is lost. If a Ritual casting is placed on a recipient who has already received a spellcrafted Ritual, the spellcrafted Ritual immediately expires. Only the most recently spellcrafted Ritual is active on an individual recipient.

If a person is *Spellcrafting* a Ritual that stores a spell or ability, then a person with the ability to use that ability or cast that Ritual must, immediately after the *Spellcrafting*, touch the recipient and declare the name of the spell or ability to be stored. The recipient is not affected by the spell or Ritual being stored. The spell or ability used should be noted on the *Spellcrafting Tag* when it is handed to the recipient.

If the casting is successful, it can take up to one hour for a summoned or created creature to appear. The *Spellcrafted* Ritual does not start its duration until the Cast comes IG. When casting a *Spellcrafted* Ritual that lasts one hour or less, the Ritual Scroll is consumed and should be immediately torn in half and given to the Crafting Marshal.

When *Spellcrafting* an item, the caster must attach the *Spellcrafting Tag* to any item upon which a Ritual is cast. The Ritual expires if the item is destroyed, the *Spellcraft* duration expires naturally, or the *Spellcrafting Tag* is lost. Only the most recently spellcrafted Ritual is active on an item.

Any Rituals that summon, create, or animate creatures require Plot approval before they can be cast and the casting will consume the Ritual Scroll. This ensures that Cast and appropriate Monster Cards are available.

The Plot Team may decide that a spellcrafted Ritual automatically fails if Cast and/or Monster Cards are not available at the time of casting. Under that circumstance, the Ritual Scroll should not be consumed and the Plot Team and the caster should work out a more convenient time for the invocation of the Ritual.

Players who are to roleplay the summoned, animated or created creatures need to see a member of the Plot Team prior to entering the game to establish the creature's personality and reactions.

When creating Undead, a Plot-approved graveyard is the only proper recipient of the Ritual. Undead creation may also involve the consumption of some coins. Any such requirements are listed on the Ritual Scroll.

Storm Augmentation

Times Ever

The caster may trigger one (and only one) of this *High Magic* ability when casting a Storm spell. This augmentation allows

the caster to move during that *Storm* spell (though they still must follow all other Concentration Duration requirements). The caster will also gain 5 additional Packets to throw during the *Storm*. Other types of Augmentations (such as Spell or Elemental) may be used with the same spell.

Formal Magic

Formal Magic grants casters the use of potent Ritual Scrolls to create long-lasting, durable, magical effects that extend beyond what can commonly be achieved through spells alone. Please see the [complete list of player-usable Rituals](#), including their full description.

Characters with *High Magic* can designate some of their *High Magic* points to *Formal Magic*, if they cast 9th level spells (the prerequisite for *Formal Magic*). To utilize Ritual Scrolls to their fullest potential, a firm knowledge of how the *Circle of Power* spell can be used is needed. Every rank a character has of *Formal Magic* can give them an increased chance of success for all Rituals cast during that LP. *Formal Magic* is not used up when a Ritual is cast, it is available for all Rituals cast until the next LP starts.

The *Formal Magic* system is there to provide and increase the potential for fun and excitement for the players. This system is not intended to be used to break, unbalance, or destroy a REFUGE LARP game. Staff and Ritual Marshals have final say regarding the results of all Rituals and their outcomes, especially if there is a disagreement regarding the rules. Players who forcefully dispute Staff and Ritual Marshal interpretations of the *Formal Magic* Rituals rules may have this Skill and permission to regain it removed.

This part of the game system is designed to empower flavorful storytelling and includes purposeful variability in outcomes, so please prioritize working *with* the Plot Team.

Aspects

Battle Magic (the magic cast by spell-casters who have not yet mastered *Formal Magic*) is separated into three Aspects: Celestial, Earth, and the perversion of Earth Magic known as Necromancy. A spellcaster focuses the raw elements of magic into a specific, understandable Aspect, which produces a specific effect.

Similarly, when casting a Ritual, an effect will always come out as one of these three Aspects. There are many Ritual Scrolls which are written as General Aspect, which means that the Ritual will take on the Aspect of the caster at the time of casting.

Each purchase of *Formal Magic* is identified with a specific Aspect: either Celestial or Earth depending on the *High Magic* used to purchase it. Earth *Formal Magic* is used to cast both Earth and Necromancy Aspected Rituals.

Some General Aspect Rituals affect the performance of other Rituals (for example, by extending the other Rituals' duration). Upon casting, the caster must decide which Aspect of other Rituals shall be affected. If the caster chooses an Earth Aspect, for example, any Celestial Aspect Rituals within the Ritual's area of effect will not be affected. If the caster chooses to affect Earth Aspected Rituals, Necromantic Rituals will also be affected.

Necromantic Aspected Rituals are visually recognizable as Necromantic, even if the invocation does not use the word Chaos. Any individual observing a Ritual may ask the OOG question, "Does this Ritual look Necromantic?" The Ritual Marshal should answer "yes" or "no" and may provide an IG description such as "Foul, corrupted flows of energy can be seen swirling within the *Circle of Power*." Disguised magic prevents this. All items that are created using a Necromantic Aspect are given Earth Aspect Tags.

Ritual Scrolls

All formal magic requires a Ritual Scroll, which contains the description, directions, and limitations for the specific Ritual. The Ritual Scroll will typically appear in a page protector that can be easily inserted into a notebook for player convenience. A Ritual Scroll may constitute several pieces of paper with a coded top sheet that prevents people without the *High Magic* Skill from reading it. Players should not look into the Ritual Scroll sheets within the laminated pouch unless they possess the Skill

High Magic.

Although Ritual Scrolls do not expire, almost all Ritual Scrolls are consumed immediately after use. Those that do not will be so noted on the Ritual Scroll. After a casting has completed, the Ritual Marshal will take the Ritual Scroll to Logistics to verify its validity. The use of an invalid Ritual Scroll will cause a Ritual to immediately fail and may subject the caster to disciplinary proceedings.

All Ritual Scrolls are for use in the local Chapter and Campaign only. The use of a Ritual Scroll outside its Chapter of origin is strictly forbidden to ensure that a Chapter can properly validate its own Ritual Scrolls as genuine. The only exceptions come in periodic multi-Chapter events that coordinate several Chapter plots into a single game.

Every Ritual Scroll contains the following information:

Validating information: Ritual Scrolls are always signed by at least two members of a Chapter's staff and may have a specific code to be used by the Chapter to ensure its validity.

Name: The Ritual's name may not adequately describe the effect, so casters and Marshals should always refer to the description of the effect, rather than just the name. For example, a Conjunction Ritual Scroll might conjure any type of elemental, even if the Ritual name says only Summoning.

Aspect: This lists whether the Ritual is general, Celestial, Earth, or Necromancy.

Difficulty Rating: Unmodified, this number represents how difficult the Ritual is to cast. This number might be adjusted at the time of casting by the actions of the Ritual caster or other factors, as specified in the description of the effect.

Ritual Type: This gives a general idea of what the Ritual does.

- Enchantment Rituals deal with adding powers to a person, place, or item.
- Extension Rituals will extend the duration of a Batch of Enchantment Rituals.
- Divination Rituals are about learning something specific from a Ritual target.
- Summoning Rituals will summon a creature or item to the caster.
- Manipulation Rituals change something innate about the Ritual target.

Ritual Target: This defines what the Ritual can legally be cast on.

- **Spirit** Rituals can be cast on anyone with a Spirit; these Rituals will survive the target's Resurrection.
- **Body** Rituals can be cast on anyone with a Spirit but affects only their physical body, which means that these Rituals will go away if the target Resurrects.
- **Item** Rituals can be placed on any physical item (but not a person); many Item-targeted Rituals will specify one or more specific types of Item on which they may be cast.
- **Location** Rituals must be cast on a specific location; staff members must approve any adjustments to the location of a Ritually active area (such as the location of a Healer's Guild Circle) due to OOG concerns. For instance, if a cabin assignment must be changed due to OOG considerations, Rituals cast on the cabin should transfer to the new assignment.

Note that no single target may ever have more than 20 Rituals on it at a time. If an additional Ritual is attempted on such a target, the target is considered invalid with all the penalties that implies.

Duration: Each Ritual has a specific duration listed from the following list:

- **Instantaneous:** the effect occurs immediately after casting and then ceases.
- **Times Ever:** The effect is in abeyance until invoked, according to the description of the effect. Once the Ritual has been activated, it is used up and will not return.
- **One Hour/Five Days/Special:** The effect lasts a specific defined duration from the casting of the Ritual, as described in the Ritual Scroll.
- **<Number> Logistics Periods:** The Ritual will last a certain number of LPs. When brought to an event, it will be marked down for each LP of the event. Once all LPs are marked off, the Ritual fades and disappears.
- **Permanent:** Permanent Rituals last until the item, body or Spirit is destroyed or other specified criteria occurs.

Casting Time: If no casting time is listed on the Ritual Scroll, the casting time is five minutes. No Ritual will have a casting time exceeding one hour. Ritual Scrolls with a casting time of one hour are rare and are usually that long in order to give other players enough time to attempt to stop its invocation.

Some Rituals refer to a Batch of Rituals. This is defined by the character casting the Rituals, which must all be of the same Aspect and cast no more than five minutes apart. If more than five minutes passes between Rituals intended to be part of the same Batch, the Batch is closed and a new Batch must be started.

Extension Rituals may be cast at any time during the Ritual Batch. If an extender is cast as the last Ritual in a Batch, the Difficulty/Reagent Cost is calculated off of the previous Rituals which were successful and on the item. If an Extension Ritual is cast at the beginning or any time in a Batch other than as the last Ritual, the Difficulty and Reagent cost of the extender is based off the intended number of Rituals in the Batch and is not modified by failing Rituals which occur after the extender is placed. Once a specific level of difficulty has been chosen for the extender, the maximum Rituals which can be affected by that extender is set for the remainder of the Batch.

Ritual Instructions: This explains the effect of the Ritual and how Logistics will be required to resolve the effect IG, as established by the Plot Team. It will also indicate if the Ritual can be Spellcrafted and whether the Ritual requires Plot Team approval or notification before invocation.

Components: This identifies the specific Reagents and Catalysts required for the Ritual. Reagents required for a specific Ritual are usually generated randomly so no two Ritual Scrolls are ever identical, even if they have the same name. Even copies of a Ritual Scroll will require different components (and thus the wording on the copy will change). If a Ritual Scroll can be Spellcrafted, the Scroll will specify how many of the specified Reagents listed on this entry (usually one to three) are required.

Failure: This specifies the possible Flaws and Backlashes that might occur if the casting fails. Every Ritual Scroll has completely different Flaws and Backlashes. The Ritual Marshal will write any long-term negative effects on the player's Character Card. Some Backlashes and Flaws may simply say "See Plot." Others may have effects that will only appear in that Chapter.

Backlashes are always detrimental and may even include the caster's death. Backlashes can affect the caster, those inside the Circle during the casting, and even those watching the Ritual. All possible results are printed on the Ritual Scroll itself, so a caster knows in advance what the risks of casting the Ritual are.

Flaws are not always negative in nature. Sometimes a Flaw may even enhance the effect of the Ritual.

Flaws and Backlashes that affect a character count as targeting the character's Spirit only if the source Ritual were targeting a Spirit. Otherwise, Flaws and Backlashes are considered to be targeting the character's body.

Note that *Destroy Magic* Backlashes targeting the caster will destroy all Rituals on the caster's body and Spirit.

Ritual Levels: Some Rituals can be cast at multiple levels based on the choice of the caster. For example, an Arcane Armor Ritual can be cast at six different levels to create a suit of armor from 5 to 30 points. The caster must state their choice when the Ritual is started and fulfill all requirements of the desired Ritual level.

Ritual Components

Ritual Components are the fuel for Ritual casting and *Spellcrafting*. A Ritual Scroll will designate the specific type of Ritual Components needed. Substitution is not allowed. Failure to use the exact Ritual Components listed on the Ritual Scroll will cause the Ritual to fail!

Ritual Components are easily recognizable. A character who picks up a Ritual Component can immediately see a clear and distinguishable pulsing soft glow and hear a mild hum; discerning that it is a Component and its name. OOG, this power is typically represented by a popsicle stick for Reagents and a Tag for Catalysts that is attached to the Ritual Component phys-rep. The popsicle stick or Tag will also express the Component's name.

After a Ritual has been completed, the Ritual Marshal officiating the Ritual will collect any Components used and return them to Logistics for verification of authenticity this is of especial importance for Catalysts. There are two types of Ritual Components: Catalysts and Reagents.

Some Rituals may require a Catalyst (or allow one for some extra power of the Ritual), which is a very rare component distributed with very close supervision by the Plot Team. While Reagents are Universal, Catalysts may only be used in the Chapter in which they are distributed and without Plot Team permission only in the originating Campaign. Catalysts do not expire and are indestructible by non-Plot means

Catalysts typically have unique names such as “Essence of a Falling Star” or “Shard of a Hero’s Tomb.” Each Ritual that supports a Catalyst has a specific Catalyst assigned to it, designated on the specific Ritual Scroll.

There are ten categories of Reagents, although the physrep of each category may take different forms. For example, Mugwort is a magical plant. It could come in the form of a flower or even an acorn. The ten categories of Reagents are:

- **Cariosus:** Cariosus can be found in a powder, or in greasy, or gaseous form on many animated dead creatures. Called “the essence of unlife,” cariosus is frequently found in graveyards and on the bodies of the Undead. Cariosus can be very delicate, and it is sometimes even necessary to preserve the entire decaying limb, hand, or finger to preserve the cariosus upon it. It can often be found in vials as a liquid or gas, as its states are extremely chaotic. Despite its appearance, cariosus is not innately Necromantic.
- **Fangtooth (also known as Bloodthorn):** Fangtooth components vary wildly and are often found from a diverse group of carnivorous creatures. Any predatory creature, even the thorns of some dangerous plant life, can produce a fangtooth.
- **Flotsam (or Jetsam; also known as Hydrite):** Jetsam is the essence of the ocean, typically found in shells and other waterborne articles that have spent a long time in the sea or beneath the water.
- **Heartstone:** Heartstone is typically associated with gems and other forms of rare metals. The magical transformation of a gem or metal into heartstone is rare, making these items known for their value even if they were not infused with magic. Heartstone is the essence of the Earth itself.
- **Ley Ore:** This is a crystalline mix infused with power of Ley lines and Fey power. This is commonly derived from Fey creatures and the Realms they inhabit, but occasionally manifests in the Realms of REFUGE as a crystallization of pure magical energy.
- **Mugwort (also known as Feyring):** Mugwort are plants that grow in natural settings abundant with magic or connected with the fey world, such as near serene ponds, near mushroom rings, or verdant forests. Many species often gather Mugwort for its magical properties.
- **Nightshade (also known as Goblinbane):** Nightshade is typically found in the form of poisonous mushrooms cultivated on the darkest nights, within places where many living creatures have died. One may find nightshade on battlefields, graveyards, or even in fallow fields. Nightshade also includes semi-poisonous substances such as belladonna, mandrake, and wolfsbane.
- **Penna (also known as Windkiss):** Penna are feathers kissed by the wind. Something magical happens when the wind strikes the feathers of magical creatures, causing them to become endowed with a mystical quality. Penna can be found in nearly any location where avian creatures frequent. Penna is frequently called “the essence of the wind.”
- **Tritora (also known as Lastember):** Tritora is a black substance typically found near areas of great fires or where intense heat converts a substance into the very essence of fire.
- **Truesilver (also known as Magnetite):** Truesilver is a substance with a mysterious origin. It is said that truesilver might be some form of quicksilver or a form of silver that has become magic upon the powers of an ancient ruler. Truesilver adds purity to many Rituals. It can be found within and on many stones and rocks, and even small traces of truesilver can endow common stones with power.

The Circle of Power

Ritual casting must be conducted within any kind of *Circle of Power* (either created by Battle Magic or Ritual) and will automatically fail if attempted anywhere else. If a *Circle of Power* is destroyed or otherwise ends during the Ritual casting, the Ritual will automatically fail.

Once the Ritual begins, entering the *Circle of Power* will cause the Ritual to automatically fail, except through the Rituals *Spirit Walk* or *Spirit Recall*, or through a character appearing who needs a Resurrection. If more than one Ritual is cast inside a *Circle of Power* simultaneously, the Ritual that was commenced later will automatically fail.

A battle-cast *Circle of Power* will last for one hour, which is often more than enough time for the caster to cast several Rituals. Ritually cast *Limited Circles of Power* and *Greater Circles of Power* can last much longer, or even be permanent.

When a *Circle of Power* is cast, the caster determines the Aspect of the resulting *Circle of Power* according to whether they cast Earth or Celestial; if both the caster must choose a single Aspect for the *Circle of Power*. *Circles of Power* always possess either an Earth or Celestial Aspect; never both regardless of caster(s).

Only Rituals possessing a General or Celestial Aspect may be cast in a *Circle of Power* with a Celestial Aspect. Only Rituals possessing a General, Earth or Necromantic Aspect may be cast in a *Circle of Power* with an Earth Aspect. Rituals of the wrong Aspect for a Circle will not start.

Investment

Investiture is a Ritual that must be performed upon a person while present in the *Circle of Power* into which the person is to be Invested. An Invested member of a *Circle of Power* can walk in and out of the Circle unimpeded at any time, unless that member is unconscious (or conscious yet unwilling). An unconscious or unwilling member of the *Circle of Power* will not pass through the Circle unless recognized by another Invested member, even if the member requires a *Life* spell.

Individuals who are not Invested may not enter or exit a *Circle of Power* unless recognized by an Invested member of that *Circle of Power*. The Invested member must clearly acknowledge that permission to enter or exit the *Circle of Power* has been given, by gesturing to and saying recognized. This is an OOG statement, and it can therefore be made even when *Silenced*. Upon recognition, the individual must immediately enter or exit the *Circle of Power*. The recognition expires almost immediately after being recognized.

An individual who seeks to use combat-related Game Abilities (such as fighting or spellcasting) must be completely inside or outside of the *Circle of Power* throughout the action. For example, a player may not begin a spell incantation while within the *Circle of Power* and then step outside to throw the Packet; nor can a player stand within the *Circle of Power* and swing a Weapon at a target located outside the *Circle of Power*.

Characters need not be Invested in order to cast a Ritual in a *Circle of Power*, although they must be able to get inside somehow whether through recognition, casting the Circle themselves, or other powerful magics.

Greater Circles of Power

Greater *Circles of Power* are usually found only in Healer's Guilds and Scholar's Guilds. Raiding a *Circle of Power* requires the player to adhere to all of the rules applicable to raiding a cabin.

An Invested member of a *Celestial Greater Circle of Power* may perform an unlimited number of Identifications on items or individuals per LP, as long as the item or individual to be Identified is completely within the Circle at the time. The duration of Identification depends on the time required to retrieve a Magic Item Tag. That can mean it is instantaneous, or may take a few minutes while a Tag is recovered. If performed on an item, Identify tells the caster whether the item has any magical properties and how the item works. If performed on an individual, Identify tells the caster what active effects or Rituals are present and will also Identify any Magic Items the individual is carrying or wearing. Some powerful magical creatures or artifacts may be impossible to identify. Identify does not reveal background, Species, age, class, Skills, Special Abilities, or any other information other than has previously been mentioned.

A character Invested in an *Earth Greater Circle of Power* can perform an unlimited number of Resurrections each LP, as long as the character has *Healing Arts*, and both the character and Spirit to be Resurrected are completely within the *Circle of Power*. A Resurrection requires ten minutes to complete and brings the recipient to full Body Points and fixes most afflictions. During the ten minutes, it is apparent to all observers that a Resurrection is occurring, but the exact identity of the person being Resurrected will be unknown to all but the Invested member performing the Resurrection. If an Invested character lacks *Healing Arts*, they may begin a Resurrection, but not Guide a Resurrection; likewise, if a non-Invested character has *Healing Arts* they **cannot begin but may guide** a Resurrection, but must be completely within the *Circle of Power*.

For more on Resurrections, see the Life and Death section.

Preparing for Casting Rituals

Ritual casting is a complicated process. If every Component and every action is not taken properly, the Ritual will fail. Any player seeking to cast a Ritual must follow the following steps and have the appropriate staff member(s) present:

Inform Plot: If possible, casters who intend to Ritual cast at an event should alert Campaign Staff well in advance that a Ritual may occur at the event. Some Rituals require the Campaign's Plot Team be notified, especially if the Ritual requires Cast to perform actions, or if the Ritual requires a member of the Plot Team to provide information or other support. Some Ritual Scrolls require the notification of the Plot Team prior to Ritual casting, and failure to do so may mean that you will not be allowed to perform the Ritual that event or else that the Ritual will automatically fail.

Gather Resources: The caster should take the time to make sure all of the required resources are ready. Failure to have any of these prerequisites available at the time of Ritual casting means the Ritual cannot be conducted, and the Ritual Marshal may instigate consequences. The caster is responsible for ensuring that the following items are available when a Ritual Marshal is sought to officiate:

- A physical representation for the *Circle of Power* (if the caster is not using a *Greater Circle of Power*.)
- A copy of the Formal Magic section of this Rule Book.
- A 10-sided die.
- The Ritual Scroll or Ritual Scrolls to be used; the caster must have at least a one in ten chance of successfully casting the Ritual.
- The Ritual Components required for each Ritual Scroll.
- Valid targets for each Ritual. Any physrep to receive a Ritual casting must already be approved for use (for example, Weapons must be safety checked before being the target of a Ritual.)
- Any additional players or Cast required for the Ritual.
- The caster's Character Card, as well as the Character Cards of any Ritual casters aiding in the Ritual casting.

Obtain Ritual Marshal: A Ritual Marshal is a staff member approved by the Chapter in which the Ritual is to take place. It is important to remember that Ritual Marshals can be very busy, so it is the caster's responsibility to take the time to make sure everything is ready to proceed before obtaining a Ritual Marshal and to minimize the amount of time a Ritual Marshal will be needed. Depending on the Ritual, the caster may also need to request a Magic Item temporary Tag from the Ritual Marshal. Players should be quick, professional, and courteous when conducting a Ritual. Especially when casting multiple Rituals in a row, players should schedule with a Marshal ahead of time; failure to do so may result in the Ritual Marshal being unable to stay for all Rituals in a Batch.

Get Ritual Ready: Upon arrival, the Ritual Marshal will take the following steps, with which the players involved should cooperate:

- Ritual Marshal identifies the primary caster and any additional casters who will assist in the Ritual
- Ritual Marshal reviews the casters' Character Cards to note how many *High Magic* points in Formal Magic of the appropriate school they possess. Note that a Ritual Caster may choose to not use all of their Ritual Levels when casting if they so desire
- Ritual Marshal reads the first Scroll thoroughly, asking relevant questions. For example, if the Scroll cast a more powerful form of the Ritual, the Marshal should ask the player what level of the Ritual the caster is attempting

- Ritual Marshal confirms that all the required components and recipients are present within a valid Circle of Power
- Ritual Marshal calculates and informs the players of the Difficulty Rating of the Ritual
- Ritual Marshal calculates and informs the players of the chance of success of the Ritual as follows: The Success Number used for the Ritual roll is ten plus the primary caster's number of *High Magic* points assigned to *Formal Magic* minus the Ritual's Difficulty Rating. If using secondary casters to aid in the Ritual, add one to the number of High Magic points in Formal Magic the Primary caster is consider to have for each valid secondary caster participating
- Ritual Marshal repeats this process for each Ritual the players intend to conduct
- Ritual Marshal informs the players they may begin the first Ritual
- The caster casts the *Circle of Power* spell if not already inside a Circle

Conduct the Ritual: The caster begins the Ritual casting by stating the words “Begin Ritual casting.” The caster must be able to read the Ritual Scroll and must be able to use Game Abilities throughout the casting. The caster must touch a valid recipient for the Ritual within thirty seconds of beginning the Ritual, or the Ritual automatically Backlashes. So long as the target of a Ritual has been signified by touching it within the first thirty seconds of the casting, the target remains valid despite any other steps taken to prevent the caster from touching the target (such as the target suffering a *Prison* effect after being touched).

A dead body may be the target of a Ritual; however, if it leaves the circle before the Ritual is complete (such as dissipating to go Resurrect), the Ritual will Backlash.

Once touched, the caster may not designate a new recipient for the Ritual. During the Ritual casting, the caster cannot do much of anything but speak and fulfill the actions required in the Ritual Scroll.

No spells or Game Abilities may be used by the caster from the point the caster states “Begin Ritual casting” until the Ritual ends, except *High Magic*, *Educated*, and any Skill or spell specifically set forth on the Ritual Scroll.

If a person is casting a Ritual that stores a spell or ability, then a person with the ability to use that ability or cast that spell must, at the appropriate point in the Ritual, touch the recipient and declare the name of the spell or ability to be stored. The recipient is not affected by the spell or Ritual being stored and the person with that Skill or spell should only utter the name of the Skill or spell, not the verbal that invokes the effect.

Casting Rituals

After the caster states “Begin Ritual casting,” the following steps must occur before the Ritual is deemed complete:

1. The Ritual Marshal calls a Pause.
2. If the recipient of the Ritual is an individual, the Ritual Marshal will ask the recipient, “A Ritual is being cast on you. Do you accept it?” (note that a player must accept any Rituals that do not allow refusal, such as *Banish to Other Plane*, *Divestiture*, and *Obliteration*). If the player says “no,” the Ritual Marshal must follow the rules set forth below under the heading Unwilling Targets.
3. The Ritual Marshal makes sure that everyone in the *Circle of Power* is awake OOG.
4. The Ritual Marshal assures that the Ritual can properly begin.
5. If the Ritual has not yet failed or automatically Backlashed, the Ritual Marshal tells everyone in the *Circle of Power*, “There is magic all around you” or a similar phrase.
6. The Ritual Marshal calls “Lay on.”
7. The Ritual Marshal rolls the ten-sided die once where the caster can observe the die roll. As the die roll takes place before the Ritual completes, the caster has IG knowledge of whether something is not going well with the casting and may use *Terminate Casting* to abort the Ritual based on the die roll.
8. The Ritual Marshal determines if the Ritual fails for any reason other than the die roll.
9. The Ritual Marshal waits the duration of the Ritual casting, in case a condition occurs that would cause an automatic Backlash.
10. Assuming the Ritual has not automatically Backlashed, the Ritual Marshal announces either “You have successfully

completed the Ritual” (if the Ritual succeeded) or “Something has gone dreadfully wrong”, or similar, if it has failed.

The Ritual has now ended.

Determine Success or Failure

Assuming no automatic failure or Backlash occurs, the success or failure of the Ritual is determined using a ten-sided die as follows:

- If the number is less than or equal to the Success Number and is not 0, then the Ritual succeeds.
- If the number is greater than the Success Number or is 0, then the Ritual Marshal rolls a second ten-sided die. Any result but a 0 on the second die roll indicates a Flaw. A 0 on the second die roll indicates a Backlash, which requires the Ritual Marshal to roll a third ten-sided die and look at the Backlash table on the Ritual Scroll to determine the form of the Backlash.

A successful Ritual follows the procedure set forth in Success, below. A Ritual that fails or Backlashes follows the procedure set forth in Failure, below.

Success

The Ritual Marshal either awards the successful caster a temporary Tag for the Ritual conducted or makes sure the Ritual effect is carried out by informing the Plot Team or by personally overseeing the Ritual’s effect. A temporary Tag allows the Ritual Marshal to write down the Rituals conducted and indicate that a permanent Tag for the Ritual should be awarded at the end of the event or at the beginning of the next event that the recipient of the Ritual attends.

The temporary Tag should indicate the Ritual’s name, duration, recipient, aspect, effect of the Ritual, and any other pertinent information. The temporary Tag should be signed by the Ritual Marshal. Recipients should make sure the temporary Tag has accurate information and is signed by the proper staff member(s). **It is up to the recipient to ensure that the Chapter’s Logistics Team receives the Tag at the end of the event so they may issue a permanent Tag.**

Please note that the Plot Team reserves the right to assign plot effects that may not be set forth in the Ritual Scroll. When this occurs, the Plot Team will likely designate such plot effects effective only in the local Chapter.

Failure or Backlash

If the Ritual fails or Backlashes, the Ritual Marshal will determine the effect, if any, of the failure or Backlash based on the Ritual Scroll’s charts. Any lasting effects will be written on the player cards of any individuals affected.

Casters are expected to roleplay and resolve their Flaws and Backlashes without complaint for the duration listed on the Ritual Scroll. Local Chapters also have the discretion to generate a unique plot effect or encounter based on a Ritual gone awry that may not be specified on the Ritual Scroll.

Failure Without Backlash

A Ritual will fail without Backlash if, at the time the caster states “Begin Ritual casting,” any of the following conditions are met:

- The caster, Ritual Scroll and all required components are not in a *Circle of Power*.
- The caster does not have at least a one in ten chance of successfully completing the Ritual without a Flaw or Backlash.
- The *Circle of Power* representation is not properly set up as per the *Circle of Power* spell rules prior to the beginning of the Ritual.
- The caster fails to possess a Ritual Scroll for the Ritual to be attempted.
- The caster fails to follow any preparatory requirements indicated on the Ritual Scroll prior to stating “Begin Ritual casting.”

Failure With Automatic Backlash

A Ritual will automatically Backlash if any of the following conditions occur after the caster states “Begin Ritual casting” and before the Ritual is complete:

- Another Ritual casting has previously been commenced and not completed in the same *Circle of Power* when the caster states “Begin Ritual casting.”
- The caster does not touch a designated recipient within thirty seconds of starting the Ritual, if such a designation is necessary.
- The caster designates an invalid recipient for the Ritual after stating “Begin Ritual casting.”
- The caster, intentionally or inadvertently, after having touched a designated recipient for the Ritual, designates a new recipient of the Ritual.
- The caster or other person designated in the Ritual Scroll fails to touch the recipient when declaring a Skill or spell to store in the recipient.
- The caster cannot read the Ritual Scroll due to poor lighting or other obscuring factors.
- The caster loses sight of the Ritual Scroll or any of the components.
- The Ritual Scroll or Ritual components leave the *Circle of Power*.
- The caster becomes unable to use Game Abilities.
- Any individual enters the *Circle of Power* by any means other than *Spirit Walk*, *Spirit Recall*, or Resurrection.
- The recipient, caster, or any individual aiding in the Ritual leaves the *Circle of Power*.
- The *Circle of Power* expires or terminates for any reason.
- The caster or those aiding the caster receive a Weapon or Packet delivered attack, even if the attack would not normally harm the individual.
- Any additional requirements of the Ritual listed on the Ritual Scroll are not met.
- The caster uses a Game Ability other than *High Magic*, *Educated*, or a Game Ability, spell, or Magic Item specifically indicated on the Ritual Scroll.

If an automatic Backlash occurs, a die roll is made upon the Backlash list. Any Ritual that suffers an automatic Backlash is assumed to immediately fail. All Ritual Scrolls, Catalysts and Reagents within the *Circle of Power* during a Ritual that generates an automatic Backlash are destroyed.

Clean-up

Once success or failure has been resolved, the Ritual Marshal should collect all Ritual components and Ritual Scrolls consumed in the Rituals. These will be turned into the Logistics staff to be registered in the Campaign’s database. If there are more components in the caster’s possession than were needed to cast the Ritual, the caster may designate which components were consumed as long as they meet the requirements set forth in the Ritual Scroll.

Multiple Casters

Multiple casters may participate in the casting of the same Ritual. One, and only one, of the participants must be designated the primary caster. The other casters are known as the secondary casters.

Each secondary caster must have the same Aspect as the primary caster and at least one *High Magic* point in the the *Formal Magic* ability. For example, only secondary casters with a Celestial Aspect can aid a primary caster with a Celestial Aspect. The Ritual Marshal should review the player cards of each secondary caster before the Ritual begins.

For each qualified secondary caster aiding in the Ritual casting, the primary caster is deemed to have an additional High Magic point in Formal Magic for purposes of the Ritual being cast. No matter how many *High Magic* points in Formal Magic each secondary caster possesses, the primary caster gains no more than one effective point per secondary caster present.

Moreover, the primary caster must have at least a one in ten chance to successfully complete the Ritual before the effect of the presence of any secondary casters is determined. No more than one secondary caster may aid a primary caster for each *High Magic* point in Formal Magic possessed by the primary caster. No matter how many secondary casters assist a primary

caster, the chance of successfully completing a Ritual cannot exceed nine in ten. A Flaw or Backlash is always encountered on a die roll of 0, regardless of the assistance of secondary casters.

Secondary casters must follow all the same rules with respect to the conduct of Rituals as the primary caster, except that secondary casters do not have to possess their own Ritual Scroll or Ritual components, do not have to be able to see or read the Ritual Scroll, and do not have to touch the recipient during the Ritual casting. Secondary casters may not withdraw their support for the Ritual after the Ritual has begun.

In case of failure or Backlash, secondary casters are subject to the same effects as the primary caster. For any other targeting purposes, the primary caster is considered the only caster of the Ritual unless otherwise specified on the Ritual Scroll.

Props

Some Rituals allow the enchantment of specific items. These items must be approved before enchantment.

Weapons typically require a safety check. Jewelry needs to be entered into the Chapter's database and assigned an item number before the Ritual casting. The item must always have a surface large enough to engrave a number upon it. Only after the item has been approved is it ready to be used in a Ritual.

After the Ritual, assuming success, the item immediately becomes property of the game. Therefore, you should not use items you wish to keep. Alternatively, if you enchant your armor or a special item that you do not wish to make an IG item, if you are searched and the item taken IG, you must turn over the Tag but waive the ability to recognize IG your item when it is used by someone else.

A specific item may not contain more than twenty Rituals. Some Rituals that can increase effects on a specific Ritual may count as more than one Ritual towards this twenty Ritual maximum. Note that this counts all Rituals on an item; an item may have multiple Batches of Rituals each with their own Tag, but the total number of Rituals may not exceed twenty.

Enchanted items sometimes have a limited life span. When a Ritual expires, the item's owner is expected to turn the Tag over to the Campaign's staff. Enchanted items immediately return to their normal state upon expiration.

Recipient Characters

Some Rituals can transform or change a targeted player into Undead, another Species, or another class. The player must follow the instructions on the Ritual Scroll after the Ritual is complete and the player's new character information will be changed in the Chapter's database. Such players are expected to provide their own make-up for any transformation, if necessary. Sometimes the staff may be able to lend supplies for transformations.

As with items, individuals cannot possess more than twenty Rituals on their Spirit, including such rituals as *Rejuvenate*, *Vengeance*, and *Spirit Link*. If the individual dies, some Rituals may expire upon Resurrection if they were placed upon their Body.

Unwilling Targets: Sometimes Rituals are cast on unwilling recipients. The player of an unwilling recipient may inform the Ritual Marshal that they wishes her character to Resurrect rather than accept the Ritual. In the case of Ritual effects delivered outside the context of a Ritual casting, the player may choose to have their character immediately dissipate and head to the nearest Earth circle for Resurrection, following the normal rules.

In such cases, the casting continues for its proper duration and then the Ritual Marshal checks for failures normally. Any failures that could have a detrimental effect on the recipient of the Ritual are ignored, and the failures affect the caster or others in the Circle normally.

A recipient of a Ritual cannot choose to die in order to avoid the effects of any ritual marked as unrefusable, such as *Obliteration*, *Banish to Other Plane*, or *Divestiture*.

Remember that a caster cannot use Game Abilities inside the *Circle of Power* once the Ritual casting begins, though other characters within the Circle may do so.

Cast & Staff

Many Rituals — particularly Rituals that summon the Undead, extraplanar creatures, magical creatures, or that create Constructs — require the cooperation of Cast to play the summoned or constructed creatures. Some Rituals have specific effects that occur immediately and require a staff member to implement, like a *Whispering Wind* that allows the caster to send a message to another individual. These effects are executed by the Cast, the Ritual Marshal or Chapter staff.

Chapters staff may require the caster to provide individuals to play these Cast if the staff does not have Cast available. The caster should give their Chapter staff advance warning of the casting of such a Ritual so that Cast can be scheduled if the staff is willing and able to do so. Proper arrangements should be made prior to undertaking the Ritual. If the caster provides players to attend the event for these Cast roles they still must register normally. The caster is also primarily responsible for any make-up, costuming and Weapons for the Cast and if the staff does not have or is unwilling to provide such materials, the caster must provide them. Monster Cards will be provided for the Cast.

The creatures that have been summoned or created are not PCs and staff can limit their capabilities and personality. All Cast must work within any limits the staff sets, including limitations on the administration of *Killing Blows*, and on the caster's commands that the Cast will follow. The Cast may not even be required to do the caster's bidding at all. Only approved members of the Chapter staff or their assigned proxies may roleplay some particularly powerful creatures. Staff reserves the right to disallow a Cast Member from playing any particular creature. .

Chapter XV: Out of Game Considerations Pages

Each REFUGE LARP game sets its own age limits to play. Underage players are called youth pages or just pages. The basic concept of a page is that they may not participate in the simulated combat of our game for their own and others' safety.

If you are under 18 please check with the local Chapter to learn what their policy looks like for you.

Be aware that Refuge events may contain themes such as violence, betrayal, and heightened danger. These themes may not be suitable for minors but again check locally, as some Chapters have content designed specifically for minors.

In most REFUGE LARP games, a page is at least 14 years old and less than 16 years old. In some Chapters, you must be a page even until you are 18.

Your local Chapters may be very permissive by comparison or even not allow youth pages at all instead requiring all players to be over the age of 18. Some Chapters may allow non-youth to Page. A strict example of a youth page policy looks like the following.

- Attendance by youth pages must be pre-approved — no showing up at the door and asking to be a page.
- The page's parent or legal guardian must be present and must be a PC or NPC during the entire event along with the page. Legal guardian is a legal term and does not include older brothers or sisters. The parent or legal guardian is responsible for the page's actions and must remove the page from the site if asked. The parent or legal guardian must keep track of the page.
- Any page who is disruptive does not obey these Marshals, or in any other way is deemed to be harmful to the game will be asked to leave. There is no appeal.
- All pages must wear an orange headband with the word "PAGE" written on it prominently.
- Pages cannot enter combat in any way, including pouring healing Potions in Unconscious bodies during a battle. They may use Skills and abilities outside of combat.
- Pages cannot use any combat, Weapon, or casting Skills. Although Pages can use more roleplay oriented Skills such as Healing Arts and Trades and production Skills like Alchemy or Create Trap, they may never throw globes, gasses, or other consumables. Pages cannot carry Weapons at all. Pages can carry IG items (except Weapons) and can be searched.
- In order to drop a page, a player must stand within 10' of the page and call out their effects and Weapon damage but cannot hit the page directly in any way. It is assumed that every Weapon and Packet attack hits the page. The page can call out any protective spells the page has and can yell for help or try to run away (unless prevented by an appropriate effect, of course). A page can be given a *Killing Blow* from a distance.

All other rules concerning healing and Resurrections apply. Be aware that REFUGE events may contain themes such as violence, betrayal, and heightened danger. These themes may not be suitable for minors.

Traveling Between Chapters

If you plan on playing your character in another REFUGE Campaign, you must first contact that other Chapter. Each Chapter reserves the right to set limits on character levels and IG items.

You must abide by that Chapter's rules and policies when visiting.

To find out where the closest REFUGE LARP game is to you, or to start an REFUGE LARP Chapter in your area, visit our web page at www.refugelarp.org. Your local Chapter will have its own social media and web pages to present more specific information.

Chapter and Refuge Points

REFUGE is staffed with volunteers, and always appreciates people willing to put more effort into the game. No matter what your real-world Skills, there is always some way in which we can use a hand. Let us know what you can offer.

Here are some suggestions as to things we always need done. Always check with the staff first before making, purchasing, or donating anything to be sure it is needed and wanted.

- Write events and help run them. We are always looking for writers who can produce good plotlines and modules for our players.
- Help us find stuff. We always must buy trap materials, batteries, paper for the computer, makeup, masks, and other supplies. If you have access to any sort of discount or can get things in bulk, let us know.
- Make or donate props. We can always use Weapons, spell Packets, and basic costuming (tabards, shirts, sweatpants). See what you may have sitting around in the attic. Furniture, old clothing that could be used for Cast, interesting props — we will gladly take them off your hands.
- Help us publicize REFUGE. Let us know if there is any sort of medieval faire or other event in your area where we can hand out our literature. If you are going to a science fiction or gaming convention, take some of our flyers. If you know of a gaming club, see if we can make a presentation to them. If you are going to school, let us know if there is a festival or fair at the campus that we can use to hand out flyers. See if your local comic bookstore or gaming supply store will let us put our flyers there. If you have connections in the media, use them for us. You can also help by talking us up on the internet, making your own web page for your character or group, and otherwise keeping the REFUGE LARP in the public eye.
- Be Cast. We always need Cast. There is a definite correlation between good events and many Cast. You can never have too many Cast Members!

Be creative. You've probably already thought of something we haven't. Let us know!

Chapter Points

People who volunteer for the REFUGE LARP are compensated for their efforts with Chapter Points. These are usually rewarded for work done at a rate that varies by Chapter (more stressful, responsible, or undesirable jobs may earn you more points.) You may also earn Chapter Points by donating or making props, playing Cast, or volunteering in other staff positions.

Chapter Points can be collected and used at your convenience with certain limitations. The RPDb keeps track for you when you earn and spend them. You can spend your Chapter Points in many ways, listed below; your local Chapter may have additional ways to spend your points not included here..

Resurrections: You may trade in Chapter Points to buy back a Resurrection that your character has experienced. This will reduce your risk of permanent death. In other words, the amount of black stones in the Resurrection Bag of Chance will be reduced by one.

There are some limitations on this use of Chapter Points: First, you can never buy back your first two Resurrections. Second, you may not buy back a Resurrection once your character has pulled a black stone. There are also some Rituals that will prevent buying back deaths in this way. Finally, no character may ever buy back more than ten deaths in this manner. For logistics purposes, you can only buy back Resurrections in your character's home Campaign.

The cost of buying back Resurrections with Chapter Points is as follows: 40 Chapter Points to buy your first Resurrection, 80 for your second, 160 for your third, and so on. The price doubles for each additional Resurrection.

Game Items: For each Chapter Point spent, you can receive one Production Point which can then be used to purchase coins, Battle Magic Scrolls, Potions, Elixirs, gasses, traps, Weapons, or armor. During your registration for an event, state what you wish to use the Chapter Points for, and Logistics will provide the item(s). You cannot spend more than fifty Chapter Points per LP of the event (so a normal two-day weekend event would be limited to 100). Note that you will not be given random Production Points that you can store away to be used any way you want in the future.

You are welcome to come up with your own IG explanation for how your character came up with these items – perhaps you found them on a dead body between events, perhaps you bartered for them, or perhaps you stole them from an unwitting peddler. We do not provide the physreps for any of these things, only the appropriate Tags. You must supply the actual Battle Magic Scroll, Potion vial, armor, or Weapon requested.

If spending Production Points on something that would normally require additional coin (like Strengthening or Silvering), you must supply the additional coin out of pocket.

Since a Production Point is worth one copper piece, you may also turn in your Chapter Points for coins. One hundred Chapter Points would be worth a gold piece. Full Spellbooks may be purchased for 500 Chapter Points each, and full *Alchemy* Books may be purchased for 250 Chapter Points (note that illegal Formulas in your Chapter may not be included).

You may purchase Spellcrafting Reagents for 50 Chapter Points. These Reagents may only be used at the event you purchase them, and only for the purpose of Spellcrafting, not for other purposes like Formal Magic or paying off summoned Elementals.

Event Buyback: You may trade in your Chapter Points to receive XP for any event your character did not attend. These XP can only be awarded if you did not attend any other events that weekend as a PC, even as another character. For example, if you were Cast for a weekend event, you may use your Chapter Points to buy XP for your character for that event. You cannot do this if you were a PC there.

The Chapter Points cost for an event is thirty Chapter Points per LP of the event (so a regular two-day weekend event will cost 60 Chapter Points).

These Chapter Points are non-transferrable. You cannot use your Chapter Points to buy Events for a friend. Further, you can only spend Chapter Points in the Chapter in which you earned them. You may only purchase Events three months prior to the current date and may not purchase events for the same date from two different Chapters, even if you attended one of the events as a player.

For example: Fred Player PCs an event in the Calgary Chapter. He cannot then use his Chapter Points from the Portland Chapter to buy XP for an event that took place the same weekend.

Change Skills: Once per Month per Character, a Player may remove a single Skill from their card at the cost of 30 Chapter Points. The Chapter Points used to purchase this must be at the character's home Chapter. Additionally, you may not sell Skills back to avoid prerequisites. If your character has a *Shatter/Disarm Strike* and selling back a *Weapon Proficiency* puts you below the required 20 XP in that category you must first sell back the *Shatter/Disarm Strike* before

you could remove the *Proficiency*.

Game Preparation: A player may purchase a full set of Protective Spells coming into the weekend (*Endow, Weapon Shield, Poison Shield, Elemental Shield*, and your choice of either *Spell Shield* or *Reflect Spell*) for 40 Chapter Points.

Players may spend 50 Chapter Points to come into game with up to 10 levels worth of spells in a Spell Store Ritual. This may only be purchased once per event; the spell levels may be split among different Spell Stores of differing schools if desired.

Refuge Points

REFUGE, as an international organization, has rewards above the Chapter level. These are called Refuge Points. Refuge Points are given out to players for helping the LARP on a national scale. This includes being part of a REFUGE Committee, volunteering for National events, and donations that go above and beyond a certain point.

These can be converted into any Chapter Points to buy back events for a Chapter you may not normally attend. The same rules apply for these buybacks as they do for Chapter Points (cannot have another event credited to any of your characters for the same timeframe). The cost is five Refuge Points per LP. You can also purchase one additional LP worth of XP each month for 6 Refuge Points per month.

REFUGE also allows purchase of Magic Items with Refuge Points. This list is available on the REFUGE website (www.refugelarp.org); the cost will vary depending on the item and how many LPs the item is created for. Refuge Points may sometimes be converted to Chapter Points at a 5:1 ratio.

IG Limitations

REFUGE rules present an approximation of a fantasy world to the best of our abilities. This relies on some IG limitations which require players to suspend their disbelief. For example, not every beast you slay might have a Fangtooth Reagent; gunpowder hasn't been discovered and your PC cannot suddenly discover it and change the course of warfare; and some spells simply cannot be inscribed onto Battle Magic Scrolls for OOG balance reasons.

Every rules limitation has a purpose; often, this is for balance reasons to ensure that different types of characters can flourish in a specific niche. REFUGE characters are intentionally designed so that it is exceedingly difficult to be an expert in every circumstance. Characters should need to rely upon one another to succeed; this is true in both combat and non-combat circumstances. Many REFUGE rules limitations exist to promote team play and discourage one character from being able to beat every puzzle and combat alone. Celestialists intentionally do not have access to healing spells. Rogues are intentionally difficult to pin down but will never do as much damage from the front as Fighters do. Every class and build has specific cases where it shines – and others where it will need other characters to help out.

When finding rules that don't seem to make sense IG, consider why that rule might exist and how it might serve to keep REFUGE classes balanced, REFUGE combat safe, and REFUGE welcoming to newer players as well as those more experienced.

Multiple Characters

You cannot play more than one PC at a single REFUGE event unless your character dies permanently and you start a new one. This is to prevent confusion by other players, who might have difficulty determining if your character suddenly changed costumes or was the target of a ritual that changed their species entirely.

When playing multiple characters over time, please keep those characters significantly different from one another. Different characters played by the same player should have different adventuring parties, different costumes, and different species.

Multiple characters belonging to the same player may never directly interact in any way. You cannot have one of your PCs

sell, donate, or will items to your other PCs either directly or indirectly through an intermediary.

Logistics

You will be given a Character Card when you check in. On that card will be your Skills. Attached to that is a Battle Board. You will be given a new Battle Board for each LP. All the Skills and spells your character possesses that are expendable will be printed on it. These Battle Boards are unique and personal for each character so they will not all look alike.

Everyone must always carry their Battle Board and Character Card with them. A Marshal can always ask to see your Battle Board at any time to make sure you are properly keeping track of your spells and Skills.

Battle Boards must be updated after a battle in which Skills were used by filling in the bubbles next to the Skill or spell used. Note that there may be ways to change some abilities during an LP such as spending *High Magic* or *Meditating* back a Skill or spell that was used; in this case, simply update the card and (if adding a Skill or spell) have it initialed by a Marshal to show that they checked that your updates were legitimate.

Character Management

In REFUGE LARP your character is managed in an online database, [REFUGE Player Database](#) (RPDb). You can create an account online. The RPDb is your one stop shop for interacting with your REFUGE LARP character. You'll be able to spend XP, Chapter Points or Refuge Points, view your attended event history, and preregister for upcoming events. You can register an account and create your character right now or reach out to your local Chapter.

If you are interested in exploring character build options, REFUGE LARP runs a [Free Play version of the RPDb](#). You can edit information about your characters stored here and see what your character could look like in the future.

Tags

All items are represented by Tags. This allows you to buy, sell, steal, or trade items with other players. When you use an expendable item, you must then either destroy the Tag or immediately turn it over the Chapter staff designated at Logistics. Each Tag lists which Chapter (and, if applicable, which Campaign) it was generated in. Below are some examples of the Tags you might see.

Weapon Tags are attached directly to your Weapon; the Weapon type must remain visible. The Tag type must match the Weapon being used exactly. If a Weapon does not have one of these Tags, it cannot be used (except by Cast). A regular Weapon that is not Silvered, or Strengthened will have those sections crossed off. If a Weapon is Silver, then the Silver section will be circled. Every Weapon must have either a Weapon Tag, a Merchant Code, or a Magic Item number; without this the Weapon cannot be wielded by a PC.

Arrows and Bolts will have multiple units of ammunition listed on the Tag. After a battle, a number of uses equal to the Arrows and Bolts you used during the battle must be torn or marked off of these Tags.

Armor Tags list the points your armor is worth. You can never have more Armor Points than the points the Marshal has assigned to the armor you are currently wearing. If your armor was assigned 12 points and someone gives you a Tag worth 15, you cannot use it unless you trade it in for a Tag worth 12 points (usually at Logistics).

Production Item Tags will only have one use, as the Tags are meant to be attached to the physrep of the item. A Potion Tag or Elixir Tag must be inserted into the Potion vial or secured in some other manner (tape, rubber band). Globe Tags are not kept on the Packets that we use to represent *Alchemical* and Trap Globes for safety reasons but may instead be kept in a pocket or on a Tag ring. After a battle, you must turn over the Tags that were used. These Tags are stealable items even though they are not on a physrep. Further, if someone steals your Globe physreps, you must turn over the appropriate number of Tags to represent that which has been taken.

Spellbook Tags are specific to each school of magic and must be kept with your Spellbook physrep. Logistics will cross

off all spells from the list that you do not have, leaving the ones available for you clear. New spells can be added to your book by paying money at Logistics with a source book to copy from, at which time they will give you a new Spellbook Tag.

Alchemy Formula Book Tags work in a similar way, except that you do not have to pay to add new Formula. You do still need to have a source book to copy from.

Trap Tags will list the type of trap, including the amount of damage done if applicable. Gas Traps and Scroll Traps must have an *Alchemical* Globe or Scroll Tag attached respectively before being set.

Workshop Tags represent *Alchemy* labs, Battle Magic Scroll libraries, blacksmith forges, and the like. They are purchased at Logistics and will state the IG owner of the Workshop, the IG location of the Workshop, and the signature of the Logistics Team member who approved the sale.

Other Tags (sometimes called asset Tags) are there to represent possessions not covered by the other Tags: horses, ships, houses and other items with value. They are sellable IG (if you can find a buyer). There are other Tags you will encounter in your game, but they are easy to understand as they follow the same basic rules.

Magic Item numbers may be found on any item. If an item has only a Magic Item number, it must be Identified before use.

Stealing and Searching

Stealing refers only to the IG stealing of IG items. Players must be incredibly careful when attempting to steal anything IG.

You are never allowed to destroy anything to steal something (no cutting of purse strings, no breaking windows to get into a home, no harming real property). On the other hand, you are allowed to steal IG items if, for example, you can manage to open someone's pouch and take the game items within without that person noticing.

There are special rules for each type of IG item and all players are required to know them. If you are caught stealing something incorrectly or stealing OOG items deliberately, consequences can include being expelled from the game and potentially reported to real-world law enforcement.

Game Money, Magic Items and Jewelry: You are always allowed to take whatever game money you can find IG. When taking jewelry or an item, always check to make sure there is a Magic Item or Evaluate number attached to it. If there is a number, then the item is now yours. If there is no number, then the item is personal property and not a game item. If you are unsure, you may find a Marshal with a game item list who can check to make sure that it really is a game item.

If you have a Magic Item physrep stolen, you must immediately head to a Marshal and turn over the Magic Item Tag. Since this is a Logistical requirement, you can do this OOG. Not turning in a Magic Item Tag from something that has been stolen or lost is considered cheating.

Weapons: You must take the physrep of the Weapon you are stealing. Once you have stolen a Weapon and safely gotten away IG, you should then head immediately to an OOG Marshal or Plot member. You cannot actually keep that particular Weapon physrep since it is the personal property of the player from whom you stole it, but the Marshal in charge will give you the Tag from that Weapon which you can then attach to your own Weapon physrep.

If your Weapon is stolen, you should head to an OOG Marshal or Plot member to get your physrep back. You can do this OOG since this is only a Logistical function. Once you have your Weapon physrep back, you will then have to find a Weapon Tag IG in order to use that Weapon again. If you steal a Magic Weapon, you will keep the physrep but must have it Identified before you can use it. Remember, until you have the Magic Item Tag via IG identification, the item cannot be used even if you do have the physrep.

Some monsters will have Weapons that are stealable. However, for logistical reasons, these monsters will simply hand you a Tag instead of the actual Weapon since they need the physrep for later. Most monster Weapons are not stealable as they are made of poor-quality materials IG.

Spellbooks and Formula Books: In order to steal a Spellbook or an *Alchemical* Formula book, you should take the Tag that is attached to the book. The actual book is the private property of the player. Some players will mark their Spellbooks with a note saying “this Spellbook is stealable.” In that case, you must take the actual book itself and not just the card, and you may not take the card out of that book and place it into a different book.

Alchemy and Trap Globes: If you steal globes from someone (or if those globes are destroyed), the owner of the globes must randomly give up the appropriate amount of Tags for the globes. A Marshal may be called to oversee this.

Other IG items: REFUGE LARP often provides props such as maps, notes, books, and other informational items. If you find these in a module or on Cast, they’re yours. If you steal them from another player, you should either contact the person you stole it from OOG and make sure that they were stealable, or alternatively, see a Marshal to make sure.

Searching a Person

If you incapacitate, kill, or control a character or monster, you may search that being. Simply approach within touch range and say “I search you.” All game items must be turned over at that point. You do not need to touch the person and should not without permission.

Note that it is impossible to completely hide something on your body. If you are searched, you cannot claim that something was “really, really well hidden.”

If you are searched, you also have the option of saying, “Describe your search.” The searcher then must describe what they are doing to search (“I am looking through your pockets,” “I am searching your cloak,” etc.) This is not only to help you hide items, but it also takes up the time that the search should take. When the searcher asks about a place where an item is hidden, you must turn over the item at that point.

If you claim to have an item in a hidden location, you must physically have the item hidden where you say it is. You cannot claim to have secret pouches and compartments that do not actually exist in your gear.

If someone steals your Magic Item, do not give them the Magic Item Tag. Immediately go to an appropriate logistical site or Marshal and turn over the Tag. It is up to the person who stole the item to find out what the item is and how it works. Not turning over a Magic Item Tag after the physrep has been stolen or lost is considered cheating. You must turn over these Tags as soon as possible.

Searching a Cabin

To search a cabin, you must have a Marshal present. If you enter a cabin without a Marshal, you are not only cheating but may be subject to legal action as well. The Marshal will stay appropriately out of the way but must be aware of what you are doing and nearby.

Every Chapter has specific rules about where you can hide items and what must be done in order to search a cabin, so check with the Marshal first before doing anything. These rules are based on the local Chapter’s policies which may be specific to the camp and may be based on the Chapter’s insurance requirements.

You must search the cabin yourself. The Marshal will not simply look at the Marshal notes and go and retrieve items for you. Do not take any items marked personal or any items stored in any area marked OOG. IG items may not be put in OOG areas. The Marshal is also there to make sure that you properly disarm any traps that may be on the door or window. Destroying property such as window screens or door hinges is not allowed.

Once more, the bottom line is: **always get a Marshal first.** Not doing so is the quickest way to be kicked out of REFUGE LARP.

Securing Your Cabin

The Realms of REFUGE can be an unsafe place, so it’s always a wise idea to guard your valuables. There may be places IG where you can buy or rent a lock for your cabin. Some of these places will also install it for you for a small fee. While

locks can be picked IG, it can be a slow process and even if bypassed will buy time for you to discover the intrusion.

If you want to put a lock on a door, you must either use an approved lock or you must use your own lock after getting it approved by a Marshal. If you can demonstrate that you can pick your lock, then it will probably be allowed.

Remember that REFUGE requires easy to pick locks, as it is the IG Skill itself that is supposed to be used and not the OOG Skill of picking a very difficult lock. Combination locks are not allowed to be used by players but may be found in modules (where part of the module is discovering the combination).

You can also buy or make traps for your cabin. Each trap must be accompanied by a trap Tag (see the section on traps).

OOG areas must be marked on Marshal Notes (such as “under the beds” or “behind the tapestry”). IG items may not be stored in areas declared OOG. Any special security precautions you take must be entered on the Marshal Notes on your cabin door. Make any appropriate entries there, with the spell labels and/or trap Tags necessary. If no precautions have been entered on the Marshal Notes, then there is nothing protecting the cabin IG.

Anyone who does not reside in a particular cabin caught reading the Marshal Notes will be subject to disciplinary action. These notes are for Marshals only, and only when Marshaling a thief into the cabin.

Chapter XVI: How to Be a Cast Member

REFUGE always needs Cast for a wide variety of roles. Sometimes the game needs a shopkeeper or traveling merchant, while other times the Plot Team will need monsters or beasts to act as direct antagonists in combat. Cast might head into town to roleplay as a farmer one moment and come back as a terrifying Undead the next.

When playing Cast, you will be assigned different roles by a Plot Team throughout an event. Players who enjoy trying out different things – whether roleplaying or in combat – will appreciate the variety they can experience while playing Cast. While Cast Members exist to fulfill the story for the PCs, this doesn't mean they shouldn't be having fun too!

Keep in mind that Cast are there as foils for the PCs in service to the overall story. **Cast should never think of their job as to win over the PCs in combat**, for example, but to give them a good fight and fulfill whatever goals the Plot Team has for the battle. Everyone attends REFUGE to build an exciting story *together*.

Make sure you know the basic rules of REFUGE. Nobody is expected to be a rules expert at their first event, but everyone should know how to fight safely and obey the most important rules. **It's always OK to ask more experienced players or Marshals if you aren't sure about something.** If you haven't played Cast before, make sure to let the Plot Team know so they can make sure and give a little extra training and assistance where necessary.

Not all monsters (or people) act alike. Know how your monster acts and thinks. Goblins are often stupid and easily tricked. Zombies move slowly and don't hit anything that falls to the ground or remains motionless. Lizardmen speak with a lisping hiss and hate the cold. Mindless Undead creatures can't talk other than to parrot a simple phrase told to them by a Necromancer. Know what your character is and how it acts before you go out and it will not only make your Cast more real to the player but will also let you have more fun as well.

This rule also applies to where your Cast travels. Have a reason for being where you are. Remember that even non-intelligent animals know enough to hide in the bushes and surprise their prey and will run away if the battle is going against them. Don't stand in the middle of the road and say, "Come and get me!" and then fight until everyone in your Cast party is completely dead. Even if you are there for the players to kill, if you treat your Cast as something other than fish-in-a-barrel, the players will have a lot more fun and you will too. If outnumbered or about to die, surrender or run away. Be logical.

Give every part you play a unique personality so that the PCs remember you and keep that personality consistent. Some Cast roles can return multiple times; try to keep mannerisms and costuming in mind if you play such a role.

Get everyone involved. When performing as your Cast character, try your best to get as many players involved as possible. If you are a messenger coming into town, yell out your message so lots of people can hear it. Don't be shy, just walk up to PCs and start talking to them to get them involved. Remember that the goal is to entertain as many PCs as possible. Whenever it is logical and reasonable to do so, do everything in your power to involve many players.

Know your character. When someone deals with you as Cast, they are looking at part of your character's life. It helps to give your character a life for them to see, and it makes roleplaying more fun and more natural. If you are playing something with an intelligence enough to talk, you should have some background information prepared in case the players question you. This should generally be basic and simple; you don't want to accidentally contradict some important piece of information Plot has in mind for the world.

Have a name for your character. Whether it's supplied to you or not, every character has a name. If you don't have a name assigned, try to come up with one that sounds distinctive and shows a little imagination.

Know the script. As Cast you always have some sort of guide to your role. It may be a quick briefing from the Monster

Marshal, but it may sometimes be a more detailed script to the weekend or a module. Read the whole write-up to understand how you and your encounter fit in and read your own encounter until you know that you can do your part. The success of the adventure often depends on everything fitting together completely and knowing what you are building is the start.

Be creative with every character, no matter how weak or powerful it might be IG. More experienced Cast are given more powerful Monster Cards. It can take some time to learn to play more complex Cast cards appropriately in battle; this isn't a slight against newer players and is a reward for consistently playing Cast.

Wear costuming, masks, and makeup appropriately. This helps the PCs understand what they're seeing and can help you really inhabit the character. This is especially important if you are playing different characters during the weekend. If you haven't changed your look between the time you went out as the evil assassin and the time you went back to town as the innocent urchin, you are certain to be mistakenly identified and ruin the fun for lots of players. Your costume is as important as your face. It's the thing people will notice first. Bring a few things of your own to augment the costumes you can use in Cast camp. Jewelry, hats, sashes, belts, and armor all make distinctive changes in your appearance, and thus in your character.

Answer "What do I see?" questions properly. Because it is hard to tell certain monsters apart simply because of the make-up, players can ask, "What do I see?" When asked this question, give only the basic description as written on the Monster Card: "Skeletal figure" and not "Lich with 145 Body Points and seven rituals." Remember to just give a description; don't identify what you are. You only need to answer this question if the players have enough light to see your makeup and costuming; if asked "What do I see?" and you think they can't see you well (because it's dark, or you are wearing a hood), you can respond "Describe to me what you see."

This all assumes that you are playing a bipedal creature like a High Orc, goblin, or troll. If you are playing a monster with a much different-than-Human shape (bear, snake, unicorn, etc.), then you should read the "what do I see" description even if they don't ask first. This includes things like insects, animals, giant worms, and oozes.

Die when you are dead. Your roleplaying should continue through your death. If your Cast dies, lay there until the party goes away (unless you are told otherwise by the Monster Marshal). The only time you should even talk is if someone is doing a described search on you. Never walk around, congratulate the party on their good fighting Skills, read over the Marshal's shoulder, or otherwise get in the way.

Return props, costuming, and makeup to their proper place. In many encounters, there will be some sort of prop used. Unless you or the other Cast bring your own, these are REFUGE LARP property, and you may be asked to sign out for them. Afterwards, try to make certain that all props get back where they belong, and all private gimmicks are returned to their owners. Disappearing props are an expense that drains money we could be putting into improving events.

Wear an OOG headband when not IG. A white headband is how we tell players that you are not there IG. If you are OOG, be sure to have a white headband on. Try not to make that happen too often. If you are playing Cast on a weekend and you wish to travel from the Cast camp to the town to get a bite to eat, rather than show up in the tavern with a white headband on, play a farmer or traveler who is heading into town for a meal. Ask the Monster Marshal and maybe there will even be some information you can give out while you are there.

Never improvise Skills or creatures. While creativity in performance is welcome, taking major liberties with your Cast is not. It is fine to use your imagination within the confines of your Cast character, such as finding new ambush sites, playing new tricks on the players, or otherwise roleplaying as your character would. It is quite another thing to give yourself new Skills, powers, or treasure. Your Cast card will describe exactly what your character is capable of; you cannot go beyond your card (although if appropriate you can always use less than what is listed on the card).

It also includes not adding new plots. If your assignment was to go to the tavern and sell some Potions, don't create a backstory where you are actually enslaved to do so, and your evil master is just outside of town. If you want to write plots, we encourage that, but it must be done in advance, approved by the Plot Team, and not on-the-fly.

Never target players. Your Cast probably does not know anyone IG and therefore should treat all players the same. Walking around town looking for your friends to interact with (or for your enemies to attack) is a certain way to get demoted and removed. Keep your Cast neutral (unless the Monster Marshal specifically tells you to target someone).

Don't see the players as the enemy. Too often, Cast forget that their primary purpose is to provide the players with a fun and challenging encounter. An unwinnable battle that can't be run away from is no fun. playing Cast is not your excuse to be the powerful being your PC character is not.

As Cast you should never give a *Killing Blow* unless you have been instructed to do so by the Monster Marshal. In any event, every time a *Killing Blow* is given it should make sense. Players generally do not object to taking a death if they have done something wrong or if they lost a winnable battle through their own incompetence but they do object if there was nothing they could do about it — and that usually happens when the *Killing Blow* doesn't make IG sense.

In combat, try to calibrate what you are doing to the players you are fighting. If you are given a powerful Monster Card and a brand-new PC runs up to you, don't just destroy them with a single attack – parry for a bit and demonstrate your Skills on other PCs nearby. If they try to withdraw when realizing they're outclassed, let them do so. Of course, if they continue to press you even after being given ample opportunity to get away, let loose on them!

Let the players do cool things. Along the same lines as the last point, if the players do something interesting that would make a great story, you should probably let them do it. We're all in this together to make the best story we can, and sometimes it helps the game to let the players get away with something even if the Cast could have stopped them.

Don't let the players bully you. Some players on a weekend will try to follow you around when you are OOG, waiting for you to put on your mask so they can rush in and attack you. Or they may merely hang out near the Cast camp waiting for you to come out. Do not play with them. They are cheating. If they continue to do such things, be sure to report them to a Marshal.

Some players treat non-monster Cast characters differently from PCs. These players will kill a Human Cast character quicker than they would a Human PC. This is metagaming and should be discouraged. If a player asks you the OOG question "Are you Cast?," you shouldn't answer, whether you are playing Cast or PCing. They shouldn't be asking that question in the first place. If they kill you, you should check with the Monster Marshal to see if your Cast would Resurrect in the local Earth Circle. If the Monster Marshal approves it, then do what your Cast would logically do — either try to exact revenge or bring charges up to the local law authority.

Report people who break the rules or violate the code of conduct to a Marshal. If you encounter a cheater or a metagamer, do not attempt to argue the point with the player. Your recourse is to ask for the player's name, not to lecture. Let the Marshals straighten out conflicts. That's what they're there for. Similarly, if that player is upset with you and wants to know your name, you should give it.

Don't argue. Remember that everyone in our game — both players and Cast — always has the right to ask the OOG names of other players. You should not feel insulted if someone asks you.

Also: report good players! Players who are excellent roleplayers, never cheat, and help make a fun game for everyone should be acknowledged and thanked. Tell a Marshal (and when you are a player, be sure to report good Cast Members too).

Cast Documentation

Every Cast is required to have documentation (usually in the form of a Monster Card) to prove that they have the powers, spells, and items they are using in an encounter. If a group of Cast are out together and all have the same abilities, then only one is required to have the documentation.

The documentation may also be held by a Marshal who is overseeing the encounter.

The documentation can only be adjusted, changed, or approved by an authorized Marshal or Plot member and never by

the Cast.

A player can challenge Cast and request to see the documentation. If a Marshal is nearby, the Cast can refuse to show the card and show it to the Marshal instead. Any problems should be brought to the attention of a Marshal so that it can be verified that the Cast is playing the correct part and using the correct Skills.

Cast are only allowed to give *Killing Blows* if the documentation gives them that ability. This includes taking actions that are equivalent to “forcing a Resurrection” such as pulling a dead or Unconscious character behind enemy lines, placing that character in a *Circle of Power* or behind a *Ward* or *Wizard Lock*, or otherwise hiding that character in such a way as to prevent other players from finding the body. You can always stand in front of the body and fight to prevent the person from being saved.

Cast characters are also only allowed to search and/or steal from players if the documentation clearly states so. In this case, they may only search and/or steal to the degree to which the documentation allows them.

For example, Cast may only have the right to steal anything obvious (such as Weapons or other hand held possessions) but not necessarily to search through pockets or pouches; Cast may have the right to break into cabins and search through possessions (with a Marshal nearby); Cast may have the right to search only for specific items (such as healing Potions it can use on itself). The extent to which the Cast can steal or search should be documented.

Note that occasionally a monster’s abilities may change from event to event or even during an event. This can be the result of many things, from mutation to strange magics to a new tribe moving into the area. Just because a monster had an ability or Skill one time you met it does not guarantee it will be exactly the same every other time. A monster may also have different Skills and abilities depending on which Chapter and Campaign you play.

Remember: The information on the Cast documentation and in this section is OOG. Even though you saw a Monster Card that said a monster was Immune to *Sleep*, your character would only know that your *Sleep* spell had no effect when you tried it or when you were told IG that it would not work. To do otherwise would be metagaming, which is considered cheating.

Monster Types

There are a few common Monster Types across the Realms of REFUGE. Most characters have at least heard of these creatures, even if they haven’t encountered them themselves. These types are common enough that Cast are encouraged to learn their standard benefits and drawbacks, as they will likely play these types of monster quite a bit.

Undead: Regrettably, these Necromantic abominations are regularly encountered in most parts of Realms of REFUGE.

Undead have No Metabolism, are Immune to the Alteration and Command effect groups, are often Immune to Ice, and are always Immune to the Poison Qualifier. Some Undead require special Weapons to affect; for example, Silver Weapons will often inflict full damage where normal Weapons might not.

Undead are healed by the Necromancy effect group and harmed by the Earth effect group. Anything that specifically targets Undead (such as *Turn Undead* or *Destroy Undead*) will work against these creatures. A *Life* spell will inflict a *Destroy Undead* effect against an Undead.

Undead generally have large amounts of Natural Armor, representing the powerful Necromantic energies that animate them holding firm against any attacks. Healing ignores this armor, making it a powerful Weapon against the Undead. Additionally, many Undead are limited in how they can use defensive abilities against Earth effect group attacks.

Most Undead turn to dust at 0 Body Points and ignore the Bleeding Out and Dead periods.

Constructs: For a variety of reasons, powerful casters will create Constructs to serve them — often long after their own death. Constructs have no metabolism, are Immune to the Alteration, Command, Necromancy, and Earth effect groups, and are always Immune to the Poison Qualifier. Some Constructs require special Weapons to affect; for example, Magic Weapons will often inflict full damage where normal Weapons might not.

Often, Constructs will take damage from *Shatter* effects, and may not be able to defend normally against these. If you want to harm a Construct with a *Shatter*, you should target their body (e.g. “Weapon Strike *Shatter* Body!”).

Constructs might be healed by rituals or specific elements (such as Flame or Lightning). Often, they are virtually mindless, following the simple commands of their creator until otherwise ordered.

Most Constructs turn to dust at 0 Body Points and ignore the Bleeding Out and Dead periods.

Elementals: Creatures from the Primal or Secondary Planes existing in the ether can at times come to harry or benefit the residents of Realms of REFUGE. These Elementals come in a specific form, often reflecting a known element such as Flame or Chaos but at times arriving from strange places reflecting unusual Elements.

Elementals have no metabolism, are Immune to the Alteration, Command, Necromancy, and Earth effect groups, and are always Immune to the Poison Qualifier. Elementals are generally healed by their own element and hurt — often doubly — by the opposing element.

When struck by an elemental-targeting effect — such as *Banish* or *Subjugate* — elementals will take special effects that the living might ignore.

Most elementals disappear at 0 Body Points and ignore the Bleeding Out and Dead periods, returning to their Plane of origin.

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