



U-LARP

-Universal Rulebook-

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My thanks to the players of the Stormflux campaign for exploring these new frontiers with us. Despite some changes and adjustments along the way, we have charted a grand adventure, and I look forward to setting out again.

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Introduction

This rulebook describes the default ruleset for games using the U-LARP system. Many campaigns will use additional or variant rules; please see the **companion rulebook** appropriate to your campaign or consult with a game master for details. For game masters, the U-LARP **GM's Guide** provides a compilation of rule variants. This book will address you as a player and help you to understand and build characters.

Many concepts laid out in this book will be described using generic terms. Each campaign is expected to create and use their own specific terms for these concepts.

Four Pillars of Gameplay

U-LARP is designed to incorporate four pillars of gameplay. These gameplay elements can function individually but also work in concert to deliver variety in play. Many of these systems lean on each other, allowing players who specialize to empower each other through cooperation.

Combat includes a player's ability to influence the world through force and prowess. Combat Skills are related to melee combat, ranged combat, personal toughness, "spellcasting," and augmenting others through supportive abilities.

Exploration is the pillar related to knowledge, investigation, and travel. Exploration Skills can allow players to traverse longer distances and learn vulnerabilities of monsters. While it is not necessary to purchase these skills in order for a character to possess knowledge, they allow a character to ask Staff questions about a topic, monster, organization, etc. Encounters that focus on Exploration will often feature puzzles or require a player to traverse a dangerous place.

Interaction is the pillar related to social connections and planning. Many of these Skills enable team play and indirect support. Social skills are not necessary in order to engage in social interactions, but create new opportunities such as long-distance communication. Social Patterns use a unifying mechanic called **Bonds** that reward characters for organizing into groups. Encounters that focus on Interaction can range from diplomatic engagements to interrogations, but a player focused on Interaction will experience a lot of gameplay in coordinating with other players.

Creation is the pillar related to changing the layout and features of the world or adding new items and structures. This pillar will often involve discussions with staff to arrange for long-term projects and collaboration with other players. Comparatively, this pillar will require more investment of time and resources to make progress than others. In an Encounter, Creation

skills can be used as puzzle-solving tools, or they can change the starting conditions for a combat.

Attributes and Skills

Attributes are the basic values that describe inherent qualities of your character. The attributes that are in play and the manner of improving attributes will vary with each campaign. Unless stated otherwise in a companion rulebook, a character will begin play with no attributes (or a zero in all attributes).

The attributes possessed by all characters in the standard U-LARP ruleset are Aegis and Tenacity. Some campaigns may use Spirit.

Aegis is a measure of a character's toughness and ability to survive damage. This is representative of physical wellness, armor, and any magical or external protections.

Tenacity is a measure of a character's ability to overcome, slip free of, or struggle through disabling effects. Tenacity prevents any disabling effects from getting worse, and a higher tenacity character is harder to pin down.

Spirit is a resource used to power certain special abilities. It will recharge after resting at the end of an encounter or through certain items or abilities.

Skills are acquired and added to a character in order to improve and customize their abilities. The method for acquiring skills is determined differently for each campaign. Skills may influence a character's attributes, or attributes may progress separately from skills.

U-LARP uses a limited approach to skills so that players fulfill individual niches and must cooperate. A character possesses **Inherent Skills** that apply to all characters, and **Limited Skills**, of which only a certain amount can be active. A campaign can set a different **Skill Limit** determining how many can be used at a time. Limited skills and the limits can also be segregated into **Skill Types** - a campaign may have a limit of 8 skills, or could instead segregate this into 4 combat skills and 4 exploration skills, or another such combination.

A character can possess any number of inactive limited skills. Active skills can be changed freely between events, but during an event can only be changed when approved by staff. Some skill types are activated differently - Consumable Skills and Augment Skills are example skill types in this book that are activated by players, but still restricted by skill limits.

Negative Skills are penalties caused by curses, poisons, hauntings, death, or other maledictions. Negative skills can be managed independently, or implemented as forcibly equipped skills that count against your Skill Limit (making them doubly detrimental). Depending on the campaign, Negative Skills may expire over time, require wealth to remove, be removed by plot, or possibly worsen under some circumstances.

Wealth

In a classical roleplaying game, characters earn both experience and wealth as separate resources (EXP points and Gold being a common example). The standard U-LARP ruleset instead unifies experience and wealth into one currency. Within this rulebook, we will refer to this currency simply as **Wealth**. This may be gold, with advancement handled by paying trainers, or it could be that players exchange mutagenic compounds or even download skill programs (I know kung fu). Character advancement acts as the economic baseline that teaches players the value of currency and resources, and adds emphasis to decisions where players invest resources outside of their character. The handling of wealth and experience should be detailed in the companion rulebook for every campaign.

Secondary resources called **Essences** are used as part of crafting or puzzle solving. These components can be the subject of quests and monster hunts. Items with subjective value create opportunities for barter, and resources that must be found rather than purchased drive players to explore. The exact nature of essences depends on your campaign, but each essence is themed, and assigned a rank that describes its potency. An example may be “Rank 3 Sanguine Essence,” which would have properties and uses related to blood. Combining three essences of the same rank creates one of the next rank.

In a tabletop roleplaying game, items can be tracked and valued precisely, and you may be expected to track every matchstick, mirror, meal, and morningstar that your character will purchase. This is impractical in LARP. In U-LARP, your costuming, accessories, the goods used to decorate your sleeping quarters, food, and weaponry are all assumed to have been acquired using petty cash during your character’s downtime. We refer to these as **Trivial Items**. Items that are tracked use tags, and can be referred to collectively as **Tagged Items**.

Tracking the value of items is more important when considering large quantities. An individual sword is trivial, but a set of fifty blades could impact the story, and the amount of metal needed to forge those blades should also be tracked. We refer to these as **Bulk Resources**. See your companion rulebook for a list of Bulk Resources. These are used to track major undertakings or projects such as building structures, feeding towns, and outfitting armies.

Game Flow and Encounters

A typical **Event** will consist of about two days of play, during which there will be several **Encounters**. Some abilities are limited to per-event or per-encounter use. An encounter is considered to begin when you leave a safe hub area such as a tavern, and ends when you return to any such place. Many Encounters are posted as contracts that players can plan to take on at their own pace. Coordinate with your comrades and talk to staff to get one of these Encounters started. Sometimes, staff will send characters to the tavern to prompt an encounter,

or monsters will roam the field for one reason or another. Check your campaign rulebook for guidance about game flow.

Conflict resolution in U-LARP will play out through three methods of interaction. The first of these is Boffer Combat, wherein characters do battle with monsters (or other characters). Most skills available in the game will relate to Combat capabilities. Secondly is social interaction, wherein characters resolve issues through negotiation, persuasion, or other forms of discourse. Social interaction uses few skills, but features skills that can provide ease of communication, and supplement other systems. The third method of conflict resolution is through **Bids**, which are provided by skills related to information and crafting, and may apply in other circumstances.

A **Bid** is a negotiation between a Storyteller and a character to gain information or influence the current scenario. A Storyteller may prompt bids, but a character can also propose a bid at any time. Proposing a bid does not pause other circumstances at play, so a regular example of gameplay may be that some characters must defend a character who is making a bid to influence an objective. The character making the bid will offer abilities they possess, resources they are willing to expend, and sometimes situational modifiers that can affect the outcome. The Storyteller will weigh the value of the bid against a hidden level of difficulty and then describe the outcome, possibly allowing for further expenditures if the bid is insufficient to overcome the challenge. Bids are reviewed in further detail in the Exploration and Crafting chapters.

NPC Shift

Periodically, staff will request players to perform an NPC shift, a period of time spent where the player acts as a monster or other non-player character. An NPC shift will usually provide some Wealth in exchange for your time, and can give a player a chance to try fighting as a monster, or acting out a different personality.

Safety & Logistics

Much of the fun in LARP comes from simulating danger and stress. Being mindful of certain rules and procedures can prevent the situation from becoming actually dangerous and stressful. U-LARP combat situations can be physically demanding, and players should take care to avoid heat stroke or overexertion issues. Danger to the body is only half of the equation. U-LARP includes social safety rules to ensure that players are able to quietly disengage from a scene when it is necessary to get space.

Ultimately, please respect the instructions of game staff and bring any issues to their attention.

Staff Roles

U-LARP suggests that the staff roles be arranged as follows, but a campaign may establish different roles or use different names for roles.

A **Game Master** or **GM** is broadly responsible for both rules and the story, and serves as the highest authority within the game. In a campaign with multiple GMs, some may be specific to certain stories or may be limited to rules arbitration.

A **Storyteller** or **ST** is narrowly responsible for particular story threads or individual encounters. They are considered an authority within their encounter unless superseded by a GM.

Staff can refer to any personnel acting on the behest of the game, including NPC work or kitchen duty. The title of staff does not represent any authority, and is often assigned on a per-event basis.

A **Marshal** is the staff member responsible for adjudicating the rules and controlling the flow of play during an encounter. The Marshal is responsible for bids or questions, as well as deaths and revival. A Marshal can make rules decisions as necessary during an encounter, but these decisions can be appealed or reviewed after the encounter as time allows.

An **Inspector** is the staff member responsible for checking the safety of weapons and armor props before play. All new weapons and armor pieces must be inspected. Armor must be weighed before use in the game, so please bring it for weighing before donning the armor.

Combat Safety

The head and groin are illegal hit locations, and any hits to these locations are disregarded. If you strike an opponent in these locations accidentally, exercise good honor and allow a reprieve.

When defending, avoid sudden movements or prop positions that would guide normally legal strikes to illegal locations.

U-LARP aims to strike with **Medium Force** - a good blow should make a sound, but not be excessively painful. When struck by a blow that is delivered using excessive force, call “**pull your blows.**” Your foe should hold back their strength. If they continue to strike forcefully, notify a Marshal. If blows are delivered with insufficient force, call “**too light.**” Your foe should swing more forcefully.

Designated Costuming

A player wearing a **rainbow-colored headband** is a **non-combat player** and should never be struck. This is generally due to medical issues such as healing injuries. Instead, hold a weapon in their proximity and call “you die.” They will become incapacitated.

A person wearing **reflective gear** is a special designation called a **Hazard**. Hazards cannot be killed by standard damage and are mostly restricted to making status effect calls. Hazards are discussed in detail in the Exploration chapter.

Dangerous Terrain

If terrain is rocky or slippery, it may be unsafe to fall to the ground when incapacitated or afflicted by Knockdown. In this case, play incapacitation by slowly crumpling to the floor, dropping your weapons, and clutching at your wounds. Play Knockdown by taking a knee, dropping your weapons, and counting to three before attempting to return to a defensive posture.

Roughhousing (Grappling)

Grappling is only allowed between mutually consenting parties, and consent must be affirmed for every instance of grappling. To request this consent, call “**permission to roughhouse?**” and wait for an affirmative answer before engaging in any rough play. Unarmed strikes are never permitted.

Catching, grabbing, or pinning a weapon using your body is considered grappling and requires permission to roughhouse.

Safety Roll

While incapacitated, you may roll out of active combat areas to avoid being stepped on.

Social Safety

Appropriate Touch

For all interactions requiring touch, the approved locations are the arm, legs below the knee, and the upper back. **If another player asks you not to touch them, then don't touch them.** You can accomplish any "touch" requirements by passing your hand over them. If you are inappropriately touched, inform a Marshal or any other staff member immediately.

Hand Signs

The following hand signs can be used to quickly and unobtrusively assert social safety measures during non-combat scenes. Please use verbal communication in an emergency. Present all signs at chest level.

Hand held as an O - "Are you ready to continue?" please respond to this sign with a thumbs up or thumbs down.

Hand held flat and level across the chest - "I need a moment to collect myself."

Hand held diagonally across the face - "I need to exit the scene." Do not pursue a player who has removed themselves from the scene in this way. Using this sign in combat may result in taking a death. A staff member should indicate prior to combat if graphic details apart from general violence will occur. A player with broad triggers or phobia such as darkness or spiders should speak with staff so that out of character stressors can be avoided.

Verbal Codes

A Marshal may call "**Pause**" or "**Time Out**" to halt the game either for safety purposes or to provide Encounter-related descriptions. If you hear a time out call, repeat the call aloud to help ensure that everybody can hear it. A player should only call Time Out for instances of medical distress or imminent danger.

Substance Control

Please respect any rules set by staff or the venue regarding substance control (including alcohol and tobacco). Consult venue rules or ask staff before bringing controlled substances to the game. Substance rules should be enumerated in your campaign rulebook.

Reports, Warnings, and Other Policy

Please report any breach of conduct by another player or staff to any staff member via conversation, direct message, or via email.

When you file a report

If you have reported a breach of conduct, you should expect a reply from staff, but may not be party to the resolution of the issue. You will be afforded anonymity when reporting breach of conduct whenever possible. Regarding uncomfortable topics, you will be asked for details only if the breach of conduct is contested.

If you have been reported

If you are reported, you will be contacted by staff and informed of the nature of the breach of conduct. You will be given the opportunity to contest the report, but not necessarily the opportunity to confront the individual who has reported the conduct. Minor breaches of conduct will be met with a warning. Repeat offenses or egregious breaches of conduct may result in dismissal from the game. Any sexual misconduct will always result in ejection.

The staff of your game are the arbiters for that game. The judgement of staff on a matter is final. The judgement of staff within a campaign does not reflect the views of Hereafter LLC.

Props

Weapons

- To use any weapon in Stormflux, it must pass weapon inspections. See an Inspector, designated by Staff, to verify that your weapon(s) can be used.
- You may not wield a weapon that is not your own without the consent of the owner.

Melee props

- No swung weapon may have more than 1/3 of its overall length unpadded, nor have more than 30 inches unpadded.
- The striking surface of melee weapons must have at least 2 inches of padding.
- The pommel of a weapon must be at least 2 inches in diameter and safely padded.
- Hafts must be safely padded. If swung, the haft must be as safe as the striking surface.
- No weapons other than aluminum-shafted arrows may have metal cores.
- No weapon may have a spike or blade at the butt (pommel) end.
- At no section of the weapon, except the handle, should anyone be able to feel the core of the weapon.
- All melee weapons must have a minimum length of 18 inches.
- A weapon with a minimum length of 48 inches is considered a Great Weapon and may qualify for abilities that allow it to call [Crush] and/or [Pierce]. The exceptions are Dual Ended weapons, which are never considered to be Great Weapons.
- Maximum weapon length is 108 inches.
- All latex weapons require approval by staff.

- If the weapon is latex, it may not be used for stabbing or thrusting unless specifically approved by staff for stabbing or thrusting.

Daggers

- Daggers have a maximum length of 24 inches.
- Some patterns may specify a dagger as a requirement.
- Can use (One-Handed) patterns.

Flails

- The ball of a flail must have a minimum circumference of 16 inches.
- The end of a flail's haft must follow the 2 inch padding rule.
- The maximum "chain" length on a flail is 6 inches.
- The chain of the flail must have foam segments along its entire length.

Spears

- Spears must have at least 1/3 of the haft padded, but no more than this is necessary.
- Spears cannot be swung unless padded to swinging weapon standards (glaive).

Dual ended

- Dual ended weapons are long weapons with both ends being hit legal (e.g., a quarterstaff).
- Should one end fail to be stab or strike legal, both ends fail.
- Must be 4 feet to 7 feet in length or it will not pass as a weapon.
- Can use (Dual-Wield) patterns while both hands are on the weapon.
- Does NOT count as a Great Weapon.

Bows, crossbows, and blasters

- Bows, crossbows, and thrown weapons must be used at half-draw or thrown with half force at ranges closer than 20 feet.
- All bows must have a draw weight of 35 pounds or less at 28 inches draw.
- All crossbows must have a maximum draw weight of 35 pounds with a draw length of 12 inches.
- If an arrow or bolt's trajectory is changed by contact, even minutely, it is considered to have Hit.
- Individual arrows, bolts, and darts may not be used as melee weapons.
- Mega Nerf is the only brand of nerf dart allowed to be used. Modifications may disqualify a blaster's validity as a weapon. Modifications to the Mega Darts may also disqualify a blaster's validity as a weapon.
- All Mega Nerf weapons must be painted to appear in-character, except for the tip of the barrel, which must remain orange. It is not necessary to paint any magazines.

- A Mega Nerf weapon will be considered a “Rifle” if it is longer than 3 feet. A rifle will call [Strike] damage by default.
- A Mega Nerf weapon with automatic fire is considered a Heavy Weapon regardless of length, and will always call [Shot] damage by default.
- Heavy Weapons cannot be fired unless the user is kneeling. This is called being [Braced], and there are methods in-game to become [Braced] without kneeling.
- Once a projectile has hit an object, it is harmless. A projectile cannot affect multiple targets.
- If bows or crossbows are hit with any call, then they are **Broken**.
- If a blaster is hit with any call, then it is **Jammed**. A **Jam** is removed if the weapon is fully unloaded and then reloaded.
- If an arrow, bolt, or dart hits a player’s hand, then that arm is disabled (regardless of whether or not the hand held a weapon or shield).
- All arrows and bolts must be professionally produced and attuned to the shaft as per the manufacturer.

Launchers

- A projectile weapon can be classified as a launcher if it is determined to be safe by an Inspector and fires projectiles 2 inches or greater in diameter.
- A launcher will call [Strike] damage by default. It is otherwise considered a Heavy Weapon, and you must be [Braced] to fire.

Thrown weapons

- Javelins are the only thrown weapons that are allowed to have a core and must be between 4 and 7 feet in length.
- The softer padded face of the javelin must have a 3.5 inch diameter.
- All non-javelin thrown weapons must be coreless.
- All non-javelin thrown weapons must be under 18 inches in length.
- Thrown weapons call [Shot] damage by default.

Spell packets

- Spell packets must be brightly colored and distinguishable from forest features. Recommended colors include safety orange, hot pink, light blue, and purple.
- Packets should be packed with biodegradable airsoft pellets or other inedible biodegradable material.
- Packets should compress somewhat when squeezed, so do not pack them too tightly.

Armor

- All worn armor is evaluated as a full suit, including the weight of any accessories such as gauntlets, greaves, etc. The armor type that a piece of armor or set of pieces falls into is solely based on the evaluation as a full suit. Only the weight of protective costume pieces or armor props factor into your armor rating; materials, number of pieces, etc. do not.
- **[Light Armor]** typically constitutes light leather or heavy cloth. A full suit must weigh 10-19 pounds to qualify.
- **[Medium Armor]** typically consists of heavy leather, light metal, or plastic armor. A full suit must weigh 20-39 pounds.
- **[Heavy Armor]** must consist partially of rigid metal. A full suit must weigh 40+ pounds.
- For both Medium and Heavy armors, [Strike] and [Crush] immunity only apply to locations covered by rigid metal plates.
- Armor must not feature any spikes or horns.
- Armor must not have sharp edges or any portion that protrudes more than 2 inches. This is a general guideline. Inspectors reserve the right to refuse any armor props if they are deemed to be too dangerous.
- Armor will only protect locations that are covered by armor props. For example, if you are wearing a breastplate and someone strikes you in the leg, then the armor neither provides immunities nor does it protect against the hit. If hit in the torso, then the armor interacts mechanically with the hit.

Shields

- Any dangerous protrusions on the rear must be taped and/or padded for the user's safety. None may be on the front or edges.
- A shield may be used or worn in any manner so long as it can be strapped to the arm or has a handle for a hand.
- While wielding a shield in any configuration, your off-hand is considered to be occupied for the purpose of any pattern qualifications.
- A player may wear or carry only one shield at a time in combat.
- The minimum width of a shield is 12 inches.
- The maximum width is 36 inches.
- The maximum height of a shield is the distance between the player's chin and their ankles.
- You may strike with your shield if it is sufficiently padded and is approved for striking by an Inspector. This does not inflict damage.
- You may not strike a person with your shield if you've gotten a running start, nor may you strike from behind.

Other Props

- **Bandage** props should be at least 36 inches long and at least 2 inches wide to meet the roleplay requirements for an average wrist. If you wish to tie Bandages onto legs or upper arms, it is advised you make your Bandages 48 inches to meet the roleplay requirement.
- Standard gauze rolls and ace bandages can suffice but it is recommended that you cut several Bandages from one roll. Muslin is a cheap and durable alternative and can be found at most fabric stores.
- When tying a bandage, minimize any trailing excess. Grabbing a bandage that is affixed to a player or NPC is considered roughhousing.
- **Bomb** props must be palm-sized and feature a fuse or trailing cloth of some sort. They may not have any edged protrusions and must compress when squeezed. An example of the desired prop is a training tennis ball wrapped in a layer of cloth.
- **Sharpening** kits must include a whetstone and cloth with a dedicated storage pouch. The whetstone doesn't need to be real; it can be a facsimile.
- **Poison** kits must include a cloth and a vial with a dedicated storage pouch.
- **Ammo kits** may be either a box, belt pouch, or bandolier securing individual shells or magazines. Alternatively, a Quiver can be considered an Ammo Kit.
- **Picnic** kits do not need to include any real food or drink. They may contain any sort of facsimile, be it plastic, foam, wax, etc. Eat/drink roleplays are pantomime-only.
- **Repair tools** can be any handheld tool used in armor management and maintenance, or a safe facsimile thereof. If using a real tool, the object must be secured during all combat scenarios. A facsimile that satisfies the requirements for a dagger or thrown weapon can be used as such.

Costuming

Costume evaluation can provide various campaign-specific benefits or empower certain skills. Costumes are evaluated in relation to a theme, similar to Essences.

There are four distinct grades that a costume can earn:

[Allowed - 0] - the feature is allowed within the game. This status is assumed for most objects, but an unsafe or distinctly out-of-character costume element would be disallowed. Examples of *disallowed* features would include armor with metal spikes, a tablet computer, or a melee weapon with an exposed core.

[Iconic - 1] - this grade is awarded for costuming that complements or improves the game, and suggests effort by the player. Examples may include detailed or thorough face paint, garb in cultural style, or themed prosthetics. A rule of thumb for Iconic features is that they should not be simply store-bought.

[Epic - 2] - this grade is awarded for costumes that fully and thoroughly capture the theme in an immediately recognizable way. This will often demand prosthetic work, extensive props, wigs, or the weathering of an already thematically complete set of attire.

[Dedicated - 3] - this grade is a special award given to outstanding Epic level costumes that apply to only one theme. It is possible to earn Epic status across more than one theme, but Dedicated status can only be earned if no other themes are awarded to the costume.

Combat Systems

Combat in U-LARP is designed to play out quickly and simply, with an emphasis on motion and personal skill. All defenses are centered around the Aegis and Tenacity attributes in order to limit the complexity of player health. In the Core skill set, Aegis is linked to armor to ensure that characters with high health are carrying extra weight. U-LARP can be played using a no-numbers system or a low-numbers system, with basic rules for each explained below. These systems focus on inherent properties of weapons in order to give each weapon set a mechanical identity. Spellcasting systems within U-LARP focus on casting methods that can be executed more quickly and reliably by those who attain mastery of their style.

Effects and conditions in U-LARP combat are designed to minimize the use of timers. Most negative conditions will last either momentarily, or be permanent until removed. Healing and Repair effects are paired with temporary negative conditions that require that a character cannot fight while they are being healed or for a short time afterward.

Damage Types

Strike - damage caused by large nerf blasters, bows, and swung melee weapons. Heavy armor grants immunity to [Strike] damage wherever the player's body is covered by metal plates.

Pierce - damage caused through skills; usually associated with bows, large nerf blasters, backstabbing, and two-handed spears. Armor never prevents [Pierce] damage.

Crush - damage caused through skills; usually associated with two-handed swinging weapons. [Crush] causes damage to shields. In the default ruleset, two [Crush] calls cause a shield to become **Broken**. The number of [Crush] calls needed to break a shield is referred to as the shield's **Durability**, and this can be modified by skills.

Element - damage caused through skills; varies between fire, ice, shock, and acid. Similar to [Pierce], but causes special interactions with various monsters.

Ruin - a special damage type that harms Hazard-type creatures. Hazards are not harmed by most other damage calls. This call requires use of Clues and is described in detail in the Exploration chapter.

Demolish - a special damage type that harms structures or certain objectives. Demolish is an improved Ruin call that requires more extensive roleplay, but uses the same Clue mechanics.

Exploit - a special damage type that requires advanced skills. A successful [Exploit] can heavily damage Boss monsters and kill lesser monsters outright. Using an Exploit call requires a Lore skill for the creature type, and the full call is Exploit <creature type>.

Numbered Damage Variant

Numbered damage systems use fewer damage types, but still feature some calls that modify damage.

Pierce X - damage that is not reduced by any damage reduction effects.

Element X - damage tied to an element that may be subject to vulnerabilities or immunities.

Ruin X - damage that specifically harms hazards or structures, but not creatures.

In a numbered system, [Crush] damage does not exist but shields and weapons can be broken by damage exceeding a **Hardness** threshold. Structures also have hardness that applies to Ruin damage.

Armor

In the default U-LARP ruleset, armor can provide immunity to certain damage types or reduction of numbered damage, and it affects the cap on your character's Aegis. Several defensive skills will reference an armor requirement.

Aegis Limits:

Unarmored - 1

Light - 2

Medium - 3

Heavy - 4

Legal Hits and Honorable Play

A proper legal hit should halt the momentum of the attack and produce an impact sound. Additionally, when striking in sequence, any weapon used for a swinging attack must be pulled away to a minimum of a 45 degree arc before you begin the next swing. A sequence of thrusting attacks requires 1 foot of pullback before beginning the next thrust. This is referred to as the **Machine Gunning** rule. If you are struck by an illegal blow, call "**too light**" or "**graze**" as appropriate.

If an attack is halted or diverted by a weapon or shield, then it is blocked. If the blocking weapon is knocked away by the attack and the attack legally hits a limb or the torso, it is considered to hit rather than be blocked. A weapon flush with the body is never considered to be able to block properly.

The head and groin are illegal hit locations. Any hit to these locations is invalid. If you strike an opponent in these areas, exercise honor and give a reprieve.

When hit, it is honorable and good practice to make a sound of pain and take a half step back. If you do not make a pained sound, you must call out the resource used to take the attack, such as calling “Aegis” or “Immune.” Taking a step back is not a rule, but it is considered good etiquette.

When being struck, a hit to the foot is considered to strike to the ground if the foot is on the ground. A strike to the hand is considered blocked if the hand is holding a weapon (with the exception of the hand being hit by an arrow, bolt, or dart). A strike to the buttocks is considered to hit the leg, and the line between the torso and arm is drawn straight up from the armpit.

Combat Keywords

Combat interactions are described with a series of terms that are used to build Skills:

Attack - any attempt to swing a weapon, fire a shot, or throw a packet constitutes an Attack. A skill may further specify “Melee Attack” or “Ranged Attack.”

Contact - an Attack that touches a foe or their equipment, including Grazes.

Block - a defensive contact between equipment.

Hit - a contact with the opponent’s body rather than their equipment.

Cast - an Attack that uses a packet rather than a weapon.

Roleplay Requirements

Roleplay requirements are composed of physical motions used to trigger various combat skills. Advanced skills may require the use of these requirements in conjunction with each other. When performing a roleplay to utilize a skill that provides a system call, the call must be used within approximately 2 seconds of completing the roleplay, with exceptions where noted.

Plant Feet - stop moving for at least 2 full seconds. When using these skills, your feet must be planted before beginning the strike and you cannot step forward as you make the attack. Most Plant Feet skills will provide a benefit as long as your feet remain planted. If Plant Feet is paired with Channel in a skill description, your feet must remain planted for the full length of the channel.

Swing Plane - some skills will indicate performing a swing of a certain degree, typically either 90 or 120 degrees. Measure these based on a line extending from you to your target. Any offensive skill with this requirement allows the call for the swing itself.

X Running Steps - each running step should bring your back foot forward past your lead foot. After exceeding the X, you may continue to take running steps and perform the skill at any point within 1 second of your last running step.

Within X Steps - the mechanic is limited by your motion, and you must execute the listed effect before taking more than X steps. The skill is exempt from the 2 second rule.

Contact Ally - you must touch a friendly target or tap their equipment with yours.

Reload X - you must reload X darts into a blaster. Changing a magazine or pre-loaded cylinder counts as 1 for the purpose of this roleplay. If no number is specified, the requirement is [Reload 1]. Drawing an arrow from a Quiver is considered [Reload 1].

Twirl Gun - the barrel tip of the weapon must trace a 360 degree arc.

Channel - a roleplay requirement often incorporating vocalizations. While channeling, you must move Slowly. The skill is interrupted if you take a hit.

Jam - a detrimental effect specific to guns. Jam is removed if the weapon is fully unloaded and reloaded. Some skills cause Jam in exchange for a powerful call.

Repeat - you may re-use the last call you made. You can only repeat a call once.

Prop Roleplays - the following requirements are used in conjunction with special props. All prop roleplays are considered Channels, thus requiring Slow movement and are subject to interruption.

Eat/Drink - raise the prop to your face and take three hearty bites or gulps, then make an exaggerated motion of wiping your chin.

Sharpen - retrieve a stone from a secured pouch, then from a kneeling position move the stone along no less than half the length of the weapon three times, then stow the stone.

Oil - retrieve a cloth from a secured pouch, then run the cloth along no less than half the length of the blade twice, then stow the cloth.

Ignite - retrieve a bomb prop from a secured pouch or bandolier. Bring the hand that isn't holding the prop near to the prop and snap your fingers twice. Throw the prop within three seconds of the snap.

Stacking - Stacking is a mechanic used across several skills. There are a few varieties of Stacking. Stacks are spent to access the benefits of the skill, thus spending all stacks of the related type. All stacks are lost if you are **hit**.

Brutal - gain Brutal stacks by landing Hits.

Finesse - gain Finesse stacks by making Contacts.

Focus - gain Focus stacks by making contact with Casts. Some skills grant Focus stacks for other roleplays.

Refresh - you can re-use the skill after accomplishing the Refresh condition.

Setup - a Setup skill functions similarly to stacking, but is specific to the target that you are attacking. Setup is generally used in powerful offensive skills.

Defense and Recovery Keywords

The following terms relate to injury, resistance, and recovery. They are explained in detail after the listed summaries.

Incapacitated - caused by suffering a lethal hit with no remaining defenses. An incapacitated character begins Bleed Out. An incapacitated character is conscious and able to speak, but

must fall to the ground and cannot carry weapons. They cannot move except via army crawl or safety roll.

Bleed Out - a 30 second countdown between incapacitation and death. You may count your bleed out aloud so that observers are able to recognize how close you are to death.

Broken - a state applying to weapons, shields, or armor that can be caused through the use of some skills or by the **Sunder** effect. Any attack that would be blocked by a **Broken** item is instead considered to hit.

Stabilize - a skill inherent to all characters that pauses the bleed out count of another character while you remain in contact with them.

Deathblow - a monster-only call that immediately kills an incapacitated or Dazed character. [Deathblow] should be performed with half-strength. [Deathblow] cannot be blocked if you are Dazed. If [Deathblow] hits a healthy target, then it is treated as a [Strike].

Resurrection - return from death, typically from a designated location or **Totem** at the site of the encounter, or from another location designated for the campaign.

Immune - that call isn't working, and isn't going to.

Negate - that call was stopped, but there is a limit to how many times I can stop it.

Partial - I stopped that call, but took a lesser or different effect.

Durability - a keyword for shields indicating how many times they can be hit by [Crush] before being **Broken**. Default durability for a shield is 2; they are **Broken** by the second [Crush].

Heal X with Daze - restore X Aegis, but the target takes the Daze effect. The healing can be refused to avoid the Daze. Heal All restores all Aegis.

Repair X with Daze - remove the **Broken** effect from the designated item, but the wielder takes the Daze effect (or the caster if the item is unattended). The repair can be refused to avoid the Daze. Repair All repairs all held items. Repair Any repairs any one item.

Daze - an effect lasting for 15 seconds after a recovery ability is used. While Dazed, the target can only move through hobbled stumbles or crawling, cannot fulfill any roleplay requirements (including Channeling), and cannot attack. Daze cannot be removed by Cleanse. You can be affected by [Deathblow] while Dazed.

Cleanse X - remove the specified affliction except for Daze. Cleanse All removes all afflictions. Cleanse Any removes one affliction of your choice.

Recover - a skill inherent to all characters that requires 30 seconds of Channeling while kneeling, but removes all afflictions, restores all Aegis, and repairs all gear. Cannot be used if incapacitated.

Defense and Health Recovery

When a character with no Aegis or other defensive skills is struck on a limb, that limb is **disabled**. A disabled arm must hang limp or be tucked behind the back and cannot carry objects. A disabled leg must go limp or the character must take a knee. It is permissible to hop on one leg as long as the player can do so safely.

If a disabled limb or the torso is struck, then the character will be **Incapacitated** and begin **Bleed Out**. Bleed Out occurs over a 30 second count, at the end of which the player must

remove themselves from the battlefield and obey the martial's rules for respawn. Bleed Out can be paused by the **Stabilize** ability, which is given to all player characters.

At the end of a 30 second Bleed Out, or when affected by the [Deathblow] call used by certain monsters, a character is **dead**. Dead characters re-enter play through a designated spawn point at an interval set by the Marshal for the encounter, or via a respawn point designated for the campaign.

Defensive skills can allow you to prevent or endure a call. The skill will specify the call you must make in each case, and each call has a distinct meaning. An **Immune** call indicates that the opposing action did nothing, and will continue to do nothing. A **Negate** call indicates that the opposing action was stopped, but preventing it has depleted a resource and the opposing action will work if used enough. A **Partial** call indicates that the opposing action was stopped, but that a different effect was taken instead.

A character can be healed and have Aegis restored by the **Heal X with Daze** call, which restores X Aegis and causes the detrimental Daze effect. The Heal All call restores all Aegis. **Daze** is a timer-based effect that occurs for 15 seconds after any healing or repair. While Dazed, the target can only move through hobbled stumbles or crawling, cannot fulfill any roleplay requirements (including Channeling), and cannot attack. Daze cannot be removed by Cleanse. You can be affected by [Deathblow] while Dazed. Heal must always be called when used, even if used on yourself or when using a consumable item.

Effects and Affliction Recovery

U-LARP features several non-damaging effects that can hamper your character. These are grouped into **Immediate Effects** that occur and are done, and **Afflictions** that persist until removed. Afflictions are upgraded if you are hit by an effect that is already affecting your character; this is called **Effect Overflow**. [Damage] calls can be blocked by a weapon, but any effect that makes contact must be taken (or avoided using a skill).

Tenacity can be used to prevent an Overflow when you would be upgraded, keeping you at the base effect.

Certain rare effects can cause gear to be **Broken**. **Broken** gear is a liability; if **Broken** gear is struck, you must take the hit. This effect is resolved using the **Repair X with Daze** call, or **Recover**. Repair All repairs all gear that you are carrying.

Afflictions can be removed by **Cleanse X** or **Recover**. Cleanse is accessible through various skills, and will remove a specified effect (or the overflow related to that effect). Recover is available inherently through the Recover ability provided to all player characters. This is slower, but allows for self-sufficient recovery.

Immediate Effects

Repel X - target must move back X steps, crossing the leading leg behind the trailing leg each time. In a numerical system, any attached damage must be called before the effect, such as 2-repel-2.

Stagger - end any ongoing Channel, make a pained utterance, and raise one arm above your head.

Trip - you must touch a part of your body other than your feet to the floor.

Knockdown - you must touch your shoulders to the ground.

Deathblow - a monster-only call that kills a target who is Bleeding Out. If you are Bleeding Out, this effect cannot be blocked. If you aren't Bleeding Out, treat this as a [Strike].

Sever - a monster-only call that disables the limb that is struck, or the limb holding the struck object. If Sever hits the torso, the target must choose a limb to lose.

Sunder - a monster-only call that breaks any struck gear.

Blowback - a monster-only call that does not allow any repel reduction or immunity. Take this as a Repel 20.

Destroy - a monster-only call that causes instant incapacitation if it Hits, and Sunder on any contacted equipment.

Afflictions

(All Afflictions listed here can be removed by Cleanse or Recover in addition to the specifics listed below)

Beckon - you must approach the source of the effect at a walking pace or faster. This effect is removed if one of your limbs is disabled.

Beckon Overflow: Pacify - as Beckon, but the target also cannot attack the source of the effect. If one of the target's limbs is disabled, this effect is removed.

Muddle - the target cannot gain or use Stacks.

Muddle Overflow: Blind - as Muddle, but the target also cannot attack any target who has not attacked them first.

Panic - the target cannot approach the source of the effect.

Panic Overflow: Terrify - the target must escape the view (line of sight) of all hostiles. This effect then ends.

Silence - the target cannot speak except to make system calls (e.g., [Damage] types, such as [Strike], Negate, etc., or calling for a Marshal).

Silence Overflow: Lock - in addition to the effects of Silence, the target cannot Channel except for the Channel to **Recover**.

Slow - the target cannot run, and they must keep one foot on the ground at all times.

Slow Overflow: Frozen - the target cannot move at all. This continues until the target is struck or until affected by Cleanse. The target may still use **Recover**.

Casting Skills

Casting is a catchall term that describes the process of building up power to produce an effect. There are various styles for doing so, and each comes with their own advantages and disadvantages. The description of the method is flexible: “casting” can be the product of magical phrases, psychic energies, chemical recombination, or manipulation of technology. Casting applies an effect to a spell packet, which is then thrown at the target. Beneficial effects can be applied by touch. You may pass a hand over or near a character in order to deliver a “touch” if that player has not permitted you to touch them. As with all roleplays that provide a call, the call must be used within 2 seconds of completing the roleplay requirement.

The abilities available via casting are divided into **Spell Lists**. When purchasing a casting skill, the skill will specify the list that you may choose from, or the specific spell that is granted.

Spell Lists:

Elemental - Acid, Fire, Ice, Shock

Affliction - Beckon, Muddle, Panic, Slow, Weakness

Utility - Interrupt, Repel 3, Trip

Recovery - Heal All with Daze, Repair Any with Daze, Cleanse Any

Basic Casting

Basic casting is accomplished using a five second **Channeling** roleplay. This channel must use at least one hand and have a vocal component. Basic Casting is less efficient than utilizing Casting Styles.

Couplet Casting

This style of casting uses paired rhyming phrases. To cast, you must speak a pair of rhyming phrases of a minimum length of 6 syllables each, after which you may throw a packet and make the call. The phrases must be related to the effect you are casting. Each rhymed pair can only be used once per encounter. Speaking the phrases is considered a **Channel**, and subject to interruption if you are hit while speaking.

It is recommended to use Couplet Casting in conjunction with a book, and some skills related to couplet casting may require the use of a book prop.

Alchemical Casting

Alchemical Casting focuses on prop manipulation to access calls. To perform an Alchemical Cast, the caster must retrieve and vigorously shake three vials two times each, or pantomime pouring three vials into one another. All vials must be color coded to match the effects they provide, and one “binder” vial must be used in every casting that is colored black.

Alchemical Casting grants **Spell Pairing**. This allows you to combine a [Damage] call and an Affliction into a single call (such as [Fire] Panic). Alchemical containers must be at least 4” on one dimension and not be made of breakable material. They do not need to be able to open. They should contain colored powder or fluid; use of colored sand or epsom salt is recommended.

Chanter Casting

Chanter Casting uses a familiar chant or lyric, and combines melee combat with casting effects.

The chant consists of 3 phrases, with 8 syllables each. Phrases should be thematically similar and consistent across multiple uses of this casting style, but do not need to rhyme. When casting, you may expend **Brutal** stacks (stacks gained upon making successful Hits) to reduce the number of phrases needed, spending up to 2 stacks to reduce the channel to a single phrase. Chanter Casting does not have any gesturing requirements or associated props beyond a melee weapon, but fewer effects are available via Chanter skills.

Chanter Casting grants **Spell Weapon** with melee weapons, but only with spells granted to you via Chanter Casting. This allows you to deliver these spells through weapon contact - but Chanter calls can *only* be delivered through weapon contact.

Exploration Systems

Exploration refers to the revelation of information through methods other than combat or dialogue. Exploration includes all skills that characters can use to gather information or travel to new locations.

In tabletop roleplaying games, the story can follow the party, but LARP travel will generally operate around a central hub, requiring the storyteller to frequently describe travel or use mechanics to explain a method of fast-travel. To facilitate this need while maintaining the option for challenging navigation, U-LARP uses **Navigation by Association**. Locations that are closely associated with the character's present location, or closely related to the character's background, can be accessed quickly and with minimal danger. Unfamiliar or hostile locations can take longer to reach and may present travel complications. Characters can improve their familiarity with a location by spending time and effort there, by leaving personal tokens behind, or by taking souvenirs.

Locations can be considered **Familiar**, **Unfamiliar**, **Hostile**, or **Alien**, with Unfamiliar being the assumption. This refers only to the nature of the location itself; the denizens of a location can pose additional navigation challenges. Death and change can make a location less familiar, making it difficult to return. Locations are also related to the Essences set for the campaign. The hilltop of an old battlefield may relate to Dawn Essence, or Warfare Essence. A mist-filled canyon may relate to Earthen Essence or Shrouded Essence. A location may feature an essence that changes seasonally, or at certain hours of the day.

A **Familiar** location includes a character's home, a location where they fit in culturally, or a location strongly linked to them by plot elements. A Familiar location can be reached with no difficulty if the character is not in danger and traveling solo or with a small group.

An **Unfamiliar** location is typically the subject of an encounter, and can be reached without the use of special skills. An Unfamiliar location is often dangerous, but not necessarily. An Unfamiliar location can include a civilized town belonging to a culture that is unusual to the characters exploring. To reach an unfamiliar location, travel must originate from a location with a matching essence.

A **Hostile** location is the lair of a powerful monster or a dangerous effect. Reaching a Hostile location requires a Navigation skill. Powerful defenders or dangerous effects should be expected, as well as valuable rewards. To reach a Hostile location, you must improve your familiarity with Unfamiliar locations matching the essence types of your destination. These intermediary locations are called **Waypoints**. To establish a new location as a Waypoint, a character should go above and beyond to express that familiarity, and create a simple souvenir prop. The Waypoints known to a character should be tracked as Tagged Items. Some skills can

also provide Waypoints. Reaching a Hostile location requires traveling to at least two Waypoints in sequence: you must have one exact essence match, while another can be a partial match. The journey completes by traveling from the exact match to the Hostile location.

An **Alien** location is one that is not survivable under normal circumstances, such as the bottom of the sea, the basin of a volcano, the midst of a sandstorm, or suspended in midair. An Alien location is climactic in nature, and can serve as the final destination of a plotline or as the focus of a quest for ancient lore. To reach an Alien location requires at least four Hostile waypoints, one of which must be an exact essence match and the rest may be partial matches. The journey completes by traveling along each waypoint in sequence, ending by crossing from an exact match into the Alien locale.

Hazards

Hazards are an enemy type that cannot be defeated by standard attacks, and require the **Ruin X** call provided by Exploration skills. Hazards are denoted by reflective gear, and have generally less powerful attacks than other creatures. These entities represent environmental dangers that are harassing the travelers. The Marshal will indicate **Clues** for any encounter featuring a Hazard. The Ruin skill uses Clues gathered during the encounter in order to overcome the Hazard. Clues are typically physical props that are collected, but some encounters may feature Clues that are earned by defeating monsters or solving puzzles. Powerful creatures may also feature Hazard traits, and must be hit by Ruin to disable these traits or cripple the creature. The X in the Ruin call is typically a number of Clues, but may include a color or keyword if the Hazard is complex or if there are multiple Hazards present. If a player has an Essence Lore skill, then they will be provided with hints regarding the Clues on the encounter.

Clues are also used for the **Demolish** effect, which can destroy **Totems** and **Structures**. **Totem** refers to any object placed in the environment, and encompasses a wide range of props and mechanics. Destroying a Totem that is spawning monsters or hazards may be a goal in an encounter. Player-controlled Totems use established sets of clues that can be earned by monsters. **Red clues** are gained by siphoning, **Green clues** are gained by holding territory, and **Yellow clues** are gained by interacting with player-controlled totems or structures. A monster will lose clues when it dies. Powerful monsters may be able to gain clues faster, take clues from weaker monsters, transfer clues after dying, enter the field with clues, or gain clues in non-standard ways.

Lores

Lore skills can be used to reference information that the character has accessed or can access. All **Lore** skills are classified into three tiers: **Public**, **Scholarly**, and **Ancient**. Public lore skills should reference information that is available within a short period of study. Scholarly lore skills should reference information that requires prolonged, dedicated study to uncover. Ancient lore

skills should reference information that is lost to the general public. Ancient lore skills should be awarded through exploration or as treasure; never purchased. Lore is a means of gaining knowledge, but it is not required to justify knowledge that the character may uncover. A seasoned character will probably glean or retain more information than what can be gained with a Public lore, but Lores sometimes serve as prerequisites for other skills, empowering a character in other ways.

Creature Lores are required to use Exploit calls relating to powerful Combat skills. **Essence Lores** can be used when navigating by association to better associate with areas relating to the essence. Crafting skill bids may also receive better outcomes when used in conjunction with Essence Lores. **General Lores** are miscellaneous lore skills used to glean information about the campaign setting. General Lores can also act as a skill to establish interest groups or contacts. When learning the lore skill, the subtype is specified, so the Creature Lore skill may be learned as Dragon Lore, or Beast Lore. Each campaign will enumerate the creatures, essences, or general topics that can be learned through skills.

A Lore skill will specify how often it can be used. To use a Lore skill, tell a staff member “I bid [Lore Skill].” The staff member can choose whether or not to accept the bid and exchange your use of the skill for an answer. The bid may be rejected because the lore is not relevant to the situation, or because the staff member is unable to answer the question.

Expeditions

An **Expedition** is a series of connected encounters that represent an ongoing effort or exploration. This method can be used to allow characters to progress an endeavor over several events. An Expedition may require additional resources, supplies, or puzzle solving in order to move on to the next leg. When conducting an expedition, please arrange with staff regarding the individuals responsible for making decisions on the expedition’s behalf.

Exploration

In addition to the regular encounters available, some skills enable a character to chart new territories. The skill will include a cost or use limit for **Exploration**. To perform Exploration, please talk to staff. You will need to provide the costs, and may also need to describe the means of your exploration or the direction in which you will be searching. Exploration is effectively a means of requesting a random encounter, though it’s possible for these encounters to become part of a greater story. Planning an exploration with other players and staff before an upcoming event is a good way to self-start some content.

Social Systems

Dialogue is core to roleplay. Chilling monologues, heroic defiance, whispered rumors, and casual banter make up much of the content in LARP. In a tabletop roleplay, there are statistical values and dice that can supplement the player's speaking ability, but this cannot be facilitated in real time. Most interactions in LARP will also not involve NPCs or staff; they will be interactions with other players. An overly mechanical system for interaction can be unsatisfying. The social system in U-LARP focuses on access to communication and empowerment through coordination. Most social skills supplement other abilities.

Teamwork and Bonds

Bond skills enable characters to better communicate and use powerful **Teamwork** skills. All members of a Bond must possess a certain skill to identify their membership. Bond membership is not exclusive; a single character may be a member of multiple Bond groups. All Bonds must have a designated leader who is responsible for approving new members. Bonded players share an empathetic connection and have the ability to vaguely understand each other's location. They can also communicate telepathically (using a short-wave radio out of character). The features available via a Bond may be adjusted or restricted in your campaign; please consult your companion rulebook. Some features of a Bond may require staff assistance to execute, such as direction sense. Because these effects are subject to logistical issues, it should be understood that Bond skills are imperfect.

Teamwork skills can interact with any other skills in the game to provide additional benefits for working in concert with a Bonded ally. Teamwork skills do not require your Bonded ally to have the same skill; just the Bond is required. A subcategory of Teamwork skills are **Leader** skills and **Follower** skills. Leader skills can only be used by a Bond's designated leader and are often limited and powerful effects. Follower skills cannot be used by a leader and are generally used to replenish limited Leader skills.

Augment Skills

Augment Skills are skills held by one character that are activated by that player and granted to another character, using that character's skill limits. These skills have limited-use effects that are replenished by interacting in some way with the character who originally provided the augment. Some augment skills require a casting style, while others function through bonds. The character providing the augment may gain multiple copies of the skill - this allows them to augment additional persons, one per instance of the skill.

Creation Systems

Crafting skills grant characters access to multiple methods of employing their craft in order to improvise solutions, produce products, and accomplish large-scale operations. Crafting gives players the opportunity to add to the setting and establish a broader personal identity. Crafting systems also reward players for exercising their thriftiness and learning new skills.

Short-Term Crafting

All craft skills may be used as bids to improvise solutions. The skill must be bid along with any resources offered to complete the task at hand. An appropriate combination of skills and resources will yield a positive result. An inappropriate combination will be rejected. A partially appropriate combination may yield a result with drawbacks.

Some skills may provide **Bid Power**. This is a measure of additional value added to a bid under certain circumstances, the listed value is equivalent to an expenditure of wealth on the bid.

The results of a Bid should be restrained to the scope of the event whenever possible. A long-lasting effect must be achieved using long-term crafting.

A **Recipe** is a pre-arranged Bid with a definite cost and effect. Staff and players should work together to establish recipes within a campaign. Recipes tend to be more mechanical in nature than spontaneous bids, but can also be used to resolve common puzzle elements or obstacles, such as crafting and setting a bomb to clear debris, or concocting a medicine to cure poison.

Long-Term Crafting

Long-term or large-scale crafting will always require Bulk Resources. Some long-term crafting projects will be listed as recipes, but this system should be considered open to customization in talks between players and staff. Any object with permanence, typically Equipment and Structures should be created through long-term crafting.

When performing a long-term craft, only one worker must have the necessary crafting skill. Others can contribute resources and Labor without having the necessary skill.

Harvesting and Labor

To encourage cooperation and allow equal access to the Bulk Resource economy, players are allocated **Labor**. Labor is a measure of a character's productive efforts, and is used to harvest Bulk Materials as well as to utilize them. The rate at which labor is gained and the amount of labor required are determined in the rules for the campaign.

Sometimes an Encounter will reward an **Opportunity**. This is a limited chance to use Labor to get extra rewards. It may be that the defeated golems contain a valuable mineral that must be carefully mined, or that the deadly spider has been temporarily lured away from the fungus needed for the miracle cure.

Equipment

Equipment is a Skill Type that represents objects and methods not related to the character's body or abilities. Examples can be magical swords, specialized war paint, grenades, a ballista, an illuminated scroll, or a hearty meal. Equipment generally fulfills the role of tweaking and customizing other skills to suit different themes and incorporate props. There are various subtypes of Equipment skills with slightly different functions, these can share a Skill Limit or be independently limited on a per-campaign basis.

Consumable items are difficult to track. In keeping with the same method used for Trivial Items, **Kits** are skills that require a prop but provide a per-encounter usage of a basic consumable effect. These use the roleplay mechanics Eat/Drink, Sharpen, Oil, Bandage, and Ignite. Kits are a generalized case of individual consumable skills, and provide a baseline effect while sharing the props and roleplay requirements of individual consumable skills. Characters are able to activate **consumable skills** for themselves and for other players by paying a listed cost and meeting the crafting and/or exploration skill requirements. Consumable Skills become inactive at the end of an event. Because of their limited use, prop requirements and need for forethought, consumable skills are usually more powerful than their cost-comparable counterparts.

Totems are a subset of Equipment that are deployed as a standing object on a battlefield. Totems may have an effect while they are present, or enable certain abilities in their vicinity. Totems are damaged or destroyed by the Demolish effect. Totems controlled by players use standardized clues that monsters accrue by defeating players or by spending time attacking the totem. Totems are deployed through a standard Activate roleplay that varies in length, but simply involves placing the totem upright and checking each corner of the base. Totem props are subject to the same safety concerns as armor props, and must not feature sharp protrusions.

Siege Weaponry is a variety of Totem with certain special rules. A character who is out of combat can perform a 15 second roleplay to go out of character and become a **Siege Target**. As the target, they must carry no weapons and hold a ball above their head. The weapon must be fired by another character at the weapon. When that character completes the **Siege Fire** roleplay, they may call "Siege X", where X is only needed as an identifier for encounters with multiple siege weapons. The target may then throw the ball to cause the effect(s) of the weapon. Any siege weapon effect can be replaced with Demolish X, where X is the clue(s) held by either the target player or the siege weapon operator. The siege weapon operator may use

the clue count in their siege call, such as calling “Siege Blue 4” to communicate to the target player that they may call “Demolish Blue 4”.

Structures

Structures can be considered as skills that apply to a location instead of a person. Some structures also reward characters for going to a certain place and completing a roleplay during the event. This gives players a reason to move around and complete certain activities without direct prompting from staff.

Structures can form the basis for long-term economic gameplay using Bulk Resources or certain essences. The structures available within a campaign can create a gameplay focus around building a town, defending a fort, or maintaining a trade caravan.

If a Structure is under attack, the Marshal must establish the necessary Clues to use Demolish, and the number of Demolish calls needed to damage or destroy the structure. Structure repair is a long term project that requires resources relative to the structure’s cost and the extent of the damage.

Skills

This is a list of sample skills that were used in a campaign with no Spirit. Skill cost is balanced around the following assumed economic values, and should be adjusted if these values differ in your campaign:

Starting Wealth - 100

Skill Limit - 8

Equipment Skill Limit - 8

Wealth gain of 3-8 per hour of activity relative to risk

Essences Lore costs are balanced around 12 total essence types

Creature Lore costs are balanced around 6 total creature types

For the purpose of this skill list, we will use the crafting skills Alchemy, Metallurgy, and Trapping.

The sample essences will be Curative, Structural, and Volatile.

For a full campaign, these should be subdivided into more specific groups or cost adjusted.

Skill Name - (Cost)

Requirements

Effects

Inherent Skills

Bandage - 0 (Inherent)

Requires Bandage Prop
Wrap bandage prop 3 full revolutions around a limb and tie securely: [Heal 1 with Daze].

Each prop may be used only once per encounter.

Repair - 0 (Inherent)

Requires Tool Prop
[Channel]: while kneeling or sitting, use your repair tool to interact with a broken object, tapping or turning 3 times each at 6 total locations across 4 sides of the object. The object is then [Repaired].

Loot - 0 (Inherent)

[Channel]: call "looting" and spend 15 seconds in contact with an incapacitated foe. You will receive any loot tags carried by that foe.

Stabilize - 0 (Inherent)

Place a hand on an incapacitated ally and call "Stabilize". Their bleed count is paused while you remain immobile and in contact.

Recover - 0 (Inherent)

[Channel]: kneel for 30 seconds. At the end of the 30 seconds, all Aegis is restored, any abnormal conditions are removed, and any broken gear is repaired.

Resist Overflow - 0 (Inherent)

When you would be affected by an Overflow, spend one Tenacity to remain at the basic affliction.

Melee Skills

Backstab - (10)

Requires empty off-hand
You may replace [Strike] with [Pierce] when attacking your target's back with a Dagger.

Cripple - (40)

[3 Running Steps]: replace a [Strike] with [Slow].

Garrote - (30)

You may replace [Pierce] with [Silence] when attacking a target's back.

Overwhelm - (40)

4 [Finesse]: Spend all [Finesse] to replace [Attack] with [Trip].

Pikeman's Stance - (30)

Whenever a [Repel] or [Trip] [Contacts] your weapon, you may spend [Tenacity] to [Negate] it.

Ritual Dagger - (30)

X [Brutal]: Spend all of your [Brutal] to gain X [Focus].

Blade Turning - (40)

3 [Finesse]: Spend all [Finesse] to replace an [Attack] with [Repel 2].

Crushing Attack - (10)

[Swing Plane 90°] with two hands: replace [Strike] with [Crush].

Gut Check - (40)

3 [Finesse]: Spend all Finesse to replace [Attack] with [Silence].

Piercing Attack - (10)

Thrust with both hands: replace a [Strike] with [Pierce].

Awesome Blow - (40)

3 [Finesse]: Spend all Finesse to replace [Crush] with [Repel 3].

Shell Splitter - (40)

[Channel] by planting your feet for 2 seconds and winding up a swing, then you may replace a [Crush] with

Charge - (15)

[3 Running Steps] to replace a [Strike] with [Crush].

Crushing Fortitude - (90)

[Swing Plane 90°] with both hands: replace [Strike] with [Crush].
Gain 1 [Aegis Point].

Hornet Sting - (40)

[Hit] your target with a [Dagger Attack] to apply 1 [Setup].
2 [Setup]: Spend all [Setup] to replace a [Pierce] with [Exploit (Creature)].

Piercing Tenacity - (50)

Thrust with both hands: replace a [Strike] with [Pierce].
Gain 1 [Tenacity].

Riposte - (30)

Requires empty off-hand
3 [Finesse]: Spend all of your [Finesse] to replace [Attack] with [Pierce].

Shield Expertise - (50)

Your [Shield] gains 1 [Durability].

Sweep - (25)

[Swing Plane 120°] with two hands to replace a [Crush] with [Trip].

[Exploit (Creature)]

Toe Pierce - (50)

2 [Brutal]: Spend all Brutal to replace [Pierce] with [Slow].

Versatile Duelist - (15)

Your off-hand is considered empty while holding a dagger, pistol, thrown weapon, or shield smaller than 18 inches in diameter.

Ranged Skills

Aimed Shot - (25)

[Channel] by planting your feet for 5 seconds, then you may replace a [Shot] with [Pierce].

Arcane Archery - (50)

When you [Cast], you may deliver the attack with an arrow instead of a packet.

Big Game Hunter - (50)

[Hit] your target to apply 1 [Setup].
1 [Setup]: Spend all [Setup] to replace [Pierce] with [Exploit (Creature)] when attacking your [Setup] target.

Braced Fire - (25)

[Channel] by planting your feet for 2 seconds. While your feet remain planted, you are [Braced].

Breach Load - (30)

If you fully reload an empty gun during combat, replace your first [Shot] with [Fire].

Calm and Collected - (55)

Gain 1 [Tenacity]
5 [Focus]: Spend all of your [Focus] to recover 1 [Tenacity]

Clearing the Chamber - (50)

Gain 1 [Tenacity]
Spend 1 [Tenacity], then you may clear a [Jam] by reloading a single bullet.

Focused Burst - (60)

Reload 3 bullets to gain 1 [Focus]
3 [Focus]: Spend all of your Focus, then while your feet remain planted, all of your [Shots] become [Pierce] until you reload.

Gunslinger - (40)

[Gun Twirl twice], then you may replace a [Shot] with [Pierce].

Harass - (50)

[Contact] your target to apply [Setup]. 4 [Setup]: Spend all [Setup] to replace any melee [Attack] with [Exploit (Creature)]

Knife Juggler - (40)

Whenever you would generate a [Finesse] with a [Thrown Attack], generate an additional [Finesse].

Lighting Throw - (15)

[Channel] for 5 seconds of rearing back and taking aim. Replace a thrown [Pierce] with [Shock].

Rain of Lead - (20)

Fire 2 [Shots] at the same target to gain 1 [Focus].
1 [Focus]: Spend all [Focus] to replace next [Shot] with [Pierce].

Strafe - (20)

After you have moved 5 steps since your last [Ranged Attack], gain 1 [Focus] on your next [Ranged Attack].

Shrapnel Shot - (35)

Replace a [Ranged Pierce] with [Weakness], then your gun becomes [Jammed]

Support Fire - (20)

Ranged [Hits] now grant stacks of [Brutal]
Ranged [Contacts] now grant stacks of [Finesse]

Steady Aim - (25)

Ranged [Contacts] now grant stacks of [Finesse].
2 [Finesse]: Spend all [Finesse] to replace [Ranged Attack] with [Pierce].

Casting Skills

Couplet Casting - (30)

Gain 1 [Elemental] or [Affliction Spell].

Rhyming Affliction - (25)

Requires Couplet Casting
Gain 1 [Affliction Spell]
Gain 1 [Finesse] when you [Cast] an [Affliction] that you are [Afflicted] by.

Elemental Cadence - (30)

Requires Couplet Casting
Gain 1 [Elemental Spell]
X [Focus]: Spend all of your [Focus] to gain X/2 [Brutal].

Rhyming Tenacity - (45)

Requires Couplet Casting
Gain 1 [Utility Spell].
Gain 1 [Tenacity].

Mystical Rhyming - (50)

Complete your [Couplet Channel] as part of another [Casting Channel] to generate 1 additional [Focus].

Arcane Recall - (60)

Gain 1 spell from any [School]
Study a book during a [Recover Channel] to regain the use of all exhausted couplets.

Sublime Mockery - (40)

Requires Couplet Casting [Channel] by mocking your target, then [Hit] your target, then mock your target again, then you may replace any [Attack] to your target with [Exploit (Creature)] until you are [Hit]

Alchemical Casting - (30)

Gain 1 [Affliction Spell]
Gain [Paired Spell]. If you have no [Element] to pair, use

Chemical Tenacity - (50)

Requires Alchemical Casting
Gain 1 [Elemental] or [Affliction Spell].

Elemental Effusions - (20)

Requires Alchemical Casting
Gain 1 [Elemental Spell].
Gain +5 [Shaping Power] for

[Shot]

Protective Lacquers - (30)
Requires Alchemical Casting
Gain 1 [Elemental Spell]
Spend 1 [Tenacity] to
[Negate] an [Element] you
can cast.

Deadly Mix - (40)
Requires Alchemical Casting
[Hit] your target's back to gain
a "Sample". Expend
"Sample" in an {Alchemical
Casting} [Channel] to replace
the spell with [Exploit
(Creature)]. Lose your
"Sample" if you are [Hit].

Chanter Casting - (30)
Gain [Repel 3] as a spell.
Gain [Spell Weapon].

Word of Elements - (40)
Requires Chanter Casting
Gain 1 [Elemental Spell].
Spend 1 [Tenacity] to
[Negate] an [Element] you
can [Cast].

Gain 1 [Tenacity].

Sinister Coatings - (40)
Requires Alchemical Casting
Gain 1 [Affliction Spell].
2 [Focus]: Spend all of your
[Focus] to add an [Affliction
Spell] to your next [Dagger
Attack].

Disruptive Cadence - (40)
Requires Chanter Casting
Gain [Muddle] as a spell
Gain 1 [Tenacity]
Spend 1 [Tenacity] to
[Negate] a [Muddle].

Words of Confidence - (30)
Requires Chanter Casting
Gain [Cleanse Any] as a
spell. If you target yourself
you may only [Cleanse
Afflictions] you can [Cast].

bids related to this [Element].

Deadly Darts - (40)
Requires Alchemical Casting
Gain 1 [Affliction Spell]
3 [Focus]: Spend all of your
[Focus] to add an [Affliction
Spell] to your next [Ranged
Pierce].

Word of Silence - (50)
Requires Chanter Casting
Gain [Silence] as a spell.
Gain 1 [Tenacity].
Spend 1 [Tenacity] to
[Negate] a [Silence].

Word of Healing - (40)
Requires Chanter Casting
X [Focus]: Spend all of your
[Focus] and touch an ally with
the hilt of your weapon to
[Heal X with Daze] them.

Armor Skills

Tenacity - (20)
Gain 1 [Tenacity]

Clever Sourcing - (15)
Requires: Unarmored
Once Per Event: You may
convert a Rank 1 Essence
into an Essence related to
your Costume.

Fortitude - (40)
Gain 1 [Aegis]

**Crafting Compartments -
(25)**
Requires: Unarmored
Gain +5 [Shaping Power].

Conditioning - (70)
Requires: Light Armor
Gain 1 [Aegis]
Gain 1 [Tenacity].

Give em' the Slip - (40)
Requires: Light Armor
[3 Running Steps], then while you continue to run you may spend 1 [Tenacity] to [Negate] a [Slow].

Frontliner - (60)
Requires: Medium Armor
Gain 1 [Tenacity]
Gain 1 [Shield Durability].

Unflinching - (50)
Requires: Heavy Armor
Gain 1 [Aegis]
Whenever you are [Tripped] you may call [Partial] and take [Repel 3].

Tenacious Hunter - (60)
Requires: Light Armor
Gain 1 [Tenacity]
This Pattern counts as a Public Lore of your [Chosen Creature Type]

Bulletproof - (50)
Requires: Medium Armor
Gain 1 [Aegis]
Your armor is [Immune] to [Shot]

Heavy Protection - (50)
Requires: Heavy Armor
Gain 1 [Aegis]
Your armor is [Immune] to [Shot] and [Strike] where you have rigid plates.

Versatile Belts - (50)
Requires: Light Armor
Gain 1 [Aegis]
This Pattern can count as a Pattern of any type already in your Tapestry for the purpose of equipment overlays.

Ablation - (60)
Requires: Medium Armor
Gain 1 [Tenacity]
Choose 1 [Element]. When you are [Hit] by that [Element], you may [Partial] it and replace it with [Repel 3].

Stoic Recovery - (50)
Requires: Heavy Armor
Gain 1 [Aegis].
When performing [Recover] you do not need to kneel. You may not defend yourself in any way while [Recovering].

Medic Skills

Medical Training - (15)
[Bandages] now apply [Heal All with Daze] and you can reuse them in the same encounter.

Fast Repair - (25)
[Channel]: while kneeling or sitting, use your repair tool to interact with a broken object, tapping or turning 3 times each at 4 total locations across 2 sides of the object. The object is then [Repaired].

Therapeutic - (25)
You may have 1 [Cleansing Bandage] that can [Cleanse] a single [Affliction]. This bandage must be a different color.

Medivac - (30)
You can [Stabilize] one Human while moving them. You cannot move faster than [Slow] while using {Medivac}.

Exploration Skills

Pathfinding (Public) - (30)

You may travel to Hostile locations.
You may safely escort up to 5 persons.

Scouting Team - (50)

Requires 5 Bondmates
Once per event, you may travel to a randomly selected unfamiliar location. If you secure the location, it is considered Familiar until this skill is removed or used again.

Creature Lore (Public) - (30)

Once per encounter, Bid: learn information about a creature type or specific creature.
When using an Exploit skill, you can Exploit this creature type.

General Lore (Scholarly) - (60)

Once per event, Bid: learn information about a category or interest group.
Once per event, gain access to a unique minor task related to the topic.

Pathfinding (Scholarly) - (60)

You may travel to Hostile Locations.
You may safely escort up to 10 persons.
You may suffer negated or reduced consequences from certain traps.

Essence Lore (Public) - (20)

Once per encounter, Bid: gain information regarding the essence.
+10 Shaping Power for bids regarding this essence.
Get a hint regarding clues when this essence applies.
You may carry a souvenir prop that counts as an unfamiliar waypoint of this essence.

Creature Lore (Scholarly) - (60)

Once per encounter, Bid: learn detailed information about a creature type or specific creature.
When using an Exploit skill, you can Exploit this creature type.

Follow Me - (30)

Bondmates do not count against the number of escorted persons when you travel.

Essence Lore (Scholarly) - (60)

Once per encounter, Bid: gain detailed information regarding the essence.
+20 Shaping Power for bids regarding this essence.
Get a detailed hint regarding clues when this essence applies.
You may carry a souvenir prop that counts as a hostile waypoint of this essence.

General Lore (Public) - (20)

Once per event, Bid: learn information about a category or interest group.

Social Skills

Commander - (Followers x**Follower - (1)****Duo Exploit - (40)**

5)

The Commander can add and remove Bondmates. All bond groups require a Commander.

Bondmates can share Craft and Lore skills when making Bids.

Bondmates can use Teamwork Skills.

Martyr's Blood - (30)

Cast [Heal] with no [Daze] on your Bondmate, then you become [Incapacitated].

Elemental Volley - (60)

Requires Commander
Perform the [Channel] for an [Elemental] ability 3 times in a row, then all of your Followers within arms reach may replace their next [Cast] or [Ranged Attack] with your [Channeled Element]

Bondmates can share any Craft and Lore Skills when making Bids. Bondmates can use (Teamwork) Skills.

Shield Wall - (60)

When your Bondmate would take a [Repel], you may [Contact] them and call "Partial" to [Negate] the [Repel].

Rallying Cry - (80)

Requires Commander
Once per Encounter:
Shout your chosen command phrase for all Bondmates to hear.
All Bondmates gain the benefits of Recover

Whenever your Bondmate [Hits] a target, you may replace your next [Hit] to the same target's opposite side with [Exploit (Creature)].

Firing Team - (30)

While both you and your Bondmate's feet are planted, you may rest your gun on your Bondmate to replace any [Shot] with [Pierce]

Summary Execution - (25)

Requires Commander
Shoot a Bondmate in the head and shout your chosen command for all remaining Bondmates to hear.
The shot Bondmate is dead. Other Bondmates gain the benefits of [Cleanse All].

Crafting Skills

Alchemy (Public) - (50)

[Bid]: gain information about your craft.

[Bid]: use wealth and Bid Power to manipulate the environment. (Maximum power 20)

You may create projects related to Alchemy.

Alchemy (Scholarly) - (120)

[Bid]: gain information about your craft.

[Bid]: use wealth and Bid Power to manipulate the environment. (Maximum power 40)

You may create projects related to Alchemy.

Equipment

Rather than a standard cost, Equipment is listed with a crafting requirement. The rank of essence is noted, followed by quantity, so Volatile R2x3 would be 3 essences at rank 2. Some of these items will require Bulk Resources or Labor as well. These examples use Lumber, Stone, and Metal at assumed costs of 10, 15, and 20. The Labor rate is assumed to be one per player per event.

All skills marked (consumable) are lost at the end of an event.

Ammo Kit

Metallurgy: Volatile R2, Structural R2, Structural R1x2, Labor 2

Twice per encounter, [Reload]: Replace next [Ranged Attack] with [Pierce Repel 1]

Bomb Kit

Alchemy: Volatile R3, Labor 2

Twice per encounter, [Ignite] to throw Bomb for [Chosen Element].

Picnic Kit

Alchemy: Curative R3, Labor 2

Twice per encounter, [Eat] to [Heal All with Daze].

Hot Lead (consumable)

Metallurgy: Volatile R1

Twice this event, [Reload]: Replace next [Ranged Attack] with [Fire Muddle]

Sticky Bombs (consumable)

Alchemy: Curative R1

Requires Bomb Kit
This event, when you make contact with a thrown Bomb, gain 2 [Brutal]

Exceedingly Spicy Pepper (consumable)

Alchemy: Volatile R1

Twice this event, [Eat]: [Within 3 steps], [Cast Fire]. After you [Eat], you must hold your hand over your mouth until you finish the [Cast].

Tracker Round (consumable)

Trapping: Structural R1

Once this event, [Reload]: if you next [Ranged Attack] makes contact, gain [Finesse 4][Brutal 2][Setup][Focus 4].

Impact Bombs (consumable)

Metallurgy: Volatile R1

Twice this event, [Ignite] to throw Bomb for [Repel 4]

Cleansing Tonic (consumable)

Alchemy: Curative R1

Twice this event, [Drink] to [Cleanse All].

Poisoner's Kit

Alchemy: Volatile R2, Curative R2, Curative R1x2, Labor 2

Twice per encounter, [Brutal 1][Oil]: add [Weakness] to your next [Melee Attack].

Sharpening Kit

Metallurgy: Structural R3, Labor 2

Twice per encounter, [Sharpen]: replace next two [Melee Attacks] with [Pierce]

Elemental Weapon

Metallurgy: Volatile R3, Structural R2x2, Metal, Labor 4

Twice per Encounter: You may replace a [Melee Strike] with your [Chosen Element]. This ability is refreshed when the weapon is repaired.

Resounding Basher

Metallurgy: Structural R2, Volatile R1x2, Metal, Labor 3

If you have the ability to call [Repel], you may replace any [Shield Attack] with that [Repel].

Bleeder Oil (consumable)

Trapping: Curative R1

Twice this event, [Oil]: for the remainder of this encounter, gain 2 [Brutal] instead of 1 when you [Hit]. This expires if your weapon is [Broken] or if you die.

Balancing Lodestone (consumable)

Metallurgy: Structural R1

Twice this event, [Sharpen]: Reduce your [Finesse] requirements by 1 for this encounter, to a minimum of 1. This benefit is lost if your weapon is [Broken] or you die.

Wounding Dagger

Metallurgy: Structural R3, Curative R2, Metal, Labor 4

If you gain [Brutal] stacks using a dagger, any skill that spends those stacks may be delivered as a [Cast] instead of [Melee].

Explosive Lance

Alchemy: Volatile R3, Structural R2, Metal, Labor 4

You may replace a [Melee Pierce] with [Fire Weakness]. If you do, this weapon is [Broken].

Bane Poison (consumable)

Alchemy, Creature Lore: Volatile R1

Once this event, [Oil]: replace your next [Melee Attack] with [Exploit (Creature)]. The creature type is specified when this skill is gained.

Reinforcing Resin (consumable)

Alchemy: Curative R1

Twice this event, [Sharpen]: you may [Negate Sunder] once this encounter.

Weighted Weapon

Metallurgy: Structural R2x2, Metal, Lumber, Labor 3

Twice per Encounter: You may increase a [Repel] call by 3. This ability is refreshed when the weapon is repaired.

Regrowing Quiver

Trapping: Curative R2, Lumber 2, Labor 2

A designated ally may go out of character for the encounter and recover arrows for you. They may only enter or exit play from outside of the encounter, and must wear a white headband.

Bandoliers**Trapping:** Structural R2, Volatile R2, Labor 2

While [Frozen], or during a [Time Out], you may call [Partial] and reload or manipulate ammo.

Calligrapher's Ink**Alchemy:** Structural R1, Curative R1, Stone 1, Labor 2

Requires Couplet Casting
Your casting expands,
In lieu of a rhyming phrase,
Perform a Haiku.

Desperado's Duster**Metallurgy:** Structural R2x2, Metal 1, Labor 3

Requires Light Armor
Twice per Encounter: When you are [Hit] by [Shot], you may [Negate] it. This is refreshed when it is [Repaired].

Courier's Cap**Trapping:** Curative R2, Structural R2, Labor 2

When travelling, you can consider an Unfamiliar location to be Familiar if you bear a letter bound for the destination that you didn't write.

Priming Mechanism**Metallurgy:** Structural R2, Volatile R1x2, Metal, Labor 2

After spending stacks with a [Ranged Attack], you may gain 1 stack of the spent type by [Planting Feet] and manipulating a bolt-action or pump-action mechanism.

Chemical Blast**Alchemy:** Volatile R3, Curative R2, Volatile R1x3, Labor 3

If you know two [Alchemical Elemental Spells], you can instead [Cast Crush] by mixing those two vials.

Lightweight Armor**Trapping:** Structural R3, Curative R2, Lumber 2, Labor 4

Reduces armor weight requirement by 2 lbs per weight category.
Light - 8 lbs | Medium - 16 lbs | Heavy - 34 lbs

Stamped Handbook**Alchemy:** Curative R2, Labor 2

Requires General Lore
You are a Follower in a (Bond group). The Bond Commander must select the requisite Lore for any members with this Equipment.

Chanter's Dyes**Alchemy:** Curative R2, Structural R2, Volatile R2, Curative R1x2, Labor 3

Requires Unarmored
Requires Chanter Casting
You can spend [Focus] as though it were [Brutal] to reduce your Chant length.

Impervious Plate**Metallurgy:** Structural R2, Metal 2, Labor 4

Requires Heavy Armor
Twice per Encounter: [Negate] any [Ranged Attack]. Refresh this effect if you receive a [Repair].

Bio-Mechanical Interface**Alchemy or Metallurgy:** Curative R2, Structural R2, Labor 2

You may use Curative Essence as a substitute for Structural Essence when making Metallurgy Bids.

Big Book**Trapping, Public Lore:**

Structural R2, Curative R2

Requires a book prop no smaller than 8" on its longest dimension

While carrying the prop in hand, you have the (Chosen Lore)

Resurrection Tether (Totem)

Any Craft: Curative R2, Lumber, Labor

Requires a tripod prop
[Activation] 30 seconds.
While active, allies who die during the encounter may resurrect at the totem when prompted by the Marshal.
[Demolish Threshold]: 2 Red; 1 Yellow
Repair cost: 1 Lumber, 1 Labor

Ballista (Totem)**Trapping or Metallurgy:**

Structural R2, Volatile R2, Lumber 2, Labor

Requires a siege weapon prop
[Activation] 30 seconds.
[Channel] 15 seconds of interaction with the totem to [Siege Fire].
[Siege Fire][Plant feet]: [Pierce Repel 4] OR [Demolish X].
[Demolish Threshold]: 2 Yellow

Augments

Soon, I promise.

Structures

Housing

Any Craft: Lumber 2, Any Essence R2, Labor 2

Once per Event, 1 Food:1 Labor

Landmark

Any Craft:(per Road) Stone 2, Any Essence R2, Labor 2

Acts as a Commander pattern to Bond locations. Bonded locations can be traveled through freely.

Road

Any Craft: Lumber, Stone, Structural R2, Labor 2

Acts as a Follower pattern to Bond locations.

Barracks

Metallurgy: Metal 2,
Structural R2x2, Labor 3

Twice per Event, a player may act as Militia using a dedicated character sheet.

Library

Any Craft, Any Lore:
Curative R2, Lumber 4, Labor 3

A character who spends at least 10 minutes studying in the library can make a Bid using a General Lore (Public) that they do not have. Once per event, a character may study for 10 minutes to refresh all Lores with limited use.

Winding Trails

Trapping: Volatile R2,
Structural R2, Lumber 2,
Labor 3

Travel to this location or any Bonded location requires an additional Waypoint.

Farm

Any Craft: Curative R2x2,
Lumber, Labor 2

Once per Event, 1 Labor: 2
Food

Tavern

Any Craft, Pathfinding:
Curative R2x2, Structural R3,
Lumber 3, Stone 2, Labor 5

A character who spends at least 10 minutes in the tavern listening to a story about an Unfamiliar location may consider that location to be a Waypoint for the remainder of the event. Only one Waypoint may be added this way per navigation attempt.

Stone Walls

Trapping or Metallurgy:
Structural R3x2, Stone 4,
Labor 8

Any creatures navigating to this place who are not Familiar consider the location Hostile and arrive at the front gate.

Workshop

Alchemy or Metallurgy:
Volatile R2, Structural R2,
Lumber 2, Stone 2, Labor 4

Twice per Event, a character in the Workshop may spend 15 minutes adjusting and maintaining a Kit prop to refresh up to 2 consumables that use the same roleplay as the Kit.

Palisade

Trapping: Structural R3,
Lumber 4, Labor 4

Any creatures navigating to this place who consider it Unfamiliar or Hostile will arrive at the front gate.