

Core Rulebook

Version 3.2.10

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WELCOME to the Fields of Illusion!

In the fantasy world of the Phoenix Isles, near to its heart and dear to its denizens, there is a land of verdant fields, rolling hills, and teeming woodland. Mythical races like elves and orcs roam the Isles and are commonplace here, where ley lines converge underfoot and magic is all around. Cultures and pantheons from myriad mythos cohabit here rife with demons and fairies alike, and men and beasts from all walks stand together amidst it all.

This land, is the Fields of Illusion.

What is LARP?

Fields of Illusion is a Live Action Role-Playing game in which you adopt the persona of a character who exists in the fantasy world of the Phoenix Isles. When participating in a LARP there are no victory conditions and the rules do not present any objectives. Rather, LARP is about immersing yourself in your character's life, experiencing a world beyond the mundane, and weaving stories as you get involved with the other characters and the happenings of the world at large.

For the most part, LARP is a game of improvisation in which you act the part of your character. In our case, there are some rules which players are expected to follow to support some of the grittier aspects of our setting. It's not unlike games of make-believe played by children, except that the toy swords have safety regulations and everyone agrees ahead of time on what happens when you get hit.

About This Book

Maintained by the Fields of Illusion game team, this Core Rulebook contains everything you need to know in order to participate at one of our events. It is intended to help get you to grips with the game and guide you in creating your own character. What it will not do is teach you how to act as your character – that much is up to you – although there are some restrictions wherever there are safety concerns.

Should you be unfamiliar with any of the terminology in this book, you can find a glossary on page 51.

Who will you be?

The character you portray at Fields of Illusion is one of your own making. They might be a wandering swordsman who seeks fortune and glory, a simple bard looking for songs and people to share them with, or a spell-savvy scholar who seeks lost knowledge at any cost. The Phoenix Isles presents a high-fantasy setting rife with magic and fantastical creatures, with a touch of gunpowder and the early beginnings of something a little steam-punk. Within the boundaries of a boundless world, there are so many things you could be.

This book contains plenty of rules for defining the skills and abilities that your character may possess as well as the weapons and armour they might use. However, the rules are only part of the process. A character is more than a list of attributes and it is up to you to decide the rest. Some things to consider when designing your character include their history (where did you come from and what has happened in your life so far?); their personality (what kind of person has your life shaped you into and how do you typically act around other people?); and their intentions (why are you travelling the Phoenix Isles and what do you hope to achieve?).

You will also, of course, need a name.

More Information

You can find out more about our events and the Phoenix Isles, as well as how to contact us if you have any questions, at our website:

www.fieldsofillusion.com

Creating a New Character

Aside from the personal aspects that make up who your character is, the following chapters help to determine what your character is capable of.

A fresh character starts off with 1 Body, 1 Strength, 0 Willpower, and 0 Mana. These are attributes which govern some of the ways in which you interact with the game. They are explained in detail further into this book but, in short: Body affects how much damage a character can withstand before dying; Strength concerns how much weight a character can physically push, lift and carry as well as how easy they are to restrain; Willpower is the resource a character spends to use physical abilities; and Mana is the resource a character spends to cast magic spells.

All new characters begin with 38 Character Points. Also referred to as CP, these points are spent to purchase a character's Skills, Abilities and Spells. These three categories, collectively referred to as "Proficiencies", effectively contain a character's capabilities as far as the rules are concerned. One subcategory of Skills is Weapon Skills, which are the proficiencies a character will need to purchase in order to wield certain weapons in combat. **New characters are able to speak the Common language for free, and do not need to purchase the Speak Language skill in order to do so.**

New characters are also granted 10 Kit Points with which to purchase their starting equipment including any weapons and armour they may have. There are some alternatives for players who want their character to start unarmoured or unarmed.

Before getting to any of that, though, you should determine your character's Race and Aura. Both can help give you an idea as to how your character might act in certain situations, and your character's race will heavily influence your costume requirements.

Costume Requirements

It is up to the player to bring their own costuming for their character. Consequently, it is up to the player to determine how their character looks. Fashion in the Phoenix Isles stretches from the simple tunics of Ancient Rome all the way to Pseudo-Victorian Steam-Punk; hitting most every historical style along the way. Depending on where in the Phoenix Isles or beyond that your character hails from, any fantasy-esque costuming is appropriate so you don't have to fret about your character looking like they belong.

Most of Fields of Illusion's playable races, however, have additional costume notes which you are required to fulfill in order to portray a character of that race. Make sure you are happy and able to meet a race's costume requirements before committing to playing a character of that race.

Playable Races

The Phoenix Isles are home to a variety of sapient species, some more co-operative than others. When creating their character, a player chooses a race from among the options detailed here. Each of these races is commonplace in at least one region of the Isles, and it isn't rare for them to intermingle in culturally welcoming places. The race options available to player characters are split down into lineages. Each lineage has its own benefits and costume requirements.

Costume Requirements

Your costume must meet the requirements of your chosen race and lineage as a bare minimum. In doing so, your character can benefit from your chosen lineage's racial effects and natural affinities. If at any point your costume does not meet the requirements for your chosen lineage, then you no longer benefit from your racial effects and natural affinities until you meet the requirements again.

Natural Affinities

Each lineage has a selection of proficiencies listed as natural affinities. You do not have to purchase any of your race's natural affinities, but they are never *restricted* for you and each costs you 1 less CP if you do.

Humans

The typical medium of the fantasy genre, and a mainstay from our own reality, humans can be found pretty-much everywhere you could travel in the Phoenix Isles. They are tenacious, innovative, and generally adaptive, with strong wills bred of short lifespans. The human lineages are Imperials and Wildlings.

Imperial Humans

Generations born into civilization and education, the ancestors of imperial humans forged a legacy of knowledge and progress. Humans born of an imperial lineage, usually within settlements loyal to the local noble, are notably fast learners who habitually excel at any chosen study or trade.

Once each year, until their total character point value reaches 80, imperial humans earn 2 additional character points when they attend and survive an event.

Costume Requirements:

None specific. Imperial humans have no defining features that require costuming; provided you are, in reality, a human.

Natural Affinities:

- **Speak Language** – 1 CP* (page 13)
- **Read & Write** – 1 CP* (page 13)
- **Diagnosis** – 1 CP (page 15)
- **Advanced Lockpick** – 2 CP (page 16)

**The Speak Language and Read & Write skills cost 1 CP for imperial characters each time they are purchased, no matter the language chosen.*

Wildling Humans

Outlanders who have grown and thrived in the Isles' many untamed wildernesses, wildling humans are better adapted to surviving harsh conditions and dangerous encounters.

Wildling humans have 1 additional point of Strength.

Costume Requirements:

None specific. Wildlings instinctually prefer rugged, practical attire but, like all humans, they have no particular costume requirements.

Natural Affinities:

- **Fearless** – 6 CP (page 14)
- **Hunter** – 4 CP (page 16)
- **Constitution** – 1 CP (page 20)
- **Stop Damage** – 5CP (page 21)

Elves

Distant descendants of visitors from the feywilds, elves have been a part of the Phoenix Isles and their history for so long that no record of their absence remains. As a species, they have long since obtained mortality; although their long-lived youthfulness and the staggering age of their elders give many the impression of an immortal people. As children, they are unendingly playful; as adults, they are equal parts graceful and imposing; and as elders, they are bottomless fonts of knowledge and wisdom. So it always is with the fey.

The elf lineages are Imperials, Dark Elves, Wild Elves, and Drow.

Imperial Elves

Otherwise known as 'High Elves', Imperial Elves retain the strongest affinity for the magic of their ancestors. When imperial forces expanded across the Isles, their penchant for magic helped these elves make a place for themselves among the nobility. They were the only elven people to integrate willingly into imperial society, however; a matter which has created a cultural gap between them and the other elven lines. Nowadays, imperial elves struggle to feel welcome anywhere, even among each other, which is regularly misunderstood as hereditary aloofness.

Imperial elves restore 1 additional mana, and as much willpower, every minute they spend in a clutii well.

Costume Requirements:

All elves can be identified by the pointed tips of their ears. Your costume must include pointed ear tips in order to portray an imperial elf.

Natural Affinities:

- **Speak Language** – 1 CP* (page 13)
- **Read & Write** – 1 CP* (page 13)
- **Enhanced Senses** – 5 CP (page 14)
- **Channeling** – 4 CP (page 22)

**The Speak Language and Read & Write skills cost 1 CP for imperial characters each time they are purchased, no matter the language chosen.*

Dark Elves

Descended from those who fought hardest to resist imperial rule, the dark elf lineage carries a historical reputation for savagery and warmongering. More damning still, dark elven society now survives by preying on others, having been reduced to scattered bands of pirates and brigands. The dark elves hold imperial elves, drow, and humans most of all responsible for forcing them into lives of banditry. They define themselves by the hardships they have endured and hatred does come easily to them but they are, in truth, refugees of a war their ancestors did not start.

The first time a dark elf suffers damage to their body points, the next ability or spell they use costs them no willpower or mana. After spending 5 minutes in a clutii well, they can then benefit from this effect again.

Costume Requirements:

All elves can be identified by the pointed tips of their ears. Dark elves also stand out by the discolour of their hair. Your costume must include pointed ear tips and white hair (grey, lilac, and other off-white colours are also good choices) or an appropriate wig in order to portray a dark elf.

Natural Affinities:

- **Speak Language (Elven)** – 1 CP (page 13)
- **Read & Write (Elven)** – 1 CP (page 13)
- **Enhanced Senses** – 5 CP (page 14)
- **Dual Wield** – 1 CP (page 17)
- **Slit Throat** – 2 CP (page 21)
- **Flay** – 2 CP (page 24)

Wild Elves

Wild elf societies never took to cultivation, forever in reverence of untamed nature. To this day, elves of this lineage pursue lives in harmony with the wilds they call home. Most of them consider exploitation an injustice and this attitude of respect extends to all life, making wild elves a most agreeable people.

Wild elves have 5 resource points which they can spend as willpower or mana while they are in a forest. These resource points are restored by resting in a clutii well for 5 minutes.

Costume Requirements:

All elves can be identified by the pointed tips of their ears. Your costume must include pointed ear tips in order to portray a wild elf.

Natural Affinities:

- **Speak Language (Elven)** – 1 CP (page 13)
- **Speak Language (Beast)** – 1 CP (page 13)
- **Enhanced Senses** – 5 CP (page 14)
- **Fade into Forest** – 9 CP (page 14)
- **Hunter** – 4 CP (page 16)
- **Herbalism** – 2 CP (page 16)

Drow

The drow are a splinter of the dark elf lineage. Blessed by the deific demon Lolth, to whom they offer life-long allegiance, drow are adapted to life beneath the world. Uninhabitable to the surface species, their “underdark” is a haven from the squabbles of other races which has made these elves secure, though estranged.

Drow have 5 resource points which they can spend as willpower or mana while they are completely covered by a dark shadow. These resource points are restored by resting in a clutii well for 5 minutes.

Costume Requirements:

Drow sport the pointed ear tips of their elven cousins but, as a result of Lolth’s blessing, their most defining feature is their purple skin. Your costume must include pointed ear tips and purple full-face makeup, paint, or mask in order to portray a drow.

Natural Affinities:

- **Speak Language (Elven)** – 1 CP (page 13)
- **Speak Language (Drow)** – 1 CP (page 13)
- **Enhanced Senses** – 5 CP (page 14)
- **Fade into Shadow** – 9 CP (page 14)
- **Dual Wield** – 1 CP (page 17)
- **Slit Throat** – 2 CP (page 21)

Dwarves

A rarer sight than the other races you might find throughout the Phoenix Isles, these stocky folk are native only to one of two secluded underground holds. However, though proud of their homes and comfortable remaining among their own kind, dwarves do not fear to venture into the world beyond. Nor should they, as peoples of all ilks welcome their renowned trade-skills and wealth of material resources. The dwarf lineages are Iron Dwarves and Dwelah.

Iron Dwarves

The mountain city of Dorandur, a vast fortress of unparalleled craft, is home to the iron dwarves. Its mines and forges never sleep, and its people never tire of refining their work. Though Dorandur's gates have never been breached, the iron dwarves are an army of grit and metal. Among the dwarves' other notable traits, their society has bred a strong sense of community and pride in one's undertakings.

Dwarves are immune to the effects of the "Strike Down" call. Additionally, armour worn by an iron dwarf grants them 1 additional point of armour protection.

Costume Requirements:

Dwarves of all walks and genders can be identified by their impressive beards and hair which grows into curls and braids. Your costume must include a beard (fake, if necessary) and both your beard and hair must be braided in order to portray an iron dwarf.

Natural Affinities:

- **Speak Language (Dwarven)** – 1 CP (page 13)
- **Read & Write (Dwarven)** – 1 CP (page 13)
- **Apprentice Weaponsmith** – 3 CP (page 19)
- **Apprentice Armoursmith** – 3 CP (page 19)
- **Engineering** – 5 CP (page 20)
- **Resist Poison** – 3 CP (page 20)

Dwelah

The "underdark" is not a realm meant for the likes of dwarves, and when the deep dwarves of Dorandur discovered it they were quickly corrupted by the maddening darkness. Soon after, they were exiled from their mountain home. Not unlike the drow, the dwelah are a product of demonic patronage which has given them the ability to survive and thrive in this forbidden place. They built their own city, Dol Kuldir, did away with restrictive iron dwarf regulations, and become a much different kind of dwarf; driven not by community or pride, but by unbridled ambition.

Dwarves are immune to the effects of the "Strike Down" call. Additionally, dwelah who have the Fearless skill are also immune to the effects of the "Terror" call.

Costume Requirements:

Dwelah have the same beards and braids as their iron dwarf counterparts, but also, like the drow, the demonic blessing has given their skin a purple colour. Your costume must include a beard (fake, if necessary) and both your beard and hair must be braided, as well as wearing purple full-face makeup, paint, or mask in order to portray a dwelah.

Natural Affinities:

- **Speak Language (Dwarven)** – 1 CP (page 13)
- **Read & Write (Dwarven)** – 1 CP (page 13)
- **Fearless** – 6 CP (page 14)
- **Advanced Runesmithing** – 5 CP (page 18)
- **Advanced Alchemy** – 5 CP (page 18)
- **Resist Poison** – 3 CP (page 20)

Orkin

By comparison to the other races of the Phoenix Isles, the Orkin certainly seem to be a primitive people. Their settlements never develop beyond tents and stockades; they scorn any sign of weakness; they usually defer leadership to a religious guide; and they will feed upon any creature too slow, weak, or foolish to avoid them. They are not generally, however, lacking for intelligence. Orkin settlements seem transient because they are seasonally nomadic. They spurn weakness because one weak link endangers its whole tribe. Orkin are pragmatic, and they're not picky about who their meals are, but they are no more uncivilized than the humans and elves whom also call the wilds their home. The orkin lineages are Orcs and Goblins.

Orcs

The most typical kind of orkin, orcs, are burly and tough. The strongest among them are the strongest folk this side of the canopy. While this can give orcs a brutish demeanor, they aren't exactly savage beasts. Orcs are raised to think of their tribes as family and tend to be more protective than aggressive. Orc families then encourage each other to take pride in their strengths, be they physical or otherwise, which is why they might appear to make a habit of obnoxious boasting; even to deaf ears.

Orcs remain conscious during their Death Counts, able to curse their assailant or call for aid (though they still cannot move, attack, cast spells, or take any other action during this time).

Costume Requirements:

Orkin can be identified by their signature green skin. The larger kind also boasts accompanying larger tusks. Your costume must include prosthetic tusks and green full-face makeup, paint, or mask in order to portray an orc.

Natural Affinities:

- **Speak Language (Orc)** – 1 CP (page 13)
- **Strong** – 1 CP (page 13)
- **Inhuman Strength** – 3 CP (page 14)
- **Body** – 3, 5, 7, 9 CP (page 14)
- **Resist Disease** – 3 CP (page 20)

Goblins

Small and meek, goblins possess all the trappings of their orcish cousins, except for their physique. Often their place in an orkin tribe is one of meager subservience but, on occasion, a goblin can boast merits that even an orc finds impressive. Some are notably intellectual; some have a solid grasp on magic and spell casting; some are exceptionally stealthy; some are remarkably wily; and some just have undeniable moxie. Goblins are also particularly social: They thrive most when surrounded by peers, though they are often quick to back down in the presence a perceived superior.

When you create a goblin character, choose a skill which is not "restricted". That skill, and all proficiencies that have that skill as a prerequisite (and are not "restricted"), are Natural Affinities for you.

Costume Requirements:

Orkin can be identified by their signature green skin. The meeker kind also sport larger ears, perhaps to better listen out for danger or the orders of their larger cousins. Your costume must include pointed ear tips and green full-face makeup, paint, or mask in order to portray a goblin.

Natural Affinities:

- **Speak Language (Orc)** – 1 CP (page 13)
- **Enhanced Senses** – 5 CP (page 14)
- **Fade into Forest** – 9 CP (page 14)
- **Fade into Shadow** – 9 CP (page 14)
- **Resist Disease** – 3 CP (page 20)

Beastkin

In the Phoenix Isles and realms beyond, myriad peoples exist as both untamable beast and intelligent life. The forms and lineages of these peoples are varied beyond count, from cat-folk to dragonborn, but they are known collectively as the beastkin. In the wilds of the Phoenix Isles, beastkin are often encountered in tribes of like-lineage, but a common curiosity shared by all beastkin has seen them into pretty much every society that doesn't reject them or eat them.

Bestial Lineages

There are far too many possible lineages of beastkin to document each individually. Instead, a beastkin gains one of the following effects – whichever best represents their bestial heritage; some examples are listed in *italics* for inspiration, these lists are not exhaustive:

Autotherapy: The Regeneration skill is not restricted for you and, once per day, you can regrow a severed limb over the course of an hour. *Crab, Lizard, Lobster*

Beast Senses: The Enhanced Senses skill is not restricted for you and you can benefit from its effects out to a range of 100 feet. *Cat, Dog, Red Panda, Raccoon*

Breath Attack: Choose fire or poison. Depending on your choice, you can use your breath attack to affect a target within 10 feet with a call of either "Burn" or "Venom Single". Once you use your breath attack, you must wait at least one hour before you do so again. *Cobra, Dragonkin, Skunk*

Natural Armour/Toughness: The Body skill is added to your Natural Affinities. *Armadillo, Crab, Goat*

Natural Weapons: You have one or two natural one-handed melee weapons or up to 10 natural thrown weapons. See page 35 for more information about natural weapons. *Crab, Porcupine, Scorpion, Wolf*

Natural Venom: You count as having an extra 1 Swampspawn ingredient when you or an alchemist you are assisting mixes a venom. *Scorpion, Spider, Snake*

Prowler: The Fade into Forest and Fade into Shadow skills are Natural Affinities for you. If you purchase them, you can benefit from them no matter how fast you are moving. *Cat, Chameleon, Owl*

Costume Requirements:

Depending on their bestial lineage, beastkin can look very different from one-another. Their obvious beast features, however, do make them easy to identify as beastkin. Your costume must include at least one of the following, chosen as appropriate, in order to portray a beastkin: Beast ears; horns or antlers; a tail; tusks or fangs. Your costume must also include a mask (or similar face-prosthetic), or makeup (or face-paint) portraying your bestial lineage.

Natural Affinities:

- **Speak Language (Beast)** – 1 CP (page 13)
- **Strong** – 1 CP (page 13)
- **Hunter** – 4 CP (page 16)
- **Fear** – 1 CP (page 24)

Fey

Enigmatic faeries from an otherworld, the fey are renowned for their playfulness and whimsy. There are as many different types of fey as there are flowers and trees, and most will never be seen by a mortal creature, but a few of them are known to revel in visiting the Phoenix Isles and do so frequently.

The Fields of Illusion have been host to so many kinds of fey, but the only fey lineage available to players is Dryads.

Dryads

Some faeries become so enamored with the forests of the natural world that they decide to stay and spend a lifetime tending to them. By magically bonding with a beloved tree, each dryad has achieved a profound connection with nature and, consequently, adopted mortality. A dryad's fate is tied to that of their tree; the dryad becomes mortal but, more so, if one dies, so too does the other. Naturally, dryads are typically protective of nature and the rights of all natural things to live. Dryads which exemplify this behavior, especially those with particularly leafy appearances, are often mistaken for wose – forest folk adorned in leaves who defend their woodland homes violently – but, while the two species usually cohabitate well, these fey are kin to the trees, not the wose.

Dryads spend 1 less mana whenever they cast Tree Meld, Tree Walk, or Mud Feet; but they always count as benefitting from an enhancement spell for the purposes of the Metal and Magic rules (page 40), meaning they always suffer damage when they come into contact with metal.

Costume Requirements:

Dryads are part faery, part plant. They have many varying appearances, but they usually have the long, pointed ears of a fey and a measure of flowers, leaves, and bark adorning their bodies. Your costume must include pointed ear tips and be covered in flowers or foliage in order to portray a dryad. Your costume must also include green hair or some other attempt to disguise your hair as branches, flowers, or greenery.

Natural Affinities:

- **Speak Language (Sylvan)** – 1 CP (page 13)
- **Read & Write (Sylvan)** – 1 CP (page 13)
- **Fade into Forest** – 9 CP (page 14)
- **Herbalism** – 2 CP (page 16)
- **Meditation** – 1 CP (page 16)
- **Tree Meld** – 3 CP (page 23)

Auras

Your character's aura is a spiritual impression of their nature, and mostly exists just to reinforce a sense of their general identity. For your purposes, it could help guide your character's actions or their interactions with others. Additionally, game rules may occasionally interact with you aura. You may find a magically locked chest that responds differently to different auras, or a character might cast a spell that only affects characters with a specific aura.

A character's aura can be fluid, and may change one or more times throughout their lifetime. You can change your character's aura yourself if you feel that their nature has shifted as they have changed as a person.

When creating your character, choose one or two auras. If you choose two auras, they cannot be opposed to each other. Your chosen aura should be reflected in your role-play but the descriptions here are merely to serve as guides and how you play your character is ultimately up to you.

Blue (Order)

Blue in a character's aura shows a tendency towards order. There is a set way that things should be and deviations are inexcusable.
Order opposes Chaos.

Yellow (Chaos)

Yellow in a character's aura indicates a person who needs neither reason nor excuse for their actions. Your nature is chaotic, with no room for principles.
Chaos opposes Order.

Red (Hate)

Red in a character's aura tells of deep-seated resentment. You are prone to spiteful relations, possibly harboring a difficult memory that troubles you daily.
Hate opposes Love.

Pink (Love)

Pink in a character's aura represents a great deal of compassion. Your actions are driven by how much you care, either for a specific person or group or people, or just for others in general.
Love opposes Hate.

White (Life)

White in a character's aura reveals an unwavering respect toward the inherent right for all beings to exist. You might be able to justify ending a life, but you are driven by a desire to preserve it.
Life opposes Death.

Black (Death)

Black in a character's aura can be read as a warning that they are not just comfortable with life's end, but inspired by it. You are not necessarily evil, and you probably don't kill just for the sake of killing, but your motivations, whatever they may be, are concerned primarily with the end of life.
Death opposes Life.

It is also possible for a character's aura to be green. This occurs in a balanced aura and is a restricted option which can only be granted to a character by the game team.

Proficiencies

Your character's unique selection of proficiencies covers the majority of ways in which you can affect the game around you. Listed throughout the tables in this chapter, each proficiency is named, with a detailed effect description, and a cost in Character Points you must spend if you want to add it to your character. Many proficiencies also have a "use" cost which must be spent each time you employ its effects. These usage costs usually come in the form of Willpower, Mana, or a measure of seconds.

Restrictions

Some proficiencies are listed with restrictions. These conditions limit who can purchase the proficiency and the situations in which it can be used. There are three restriction types:

Prerequisite: You can only pick up proficiencies with prerequisite restrictions if your character already possesses the detailed prerequisites.

Referee: The proficiencies can only be used with a referee available to oversee their effects.

Restricted: You cannot purchase proficiencies listed as "restricted". These proficiencies are accessed through effects which lift the restriction, such as certain racial effects.

Skills

These represent everyday talents that your character makes use of freely. These include reading and writing, speaking various languages, and even being able to count. More technical proficiencies, such as lock-picking and doctoring, are also listed as skills.

Languages

The skills Speak Language and Read & Write require you to choose a language each time you purchase them. So, what are your options? Well, there's no set list. You should feel free to name any fantastical language you want to bring into play. If a player refers to a language their character is speaking as "Dragon-tongue", for example, and your character has Speak Language (Draconic), you can safely assume that you are both using the same – if not, very similar – language.

Skill	Cost	Use	Restrictions	Effect
Numeracy	1	None	None	You are able to count, add and subtract. Without this skill you can only count to 10 and struggle with currency.
Speak Language	2	None	None	You are able to speak in one language of your choice. You can take this skill multiple times, choosing a different language each time.
Read & Write	2	None	None	You are able to read and write in one language of your choice. You can take this skill multiple times, choosing a different language each time.
Literacy	4	None	Prerequisite: Read & Write (at least 3 languages)	With appropriate role-play, you are able to decipher and read texts written in any language.
Linguist	4	None	Prerequisite: Speak Language (at least 3 languages)	With appropriate role-play, you are able to use broken speech to hold basic conversations in any language.

Skill	Cost	Use	Restrictions	Effect
Strong	2	None	None	You have a Strength of 2.
Inhuman Strength	4	None	Restricted Prerequisite: Strong	You have a Strength of 4.
Supernatural Strength	8	None	Restricted Prerequisite: Inhuman Strength	You have a Strength of 10.
Body	4, 6, 8, 10	None	None, None, Restricted , Restricted	You gain 1 additional Body. You can take this skill up to 4 times, with the 3 rd and 4 th purchases being individually restricted. Each time you purchase this skill, its CP cost increases by 2.
Regeneration	12	10 seconds	Restricted	You gain regenerative powers and restore 1 Hit Point to a single location every 10 seconds. This cannot be done while running, striking, blocking, dodging, taking damage, spell casting, chanting or during your Death Count. This skill can restore Hit Points to limbs with 0 remaining, but it cannot regrow severed limbs.
Greater Regeneration	8	5 seconds	Restricted Prerequisite: Regeneration	Your regenerative powers now restore 1 Hit Point to a single location every 5 seconds, instead of every 10 seconds.
Undying	12	Sunrise	Restricted	At the end of your Death Count, when you would normally die, you instead restore all of your missing Hit Points to every location and return to life. However, you can only do this once per day. If you reach the end of your Death Count a second time before the next sunrise after using this skill, you die.
Enhanced Senses	6	None	Restricted	Your senses are highly attuned. You can detect invisible creatures that are within 10 feet of you.
Fearless	7	None	Restricted	The “Fear” call does not affect you.
Fade Into Forest	10	None	None	While you are more than 50% concealed by trees, bushes or other woodland greenery and moving no faster than a slow walk, you can be ‘invisible’ by using the associated gesture. You cannot benefit from this skill while wearing armour which is not made from Cloth, Leather, Spider Silk, Ogre Hide, Mithril or Feyweave Silk.
Fade Into Shadow	10	None	None	While you are 100% covered by a shadow’s umbra (the darkest part, which isn’t blending with the light) and moving no faster than a slow walk, you can be ‘invisible’ by using the gesture. If the shadow isn’t intense enough, or the edges are too blurry, to determine its umbra then it is a not a suitable shadow for this skill. You cannot benefit from this skill while wearing armour which is not made from Cloth, Leather, Spider Silk, Ogre Hide, Mithril or Feyweave Silk.
Tutor	7	None	None	Choose a proficiency you already have each time you purchase this skill. When you take the Assisting downtime action to teach that proficiency, you can assist any number of Training actions, teaching multiple characters together.

Skill	Cost	Use	Restrictions	Effect
Bind Wounds	1	Phys-Rep	None	You can reset a dying character's Death Count. Doing so requires a phys-rep such as bandages and appropriate role-play. Once you have done this, your patient starts their Death Count from the beginning but is still dying, although this skill can be used on them again if necessary.
Diagnosis	2	10 seconds	None	You are able to assess the extent of someone's wounds and ailments. After 10 seconds of role-play you may use the "Diagnosis" call. The target should tell you how many Hit Points they are missing on each location, which locations are burnt, if any, and whether they are affected by any poisons or diseases. This skill does not reveal how many Hit Points a character has remaining or which specific poisons or diseases they are affected by.
Nursing	4	100 seconds	Prerequisite: Bind Wounds, Diagnosis	After 100 seconds of appropriate role-play, such as stitching for a deep injury, you can restore 1 Hit Point to a single location on your patient. You can repeat this skill as many times as is necessary to fully restore your patient's health, but you cannot use this skill on a dying character. Additionally, you take only 10 seconds to apply alchemy salves, rather than the 20 seconds which they normally require.
Doctoring	8	60 seconds	Prerequisite: Nursing	After 60 seconds of appropriate role-play, such as surgery for a serious wound, you can restore 1 Hit Point to a single location on your patient. You can repeat this skill as many times as is necessary to fully restore your patient's health. You can use this skill on a dying character and, while you do, that character's Death Count is reset and paused until you stop role-playing their treatment. You can also identify and treat (in downtime) Common diseases.
Virology	4	Downtime	Prerequisite: Doctoring	You can identify and treat (in downtime) Rare diseases.
Limb Attachment Surgery	3	10 minutes	Prerequisite: Doctoring	After 10 minutes of appropriate role-play, you can attach limbs to each of your patient's severed locations. Those locations are no longer severed but remain crippled with 0 Hit Points. The limbs should be the same ones as were removed. If they are not, the game team must be informed before the surgery is performed.
Emergency Surgery	4	30 seconds	Prerequisite: Doctoring	When you use Doctoring to heal a dying patient's torso, the skill takes only 30 seconds to perform.
Battlefield Surgery	4	60 seconds	Prerequisite: Doctoring	When you use Doctoring, you can choose to restore all Hit Points to the location, instead of just 1. Roughly 1 hour after doing so, the location then loses all of its Hit Points. A location affected by this skill cannot be affected by it again until that hour is up.

Skill	Cost	Use	Restrictions	Effect
Apprentice Lockpick	2	None	None	You are able to break into some locks. Locks are represented by combination padlocks provided by the club. You will be provided with some of the combinations use for these padlocks.
Advanced Lockpick	3	None	Prerequisite: Apprentice Lockpick	You are able to break into most locks. You will be provided with most of the combinations.
Expert Lockpick	4	None	Prerequisite: Advanced Lockpick	You are able to break into any lock. You will be provided with all of the combinations.
Set and Remove Explosive Traps	1	None	None	While setting or removing your explosive traps, you do not suffer the effect of the trap if it accidentally goes off. This skill does not aid when disarming others' traps.
Hunter	5	10 seconds	None	<p>You have the knowledge required to successfully hunt and harvest creatures for natural resources. By performing at least 10 seconds of appropriate role-play over a slain creature, you must inform them that you are using this skill and specify the resource you are trying to harvest. If the creature can be harvested for that resource, they will hand it over.</p> <p>This skill is also required to collect red loot cards.</p>
Herbalism	3	None	None	You have the knowledge required to successfully tend and harvest herbs and other useful plants. This skill is required to collect green loot cards.
Sewing	1	None	None	By spending 1 Repair Powder, 1 Cloth and 10 minutes of appropriate role-play, you can repair one piece of padded armour or Masterwork padded armour.
Meditation	2	None	Prerequisite: Mana	The amount of Mana which you restore from a clutii well each minute is increased by 1. Some clutii wells may also have special effects which only benefit characters with this skill. You can take this skill up to 5 times.
Shapeshifting	1	None	Restricted	<p>You are able to transform your body and assume an alternative form – the costume for which must be approved by the game team. You can now purchase proficiencies at half their CP costs, benefitting from those proficiencies exclusively while in your shapeshifted form. You may not purchase Mana or Willpower in this way.</p> <p>You can assume your shapeshifted form once per day and can remain shapeshifted until either you take your next meal or sunrise, though you may revert to your original form whenever you like.</p>
Identify	3	None	None	With appropriate role-play, you can inspect an object and discern whether or not it has any magical properties. If the object has an artefact or invention tag, you are able to identify its properties and effects. If you inspect a shamanism sigil or runesmithing rune, or any object with a sigil or rune applied to it, you identify the sigil or rune and its effects.

Weapon Skills

Characters require certain proficiencies in order to use weapons effectively. You cannot use a weapon to actively block or strike without the appropriate weapon skill. Daggers and thrown weapons are exceptions to this; you can make strikes with these weapons without the appropriate weapon skill, unless you are making the strike as part of a combat ability (page 21).

Similarly, if you do not have the Dual Wield weapon skill, you cannot wield two dagger or one-handed weapons at the same time.

If your character has any natural weapons that are a part of their body, such as claws, you can use those weapons to strike, block, and use abilities without requiring a weapon skill.

Further details regarding these weapons types can be found on page 33.

Skill	Cost	Restrictions	Effect
Dagger	1	None	You can use combat abilities with melee weapons shorter than 18 inches.
One-Handed	2	None	You can make strikes and use combat abilities with melee weapons between 18 and 42 inches.
Two-Handed	2	None	You can make strikes and use combat abilities with melee weapons between 42 inches and 5 feet.
Polearm	2	None	You can make strikes and use combat abilities with melee weapons exceeding 5 feet.
Bow	2	None	You can make strikes and use combat abilities with bows and crossbows
Thrown	1	None	You can use combat abilities with thrown weapons.
Black Powder	2	None	You can reload, fire and use combat abilities with black powder guns.
Shield	3	None	You can block and use combat abilities with shields.
Dual Wield	2	Prerequisite: One-Handed or Dagger	You can make strikes and use combat abilities with two one-handed weapons or daggers for which you have the weapon use skill; one in each hand.
Focus	2	None	You can cast spells through a focus.

Crafting Skills

The crafting skills allow a character to turn materials and resources into consumables and equipment. A new character may purchase as many skill levels in a craft as fits their concept, but an existing character may only advance one crafting skill level per event. This means that a new alchemist character may purchase up to Expert Alchemy but an existing apprentice alchemist may only progress to Advanced Alchemy until their following event.

Please note that weapon and armour smithing are two different branches of the same craft and are not a single skill. You can purchase ranks in weaponsmith, armoursmith or both.

Crafting skills are covered in much more detail in the crafting supplement rulebook. This section is only here to provide basic information and character point costs.

Alchemy	Cost	Restrictions	Effect
Apprentice	5	None	Allows you to create apprentice level concoctions. You also learn one free apprentice alchemy mixture.
Advanced	6	Prerequisite: Apprentice Alchemy	Allows you to create advanced level concoctions. You also learn one free advanced alchemy mixture.
Expert	7	Prerequisite: Advanced Alchemy	Allows you to create expert level concoctions. You also learn one free expert alchemy mixture.
Apothecary	6	Prerequisite: Apprentice Alchemy	Allows you to create cures for poisons and venoms up to your Alchemy skill level without needing to learn the alchemy mixtures for those poisons and venoms.

Runesmithing	Cost	Restrictions	Effect
Apprentice	5	None	Allows you to inscribe apprentice level runes. You also learn one free apprentice runesmith inscription.
Advanced	6	Prerequisite: Apprentice Runesmithing	Allows you to inscribe advanced level runes. You also learn one free advanced runesmith inscription.
Expert	7	Prerequisite: Advanced Runesmithing	Allows you to inscribe expert level runes. You also learn one free expert runesmith inscription.
Master	4	Prerequisite: Expert Runesmithing	Runes you inscribe which are usually expended after 3 uses are expended after 4 uses instead.

Shamanism	Cost	Restrictions	Effect
Apprentice	5	None	Allows you to bestow apprentice level sigils. You also learn one free apprentice shamanism sigil.
Advanced	6	Prerequisite: Apprentice Shamanism	Allows you to bestow advanced level sigils. You also learn one free advanced shamanism sigil.
Expert	7	Prerequisite: Advanced Shamanism	Allows you to bestow expert level sigils. You also learn one free expert shamanism sigil.
Master	4	Prerequisite: Expert Shamanism	Allows you to apply up to 3 sigils to a location without breaking the rule of limits.
Sigil Focus	8	Prerequisite: Expert Shamanism	Choose one shamanism sigil when you purchase this skill. You can spend 2 additional Life Essence to ignore the rule of variance when applying the chosen sigil. You can take this skill multiple times, choosing a different sigil each time.

Weaponsmith	Cost	Restrictions	Effect
Apprentice	4	None	Allows you to make and repair weapons from apprentice materials.
Advanced	5	Prerequisite: Apprentice Weaponsmith	Allows you to make and repair weapons from advanced materials as well as creature and repair masterwork weapons from apprentice materials.
Expert	6	Prerequisite: Advanced Weaponsmith	Allows you to make and repair weapons from expert materials as well as create and repair masterwork weapons from advanced materials.
Master	3	Prerequisite: Expert Weaponsmith	Allows you to make and repair masterwork weapons from expert materials.
Shieldsmith	2	Prerequisite: Apprentice Weaponsmith	Allows you to make and repair shields from the materials which you are able to make weapons from and allows you to make and repair masterwork shields from the materials which you are able to make masterwork weapons from.
Battlefield Repair	4	Prerequisite: Apprentice Weaponsmith or Apprentice Armoursmith	Allows you to make fast, cheap, temporary repairs to equipment for which you have the appropriate crafting skill.

Armoursmith	Cost	Restrictions	Effect
Apprentice	4	None	Allows you to make and repair armour from apprentice materials.
Advanced	5	Prerequisite: Apprentice Armoursmith	Allows you to make and repair armour from advanced materials as well as creature and repair masterwork armour from apprentice materials.
Expert	6	Prerequisite: Advanced Armoursmith	Allows you to make and repair armour from expert materials as well as create and repair masterwork armour from advanced materials.
Master	3	Prerequisite: Expert Armoursmith	Allows you to make and repair masterwork armour from expert materials.
Battlefield Repair	4	Prerequisite: Apprentice Weaponsmith or Apprentice Armoursmith	Allows you to make fast, cheap, temporary repairs to equipment for which you have the appropriate crafting skill.

Engineering	Cost	Restrictions	Effect
Engineering	6	Prerequisite: Numeracy	Allows you to create and execute engineering schematics and grants you the benefits of the Set And Remove Traps skill.
Apprentice Gunsmith	2	Prerequisite: Numeracy	Allows you to make and repair guns from apprentice materials as well as make Metal ammunition.
Advanced Gunsmith	3	Prerequisite: Apprentice Gunsmith	Allows you to make and repair guns from advanced materials as well as create and repair masterwork guns from apprentice materials. You can also make advanced ammunition.
Expert Gunsmith	4	Prerequisite: Advanced Gunsmith	Allows you to make and repair guns from expert materials as well as create and repair masterwork guns from advanced materials. You can also make expert ammunition.
Master Gunsmith	2	Prerequisite: Expert Gunsmith	Allows you to make and repair masterwork guns from expert materials
Locksmithing	8	Prerequisite: Engineering	Allows you to make locks and grants you the benefits of the Expert Lockpick skill.

Abilities

Abilities are talents which require an expenditure of Willpower to use. As willpower costs represent a general exertion of one's stamina, abilities cover mostly feats of a physical nature.

Until character points are spent, a character has no willpower pool to spend from, but increasing that pool costs just 1 CP per Willpower point.

Attribute	Cost	Effect
Willpower	1	Your Willpower pool is increased by 1. You can take this skill multiple times.

Ability	Cost	Use	Restrictions	Effect
Resist Poison	4	3 Will.	Restricted	You resist a poison or venom which has just been inflicted upon you. You then become immune to the resisted poison or venom until sunrise.
Resist Disease	4	3 Will.	Restricted	You resist a disease which you have just become infected with. You then become immune to the resisted disease until sunrise.
Constitution	2	2 Will.	None	<p>Until you restore Hit Points and regain consciousness, your Death Count becomes 120 seconds long, instead of 60. During the first 60 seconds, you remain able to speak softly and call weakly for help.</p> <p>If an affect causes you to restart your Death Count while you are affected by this ability, your new Death Count is still 120 seconds long and you can still speak softly for the first 60 seconds of it.</p>

Combat Abilities

These abilities are primarily useful in a fight. Each one is associated with a call, often made while striking with a weapon. In the cases where you make the call as you attack and miss, the willpower is still expended.

Listed among their restrictions, some combat abilities can be used only with certain weapon types.

Ability	Cost	Use	Restrictions	Effect
Parry	3	2 Will.	Melee weapons and shields only.	You are able to call "Parry" and negate the effects of "Knockback" and "Strike Down" when you successfully block an attack with your weapon or shield. This ability also allows you to parry a blow that would ordinarily break your weapon or shield, unless the blow carries the "Crush" call.
Knockback	2	2 Will.	Non-dagger weapons only.	Call "Knockback" while striking with a weapon. A hit target must then move back at least 10 feet.
Double	3	3 Will.	None	Call "Double" while striking with a weapon. This strike causes 2 points of damage to the hit location.
Triple	5	8 Will.	Non-gun weapons only. Prerequisite: Double, Inhuman Strength	Call "Triple" while striking with a weapon. This strike causes 3 points of damage to the hit location.
Through	5	3 Will.	Melee and thrown weapons only.	Call "Through" while striking with a weapon. The damage of this strike bypasses your target's armour protection. You can combine this ability with any source of "Double", "Triple" or "Quad".
Sharpshooter	5	5 Will.	Black powder weapons only.	Call "Through" when making a successful strike with a gun. You can combine this ability with any source of "Double", "Triple" or "Quad".
Strike Down	5	5 Will.	None	Call "Strike Down" while striking with a weapon. A hit target must then fall to the floor, touching the ground with at least both arms and one knee or the centre of their back before they can get back up.
Back Stab	5	5 Will.	Daggers only.	Call "Double Through" while striking with a dagger. You must be behind your target and hit them in the back to use this ability.
Slit Throat	3	8 Will.	Daggers only. Prerequisite: Back Stab	Approach your target from behind and place your weapon on their shoulder, calling "Quad Through" (this counts as striking your target with that weapon). If you believe that your target is aware of your presence, i.e. they recently looked at you, spoke to you, or because you're not being very quiet, you may not use this ability on them.
Stop Damage	6	6 Will.	None	Call "Stop Damage", take a breath, and then begin to shout or roar. For as long as you maintain this single shout or roar, you ignore all damage that you would otherwise suffer. Once you have started roaring, taking a breath ends this effect. This ability does not prevent the effects of "Crush" or calls which do not inflict damage.

Spells

Spells are the most common way a character might use their Mana to control forces of magic. As proficiencies they work similarly to abilities, but are feats of a mystical nature.

Until character points are spent, a character has no mana pool to spend from, but increasing that pool costs just 1 CP per Mana point.

Attribute	Cost	Effect
Mana	1	Your Mana pool is increased by 1. You can take this skill multiple times.

Spell	Cost	Use	Restrictions	Effect
Channeling	5	2 Mana	None	You can transfer Mana between people as per the channeling rules on page 41.

Healing Spells

Healing spells are feats of restorative magic that can be used to overcome injuries and ailments in an instant. All healing magic requires an amount of role-play for the entire duration of the incantation and call, during which the caster must at least hover a hand around a foot away from their patient. Healing spells cannot be cast at range.

Spell	Cost	Use	Restrictions	Effect
Bind Wounds	1	1 Mana	None	While chanting, you continuously reset the target's Death Count. Once you stop chanting, your target starts their Death Count from the beginning but is still dying.
Close Wound	3	3 Mana	None	Call "Close Wound". A single location is restored by 1 hit point.
Heal	5	5 Mana	Prerequisite: Close Wound	Call "Heal". All hit points are restored to a single location.
All Heal	5	10 Mana	Prerequisite: Heal	Call "All Heal". All hit points are restored to all locations.
Remove Burn	5	15 Mana	None	A single location is no longer burnt.
Remove Poison	5	15 Mana	None	Cures the target of any one poison. You must know which specific poison you are removing for this spell to succeed.
Remove Disease	5	15 Mana	None	Cures the target of any one disease. You must know which specific disease you are removing for this spell to succeed.
Regrow Limb	5	10 Mana	None	The limb regrows on a severed location. The location is no longer severed or crippled and its hit points are fully restored.

Enhancement Spells

These spells enhance the caster, granting extraordinary abilities or manifesting layers of defense. When casting an enhancement spell, with the exception of Read Mana, you can only target yourself and enhancement spells never benefit from the effects of any runes inscribed on a focus.

Spell	Cost	Use	Restrictions	Effect
Detect Magic	4	4 Mana	None	You can use this spell to call “Detect Magic” and discern any types of magic affecting a creature before you, as well as that affecting anything they are wearing or holding and how much mana they have.
Ghost Talk	2	3 Mana	Referee	Each time you cast this spell you can ask the nearby remnants of a dead character one question and receive a direct answer.
Protection	3	3 Mana	None	You gain 1 point of magical protection. You can stack up to 3 points of magical protection at once by casting this spell multiple times.
Greater Protection	6	4 Mana	Restricted Prerequisite: Protection	You gain 2 points of magical protection. You can to stack up to 6 points of magical protection at once by casting this spell multiple times.
Bark Skin	4	4 Mana	None	You ignore the next damaging strike that hits you, but you still suffer any non-damaging effects that the strike carries such as “Knockback” or “Strike Down”.
Stone Skin	5	6 Mana	Prerequisite: Bark Skin	You ignore the next two damaging strikes that hit you, but you still suffer any non-damaging effects that those strikes carry.
True Sight	4	4 Mana	None	While chanting, you can see invisible creatures within 20 feet of you. You can also use this spell to call “True Sight” and discern the true nature of any creature before you.
Tree Meld	4	4 Mana	None	You meld with a tree that you are touching until you choose to un-meld. While melded with the tree you become ‘invisible’, using the associated gesture, and are unable to interact with the world around you. If the tree is struck, you are forcibly un-melded but suffer no damage or effects from the strike.
Tree Walk	2	6 Mana	Prerequisite: Tree Meld	You transport yourself from a tree you are touching to one other tree within 30 feet. Go Out Of Character and walk directly to the new tree, then immediately return In Character. If you cast this spell while you are melded with a tree, you then become melded with the new tree.
Resist	8	8 Mana	None	You ignore all the effects of a call targeted at you other than “Crush”. This can be cast instantly, without an incantation.

Combat Spells

These spells are primarily useful in a fight, each with an effect which either disadvantages its target or causes outright harm.

Spell	Cost	Use	Restrictions	Effect
Fear	2	2 Mana	None	Call "Fear". While chanting, your target must move away from you as fast as they can. Should they become physically unable to move any further away from you, this spell stops affecting them.
Turn Creature	1	1 Mana	None	Choose a creature type, such as "Demon" or "Undead", each time you purchase this spell. Call "Turn Creature". While chanting, one target of the chosen creature type cannot come within 10 feet of you and is repelled to 10 feet if they are already closer.
Knockback	2	2 Mana	None	Call "Knockback". Your target is forced back at least 10 feet.
Fumble	3	3 Mana	None	Call "Fumble" and specify a hand or an object your target is holding. Your target is forced to drop the object or whatever they are holding in that hand.
Flay	3	3 Mana	None	Call "Single". You may also specify a target location as part of the call. This spell strikes the target for 1 point of damage.
Maim	5	5 Mana	Prerequisite: Flay	Call "Double". You may also specify a target location as part of the call. This spell strikes the target for 2 damage.
Mud Feet	3	3 Mana	None	Call "Mud Feet". While chanting, your target is not able to move from the spot.
Attract	4	4 Mana	None	Call "Attract". While chanting, your target feels a desire to move towards you. The target must be conscious and able to move and will fight against any attempt to restrain them.
Repel	4	4 Mana	None	Call "Repel". While chanting, your target feels a desire to move away from you. The target must be conscious and able to move and will fight against any attempt to restrain them.
Strike Down	5	5 Mana	None	Call "Strike Down". Your target falls to the floor, touching the ground with at least both arms and one knee or the center of their back before they can get back up.
Dispel Magic	5	5 Mana	None	Call "Dispel". You remove the effects of all elixirs, sigils, runes, and enhancement spells from your target, including all magical protection.

Mythic Proficiencies

This book does not contain a comprehensive collection of every attainable proficiency in the Phoenix Isles. Sometimes referred to as “advanced” or “tier 2” books, various disciplines of hidden proficiencies also exist. These ‘mythic proficiencies’ detail some of the ancient powers wielded by enigmatic practitioners. They can only be learned only from a master of one such discipline – all of whom are hard to find and harder to impress.

The mythic disciplines, as they are known to few, are:

- **Elements** – A discipline of arcane ascension and primal attunement. Elements proficiencies include phenomenal new spells and runes, and powerful boosts to spell-casting in general.
- **Blades** – A discipline of mental clarity and mastery of the energy within. Blade proficiencies include incredible dueling talents and sweeping resistances to negative effects.
- **Life** – A discipline of survival and community. Life proficiencies include sharing boons with other living characters as well as potent shamanism and powerful life-aligned spells.
- **Death** – A discipline of necromancy fueled by life essence. Death proficiencies include dominion over mortality, both yours and others, as well as unnatural, death-based runesmithing.
- **Metal** – A discipline of construction, repair, and mechanical transcendence. Metal proficiencies include spells which defy the laws of metal and magic, and incremental physical upgrades.
- **Void** – A dangerous discipline harnessing the maddening power of the void between planes. Void proficiencies include powerful new spells cast at the cost of the practitioner’s sanity.

All mythic proficiencies are rare and difficult to obtain, so players are advised to avoid planning around learning from any of these disciplines. For most characters, it is unlikely that they possess more than a suspicion that these powers can even be wielded by mortals. If you think that you have identified a master of a mythic discipline, however, you are welcome to seek them out and try to convince them that you are worthy of their powers.

Starting Equipment

When you create a new character, they can begin play with a limited amount of equipment. This specifically concerns weapons, armour, material resources, and currency. Other possessions, without any rules-based effects, can be brought along at no extra cost.

A new character has 10 Kit Points to spend on their choice of the following items. Note that props for material resources and currency are provided by the club but you must bring your own weapons and armour.

Equipment	Cost
1 Apprentice-material dagger, one-handed weapon or focus	1
1 Apprentice-material two-handed weapon or polearm	2
1 Wood small shield	2
1 Metal small shield	3
1 Wood large shield or great shield	3
1 Metal large shield or great shield	4
Up to 5 Apprentice-material thrown weapons	1
1 Apprentice-material bow and up to 6 arrows	2
1 Apprentice-material black powder pistol or rifle and 16 shot	2
Up to 5 explosive traps	2
1 piece of padded armour	1
1 piece of Leather armour	2
1 piece of Metal armour	3
Up to 5 pieces of padded armour	3
Up to 5 pieces of Leather armour	5
Up to 5 pieces of Metal armour	7
Alchemy supplies (2 Ethanol and 5 random alchemy resources)	5
Smithing supplies (1 Wood, 1 Metal, 1 Cloth, 1 Leather and 5 Repair Powder)	5
3 Strange Dust	2
Currency equal to 20 copper coins.	1

Factions and Totems

It is common for like-minded characters to group up, and co-operation is a leading strategy for most anything you could want to accomplish in the Phoenix Isles. From carving a market niche to dominating a battlefield, or even something as simple as staying alive: Those who want to go far, go together.

Whenever such a group is both large enough and organized enough, they may make a name for themselves, and may perhaps invoke a Totem! These enigmatic boons provide the group with a unique effect which exemplifies their group identity and bolsters their potential. Groups which claim the favour of a totem are what we know as “factions”.

Two things are needed for a faction to qualify for a Totem:

- First, the group must include at least five characters. In practice, these characters can of course be affiliated with as many groups as they like. On paper, though, a character can contribute to and benefit from only one faction at a time. A character must be present at an event to count toward this.
- Secondly, the faction must have an identifying uniform piece worn visibly by each of its members. The uniform does not have to be a full costume – it can be something like an emblem or accessory – but it must be immediately noticeable and make it obvious to which faction the character belongs. A new player should be able to look across the site and know, at a glance, which characters are affiliated with your faction.

A faction which had previously qualified for a Totem but no longer does (possibly due to absences, character deaths or characters not displaying their uniform piece) temporarily loses the effects of their Totem.

If your group is large enough to become a faction and qualify for a Totem, you should contact the game team in order to discuss what the effects of that Totem could be. Consider your faction’s themes, culture, and traditions. What unifies you, and how could that expressed in game terms? A Totem should represent who a faction is, not what they want to achieve; and you should think about your lore, not the rules, when brainstorming ideas. Typically, a faction is comprised of characters with a shared history or common values. Those are the first aspects of the faction that should influence its totem effect.

You should also make sure that, whatever your faction, your suggestions serve every character in the faction. If a proposed totem effect would only benefit mages (for example), but your faction contains non-mage characters, it’s unlikely to be approved.

Finally, know that totems are rewards granted to groups who plan and co-ordinate to enrich our game’s world. Building a faction around a totem idea will almost never work, and more goes into a successful faction concept than a name and a look.

Playing the Game

Time-In and OC Areas

Fields of Illusion aims to start their events at 18:30 on the Friday night, which is when normal role-play will begin. Role-playing ends at approximately 13:00 on the following Monday.

Between these times, all players are considered to be “in-character” (IC) around the clock unless one of the following applies:

- They are in an out-of-character (OC) tent or area.
- They are travelling to or from crewing for the game team.

If you wish to stop role-playing then please be courteous to our other players and move to an OC tent or area.

The event team will inform players of the OC areas at the start of an event. All tents are considered to be OC by default and must not be entered without the express permission of the tent’s owner. Tents can be marked as IC by planting an IC flag (available from the event team on request) outside the entrance. This grants other players permission to enter the tent at any time.

Always check that a tent is marked as IC before entering and never enter a tent, even one with a flag at the entrance, if you suspect or discover that someone is sleeping inside.

Calls and Gestures

A “call” is someone shouting something or saying a specific phrase which implies an in-game effect that players within earshot need to be aware of. Similarly, a “gesture” communicates effects using shapes made with the body. The majority of effects that a character can inflict on another character are communicated via calls and gestures. Some calls also exist for safety purposes.

Though most calls and gestures represent in-character effects, the vocalization of all calls and enacting of gestures are considered OC. When *you* hear a player strike with a weapon and call “Double”, *your character* hears the sound of their weapon clashing against armour or the breaking and crunching of bones. This means that covering your ears in order to intentionally muffle the sound of a call or averting your eyes in ignorance of a gesture are not acceptable defenses against the implied effects.

A complete list of calls and gestures can be found at the back of this book.

IC Items

In-character items are those represented by some physical prop in an in-character area. This includes weapons, armour, and material resources as well as letters, journals, and plot McGuffins.

All IC items must be represented by an appropriate prop in an in-character area. These items mustn’t be kept in OC areas during an event unless they are on a character’s person and that character is also OC. All IC items that are not represented by an appropriate prop are considered to have been lost in-character and removed from the game.

When going OC for long periods of time during an event, try to ensure that your character leaves any items you think might be relevant to ongoing plot in an in-character area.



Currency

While barter remains a common practice throughout the Phoenix Isles, the most commonly observed currency comes in the form of small metallic coloured coins shaped into hexagons. The smallest of these hexagonal coins, in both size and value, are copper in colour. 10 copper coins then hold the value of 1 silver coloured coin, and 10 silver coins are equal to 1 golden coin.

Tagged Items

Some IC items, most noticeably weapons and armour, are “tagged”. These tags consist of a leather-paper label secured to the item with coloured ribbon. An item’s properties, such as whether it is of masterwork quality, are written on the label while the colour of the ribbon indicates when the item is made from a certain material resource.

If an item is not made from one of the 10 materials detailed in this book, or its material is of no consequence, the ribbon will be black.

Material	Ribbon
Wood	Brown
Metal	Green
Bone	Beige
Silver	Grey
Gem	Purple
Ironwood	Yellow
Cold Iron	Blue
Star Metal	Gold
Wytchwood	White
Titanium	Red

Stealing IC Items

Any item that is obviously an IC item, such as currency, maps, scrolls or documents, or a tagged item, can be the subject of in-character theft. If you steal any IC item represented by a prop provided by Fields of Illusion, such as material resources, then you should keep hold of that prop. If you take a prop that has the potential of belonging to another player, then you must bring it to a referee as soon as possible. If the prop is reported missing before you inform the game team of your theft, you will have only 15 minutes before the team is forced to consider it an OC incident; at which point the prop will be given back to the owner as soon as it is found.

If you are timely in bringing the stolen item to a referee, they can then check with the prop’s owner whether it is acceptable for you to keep hold of it during the event. If they agree, then you should keep hold of that prop and hope that the character you have stolen from doesn’t recognize it on sight. If they refuse, however, the prop will be move to an OC area and you will be required to provide your own prop to represent the stolen item (if you cannot do so, the item will be considered lost in-character and removed from the system).

Items can only be stolen from an IC area, be that a tent or out in the open. Any item that is left in an IC area will be considered to be IC item, even if its owner is currently OC. Not everything in an IC area is an IC item, however, so don’t be rummaging through containers that contain obviously OC items. To keep your out-of-character possessions safe and private, avoid storing them in the same containers as IC items.

Loot Cards

Small, coloured cards can be found scattered about our fields and forests. These cards represent objects of interest and potential loot out in the game world. When collected, they can be brought to the economy referee in camp to exchange for whatever has been found. Some loot cards have immediate effects, so it's important to read them as soon as they are collected – don't wait until you see a ref to find out that you stumbled upon a trap!

Loot Colour	Collection Requirements
Brown	<i>None.</i> Brown loot is general and can be collected by any character.
Red	<i>Hunter.</i> Red loot is natural resource that can only be harvested by characters with the Hunter skill.
Green	<i>Herbalism.</i> Green loot is reagents that can only be gathered by characters with the Herbalism skill.
Grey	<i>Invisible.</i> Grey loot is so well hidden, that it can only be collected by characters that can detect invisible things.

Loot cards come in different colours, denoting what sorts of characters are able to collect them. If your character does not possess the necessary proficiency to collect a loot card, you can still read it to find out what it is and report back to your companions, but you must leave it where you found it.

Locks

Locks are IC items represented by combination padlocks which are provided by the game team. When a lock is made, or otherwise obtained, the game team issues the owner with the combination (which must not be changed) for that lock. Knowing the combination to a lock is, effectively, possessing the key. These combinations are randomly selected from a master list of 20 possible combinations. Characters which purchase the Apprentice, Advanced or Expert Lockpick skills are given a selection of combination from the same list – allowing such a character to spend time with a lock, trying their combinations until one works or none do, as an attempt to break in.



The owner of a lock may use it to secure any in-character container and these locks are the only method by which a character may do so. For this reason, players are encouraged to ensure that their containers are compatible with padlock. Containers secured in any other way are treated as OC areas and must not be used to store IC items.

Searching and Looting

Searching and looting most noticeably come into the system when looking to see if an incapacitated foe has any useful items on them. When trying to search a body, you are not permitted to touch the other player without their consent. Instead, you should hold your hand over their torso and tell them that you are searching them. It takes a slow count of 15 to complete a search, after which the searched player should reveal any IC items that they currently have on their person and allow the searcher to take those items. You may also occasionally be handed a Blue Loot Card. These cards represent weapons and armour of deteriorated quality they can be broken down by a crafter with the appropriate skill to salvage Repair Powder.

Taking IC items from a player character by way of looting is subject to many of the same rules as in-character theft. Know that the searched player may refuse to let you handle their props, in which case they are to be moved to an OC area and you will need to provide your own props in replacement.

Restraining a Character

You can use your character's Strength to attempt to restrain another. In order to do so, you must reach out toward the person you want to restrain and use the "Strength X" call. You are required to be within reaching distance as though to grapple your target but you must not actually touch them without their consent. You are also required to use both hands to restrain someone, so you cannot be holding anything when you attempt this.

The "Strength X" call is used to communicate your character's Strength. If it exceeds your target's Strength, they become restrained. Otherwise, your attempt at restraining them fails. Multiple characters may work together to restrain a particularly strong target, in which case those characters add their Strengths together in an attempt to exceed the target's Strength.

While restrained, a character cannot move but may still speak (or shout) as normal. This means that they cannot make strikes with a weapon but might be able to cast spells. Being unable to move also means that a restrained character cannot run away. While restraining a character, you can dictate their movement as you push, drag, or carry them around, but you can only move at a slow walking pace while doing so.

Moving a Body

When a character is incapacitated, typically because they are dying (or dead), they cannot exert their Strength to resist restraint or forced movement. You can restrain that character regardless of your Strength, but you should still use the "Strength X" call to communicate what you are doing. Additionally, your Strength determines the speed at which you can move such dead weight around.

- With a basic Strength of 1, any character can drag a body around at a slow walking pace.
- With 2 Strength or more, your character can support the body's weight and move it around at a fast walking pace.
- With 3 Strength or more, your character can carry the body and run with it.
- With 5 or more Strength, your character can throw the body up to 10 feet (first call "Strength X" to restrain them, then call "Knockback" to launch them).

As with restraining a conscious character, you must use both hands to move a body and cannot be holding anything as you do it. You must also avoid actually touching the player without their consent.

Capturing a Character

If you are able to overpower another character, it might occur to you to take them hostage. Beyond using your Strength to keep them restrained, you have the option of binding them if you have rope or something similar on hand. You can role-play applying bindings to a restrained, unconscious, or otherwise helpless character but you must not actually tie up another player. The player could hold the bindings to represent being tied, but they must remain able to move freely in the event of an emergency and in order to prevent accidents.

A character that is bound in this way is unable to move in the same fashion as a restrained character. They can work to free themselves, however, by role-playing their struggle for a count of 300 seconds. If their efforts are interrupted before the count is up, they must start again from the beginning. Otherwise, they successfully remove the bindings from themselves and can make their escape.

You might alternatively try to keep your hostage manageable by rendering them unconscious. The only thing that keeps a denizen of the Phoenix Isles down for long, however, is dying.

Combat

At a LARP like Fields of Illusion, combat is acted out physically. Safe, latex weapons are used and blows are pulled, but fighting essentially comes down to hitting one another with these weapons. In addition, there are also a host of spells, abilities and other skills, to enhance the combat system.

Combat Calls

In combat, characters use calls to communicate the use of proficiencies which affect other characters in some way. A complete list of calls can be found at the back of this book and players are expected to be familiar with them. If you hear a call that you don't recognize, do what seems right and continue to role-play. When the opportunity arises, check with a referee, another player, or this document to ensure you know what to do in future.

Call Use

Most proficiencies which use calls to transmit their effects are intended to be used standalone and cannot be combined with other call-sources. Unless otherwise stated, proficiencies (and other sources) cannot be used simultaneously to mix their calls together. Calls provided by activating runes, however, can bypass this rule. When a rune is activated as part of a weapon strike, it can be combined with an ability; and when a rune is activated by casting, it can be combined with a spell; resulting in a combined call.

If you are targeted by combined calls, the calls affect you in the order that they are spoken. For example, "Fumble Shield, Knockback" causes you to drop your shield *and then* move back 10 feet.

Despite exceptions, however, calls which inflict damage can never be combined with each other, and no call cannot be combined with other instances of the same call.

Combat Safety

It is a fact of live-action combat that there will be contact with one another. Fields of Illusion enforces rules and regulations to ensure that combat is conducted in a controlled manner. While the event team does everything within their power to make the event safe for all who attend, primary responsibility for your safety lies with you.

- Pull your blows! This means pulling back just before hitting and not striking with full force. Ask a referee if you have not yet been taught how to do this, or are unsure if you are hitting too hard.
- Do not charge or leap at people or their shields as to collide using your body.
- Do not parry strikes with non-padded weapons such as bows and guns.
- Do not use any form of hand-to-hand combat, such as martial arts or grappling.
- Do not thrust or stab with any weapon, even if "stab-safe".
- Do not engage in combat while drunk. If you are drunk, you are unsafe to fight, and your character is to be considered too drunk to defend themselves.
- Avoid hitting anyone in the head or groin. These are not legal hit locations in our game.
- Shields are to be used for blocking only. Do not shield bash.
- Do not knock projectiles like arrows and thrown weapons out of the air, even with a shield. Block them with a downward-angled shield or dodge them.
- Do not attempt to hook or lock weapons in combat. If your weapon becomes hooked or locked with another, do not attempt to force them apart – stop fighting and unlock them with care.

Combat Competency

All players are required to undergo competency checks when they attend our events for the first time to ensure that they know how to fight safely. If an attendee is seen fighting in an unsafe manner, they may be required to undergo the competency checks again or possibly become forbidden from taking part in any further combat.

All players who intend to use a bow or crossbow at an event must pass a separate bow-competency check at the beginning of every event.

Weapon Checking

All weapons and shields must be checked by a person designated by the event organizers before they can be used at an event. We check weapons in accordance with the guidelines set by Profound Decisions with exception to thrust-safety, as we do not permit thrusting with any weapon. Please be aware that we do not allow 'boffer' weapons to be used at any of our events.

Non-Combatants

Some players, for whatever reason, may be uncomfortable with being hit by LARP weapons. To ensure that they can still participate in the game, we employ a "non-com" system. Players who wish to be non-combatants must wear a pink sash provided by the game-team. If you see a player wearing one, you must **not** strike them with any weapon. You may still approach them with a weapon and call hits, once per second. You may also shoot them with black powder weapons, but not with bow and arrow. If a non-combatant feels like their status is not being respected, or if it is dark and the sash is not visible, they must call "non-com!"

Weapon Types

At Fields of Illusion, weapons are broken down into the following categories, each with its own set of rules concerning how they are wielded.

Melee

All melee weapons are represented by latex weapons, typically with a fibreglass core. These are commonly referred to as "cored" weapons. Melee weapons are classified based on the length of the weapon, from the tip to the pommel. Any cored weapon with a length less than 18 inches is classified as a dagger; those that have a length between 18 inches and 42 inches are one-handed weapons; weapons that have a length between 42 inches and 5 feet are considered two-handed weapons; and a cored weapon exceeding 5 feet is classified as a polearm.

Two-handed weapons must be wielded with two hands at all times during combat; one-handed weapons may be wielded with either one or two hands. Polearms must be wielded with two hands with the added requirement that both hands be no closer together than $\frac{1}{3}$ rd of the polearm's overall length. If a two-handed weapon is longer than you are tall, you must also wield them with your hands at least $\frac{1}{3}$ rd of the weapon's length apart.

While there are no specific calls in relation to blunt or sharp weapons, some creatures may take additional damage from these weapons. You don't need to worry about making any additional calls; the NPCs will be briefed on this and will know that you're dealing additional damage to them.

Strikes are made with a melee weapon by physically contacting your target. All melee strikes deal one point of damage unless another damage call is made. Melee weapons can also be used to block attacks from other melee weapons, but must not be used to block incoming thrown weapons or other projectiles.

Drum Rolling

The lightweight nature of the props we use as weapons makes it quite easy to rapidly tag an opponent in a manner that, with an actual weapon, would be either impossible or ineffectual. We call this “drum rolling”, and such hits are not considered successful strikes in our game.

In order to strike with a melee weapon, the tip of the weapon must move at least a distance equal to its overall length leading into the hit. This movement must be continuous, but need not be a single sweep or straight line. Pivots and feints are acceptable as part of the movement, as are other indirect motions.

Thrown

Thrown weapons are small, coreless props that are designed to be thrown or launched at another person.

Strikes are made with a thrown weapon by throwing it at your target. All thrown strikes deal one point of damage unless another damage call is made.

Bows and Crossbows

Bows and crossbows with a poundage of less than 30lb are permitted at events. They must fire special foam-tipped arrows. Most arrows may be recovered and reused after checking. Checking arrows will be explained during the competency check at the beginning of all events. Bow use introduces further safety rules that are unique to them. You must prove that you are familiar with these additional safety rules during the competency check.

- Do not wield a bow in melee combat. Place it out of the way before you are engaged in melee, or hold it behind your back.
- Do not fire upon a person within 10 feet of you.
- Do not attempt arcing shots or any other form of non-direct aim.

Strikes are made with a bow weapon by firing a LARP safe arrow at your target. All strikes made with a bow weapon inflict the effects of the “Through” call. The wielder need not use this call when they strike as it is an effect which all bows have.

Additionally, when a combat ability is used with a masterwork bow, the wielder spends 1 less willpower on the ability unless this would reduce the willpower cost to 0.

Black Powder Guns

Black powder guns tend to be either muskets or flintlocks. They are represented by cap firing replicas. Caps are provided by the game team at start-up as part of the weapon and whenever ammunition is crafted. Unfortunately, some caps fail for reasons outside of our control. In the event that any cap does not go off it is considered to represent a misfire and the shot is wasted.

Muskets and rifles may only be fired at a range of up to approximately 60ft, while pistols may only be fired at a range of up to approximately 30ft. Shots made at ranges greater than these fail to reach their target for whatever reason. If in doubt, always believe that a shot fired at you is within range and take the strike.

Like bow weapons, there are additional safety rules for using black powder guns.

- Do not wield a black powder gun in melee combat. Either holster it, place it out of the way, or hold it behind your back.
- Replica firearms or LARP firearms are the only black powder weapons permitted.

Strikes with a black powder gun are made by aiming at an opponent (whose attention you should try to obtain), firing a cap and making the appropriate call, followed by the body location that you wish to hit. All black powder gun strikes deal one point of damage unless another damage call is made; but the wielder may always call “Double” when they strike as long as their gun is a musket or rifle (and the strike does not inflict a “Venom” call). If the cap does not go off, then the shot is a misfire and inflicts no damage.

Muskets and rifles are required to be held with two hands when firing them, though you can carry them with one hand. Pistols may be held with one hand while firing.

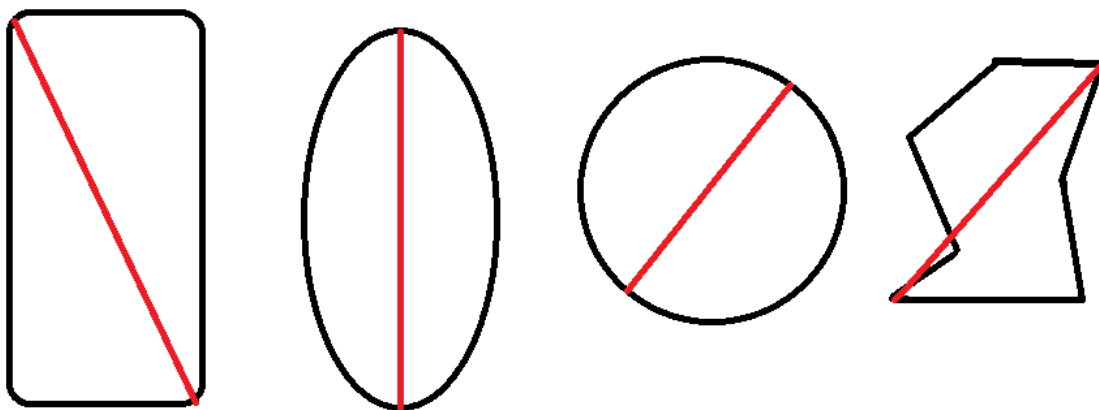
Explosive Traps

Props, such as prank cap detonators, which are able to set off cap gun caps can be used to represent explosive traps. Instead of a weapon skill, using these traps requires the Set And Remove Traps skill. When triggered, these traps inflict the effects of the “Double” call to the closest character’s nearest location and then become destroyed. Trap props must be approved by the game team before use.

Shields

Mechanically speaking, shields are a form of “weapons” which are well suited to blocking attacks. They are required to pass a safety check at the beginning of an event, but not to the same standards as melee weapons so shields must never be used to strike with. Unlike melee weapons, it is safe for a shield to block incoming thrown weapons and other projectiles providing the shield is angled as to deflect the projectile into the ground.

Shield sizes are measured by their maximum dimension—rectangular shields by the diagonal, circular shields by the diameter, oval shields by their major axis, and irregular shields by their longest span, that is the greatest distance between any two points on the shield’s edge. Shields fall into one of the following classifications: Shields up to 28 inches across are Small Shields; those between 28 inches and 42 inches across are Large Shields; and those exceeding 42 inches across are Great Shields.



Foci

A focus can be a wand, rod, talisman or any other implement which a character may use to assist with their magic. The only stipulation is that it must be wielded in an otherwise empty hand.

Because foci cannot be used as melee weapons, a focus' physical representation is not required to meet the same standard of safety as other weapon types. They still require safety-checking, however, and may be failed if they are found to present sharp edges or spikes.

Instead of striking in melee, a character may use a focus while casting a spell to impart any of the focus' properties onto that spell: The caster may attach the *"Weapon Material"* call to their spells, making Gem foci particularly effective against undead, for example; Wytchwood foci reduce the cost of spells cast using them by 1 Mana, as per the weapon material property; and spells cast using a focus benefit from the effects of any runes inscribed onto the focus by a runesmith. Cold Iron foci are also a fantastic way to have your character go out with a bang!

Natural Weapons

Natural Weapons are parts of a creature's body that can be used to make strikes with in combat. They are usually some form of melee weapon (such as claws) or thrown weapons (like detachable quills or harmful spit) and use the rules for weapons of that type with the following exceptions: you can use natural weapons to strike, block, and use abilities without requiring a weapon skill. Natural weapons cannot usually be stowed or put down, making them immune to the effects of the *"Fumble"* call. However, they can sometimes be retractable, and can be stored on your person or in an OC area while not in use.

Breaking and Repairing Natural Weapons

Natural weapons break when they are hit by the effects of the *"Triple"*, *"Quad"*, or *"Crush"* call, but they can never be completely destroyed. Natural weapons cannot be repaired or reforged, though. Instead, a broken natural weapon recovers slowly over time and becomes useable after the next sunrise. Rather than waiting for it to heal this way, a broken natural weapon can also be restored by the *Regrow Limb* spell.

Breaking Weapons

If a particularly powerful strike hit your weapon, it may be subject to breakage and be left in need of repair. The “Double”, “Triple”, “Quad”, and “Crush” calls could potentially break or even destroy your weapon, depending on the material it is made from. A broken weapon cannot be used in any way but can be repaired by a character with the appropriate weaponsmith skill. A destroyed weapon is as good as gone; you’ll be needing a new one.

The different materials a weapon could be made from, and which calls will cause them to break, can be found on page 43.

Mortality

Fresh characters start with one single Body point. Should they want to increase this value, they can then spend their Character Points on the Body skill. Each point of Body gives a character 1 maximum Hit Point on each of their locations. These are the Hit Points which are lost when a character suffers damage, although forms of protection can be employed to preserve them.

The “Single”, “Double”, “Triple”, and “Quad” calls can inflict damage to a character’s Hit Points. When a strike is made without any of these calls, the strike carries a silent “Single” and inflicts 1 point of damage.

Locations

Each character has 5 body locations which can be struck: Torso, Left Arm, Right Arm, Left Leg and Right Leg. Each of these locations has its own Hit Point pool, losing and restoring Hit Points individually. Weapon strikes affect whichever location is hit. Calls which affect a location can sometimes include the targeted location to be struck. If such a call does not specify a location, then the Torso location is struck by default.

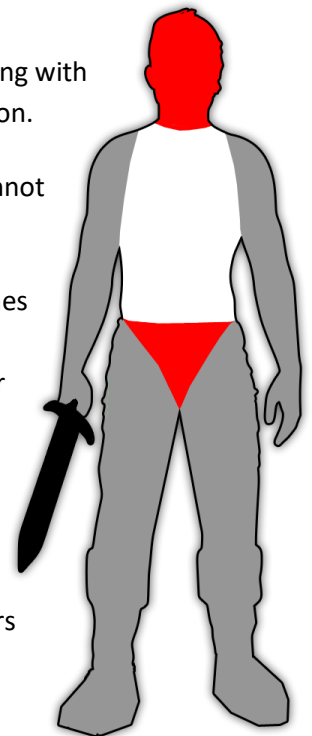
When a location is reduced to 0 Hit Points, it is considered crippled. In addition to the pain which you should role-play, the effects of a crippled location depend on the specific location:

Crippled Arms become limp and unusable. You must drop anything that you were holding with the crippled arm and you cannot use that arm until Hit Points are restored to the location.

Crippled Legs become unable to support your weight. You must fall to the floor and cannot stand or kneel on the crippled leg until Hit Points are restored to the location.

If a crippled arm or leg is affected by a “Double”, “Triple”, “Quad” or “Crush” call it becomes severed. A severed limb is no longer attached to the body and cannot have Hit Points restored to it. You might hold your arm behind your back to indicate that it is missing or grasp your leg to role-play desperate holding onto it ‘less it be lost on the battlefield. In any case, if a severed limb would suffer any further damage, the damage is inflicted to your torso location instead. Strikes which hit a crippled arm or leg but do not sever them also affect the torso instead.

A **Crippled Torso** is a mortal wound. You must fall to the ground as your character enters unconsciousness and begin your Death Count. This also happens if at least 3 of your locations are crippled or severed, even if your torso location is not.



Death Count

A character on their Death Count has suffered terrible damage and is dying. While on your Death Count you cannot move or speak and are considered to be unconscious and unaware of your surroundings. You may want to keep your eyes open to avoid accidents if you have fallen in the middle of a busy combat.

A Death Count lasts for 60 seconds, which you should count internally but can reveal to a character that uses the “Diagnosis” call. If you restore enough Hit Points so as no more than 2 of your locations are crippled or severed and your torso location is not crippled, you are revived, become conscious and your Death Count ends. If this has not occurred before the end of your 60 second count, your character has died. You may remain where you are for as long as you like, but can get up and use the out-of-character gesture at your leisure.

Some attributes exist which allow a character to reset a dying character’s Death Count. Look out for rescuers binding your wounds and be prepared to start your Death Count from the beginning if prompted.

Last Hits

Some creatures in the Phoenix Isles are not so easily killed. While normal weapons may put them down, they do not always stay down. In these cases, there is usually a trick to finishing the creature off for good, and that trick is often a Last Hit. Whether it is fire, magic, or a specific weapon material, a character can make a Last Hit by striking a creature during its Death Count. The “*Weapon Material*” call is an especially common addition when making a Last Hit with a weapon which the wielder suspects might be of effect.

Protection

Combat is deadly, and a sense of self-preservation might lead you to seek out some protection. “Protection” in our game comes in two major forms – magical protection and armour protection – both of which offer an additional layer of hit points over a character’s Body. When a character suffers damage, that damage is first dealt to their magical protection, then their armour, and then their Body hit points. Remaining damage that overkills a layer of hit points always rolls over to the next layer.

Magical Protection

Magical protection, usually obtained through use of certain spells and runecrafting inscriptions, functions as a layer of global hit points. This means that magical protection is always a singular number which takes the damage of an attack no matter which location is struck.

A character cannot be affected by more than one source of magical protection at a time. If a character would gain magical protection but is already benefitting from magical protection, the character chooses one to be dispelled and benefits from the other.

Armour

Armour protection is the effect of physical armour worn by a character. A character that is struck on an armoured location loses hit points from that armour before their own Body hit points. The physical representation of armour must cover at least 50% of a hit location for that location to be considered protected. The entirety of that location then benefits from armour protection, even if the strike hits an uncovered portion. A strike which carries a call of “Through” bypasses armour protection, dealing damage directly to the target’s Body hit points (unless they also have magical protection, which “Through” does not bypass).

As well as covering at least 50% of a location, the physical representation of armour should look like what it is representing. For example: Padded armour can be represented by a quilted gambeson, but not a thick robe.

Breaking Armour

The amount of protection points that a piece of armour offers to the location on which it is worn is dependent on the armour material which it is made from. Once these protection points have run out, the piece of armour is “beaten” and offers no further protection. A character with the appropriate armoursmith skill can restore protection points to a piece of beaten armour relatively easily.

Additionally, as with weapons, a powerful enough strike can break or even destroy a piece of armour. This threshold is also dependent on the material the armour is made from. A broken piece of armour loses any remaining protection points and becomes useless until repaired by a character with the appropriate armoursmith skill. A destroyed piece of armour is as good as gone and will need to be remade from scratch.

The different materials a piece of armour could be made from, and which calls will cause them to break, can be found on page 46.

Mana and Willpower

Our game's two resource pools, Mana and Willpower are attributes which a character will need to build up in order to use active proficiencies; abilities and spells.

Mana

Mana is a representation of your character's magic potential, spent primarily to cast your spells. Fresh characters start with 0 mana, but you can purchase as much as you like for 1 CP per point of mana.

After spending your mana you can restore it by spending time at a clutii well (details on using clutii wells can be found on page 40) at a ratio of 1 mana per minute. You also fully recover all your expended mana at sunrise. Otherwise, there are potions that are also able to restore your mana when imbibed.

Willpower

Representing your character's stamina and force of will, willpower is the resource primarily spent to make use of physical abilities. Fresh characters start with 0 willpower, but you can purchase as much as you like for 1 CP per point of willpower.

After spending your willpower, you can regain it by resting and eating a meal. It is possible to do this twice a day with the meals that would be considered 'lunch' and 'dinner'. By eating a meal you regain up to half of your total willpower (this means that a character with a willpower total of 10 regains up to 5 willpower with each meal). You also fully recover all your expended willpower at sunrise. Otherwise, there are potions that are also able to restore your willpower when imbibed.

Hero Shrines

In addition to eating and resting, it is also possible to recharge willpower at what is known as a hero shrine. Hero shrines are locations decorated in dedication to a fallen hero. These will rarely be set up by NPCs but can also be made by player characters to venerate lost friends and idols. Hero shrines created by player characters must then be preserved by player characters, who will need to redecorate the location at the beginning of each event to maintain the shrine.

When a hero shrine is made or maintained, the game team is required to declare the shrine's dedication to the venerated hero worthy before it can be used to restore Willpower. One aspect that the game team looks for is location: A hero shrine should be made somewhere that means something to the hero, not somewhere convenient for the visitors.

A character can benefit from a hero shrine once per day, after which they cannot benefit from any hero shrine until sunrise. In order to benefit from a hero shrine, a character need only rest at the shrine for at least a half hour. After resting at the shrine uninterrupted for half an hour, the character fully restores all of their willpower. A character can only restore willpower at a hero shrine, however, if they are familiar with the character to who the shrine is dedicated. If your character has no personal memories of the hero, you can ask someone who does to tell you about them while you rest at their shrine, to gain its benefits.

Magic and Spell Casting

Unlike abilities, using a spell requires a five-word incantation and a gesture. This is more commonly called spell casting. The incantations for each of your spells can be any five words spoken or sung in any language, or any two bars of music played on an instrument (if that instrument has a focus weapon tag), while the gesture should be something that makes the target of your spell obvious like placing your hand on your chest to cast Bark Skin or reaching out aggressively towards the victim of a Flay. These incantations and gestures are in-character actions so feel free to be creative and make your spell casting a part of your identity.

An incantation cannot be performed while running, striking, blocking, dodging, taking damage, or chanting to maintain another spell. If you are forced to do any of these things during an incantation, your spell casting is interrupted. You have to stop casting the spell, but no mana is spent. Otherwise, at the end of your incantation, your spell takes effect.

Holding a spell cast

It is possible to speak your incantation and then wait until you have your target's attention, holding the spell cast, before making the call. This can be useful to avoid casting a spell at an unaware target. If your target is not aware of your spell cast then the spell is considered to have missed and the mana is wasted, so it is very important to have your target's attention before you finish casting. You can hold a spell cast for an indeterminate amount of time, but the same things that interrupt incantations also interrupt held casts.

Spell Range

Each spell is detailed as either affecting the caster, or a target. Whenever a specific range isn't detailed for a targeted spell, the range of that spell is limited only by sight and sound: If you can see your target and they can hear (well enough to understand) your call, the spell can affect them.

Chanting

Some spells have effects which go on "while chanting". A target of one of these spells continues to be affected until they can no longer hear the caster chanting (usually because they have stopped or have been stopped). Your chanting, like your incantations, can be any words in any language, or any music with a focus instrument.

Chanting to maintain the effects of a spell demands much of your character's concentration. As such, any actions which distract your character's attention – such as holding a conversation or performing certain skills – interrupt your chanting and end your spell. Additionally, the same actions which interrupt an incantation also interrupt chanting. If you run, strike, block, dodge, or take damage while chanting, your spell ends and you must stop chanting.

Metal and Magic

Due to the origin of mana in the Phoenix Isles, metal and magic do not mix. Catastrophic effects befall a spell caster who attempts to use magic while carrying too much metal. "Too much metal" in this context is defined as any more than: 1 metal ingot; 1 metal focus or dagger; 1 metal pistol and 16 metal ammunition; or 1 piece of metal limb armour. Any metal items not in that list are considered "too much" on their own.

Metal, Silver, Mithril and Titanium are all considered metal for the purposes of the Metal and Magic rules. All other materials (except Cold Iron) and all exotic materials are not considered metal.

A character who attempts to cast a spell while carrying too much metal suffers 2 points of damage directly to their torso, bypassing all protection. A character benefitting from an enhancement spell while carrying too much metal also suffers this damage, and the effects of the enhancement spell are lost. Attempting to cast a spell or benefitting from an enhancement spell while carrying any Cold Iron causes the character to suffer the effects of the "Crush" call to their torso.

In any case, the casting of such a spell fails and the mana invested in the spell is lost.

Clutii Wells

Clutii wells are springs of magical energy that are kept by the fey as shrines. They can usually be easily spotted due to the colourful manner in which they are decorated. The fey typically permit magic users to recharge their mana at these springs, provided that they adhere by some well-known courtesies:

- Never bring **any** metal into the well.
- Never cast spells into or out of the well.
- Never fight within the well.
- Leave a small gift in the well as thanks.

The courtesy against bringing metal into a clutii well carries instant consequences if ignored. If any metal enters a clutii well, all characters within and nearby the well suffer the effects of a “Mass Knockback Strikedown” call and the clutii well stops providing mana. If any Cold Iron enters a clutii well, all characters within and nearby the well suffer the effects of a “Mass Knockback Quad” call and the clutii well is destroyed. A member of the game team is not required to be present to make these calls and all players should role-play the effects regardless. In either circumstance, however, the game team must be made aware of what has happened.

The other courtesies carry no such instant consequences if ignored but, if you benefit from the clutii wells, then upsetting the fey that keep those wells can’t be wise.

Meditation

The meditation skill represents relaxing your spirit in order to absorb more mana while visiting a clutii well. Without the meditation skill a character can restore only 1 mana per minute in a well, and cannot benefit from any unique boons a special clutii well may provide.

Channeling

Channeling is a spell which allows the caster to transfer mana from one pool to another. Mana channeled from an object is transferred at a ratio of 1 to 1. Mana channeled out of a person is transferred at a ratio of 2 to 1, with half of the mana being lost in the process. Either way, the caster decides how much mana to transfer.

This spell can be used to channel mana from the caster into an outside source, from an outside source into the caster, or between two outside sources (a ritual circle, used for high magic, counts as an outside source in this context). In any case, the caster must be within touching range of both the donor and the recipient and the donor, if conscious, must be willing.

This spell is not needed in order to draw mana out of a mana stone, but it can be used to transfer mana into one.

High Magic Rituals

A magic ritual, or “high magic”, is thought to be the most rewarding type of magic that mortals can perform. In a freeform style, these rituals can be used to usher miraculous effects; but just as they are powerful, so too are they dangerous. The slightest failure or oversight when performing high magic can bring disastrous consequences. High magic is not a force to be taken lightly.

Magic rituals can be performed by a solitary character, but successful rituals usually involve many participants. Don't be afraid to take inspiration from real world examples, such as: Wicca, Alchemy, Prayer, and the Conga. Proper ritual magic should involve a measure of preparation which can be done without the involvement of the game team but the head ref, or a specifically appointed referee, must be present to witness the ritual itself.

For a high magic ritual to be successful, the witnessing referee must be suitably impressed. Smaller undertakings demand lesser shows while grand miracles require outstanding displays and, at the end of it all, the witness determines the results of the ritualists' efforts. Sometimes the effects of a ritual will become clear immediately, but it is not uncommon for a full day to pass before high magic manifests. When performing high magic, state each action you take and the reasoning for it clearly for the great forces to hear. It makes waiting for the uncertain torrent of magical effect less nerve-wracking.

Advancement and Progression

Each time you attend a Fields of Illusion event, you earn **3 CP** for your character. These character points are awarded at the end of an event and, if your character has died over the course of the weekend, can be carried over to your next character.

On top of that, you can earn additional character points in two ways:

- Assisting the game team by supplementing the NPC crew awards NPC tokens which can be spent on extra CP. See page 50 for details on how you can help out.
- Particularly excellent role-play which enhances the game and the enjoyment of your fellow players can be rewarded with extra CP. Make sure to let a referee know if you see something you think deserves this.

Learning Pool

Your learning pool is the number of character points that your character currently has unspent. From there, you can use those points to purchase skills, abilities, and spells for your character. You do not have to spend all the CP in your learning pool: You may find it beneficial to save some up for an expensive proficiency, or just while you think on your options.

When you purchase a new skill, ability or spell for your character, it is important to consider how they came to possess their new proficiency. From an in-character perspective, new talents don't just spontaneously occur. A common and recommended practice for excusing your new proficiencies is to learn them IC from another character, although this isn't mandatory.

Material Possessions and Storage

Weapons, armour, currency, locks, crafting resources and materials are all in-character possessions represented physically with various props and tags. Most props, such as those for currency, locks, crafting resources and materials, are provided by the club. Players are required to provide their own props for their weapons, armour and other equipment such as a blacksmith's tools or a surgeon's kit. The club does, however, provide tags to attach to weapons and armour for the purposes of identifying those item's materials and qualities.

Players are expected to take responsibility for all of their character's possessions. This means that players are required to take props home with them and store those props in-between events. If a player has aspirations for their character to amass considerable material wealth, that player is advised to consider space in their transport for the props.

If a player finds themselves responsible for a particularly large horde of props, they may appeal for some or all of their character's material possessions to be stored at an off-site in-character location. The natures of these storage sites are up to the players, but they are always sufficiently inaccessible such that a character can only visit them in between events or during downtime. If approved, the game team will keep a record of the storage site and all possessions being kept there and the props can be returned to the game team so the player need not source transport and storage for them. The player can withdraw items from storage only at the beginning of an event, before time-in, and can never make deposits.

Crafting Materials

Among other various properties, the material from which an item is made dictates how much force that item can withstand before breaking. Depending on the material, the effects of the "Double", "Triple" or "Quad" call will cause an item to become broken – with greater calls causing the item to become destroyed, instead.

Most materials used in weapons and armour are worked to have the hardness of Metal: They become broken when affected by the "Triple" call; and they become destroyed when affected by the "Quad" or "Crush" calls. This is the case with each material that does not specify otherwise below.

Masterwork quality items can withstand more force, increasing the damage a call needs to inflict to break or destroy them by 1. Usually, the "Double" call can break a Wood item. A Masterwork Wood item can withstand that call and instead breaks when affected by "Triple".

The props which represent crafting materials are among those provided by the club. Each individual piece is stamped with the Fields of Illusion logo to confirm that it is, in fact, a material resource. Look for the stamp when trying to determine whether a cut of wood is IC Wood resource, or just a stick.

Apprentice Weapon Materials

Wood

Wood is used to create weapons for magic users to wield as they can cast their spells while carrying it without the explosive consequences of mixing magic and metal. This wood is chosen from a strong tree, seasoned and shaped in such a manner that it is capable being used in combat to a degree. The downside of Wood is that it isn't strong enough to stand up to the use of most combat abilities. If a Wood weapon is used for any combat ability other than Parry, the ability works but the weapon becomes immediately broken.



Wood items become broken when affected by the "Double" or "Burn" calls. They become destroyed when affected by the "Triple", "Quad", or "Crush" calls.



Metal

Metal is used to create more traditional weapons; sturdy enough to facilitate a variety of combat abilities, but unfortunately incompatible with magic.

Metal items become broken when affected by the "Triple" call. They become destroyed when affected by the "Quad" or "Crush" calls.

Advanced Weapon Materials

Silver

Silver weapons are the bane of lycanthropes and other shape-shifters. Some such creatures are repelled by its very presence and burnt by its touch. None of these effects require special attributes or calls, as affected characters are briefed accordingly.



Gem

A Gem weapon is a shining beacon on the field of battle. It is common knowledge that gleaming weapons made from Gem can sever the strands of necromancy and, as the material is far from being metal, they can be wielded alongside magic. Striking a defeated undead creature with a Gem weapon usually ensures that the creature stay dead. They are easily broken if not cared for, however. Much like Wood, if a Gem weapon is used for any combat ability other than Parry, the ability works but the weapon becomes immediately broken.

Gem items become broken when affected by the "Double" call. They become destroyed when affected by the "Triple", "Quad", or "Crush" calls.

Ironwood

Were it that the mighty trees that yield this material could be farmed, Ironwood weapons would be a most common choice for warriors of every kind. Sturdy as iron, but devoid of any metal, Ironwood weapons have the strengths of both Wood and Metal and the weaknesses of neither. The weapons wielded by heroes in folktales and fables of grand quests and terrible monsters are often thought to have been made of Ironwood. Perhaps consequently, it is also thought that Ironwood possesses properties useful in fighting the most mythical of creatures.



Cold Iron

Cold Iron is a pure metal that concentrates the properties which seem to oppose magic to an absolute. The consequences of bringing Cold Iron into contact with magic are far more devastating than with other metals and mana users often feel physically sick just holding the material. As a result, Cold Iron weapons are exceptionally effective against denizens of the Feywild.

Bone

Bone weapons can be made from only the strongest bones of the toughest creatures. Even still, working with Bone produces a comparably brittle weapon and, like Wood, if a Bone weapon is used for any combat ability other than Parry, the ability works but the weapon becomes immediately broken. Bone weapons are particularly suited to runes, however: When considering the rule of power in runesmithing, a Bone weapon can be inscribed with 1 additional rune.



Bone items become broken when affected by the “Double” call. They become destroyed when affected by the “Triple”, “Quad”, or “Crush” calls.

Expert Weapon Materials



Star Metal

Said to have fallen from the skies, Star Metal is a material from beyond this world. Despite its rarity and apparent exotic nature, Star Metal is well known for producing weapons which deny a foe’s powers. For example, a character or creature struck by a Star Metal weapon while they are on their Death Count cannot benefit from the Undying skill, even if no other means could usually prevent it. Despite its name, Star Metal does not appear to have the consequential interactions with magic which can be observed in other metals.

Wytchwood

This mystical material is just as rare and difficult to work with as Star Metal, perhaps alluding to an otherworldly origin. It is known of, and sought after, because of its potential in the hands of a spell caster. Unlike normal Wood, Wytchwood does not break when the wielder uses combat abilities, but its real value is that a Wytchwood weapon reduces the mana costs of the wielder's spells by 1. A spell caster can only benefit from one Wytchwood weapon at a time and Wytchwood cannot reduce a spell's mana cost to 0.

Wytchwood items become broken when affected by the "Double" or "Burn" calls. They become destroyed when affected by the "Triple", "Quad", or "Crush" calls.



Titanium

Titanium is an incredibly rare but naturally occurring metal with an outstanding strength-to-density ratio. Titanium weapons are therefore exceptionally lightweight and much less tiring to wield than weapons made from other, heavier materials. When a combat ability is used with a Titanium weapon, the wielder spends 1 less willpower on the ability. Dual wielding does not further reduce the willpower cost of the ability and Titanium cannot reduce a combat ability's willpower cost to 0.

Apprentice Armour Materials

Cloth

Cloth is used in the creation and repair of padded armours such as quilted gambesons. Cloth offers the least protection of all the armour materials but it is easy to wear and cheap to repair.

Padded armour grants **2 points of Armour Protection** to the location that it covers; it becomes broken when affected by the "Double" or "Burn" calls; and it becomes destroyed when affected by the "Triple", "Quad", or "Crush" calls.

Unlike other armours, padded armour cannot become beaten. When a piece of padded armour has 0 Hit Points remaining, it becomes broken instead.



Leather

Leather armour offers more protection than cloth but can be less convenient to repair. It still pales in comparison to Metal armour, but Leather armour is easier to wear than Metal and is compatible with magic.

Leather armour grants **4 points of Armour Protection** to the location that it covers; it becomes broken when affected by the "Double" call; and it becomes destroyed when affected by the "Triple", "Quad", or "Crush" calls.



Metal

Metal armour offers the most protection of the apprentice materials in exchange for being heavier to wear and incompatible with magic.

Metal armour grants **6 Points of Armour Protection** to the location that it covers.

Advanced Armour Materials

Spider Silk

Spider Silk is a tough but thin material which is lighter and more convenient to wear even than padded armour. It offers the same amount of protection as padded armour, but a location protected by Spider Silk armour cannot be affected by the “Through” call. This also prevents arrows from piercing this type of armour.



Spider Silk armour grants **2 Points of Armour Protection** to the location that it covers; it becomes broken when affected by the “Double” or “Burn” calls; and it becomes destroyed when affected by the “Triple”, “Quad”, or “Crush” calls.



Ogre Hide

Creatures with thick skin are often hunted for their hide for use in Leather armour. Exceptionally tough creatures, such as ogres, can yield a hide which produces even stronger armour. Ogre Hide armour offers the same protection as Metal armour without containing any metal, making it ideal for warriors who use mana or simply prefer to remain lightweight in battle.

Ogre Hide armour grants **6 Points of Armour Protection** to the location that it covers.

Mithril

Valued highly by dwarves and elves alike, Mithril armour is one of few things the two peoples agree on. Mithril armour can withstand stronger blows even than Metal, making it the toughest armour which does not prevent its wearer from benefitting from the Fade Into Forest and Fade Into Shadow skills.

Mithril armour grants **6 Points of Armour Protection** to the location that it covers; it becomes broken when affected by the “Quad” call; and it becomes destroyed when affected by the “Crush” call.



Expert Armour Materials



Feyweave Silk

Feyweave Silk is an otherworldly material which displays protective properties unlike any other material. Feyweave Silk armour grants **3 points of Magical Protection** per piece worn, up to a maximum of 15 points. When the cumulative Magical Protection from all Feyweave Silk pieces drops to 0, each piece becomes beaten, unless it is bolstered by additional Armour Protection from other sources. Feyweave Silk that has lost Magical Protection can be restored by restoring one point per Repair Powder over a 10-minute role-play period—with up to 15 points being restored within that time. Broken

Feyweave Silk must be repaired by normal means.

The Magical Protection provided by Feyweave Silk armour is dispelled as normal by the Dispel Magic spell and other similar effects.

Feyweave Silk armour grants **0 Points of Armour Protection** to the location that it covers; it becomes broken when affected by the “Double” or “Burn” calls; and it becomes destroyed when affected by the “Triple”, “Quad”, or “Crush” calls.

Dragon Hide

Few creatures can boast a hide as tough as a dragon’s. Those that can yield a material which produces armour infused with an unrivalled fury and strength of spirit. Sigils may be applied to any location covered by a piece of Dragon Hide armour. In addition to their usual means, Sigils applied in this manner become expended when the piece of armour is broken.

Dragon Hide armour grants **6 Points of Armour Protection** to the location that it covers.



Titanium

Titanium is an incredibly rare but naturally occurring metal with an outstanding strength-to-density ratio. Folded until its weight equals that of other metals, a piece of Titanium armour becomes as tough as Mithril and offers unrivalled protection.

Titanium armour grants **8 Points of Armour Protection** to the location that it covers; it becomes broken when affected by the “Quad” call; and it becomes destroyed when affected by the “Crush” call.

Downtime

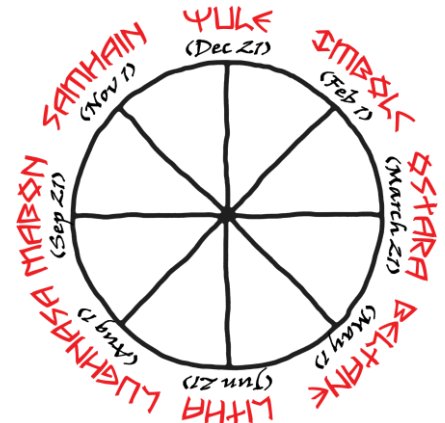
Downtime offers players the opportunity for their characters' stories to continue in-between events. In the months leading up to an event, a player who intends to attend that event can email the game team at gameteam@fieldsofillusion.com to determine some of what their character has been up to since their last event. Do note, that you only need to inform us of interactions that would require the game team's input. The game team might then reply to that email with consequential details, or the player may find a surprise waiting for them with their character sheet when they sign-in at the event.

A character is limited in how much they can achieve between events by Downtime Actions. Characters who have attended at least 1 previous event of the year, or the year prior, are granted 2 Downtime Actions leading up to any upcoming event for which they have a purchased ticket; or 3 actions leading up to a Beltane event (usually held in May). New characters are instead granted only 1 Downtime Action, regardless of the event, provided they too have a purchased ticket.

All downtime submissions must be sent in no later than 4 weeks before the date of the upcoming event to allow the game team time to process them. All unspent Downtime Actions are then forfeit. New characters are able to benefit from downtime only if they are created and submitted before this deadline.

The Wheel of Seasons

The passage of time in the Phoenix Isles is measured in seasons. While consistent and definite in-character, these ambiguous stretches of time allow players to keep dated records of events without worrying about everything lining up perfectly. Based on the pagan wheel of the year, the IC seasons also conveniently synchronize with real-world dates. For simplicity's sake, and because it fits perfectly with historical events in the Phoenix Empire's past, the in-character year is also the same as the real-world date.



Fields of Illusion runs three events every year. Starting in May, the first event of the year occurs in the season of Beltane in-character. Two seasons later, a Lughnasa event is held in August. Finally, another two seasons passed, an event held in October represents Samhain. Downtime Actions represent a character's life in-between those seasons.

In-character time passes between events according to the wheel of seasons, but a single Downtime Action does not necessarily consume a certain amount of a character's time.

Downtime Categories

When submitting downtime prior to a Fields of Illusion event, players must choose between the following categories. Each option requires additional information to be specified and elaborated on, as detailed below.

Some Downtime Categories are "restricted". Due to their open-ended format, these options consume a significant amount of time to process. As a result, the game-team will only accept so many restricted submissions per event, and only one per character, and may cut off the submission of restricted downtime early.

Please include your chosen downtime category (as well as your character's name) in the subject of your email when submitted downtime.

Downtime	
Assisting	<p>Multiple characters can collaborate on a single goal over the downtime between events. These group downtime activities need only be submitted once, with all other participants assisting in it.</p> <p>When assisting another character's downtime, be sure to detail who you are assisting, what you are assisting them with, and how your assistance will help them.</p> <p>Assisting another character typically results in greater success than attempting to perform the same downtime action twice between you.</p>
Gathering	<p>A character who spends their downtime gathering might be looking for something specific like a material resource, or just foraging for anything of value. Working, or gathering coin, also falls under this category.</p> <p>Be sure to detail what you are hoping to obtain and how you plan to source it. Gathering attempts are not guaranteed to succeed, but you'll always come away with something.</p>
Crafting	<p>Crafter characters can spend their downtime and their crafting resources fulfilling techniques in advance of the upcoming event. This is also the only way to create masterwork equipment.</p> <p>You will need to detail what you are crafting and confirm which crafting resources you will need to provide at sign-in.</p> <p><i>Crafting during downtime is further explained in the Crafting Supplement.</i></p>
Doctoring	<p>Characters with the Doctoring skill can spend their downtime treating another character for various serious, long-term ailments.</p> <p>You need only specify who you are treating. That character begins their next event with their body points fully restored, any burns healed, any diseases you are able to identify and treat cured, and any other miscellaneous ailments treated.</p>
Training	<p>An existing character (having attended at least one previous event of the year, or the year prior) who has convinced another to tutor them can spend their downtime training to further their skills, earning 1 additional CP to put towards a chosen proficiency.</p> <p>Specify who your tutor is and which proficiency you are learning (you can alternatively choose a crafting technique here). Your tutor must already have the proficiency, and you must meet all restrictions that it may have. Your tutor will also have to spend downtime assisting you, and will have to affirm the proficiency that they are teaching.</p> <p>CP earned from Training must be spent immediately, and only on the specified proficiency. An assisting tutor is not required to spend downtime Training for <i>willpower</i> or <i>mana</i>.</p>
Researching <i>Restricted</i>	<p>A character who spends their downtime researching is hoping to obtain information. They might be stalking an enigmatic NPC, exploring a dangerous region, or just asking around for rumours.</p> <p>Be thorough in explaining who or what you are researching, as well as where you expect to source your information and how you plan to get there.</p>
Experimenting <i>Restricted</i>	<p>Inventive characters can spend their downtime experimenting with their crafting skills to create something not covered by the techniques in the rulebooks.</p> <p><i>Experimenting is a complex process, further explained in the Crafting Supplement.</i></p>
Freeform <i>Restricted</i>	<p>Any downtime activity not covered by the other 7 options is considered freeform. The Phoenix Isles is a living world, and what you can accomplish in it is limited only by your imagination.</p> <p>For freeform actions, provide as much detail as you can about what you are doing and what you are hoping that will achieve. Be especially thorough when explaining how you plan to go about the task and, if you must venture far for it, where you are going and how you will get there.</p>

Playing an NPC

As a club that is run by volunteers, we rely heavily upon our players to supplement the NPC crew during events. This is especially true for large battles but can occur with frequency when the NPC crew for an event is small. If a player is interested in supplementing the NPC crew in this way, they can inform the game team at any time. A referee might also visit the camp to make requests for this. Accepting these requests is entirely voluntary.

When you play an NPC for the game team, you might be asked to play anything from a simple mindless zombie to the ambassador of a powerful nation. You will be provided with a short brief to explain how your character should act and what they are required to do as well as any particular proficiencies your character might have. The game team will also provide you with costuming for the character as well as any props which they might require.

Supplementing the NPC crew in this way entitles a player to a reward in the form of NPC Tokens. Usually, 1 stint of NPCing yields 1 NPC Token, but more are sometimes offered for particularly long sessions. These tokens can be used to obtain rewards from the game team at a listed cost:

Reward	Cost
1 Character Point (one purchase per event only)	8 Tokens
1 additional Downtime Action (one purchase per event only)	8 Tokens
1 Ethanol, Strange Dust or Repair Powder	1 Token
1 Glowpowder or Dream Dust	3 Tokens
1 Rubedo or Void Dust	6 Tokens
1 alchemy ingredient or Boomcap	2 Tokens
4 Life Essence	1 Token
1 apprentice material	2 Tokens
1 advanced material	6 Tokens

When alchemy ingredients, apprentice materials or advanced materials are purchased as NPC rewards, the player chooses which specific resource they receive, though they cannot choose exotic materials.

NPC Tokens do not expire. However, they cannot be spent within 3 weeks of an upcoming event. If a player wishes to spend NPC Tokens before an event, they should make the request alongside their downtime submission.

Crafting While Crewing

Usually, making use of a crafting skill requires a considerable period of appropriate role-play. As an alternative, a player may sometimes decide to spend that time NPCing for the game team. For each NPC token which a player would earn, that player can additionally choose for their character to create or repair items according to their crafting skills as though they had spent up to an hour of appropriate role-play. The resources and materials involved in the craft are still required.

Glossary

This section is intended to help you understand any LARP terminology that you are unfamiliar with.

Ability

A physical talent represented by gestures and calls.

Call

A specific word or phrase that is used to apply game effects a targeted person within earshot.

Character

A fictional persona with their own identities within the game world.

Character Points

The resource spent to add skills, abilities and spells to a character.

Faction

A group of characters, often sharing similar backgrounds or goals, which stick together and (sometimes!) co-operate with each other.

Hit Location or Body Location

A portion of your body with its own pool of hit points: Your torso, each arm, and each leg.

Hit Points

The resource lost when suffering damage, indicate how much damage you can take before dying.

IC (In-Character)

The state of actively portraying a character. While you are acting as your character you are IC.

Mana

The resource spent to cast spells.

Mass

A call that affects everyone who hears it.

NPC (Non-Player Character)

A character that was not created by a player, usually portrayed by a member of the game team or their NPC crew.

OC (Out-of-Character)

The state of not portraying a character. While you are just being yourself you are OC.

PC (Player Character)

A character created and portrayed by a player.

Phys-Rep (Physical Representation)

A prop representing an IC item.

Race

The species that a character might belong to.

Referee

A member of the game team granted authority by the head referee.

Spell

A mystical talent represented by incantations, gestures and calls.

Proficiency

A skill, ability, or spell that a character can pick up at a cost of CP.

Unconsciousness

A state a character can be in, requiring the person portraying that character to lie still and ignore their surroundings (within reason where safety is concerned).

Willpower (WP)

The resource spent to use abilities.

Mortality and Protection Recap

The following tables detail the progression of hit point loss and subsequent effects when a character suffers damage from any source:

Defence	Description
Blocking	Physically blocking a weapon strike with your own weapon or shield causes that equipment to absorb the damage. Depending on the material your weapon is made from, certain damage calls may break or destroy it.
Magical Protection	Magical protection points are global hit points provided by spells, sigils, and other magical means. When suffering damage, magical protection points are lost first.
Armour	Armour protection points are provided by pieces of armour and protect the single location that the armour piece covers. Damage is taken to your armour protection points before your body hit points unless that damage is accompanied by a "Through" or "Venom" call, or a strike made with a bow.
Body	<p>Body hit points are lost when you take damage to a location that is not protected by magical protection or armour. In addition to role-playing the pain of these mortal wounds, the following effects occur when a location runs out of Body hit points:</p> <p>Limb: The damaged limb becomes <u>Crippled</u>.</p> <p>Torso: You begin your <u>Death Count</u>.</p> <p>3+ Limbs: The damaged limbs become <u>Crippled</u> and you begin your <u>Death Count</u></p>

Mortality State	Description
Crippled Limb	<p>Crippled arms are limp and unusable. You must drop anything that you are holding with that arm and cannot use it until Body points are restored to the location.</p> <p>Crippled legs are unable to support your weight. You must fall to the floor and cannot use that leg until Body points are restored to the location.</p> <p>A crippled limb affected by "Double", "Triple", "Quad" or "Crush" becomes <u>Severed</u>. Other damage suffered to the location is inflicted to your torso instead.</p>
Severed Limb	<p>A severed limb is no longer attached to your body and cannot have hit points restored to it.</p> <p>Any further damage suffered to the location is inflicted to your torso instead.</p>
Death Count	<p>You are dying. You must fall to the ground, you cannot move or speak, and you are considered to be unconscious and unaware of your surroundings.</p> <p>If your hit points are restored such that your Torso and at least 3 Limbs are not Crippled, you are revived, become conscious, and your Death Count ends.</p> <p>If you are not revived before a count of 60 seconds (which you must not count out loud and only share with a character who uses the "Diagnosis" call), you are <u>Dead</u>.</p>
Dead	<p>You are dead. Remain where you are for long enough to give other characters a chance to notice you, retrieve your corpse, or possibly loot you. In due time, get up and use the OC gesture to remove yourself from play.</p> <p>When you are ready, you can approach a referee to prepare your next character.</p>

Complete List of Calls and Gestures

Admin Calls

Call	Effect
"Man Down"	To be called by anyone when a player is hurt or a dangerous situation arises. Cease play immediately until the situation is resolved and a referee resumes the game. This call has an accompanying gesture.
"Time In"	Called by a referee to mark the start of an event or to resume the game following an interruption.
"Time Out"	Called by a referee to stop the game, typically to mark the end of an event.
"Time Freeze"	Called by a referee to freeze the game for a short time. Players must remain still, close their eyes and block out sound (typically by loudly humming or singing) until "Time In" is called.
"Non-Com"	To be called by a non-combatant when they feel that their status as such is not being respected, or if it is dark and their pink sash is not easily visible.

Game Calls

If a call affects one of your hit locations, but no location is specified, take the effect to your torso by default.

Call	Effect
"All"	The accompanying calls affect all 5 of your hit locations.
"Attract"	You feel an irresistible desire to move towards the source of the call for as long as a chant is maintained.
"Bounce"	The effects of the strike or calls you just made apply to you (your torso, if a location is required and uncertain) instead of your target, unless that call included "Crush".
"Burn"	If the damage of this strike removes any Body hit points, the location becomes burnt and can no longer have its hit points restored until the burn is cured.
"Close Wound"	1 hit point is restored to the targeted location.
"Creature"	Accompanying calls only affect you if you belong to the specified creature type.
"Crush"	You lose all magical protection on the struck location, armour on the struck location is destroyed, and the struck location's hit points are reduced to 0. If an IC item such as a weapon is struck, it is destroyed.
"Detect Magic"	You must tell the user how much mana you currently have, if any, and whether you or anything you are wearing or carrying is currently affected by any elixirs, sigils, runes, or spell effects (including magical protection). This call does not reveal specific effects, only the classifiers.
"Diagnosis"	You must tell the user how many hit points you are missing on each of your hit locations, which locations are burnt, if any, and whether you are affected by any poisons or diseases. This call does not reveal which specific poisons or diseases you are affected by, only that you are affected by one.
"Dispel"	All elixirs, sigils, runes, and spell effects (including magical protection) are removed from you and all items you are carrying or wearing.
"Double"	The struck location suffers 2 points of damage.
"Drain Mana"	You lose 10 mana. If you are an NPC with spells, you lose all remaining uses of your spells.
"Drain Willpower"	You lose 10 willpower. If you are an NPC with abilities, you lose all remaining uses of your abilities.
"Fear"	Unless you have the Fearless skill, you must run in fear from the source of this call.
"Fumble"	You drop the targeted item or anything held in the targeted location.
"Heal"	All hit points are restored to the targeted hit location.
"Knockback"	You are thrown back at least 10 feet.
"Mass"	The accompanying calls affect everyone who hears them.

Call	Effect
“Mud Feet”	Your feet are rooted to the spot. You cannot move them or be moved for as long as a chant is maintained.
“Parry”	The caller resists the effects of “Knockback”, “Strike Down”, “Single”, “Double”, “Triple”, and “Quad”, having blocked the strike with a weapon or shield.
“Quad”	The struck location suffers 4 points of damage.
“Detect Magic”	You must tell the user how much mana you currently have, if any, and whether you or anything you are wearing or carrying is currently affected by any elixirs, sigils, runes, or spell effects (including magical protection).
“Repel”	You feel an irresistible desire to move away from the source of the call as long as a chant is maintained.
“Silence”	You are unable to make any sounds with your mouth. This prevents spell casting and lasts until you are affected by the “Dispel” call.
“Single”	The struck location suffers 1 point of damage.
“Strength X”	The caller is applying their Strength. If their hands are reached to you, and the Strength exceeds yours, you become restrained and cannot move.
“Strike Down”	You fall down. At least both your elbows and one knee, or the center of your back, must touch the ground before you can get back up.
“Terror”	You must run in terror from the source of this call, even if you have the Fearless skill.
“Through”	The damage of this strike bypasses all armour protection.
“Triple”	The struck location suffers 3 points of damage.
“True Sight”	You must tell the user your true identity if you are in disguise, a shape-shifter, an undead, or some other being whose true nature is not as it seems.
“Turn”	You cannot move within 10 feet of the user for as long as a chant is maintained. You are forced back if you are already within that range.
“Venom”	The accompanying calls are part of a venom: They only affect you if the strike damages your Body hit points, but the strike benefits from the effects of the “Through” call and all accompanying effects are permanent and continue to affect you until the venom is cured.
“Weapon Material”	The caller is wielding an item made from the specified material. This is only important if you have attributes which are affected by the specified material.

Gestures

Call	Effect
Kneeling or sitting while pointing toward the hurt player or dangerous situation	Accompanies the “Man Down” call to more easily draw everyone’s attention and direct the organizers and first aiders to the issue.
One arm in the air with an open palm	This person is OC. If you are IC, you cannot interact with them and must ignore them.
One arm in the air with a closed fist	This character is invisible. You do not notice them unless they choose to reveal themselves to you or you have a proficiency which allows you to detect invisible creatures.
One arm up with an index finger and thumb extended into an ‘L’ shape	This character is speaking in a language other than Common. Unless your character can also speak the language they are using, you do not understand what they are saying. If in doubt, wait until the end of the conversation and ask the player, or ask a referee to find out for you.