



Core Rulebook

Version 2.1

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Introduction

Use your imagination and go back in time, making your way through history. Come to a stop in that period between the Romans leaving Britain and the Normans invading. Now step sideways in your imagination and enter a world of fantasy. The mythical races of Elves and Dwarves are commonplace and magic is an everyday occurrence. As you look around this wondrous world, you notice that humans are commonplace but they are far from being the only race. Amongst the other fantastical races, you also see creatures of a more bestial, or even monstrous, disposition. Orcs, Undead and even Dragons dwell here.

You are in the Phoenix Isles; The Fields of Illusion.

What is LARP?

Fields of Illusion is a Live Action Roleplaying (LARP) Game.

Unlike many games, LARP is not about winning or being the best at something but rather it is a chance to adopt a new persona, be someone you have always wanted to be and take part in a epic story, have fun with the other people attending the event and experience a new world of magic and wonder.

Your new persona or “character” could be involved in something as simple as defending a village from a group of raiders or perhaps an epic adventure to save the world from a nefarious Dark Lord. It is similar to how you used to play make-believe when you were younger, except that there are rules to help you, guide play, and keep everyone safe so they can enjoy themselves.

This rulebook will provide you with what you need to know to participate in any of the events run by Fields of Illusion. It will help you to get to grips with the system and what you need to do in order to take part. If you do not understand any of the terminology there is a helpful glossary at the back of the rulebook.

Creating your Characters

In order to take part in a Fields of Illusion LARP you first need to create a character; your persona that you will adopt during play and which will allow you to interact with the world and the other characters within it.

Your character might be a wandering swordsman looking for fortune or glory, a mage hoping to acquire lost or ancient knowledge, a bard looking to tell stories and entertain those they encounter on their journeys, or anything you can imagine as long as it is in keeping with the medieval sword and sorcery feel of Fields of Illusion.

The rules contained within this book explain how to create your character and define the abilities and skills that they may possess, along with the weaponry and armour that they use and carry with them. However, this is just part of the process that helps you define your character. A character is more than the rules that make it up, it is you who define what type of person your character is, what their background is, what their hopes and dreams are and how they behave in this exciting new world you are exploring.

Before you dive straight into the creation process take a moment to consider what type of character you wish to create. Think about the person you would like to be for a weekend and pick something you are comfortable with, after all you are going to have to live with them very closely for a long weekend.

There are four main stages to bringing your character to life:

Stage 1: Choose your Race

Unlike real life, in LARP you get to choose your race, you could choose to be an noble elf, a bestial orc or a regular human, these are just some of the races you can choose from. Each race has advantages and disadvantages, and some come with specific costume requirements. Each race has its own story and will help contribute to your character's backstory and personality.

Turn to the section on Races if you want to know more about the races that are available to play in Fields of Illusion.

Stage 2: Choose your Proficiencies

In this section you get to choose what your character can do in the game. You can choose skills that allow you to use weapons with great skill, throw magic to incinerate your foes or craft wondrous items. Every character starts with a number of points to spend and you can use these points to purchase the skills your character can use in the game. Do not worry if you do not have enough points to buy everything you want, each event you get awarded more points so your character can continue to learn and grow as you play.

Turn to the section on Skills if you want to know more about the what the characters in Fields of Illusion can learn to do.

Stage 3: Flesh out the Character

Now that you have chosen your race and picked your skills, it's time to complete some of the detail behind the character that brings it to life.

Your character needs a name, and a background to start with. Spend a little time thinking about who your character is, where did they come from, how did they get to be out in the world, what sort of person do you want them to be.

Avoid trying to write background for your character where they are very wealthy or have some other advantage. All characters start broadly the same and it will be difficult to roleplay a wealthy character if you do not actually have any money. Titles are something that can be earned in game so you will not be allowed to start with one without good reason and approval from the referee team.

Once you know a bit about who your character is, you should turn to the section on auras and choose one or two that best fit this persona you have created.

Stage 4: Starting Equipment

The final stage is to choose the equipment your character will have when they start in the game. Once a character is created and has entered the game world they have to acquire further gear in game whether from a crafter or a trader, another player or NPC. There are limitations on what you can and can't bring with you into the game world to ensure everyone starts with a similar level of equipment.

If you want to know more about getting gear for your character then turn to the Starting Equipment section.

New Characters

All new characters start with 35 character points with which to buy Skills, abilities and spells from the following tables. All characters start with 1 body, 0 mana, 0 willpower and they get the Strength Skill, and one Weapon Skill of their choice for free.

Races

The races that have been listed here are the most common races found within the Phoenix Isles along with some lore about each one.

All the races list one or more traits that the character must purchase for playing a particular race when they create their character. Each race also specifies any makeup or costume requirements needed to play a member of that race as well as any advantages you get from choosing that race.

While it is possible to play other races, these require special consent from the referee team who will then discuss with you possible traits and lore regarding the race that you wish to play. It is also possible to play one of the standard races but have a different background which changes the traits that the race has. If you wish to do this then you will need to have a discussion with the referee team who will decide whether or not to approve your request.

Humans

The most common of all the races, humans represent the clear majority of people within the Phoenix Isles. There are two main types of humans within the Phoenix Isles: Imperials and Wildings.

Imperial Humans

Imperial humans are those who have chosen to bow down to the empire and become civilised citizens. Imperial humans are considered to excel at anything that they choose to put their mind towards thus begin with no forced traits.

Imperial humans start with the following language for free: Common.

Traits: None.

Advantage: Gain an additional character point for each event a character plays until they reach 80 character points total.

Phys-rep: There is no phys-rep requirement for this race.

Wildlings

Wildlings are the humans who reside in the barren wastelands of the east. They have chosen not to bow down to the Imperial rule and instead rule themselves through strength.

Wildlings start with the following language for free: Common.

Traits: Apprentice Hunter, Set and Remove Traps.

Advantage: You always count as one person stronger than you are. For example if you have strong, you count as 3 people.

Phys-rep: There is no phys-rep requirement for this race.

Elves

The Elves are a race of immortal beings, capable of living a seemingly infinite lifespan. For as long as anyone can remember, they have been a part of the Phoenix Isle and its history. Even the elves themselves do not recall the first of their kind, their history books teach only that they exist and that they have always done so. Elves are thought by many to be akin to the Fey which would explain why they have an affinity towards magic.

There are four different types of elves within the Phoenix Isles.

High Elf

Naturally gifted with magic, the High Elves secluded themselves in their city floating above the lands, enabling their escape from the conflict that engulfed their race.

High Elves start with the following languages for free: Common and Elven.

Traits: Channelling.

Advantage: When using channelling it is always at a 1:1 ratio.

Phys-rep: Elven ear tips

Wyld Elf

Wyld Elves chose to seclude themselves in the great forest to the west, hiding among the trees.

Wyld Elves begin with the following languages for free: Common and Elven.

Traits: Fade into forest (5 character points instead of 10).

Advantage: You may move at a fast walk when faded into forest.

Phys-reps: Elven ear tips

Dark Elves

Dark Elves are the main antagonists of their race, inciting war among their people before becoming raiders and corsairs.

Dark Elves start with the following languages for free: Common and Dark Elven.

Traits: Enhanced Senses (5 character points instead of 6) or Fearless (5 character points instead of 6).

Advantage: Dark Elves get the Looting Skill for no cost

Phys-rep: Fair/normal skin and white/lilac/pinkish hair Elven ear tips.

Drow

The Drow are a race that split from the Dark Elves when the original war was finished and began worshiping the daemon Lolth.

Drow start with the following languages for free: Common and Drow.

Trait: Fade into darkness (5 character points instead of 10).

Advantage: You may move at a fast walk when faded into darkness.

Phys-rep: Black face paint, white hair and black Elven ear tips.

Dwarves

Dwarves are one of the rarer races within the Phoenix Isles, mostly keeping themselves to themselves. Though it would be incorrect to say that it is uncommon to see them, for they mostly remain in cities where they are appreciated for their Skills.

Iron Dwarves

Iron dwarves reside in their mountain hold in the northern mountain range. They are fierce fighters, strong and armoured. To see a marching brigade of Iron Dwarves is to feel the earth rumble beneath your feet.

Iron Dwarves start with the following languages for free: Common and Dwarf.

Traits: Resist disease. You may use this Skill once a day for free.

Advantage: Advanced resist disease does not count as being restricted for you. When crafting runes, you use 1 less mana per rune crafted.

Phys-rep: Male: facial hair and braided hair. Female: Braided hair.

Dwelah (Deep Dwarves)

The Dwelah, or Deep Dwarves, reside in the underdark of the world, among other denizens of the shadow world. Exiled from their original home with the Iron Dwarves for delving too deep and becoming corrupted.

Dwelah start with the following languages for free: Common and Dwelah.

Traits: Fearless (5 character points instead of 6).

Advantage: Once a day you may resist a single call of "Terror".

Phys-rep: Male: Dark skin, facial hair and braided hair. Female: Dark skin, braided hair.

Orkin

Orkin comprise of both the strongest race and the weakest race in the Phoenix Isles. Tribal to a fault, they rely on their clans to achieve what they need to.

Orcs

The strongest of their race. Tough and burly, they intimidate others with their sheer size and combat prowess.

Orcs start with the following languages for free: Common and Orc.

Traits: Body.

Advantage: Natural body development does not count as being restricted for you (costs 10 character points not 15). You may always call weakly for help when on your death count (as per constitution). If used with constitution, you may call normally during the first minute, and weakly during the second.

Phys-rep: Green skin, tusks.

Goblins

Most mischievous of the Orkin, Goblins are much more agile than their bigger kin.

Goblins begin with the following languages for free: Common and Orc.

Traits: Conceal object, Looting, Handle Poison.

Advantage: When placing symbols on people, it costs 1 less life essence per symbol.

Phys-rep: Green skin, green pointed ear tips.

Beastkin

Beastkin represents any race that is considered to be part beast, part human. It is such a wide variety that we cannot list all possibilities here. If you wish to play a beastkin then please contact the game team, who will best advise you on how to proceed.

Beastkin start with the following languages for free: Common and Beast. Beastkin may also choose one additional language that they speak for free.

Traits: Enhanced Senses (costs 5 character points instead of 6).

Advantage: Enhanced senses has a range of 20ft for you.

Phys-rep: Based on your Beastkin, need to be discussed with the game team.

Proficiencies

Proficiencies are the Skills, Abilities and Spells that your character is capable of using in the game. Each of these has an associated cost in character points in order to purchase them for your character.

Skills

These represent the everyday Skills that your character has which can be used freely. On the more mundane side this includes reading and writing, speaking other languages, and even being able to count. On the more exciting side there are the skills for hunting and the ability to diagnose other characters' conditions.

Abilities

Abilities are Skills that require an expenditure of willpower in order to achieve the desired effect. The most numerous of these are the combat abilities, but there are some other abilities that are strenuous for a character to use and as such have a cost attached to them. If a character does not have sufficient willpower then an ability cannot be used.

Spells

Spells are similar to abilities but require expenditure of mana instead of willpower in order to use. Spells represent your characters ability to manipulate magic in the game world. Spells can be used to damage or hinder your opponent, heal your allies or buff and protect yourself.

Restrictions

Some of the skills, abilities and spells that are listed are restricted as to who can purchase them, some require another skill to be purchased first, some are only available to a specific race, while others are not purchasable by player characters at all. They are included in this section so you know what they are and how they work should they be encountered in game.

Restricted – You cannot take this Skill/Ability/Spell without the approval of a referee or unless your racial advantage allows it.

Referee – A referee must be present in order to use this skill.

NPC – This Skill can only be taken by an NPC.

Skills

Skill	Cost	Use	Restrictions	Description
Numeracy	1	n/a	None	You are able to count, add and subtract. Without this you can count up to 10 only and do not understand the currency.
Speak Language	2	n/a	None	You are able to speak in one language of your choice. This may be taken multiple times, choosing a new language each time.
Read & Write	2	n/a	None	You are able to read and write in one language of your choice. This may be taken multiple times, choosing a new language each time.
Strength	0	n/a	None	You start with this skill. You are considered to be the strength of 1 person.
Strong	2	n/a	None	You are considered to be the strength of 2 people.
Inhuman Strength	4	n/a	Restricted Prerequisite: Strong	You are considered to be the strength of 4 people.
Supernatural Strength	n/a	n/a	Restricted Prerequisite: Inhuman Strength	You are considered to be the strength of 10 people.
Body	5	n/a	None	This skill grants 1 additional body point to a character. This skill may only be bought twice.
Natural Body Development	15	n/a	Restricted	Your character gains an additional 2 body points. This can take you over the usual maximum of 3 body.
Regeneration	20	n/a	Restricted	You gain regenerative powers and heal 1 hit point to a single location every 5 seconds. This cannot be done while running, casting spells, in combat, or on your death count. If a location has been severed, it cannot be regenerated but it can be reattached as per attach limb.
Undying	20	n/a	Restricted	This skill allows a character to make a phylactery in which they can store their spirit. Once stored, if the character exhausts their death time they will be returned to full hits instead of dying and gain 10 mana or willpower (up to max) however the phylactery is consumed. If they exhaust their death time a second time before they create another phylactery then they die as normal. A phylactery takes 30 minutes of roleplay and one Gem resource and one Bone resource to make. You can only have one phylactery in effect at any one time and must have an IC phys-rep. The phylactery lasts until it is used.
Enhanced Senses	6	n/a	Restricted	Your senses are highly attuned. You can detect invisible creatures that are within 10ft of you.
Fearless	6	n/a	Restricted	You ignore all calls of "Fear".
Fade into Forest	10	n/a	None	In a wooded area, if you are more than 50% hidden, you can become 'invisible' using the gesture and move at a slow walk. If you are not 50% hidden, you lose the invisibility. Cannot use this skill while wearing heavy armour.

Skill	Cost	Use	Restrictions	Description
Fade into Darkness	10	n/a	None	In a dark, shadowed area you can become 'invisible' using the gesture and move at a slow walk. Should you enter light, or have a light shone upon you, you become visible. Cannot use this skill while wearing heavy armour.
Conceal Object	2	n/a	None	You may conceal an object on your person that can only be discovered by someone who calls "Looting". You must make an effort to hide the item for this to work.
Bind Wounds	1	n/a	None	You are capable of stabilising someone's condition. This requires a physical representative of something, such as a bandage, to be tied onto a person.
Diagnosis	2	n/a	None	You are able to assess the extent of someone's wounds. After 10 seconds of roleplay you may use the "Diagnose" call. The target should tell you how many hit points they are down and what poison or disease someone is being affected by.
Nursing	4	n/a	Prerequisite: Diagnosis	You are able to restore up to 2 hit points to a single location on a character. This requires 100 seconds of appropriate roleplay per hit point, such as stitching for a deep injury.
Doctoring	5	n/a	Prerequisite: Nursing	You are able to fully restore hit points to a single location on a character. This requires 100 seconds of appropriate roleplay per hit point, such as surgery for a serious wound.
Military Tradition	3	n/a	None	You come from a military background. Any padded armour you wear, that is a uniform, gains 1 hit point.
Apprentice Hunter	3	n/a	None	You have the knowledge required to successfully hunt and process the carcass for resources. This ability allows you to obtain resources otherwise not obtainable.
Advanced Hunter	4	n/a	Prerequisite: Apprentice Hunter	You have the knowledge required to hunt and trap more dangerous creatures. This ability allows you to extract resources from creatures while they are alive, such as blood.
Handle Poison	1	n/a	None	This skill allows you to handle, and apply poisons, safely. Otherwise you poison yourself in the process.
Open Locks	2	n/a	Referee	You can pick locks with appropriate tools and roleplay. This must last a minimum of 1 minute.
Set and Remove Traps	2	n/a	None	You are able to set and remove traps safely with appropriate roleplay. While setting or removing a trap you do not take any damage from it.
Looting	2	n/a	None	When searching someone, you are able to find any non-magically, concealed items. Call "Looting".
Sewing	1	n/a	None	Allows you to repair basic and master crafted cloth armour.

Weapon Skills

You may choose one weapon Skill for free at initial character creation from the list below. This is considered to be your natural weapon choice. All other weapon uses must be purchased before you can use those weapons effectively. You cannot use a weapon to make any strikes, or block with a shield, without the appropriate weapon skill. The exception to this is one handed weapons, with which you may make strikes but not use any ability calls.

Weapon Use	Cost	Use	Restrictions	Description
One Handed	2	n/a	None	Allows you to make calls with weapons 42" or smaller.
Two Handed	2	n/a	None	Allows you to make calls with weapons greater than 42"
Polearms	2	n/a	None	Allows you to make calls with any polearm weapon
Staves	2	n/a	None	Allows you to make calls with any stave weapon.
Bow	2	n/a	None	Allows you to wield bows and make calls with them.
Thrown	2	n/a	None	Allows you to use thrown weapons and make calls with them.
Black Powder	2	n/a	None	Allows you to reload and fire black powder weapons and use abilities with them.
Shield	2	n/a	None	Allows you to wield a shield and make calls with it.
Dual Wield	2	n/a	Requires One Hand Weapon Use	Allows you to wield two weapons simultaneously. (Cannot be taken as a free weapon skill at creation)
Wand Use	2	n/a	None	Allows you to make full use of wands and recharge them. (see magic section for details on wands)

Crafting Skills

In order to become a crafter you must first purchase one of the crafting skills. You must always purchase them in order from lowest to highest level. New characters can only take apprentice level in any craft but they may take it in multiple crafts. Skill levels beyond apprentice require another player or NPC to teach the character before they can take the skill. Characters may only advance one skill level in a craft per event, this restriction does not apply to techniques only the skill levels.

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	Description
Apprentice	2	None	Allows you to create apprentice level concoctions.
Advanced	3	Prerequisite: Apprentice Alchemy	Allows you to create advanced level concoctions.
Expert	4	Prerequisite: Advanced Alchemy	Allows you to create expert level concoctions

Runesmithing	Cost	Restrictions	Description
Apprentice	2	None	Allows you inscribe apprentice level runes.
Advanced	3	Prerequisite: Apprentice Runesmithing	Allows you to inscribe advanced level runes.
Expert	4	Prerequisite: Advanced Runesmithing	Allows you to inscribe expert level runes.

Shamanism	Cost	Restrictions	Description
Apprentice	2	None	Allows you to bestow apprentice level sigils.
Advanced	3	Prerequisite: Apprentice Shamanism	Allows you to bestow advanced level sigils.
Expert	4	Prerequisite: Advanced Shamanism	Allows you to bestow expert level sigils.

Weaponsmith	Cost	Restrictions	Description
Apprentice	4	None	Allows you to make and repair weapons from apprentice level resources
Advanced	5	Prerequisite: Apprentice Weaponsmith	Allows you to make and repair weapons from advanced resources as well as create and repair masterwork weapons from apprentice resources.
Expert	6	Prerequisite: Advanced Weaponsmith	Allows you to make and repair weapons from expert resources as well as create and repair masterwork weapons from advanced resources.
Artificer	8	Prerequisite: Expert Weaponsmith. Cannot be artificer in more than one craft	Allows you to make and repair weapons from exotic resources as well as create and repair masterwork weapons from expert resources. You can also make your advanced and higher weapons enchantable.

Armoursmith	Cost	Restrictions	Description
Apprentice	4	None	Allows you to make and repair armour from apprentice level resources
Advanced	5	Prerequisite: Apprentice Armoursmith	Allows you to make and repair armour from advanced resources as well as create and repair masterwork armour from apprentice resources.
Expert	6	Prerequisite: Advanced Armoursmith	Allows you to make and repair armour from expert resources as well as create and repair masterwork armour from advanced resources.
Artificer	8	Prerequisite: Expert Armoursmith. Cannot be artificer in more than one craft	Allows you to make and repair armour from exotic resources as well as create and repair masterwork armour from expert resources. You can also make your advanced and higher armours enchantable.
Battlefield Repair	4	Prerequisite: Apprentice Armoursmith	Allows you to make temporary repairs to armour whilst away from proper repair facilities. See crafting supplement for details

Engineering	Cost	Restrictions	Description
Apprentice	4	None	Allows you to craft and create apprentice schematics.
Advanced	5	Prerequisite: Apprentice Engineering	Allows you to craft and create advanced schematics as well as create plans for buildings and construct them.
Expert	6	Prerequisite: Advanced Engineering	Allows you to craft and create expert schematics.

Abilities

Each ability is purchased by spending an amount of character points in order to gain access to the ability. Once your character has purchased the ability you can use it as and when you want to, provided that your character has an appropriate amount of willpower in order to do so.

Willpower is a representation of your character's force of will, or their stamina. It is expended in order to use some of the abilities that your character has purchased.

Skill	Cost	Use	Restrictions	Description
Willpower	1	n/a	None	Grants a character one willpower to use to power abilities.

Ability	Cost	Use	Restrictions	Description
Burn	2	2 WP	None	Allows you to call "Burn" as a last hit
Identify	2	2 WP	None	This enables you to identify whether an item is magical and also any sigils/runes that you encounter.
Resist Poison	5	5 WP	Restricted	You resist the effects of 1 poison that is of advanced quality or lower, at the time of imbibing it.
Advanced Resist Poison	5	5 WP	Restricted	You resist the effects of any 1 poison at the time of imbibing it.
Resist Disease	5	5 WP	Restricted	You resist the effects of 1 disease that is considered to be of advanced quality or lower, at the time you come into contact with it. You are then considered immune from that disease provided no circumstances change.
Advanced Resist Disease	5	5 WP	Restricted	You resist the effects of any 1 disease at the time of coming into contact with it. You are then considered to be immune to that disease provided no circumstances change.
Literacy Apprentice	4	2 WP		With appropriate role-play for 5 minutes, you are capable of understanding basic words within a written text.
Literacy Advanced	4	4 WP	Prerequisite: Literacy Apprentice	With appropriate role-play and 5 minutes, you are capable of understanding an entire text.
Linguist Apprentice	4	2 WP		With appropriate role-play you are capable of understanding basic words in a single conversation.
Linguist Advanced	4	4 WP	Prerequisite: Linguist Apprentice	With appropriate role-play you are capable of understanding an entire single conversation

Combat Abilities

With the exception of constitution, combat abilities are abilities that can only be used in a combat situation. These calls are made when you strike an opponent with your weapon, regardless of whether you successfully hit them or not, the willpower is considered to have been expended.

Some combat abilities can only be used by certain weapons.

Ability	Cost	Use	Restrictions	Description
Constitution	2	2 WP	None	When used, you can call weakly for help while in the first 60 seconds of your death count. Your death count is then extended for another 60 seconds. During this 'second' death count, you are unconscious as per the rules for death count.
Parry	2	2WP	Usable with melee weapons and shields only	You are able to call "Parry" and negate the effects of "Knockback" and "Strikedown" when you successfully block with a weapon or shield. This ability will also allows you to parry a blow that does enough damage to break the weapon or shield. You cannot parry the "Crush", "Shatter" or "Destroy" Calls
Knockback	2	2 WP	Useable with weapons only Cannot be used with daggers	Call "knockback" as you strike an opponent. This causes them to move back at least 10ft.
Double	3	3 WP	Useable with weapons only	Upon striking your opponent call "Double". This causes 2 points of damage to the location struck.
Through	4	4 WP	Useable with weapons only	Your damage bypasses any physical protection that your target is wearing.
Strike Down	5	5 WP	Useable with weapons only	Upon striking an opponent call "Strike Down". The target falls to the floor and must touch with at least both arms and one knee, or with the centre of their back, before getting back up.
Slit Throat	8	8 WP	Usable with daggers only	You must approach your opponent from behind, place a dagger on their shoulder and call "Slit Throat". Target immediately takes a quad to their torso. They cannot see you before you call the strike, if they do the ability fails. Slit throat acts as per the "silence" effect, except that it requires healing instead of dispelling.
Stop Damage	8	8 WP	None	For as long as you can maintain a shout you take no damage and ignore any calls that are made against you, with the exception of "Shatter", "Crush" and "Destroy". Taking a breath ends the ability. Call "Stop damage" and then take a breath and begin the ability.
Shatter	10	10 WP	Usable with melee weapons and bows only Cannot be used with daggers	Upon striking a weapon, shield or armour you can call "Shatter", breaking the piece of equipment that you have hit. This ability affects all weapons, shields and armour

Spells

Magic represents your characters ability to cast spells in the game world. Spells can be used to damage or hinder your opponent, heal your allies or buff and protect yourself. Each spell is purchased by spending an amount of character points in order to gain access to the spell. Once your character has purchased the spell you can cast it as and when you want to, provided that your character has an appropriate amount of mana in order to do so.

Mana is a representation of your character's spellcasting potential. It is expended in order to cast spells that your character has gained access to.

Skill	Cost	Use	Restrictions	Description
Mana	1	n/a	None	Grants a character one mana to use to power abilities.

Spells	Cost	Use	Restrictions	Description
Identify	2	2 Mana	None	This enables you to identify whether or not an item is magical and also any sigils/runes that you encounter.
Literacy Apprentice	4	2 Mana		With appropriate role-play for 5 minutes, you are capable of understanding basic words within a written text.
Literacy Advanced	4	4 Mana	Prerequisite: Literacy Apprentice	With appropriate role-play and 5 minutes, you are capable of understanding an entire text.
Linguist Apprentice	4	2 Mana		With appropriate role-play you are capable of understanding basic words in a single conversation.
Linguist Advanced	6	4 Mana	Prerequisite: Linguist Apprentice	With appropriate role-play you are capable of understanding an entire single conversation
Burn	2	2 Mana	None	Allows you to call "Burn" as a last hit
Channeling	5	2 Mana	None	Allows a the user to move mana between people as per the channeling rules in the magic section.

Healing Spells

All healing magic requires an appropriate amount of roleplay for the duration of the incantation and call. During this at least one hand must be held over the location that is being healed, or the torso if it is affecting all locations. Healing magic does not work at range.

Spells	Cost	Use	Restrictions	Description
Close Wound	2	2 Mana	None	A single location is restored by 1 hit point. Call "Close wounds"
Heal	4	4 Mana	Prerequisite: Close Wound	All hit points are restored to a single location. Call "Heal"
All Heal	6	10 Mana	Prerequisite: Heal	All hit points are restored to all locations. Call "All heal"
Remove Poison	5	5 Mana	None	Cures the target of any one identified poison that is of advanced quality or less.
Remove Disease	5	5 Mana	None	Cures the target of any one identified disease that is of advanced quality of less.
Attach Limb	3	3 Mana	None	You can reattach a severed limb to its appropriate location. Call "Attach limb"
Regrow Limb	10	10 Mana	Prerequisite: Attach Limb	You are capable of causing a limb to regrow where there should be one but is not. The limb will not be fully regrown for at least four hours, during which time the regrowth causes pain.

Gun Magic

Gun magic is only effective against guns and is a magic that is adept at preventing them from working correctly or causing them to inflict the damage back against the user.

Spells	Cost	Use	Restrictions	Description
Misfire	2	2 Mana	None	Any loaded shot is wasted, and the gun must be reloaded again. You do not need to cast this spell before use as it is classed as a reactive spell. Call "Misfire"
Jam Weapon	4	4 Mana	None	While chanting, the gun that you have targeted cannot be fired and the shot currently inside must be replaced. Call "Jam"
Bounce Shot	5	5 Mana	None	You reflect all damage and effects of a shot fired at you back at the user. You do not need to cast this spell before use as it is classed as a reactive spell. You can only bounce calls with a damage component. Call "Bounce Shot" You cannot bounce a Crush, Destroy or Shatter.
Shatter Gun	8	8 Mana	None	You cause the targeted gun to shatter, preventing its use until repaired. Call "Shatter Gun"

Enhancement Magic

Enhancement spells are those that are used to enhance your own abilities, protect yourself, or to interact with the world around you. Enhancement spells can only be cast upon yourself and not on other people, with the exception of true sight and dispel magic.

Spells	Cost	Use	Restrictions	Description
Read Mana	1	1 Mana		Upon casting this spell you are capable of reading the amount of mana that is held within an object or character that you are touching. Call "Read Mana"
Ghost Talk	2	3 Mana	Referee	You can talk with the dead, for each use of ghost talk you can ask one question which they must answer directly. Call "Ghost Talk"
Protection	3	3 Mana		This gives you 1 point of global protection. You can stack this spell with itself to a maximum of 3 points of global protection. You cannot stack this with runes, symbols or other "protection" spells. Call "Protection"
Greater Protection	6	8 Mana	Restricted Prerequisite: Protection	This gives you 3 points of global protection. You can stack this spell with itself to a maximum of 6 global protection. You cannot stack this with runes, symbols or other "protection" spells. Call "Greater Protection"
Bark Skin	4	4 Mana		You ignore the next damaging strike that hits you, however you still take any effect that the strike carries, such as "knockback". Call "Bark Skin"
Stone Skin	5	6 Mana	Prerequisite: Bark Skin	You ignore the next two damaging strikes that hit you, however you still take any effect that the strike carries, such as "knockback". Call "Stone Skin"
True Sight	4	4 Mana		You can discern the true nature of any creature before you. Target a person and cast this spell and they will tell you what they are, such as "Daemon" or "Beastkin". While chanting this spell, you are capable of seeing invisible creatures within 20ft. Call "True Sight"
Dispel Magic	3	3 Mana		You dispel any magical effects on the person you are touching. Call "Dispel Magic"
Tree Meld	4	4 Mana		You have the ability to meld with a tree that you are currently touching. Once you have melded with the tree you go 'invisible' and are unable to interact with the world around you. If the tree is struck then you are forced out of the melding but take no damage. Call "Tree Meld"
Tree Walk	6	6 Mana	Prerequisite: Tree Meld	You are able to transport yourself from one tree to another through the vast system of roots that connects them. Choose another tree within 30ft, go OOC and walk to that tree. Then immediately return to IC. If you were tree melded before tree walking then you become melded to the new tree. Call "Tree Walk"
Animal Form	10	10 Mana	Restricted	You are capable of shifting into the form of another creature, taking on aspects of it. You require a physical representation that will show you have changed from one form to another. This spell must be discussed with a referee before taking it. Call "Shapeshift"

Combat Spells

The spells listed below are those that are used to harm, or affect, your opponent, or defend yourself from other spells.

Spells	Cost	Use	Restrictions	Description
Fear	1	1 Mana	None	While chanting, your target must move away from you as fast as they can. Should they become unable to move any further away from you physically the spell will stop working. Call "Fear me"
Turn Creature	1	1 Mana	None	While chanting, a specific creature type cannot approach you. They may move away or go around but cannot come closer than 5ft. Type of creature must be chosen at purchase. Call "Turn <Creature>"
Knockback	2	2 Mana	None	You force your target backwards at least 10ft. Call "Knockback"
Fumble	3	3 Mana	None	You cause the target to drop whatever they are holding in the named location. Call "Fumble <location>"
Flay	2	2 Mana	None	Deals one point of damage to the named location. Call "Flay, Single <location>" Can be used to inflict last hit magic on a target.
Maim	5	5 Mana	Prerequisite: Flay	Deal two points of damage to the named location. Call "Maim, double <location>" Can be used to inflict last hit magic on a target.
Mud Feet	3	3 Mana	None	While chanting the target is not able to move from the spot. Call "Mud feet"
Attract	4	4 Mana	None	While chanting the target feels a desire to move towards you. Target must be conscious and able to Move. Target will fight any attempt to restrain them. Call "Attract"
Repel	4	4 Mana	None	While chanting the target feels a desire to move away from you. Target must be conscious and able to Move. Target will fight any attempt to restrain them. Call "Repel"
Strike Down	5	5 Mana	None	You cause your target to fall to the ground. Call "Strike Down"
Resist Spell	5	5 Mana	None	You ignore the damage and effects of a spell that has just been cast at you. You do not need to cast this spell before use as it is classed as a reactive spell. Call "Resist"

Character Background

In order to get a better feel for your character it helps to write a background detailing who they are and where they are from as well as some details about what brought them to the adventuring life. It can be as simple or as detailed as you like but once you have it the background helps guide you in your roleplay. If you choose to share your background with the referee team, they may be able to use it to help incorporate your character into the game plot and make you feel even more part of the game world.

Auras

An aura alignment within the game world, and is used purely as a roleplay mechanic. It can help to guide your character in their actions, or with the interactions of others when roleplaying. Additionally there are objects within the game world that will interact with your aura, whether this is a box that will only open for a particular aura, or a particular NPC whose spells only affect particular auras.

You must choose at least one aura at character creation, up to a maximum of two and you cannot choose opposing auras. The description given for each aura is an example of how that aura could affect your character and should not be taken as the only interpretation of how it could be played.

The game team can choose to change any of your auras at any point during the game should they feel that you are acting in a manner that has not befitted your aura. This represents a shift in your behaviour and your aura has shifted to represent the way that you are currently roleplaying your character. It is possible for your aura to shift more than once, and both of your auras can be changed at the same time. You can also choose to change your own aura if you believe that your character has had a good reason to shift from one to another.

Blue – Order

Order represent those who like order in their lives, those who believe in the law and that everything must be done with a reason. The opposite of order is chaos.

Yellow – Chaos

Chaos represents those who do things without a reason and without a care. They act as they please and don't give a damn about the consequences. The opposite of chaos is order.

Red – Hate

Hate represents a deep resentment or hatred towards something, someone or just everything. It can be something from your past that has remained with you, or something that has recently happened. The opposite of hate is love.

Pink – Love

Love represents a deep compassion and caring nature for those around you, or someone in particular. This can be someone from your past, or your present. The opposite of love is hate.

White – Life

Life represents a desire to live and a respect for all life around you. You do not needlessly take lives unless you absolutely must. The opposite of life is death.

Black – Death

Death represents the fact that no matter where you go, death follows you. You do not care about the lives of others and will take life when it pleases you to do so. The opposite of death is life.

Green – Balanced

Balance represents that you have achieved an equilibrium of all the auras. There is a little bit of each of them that resides within. You may not pick this aura; it can only be given by a referee.

Starting Equipment

Starting equipment represents what your character brings with them into the game world. It specifically covers weapons, armour and any resources or currency that they might bring with them.

Characters begin with 10 'kit points' from which they are able to select any of the following items. All the items listed have a specific cost associated with them. When selecting weapons or armour, a character is only able to start with them created from basic materials: wood, cloth, leather or metal.

Item	Cost	Description
1 Handed Weapon (Wood)	1	One purchase provides a single 1 handed wooden weapon
1 Handed Weapon (Metal)	2	One purchase provides a single 1 handed metal weapon
2 Handed Weapon (Wood)	2	One purchase provides a single 2 handed wooden weapon
2 Handed Weapon (Metal)	3	One purchase provides a single 2 handed metal weapon
Polearm (Wood)	2	One purchase provides a single wooden polearm weapon
Polearm (Metal)	3	One purchase provides a single metal polearm weapon
Shield (Wood)	1	One purchase provides a single wooden shield
Shield (Metal)	2	One purchase provides a single metal shield
Throwing Weapons	2	One purchase provides 5 metal throwing weapons
Bow	2	One purchase provides a single wooden bow and up to 12 arrows
Black Powder Weapon	2	One purchase provides a single black powder weapon and 16 pieces of ammunition
Locational Armour (Light)	1	One purchase provides a single piece of light armour for a single location.
Locational Armour (Medium)	2	One purchase provides a single piece of medium armour for a single location.
Locational Armour (Heavy)	3	One purchase provides a single piece of heavy armour for a single location.
Currency	1	One purchase provides you with 10 Tears
Apprentice Resource (Alchemy)	1	One purchase provides you with 3 random apprentice resources of your craft.
Apprentice Resource (Runecrafting/Smithing/Engineering)	2	One purchase provides you with 3 random apprentice resources of your craft.

Factions

A Faction is a group of characters who have come together with a like minded goal. These characters have something that binds them together and gets them to work alongside one another for example they could be members of the same tribe, all from the same family or a band of mercenaries.

Factions have a running theme, a story as to why they are together and all characters in a faction must have something that identifies them as part of the faction. This may be a uniform, a necklace worn by everyone or something else common to all members. You also need a minimum of four people to make a faction.

Every faction is entitled to a faction totem. These totems provide a unique benefit to the faction that cannot otherwise usually be acquired. Totems need to be discussed with the game team and they will determine what is considered balanced against the other totems within the game.

Playing the Game

Time-In and IC/OOC

Fields of Illusion aims to start their events at 1830 on the Friday night, which is when normal roleplay will begin. Roleplaying ends at approximately 1300 on the following Monday.

Between these times all players are considered to be “In Character” (IC) at all times unless one of the following applies:

- They are in an Out of Character (OOC) tent or area
- They are going to or coming back from NPCing

If you wish to stop roleplaying then please be courteous to other players and go into an OOC location or area.

The event team will inform the players of any OOC areas at the start of an event. Tents are automatically considered to be OOC and must not be entered except with the express permission of the person who owns the tent. Tents can be considered IC if you obtain an IC flag from the game team and place it outside your tent. By placing this flag outside of your tent you are giving other players leave to enter your tent without your permission at any time they wish to.

NOTE: If a group of players have an IC tent and they all go off to NPC for a period of time, their IC tent should be treated as OOC until they return. If you are unsure, check with a referee.

If your tent is considered to be an OOC location then you must not store IC items inside. IC items are items that belong to your character. These can be anything from resources and documents, to weapons and armour or even plot items.

Any item that is considered to be an IC item must be kept IC at all times that your character is IC. You may store your IC items in an OOC tent while you are NPCing or when you go to bed but otherwise they must remain IC at all times.

What this also means is that you must have an appropriate phys-rep for each weapon, resource and item on your character sheet. All items that are considered IC that do not have an appropriate prop are considered to have been “lost” and are removed from the system.

Plot items are never considered to be OOC during a game and must always be left in IC areas.

Calls and Gestures

A ‘call’ is someone shouting something or saying a specific phrase to affect people within earshot. A ‘gesture’ similarly denotes effects using shapes made with the body. The majority of effects that a character can do to another character are communicated via calls and gestures. Some calls also exist for the sole purpose of safety.

Though most of the calls affect the IC world, all calls are actually made OOC. Imagine that taking a strike where a player calls “Double” is instead the clashing sounds of weapons and armour colliding, or the breaking and crunching of bones. This means that covering your ears IC does not prevent you from being affected by the call that has been made.

Call	Effect
"Man Down"	To be called by anyone when a player is hurt, or a dangerous situation arises. If you hear it, cease playing immediately until the situation is resolved and a referee restarts play. This can be accompanied by a gesture, as stated under "gestures".
"Time In"	Called to start play at the beginning of the event, or when play has been interrupted.
"Time Out"	Called to end play, typically at the end of an event.
"Time Freeze"	All players should 'freeze', close their eyes and hum in order to block out what is going on around them until "Time In" is called. Occasionally a referee may give other instructions during this time, in which case you should follow these.

Gesture	Action
Crossing and uncrossing arms overhead	Accompanies a call of "man down" to get a referee or organiser's attention.
One arm in the air with an open palm	This indicates that a person is OOC. This person is to be ignored by all those currently IC and cannot interact with them.
One arm in the air with a closed fist	'Invisible'. This character cannot be seen by you unless they choose to reveal themselves. There are some talents that allow you to see invisible characters.
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 the conversation. If in doubt wait until the end of the conversation and ask, or ask a referee to find out.

Currency

Currency within the Phoenix Isles is referred to as "tears". These tears come in different forms that represent different amounts for easy use.

Coin	Value
Copper Hexagonal Coin	1 Tear
Silver Hexagonal Coin	10 Tears
Gold Hexagonal Coin	100 Tears

Tagged Items

Items within the game world, most noticeably weapons and shields, are 'tagged' this is done so in order to let people know what type of resource the item is made of, or if it has some special properties. All weapons and shields will have tags attached to them that will let the person know whether the item is master crafted or enchanted, and what material the weapon is made of.

All weapon materials have been assigned a colour so that it is simple to recognise what the weapon is made of at a glance. The tag will be the same colour that is associated with the material. You aren't required to know these material colours unless the material affects you.

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

Searching and Looting

Searching and looting most noticeably come into the system when trying to see if a corpse has any useful resources on it. When trying to search a corpse, you are not permitted to touch the other player without their consent. When trying to search another character, 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. Searching a character will reveal any items that they currently have on them except for those that are concealed as per the "conceal object" skill, or if they are magically concealed.

Looting another character follows the same rules as searching another character. Hold your hand over their torso and inform them that you are "looting" them, as per the "looting" talent. This will reveal all items that are being carried including those that are concealed with the "conceal object" talent. Items that are magically concealed will not be revealed in this manner.

Stealing Items in Character

Any item that is either obviously an IC item, such as money, maps, scrolls or documents, or is a weapon, shield or piece of armour, can be stolen. If you steal any IC item that belongs to Fields of Illusion, such as resources, currency or documents, then you should keep hold of that item for the duration of event and return it at the end. If you steal any other item that has the potential of belonging to another player, then you must bring the item to a referee within 15 minutes of stealing it.

The referee will then ask the player whether it is acceptable for the player who stole the prop to keep it. If they agree then the prop is left with the character who has stolen it, which makes tracking your possessions significantly easier.

Of course this option is entirely down to the decision of the owner. Should you steal a prop that you do not have a replacement for (such as a weapon) and the owner of the prop does not wish for it to remain with you, then the item is considered to have been "lost" (as per IC items rule). If you do have a prop then the tags from the stolen item can be transferred to the prop and the stolen prop returned to its owner.

Items can only be stolen from a location that is considered to be IC, whether this is a tent or out in the open. Any item that is left in an IC location will be considered to be IC, even if your character should go OOC. Therefore it is important to keep items with you, or place them in an OOC location if you go OOC.

When considering stealing items you must avoid going through any containers or bags that contain obviously OOC items. Similarly, characters must avoid mixing IC and OOC in their kit in order to facilitate fair play.

If a player's tent contains a wooden or metal box, or a metal chain, then you must assume that they are made of the strongest material possible and strengthened by magic. These items are almost impossible to break, though it can be done. It takes hours to break one of these items, and makes considerable noise during the process. This means that any solid box that is locked cannot be smashed open – you must have either the key, or a way to pick the lock. If the box is chained to the tent then you cannot remove it. The locks/chains require phys-reps or they can be ignored. If you are uncertain, ask a member of the referee team.

Capturing a Character

It is possible to capture other characters, or NPCs, within the game system through use of the strength talents or by knocking them unconscious. When capturing another character it is vital that all the rules are followed to ensure that it is safe for everyone involved.

In order to capture another character you must either: reduce them to zero hit points on the legs and arms, reduce them to zero hit points on their torso, or render them unconscious through another method. It is also possible to capture another character by restraining them with sheer strength.

Restraining a Character

In order to restrain someone, your combined strength must equal their strength. If this is the case then you have restrained them and they become unable to act; but you are not able to move them. In order to move a character your combined strength must be at least 1 higher than theirs. You are only able to move at a slow walk when moving a restrained person.

It is possible for multiple characters to assist in attempting to restrain, or move, another character. While restraining another character you are not able to take any actions except for moving them. This represents the struggle between you and them and the necessity for both hands to be used.

A restrained character is not able to assist in restraining any character until they have been freed from the restraint; this includes the character restraining them.

In order to roleplay restraining another character, place a hand on their shoulder and tell them you are "restraining" them.

Binding a Character

It is possible to bind another character in order to prevent them from escaping. A bound character that is not unconscious can attempt to escape any binds that are applied to them and will successfully manage to do so after a 5 minute (300 second) count. While you are attempting to escape the restraints, you must roleplay this appropriately in a way that makes it obvious to anyone watching. If you are interrupted while attempting to escape, then the 5 minute count will restart. A character cannot attempt to escape if they are restrained.

Wherever possible, bindings should be roleplayed only. The bound character should be able to free themselves instantly if an emergency arises. When binding another character you must ensure that they are comfortable with any phys-rep being used before it is used. Fields of Illusion retain the right to damage or otherwise destroy any phys-rep if a bound character cannot get out of it.

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

The combat calls are used to communicate the use of Skills, Abilities and Spells during play. We ask that all players are aware of these calls. If you hear a call that you do not understand, 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. For easy reference, all calls found within the Fields of Illusion system are in a reference sheet at the back of this rulebook.

Making Calls and Using Abilities

You are only permitted to make one call at a time unless the Skill tells you that you can make more. In addition you must carry out the calls in the order they are made. If someone calls “fumble, knockback” in a spell, you must fumble your weapon and then be knocked back.

Combat Safety

The nature of LARP dictates that there will be physical contact with one another. However, it should be done in a safe and controlled manner as determined by the rules and regulations that we at Fields of Illusion have put into place.

While Fields of Illusion will do everything within their power to ensure that the event is safe for all who attend, primary responsibility for your safety lies with you. As a result, the following rules and regulations are used at Fields of Illusion events:

- Pull your blows! This means pulling back at the last-second 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.
- Charging, leaping or diving at shields, shield walls, or people with the intention of using your body to collide with the shield or person is forbidden.
- Parrying a blow with a non-padded weapon such as a bow is not permitted.
- All forms of physical combat, such as martial arts and grappling, are forbidden.
- Thrusting or stabbing with weapons is not permitted under any circumstances.
- Engaging in combat while drunk is not permitted. If you are too drunk to fight, then your character is too drunk to defend themselves.
- Head and groin hits are not permitted and are not legal locations within the system.
- Shields are to be used for blocking only. Shield-bashing is not permitted.
- Arrows in flight are not to be parried by weapons, or ‘bashed’ away with a shield. Block the arrow with a downward facing shield, or dodge them.
- Hooking weapons is not allowed as it can damage them. If your weapons become hooked with another do not attempt to pull, or force, your weapon free. Stop combat and safely unlock them.

Combat Competency

Injuries are very rare, especially with the application of common sense and by following the regulations. If you are new to LARP then please find an event organiser to go through combat safety with you. All players are required to undergo competency when they first attend our events to ensure they know how to fight safely. If referees think an attendee is not fighting safely they may require them to undergo competency again or if necessary prevent them from taking part in combat.

All players who intend to use bows at an event must pass a competency check at the beginning of every event.

Weapons Checking

All weapons and shields must be checked by a person designated by the event organisers before they can be used at an event. If you are not sure whether your weapon will pass the checking process speak to an event organiser before the event. Please be aware that we do not allow 'boffer' weapons to be used at any of our events.

Weapon Types

The following types of weapons can be used at Fields of Illusion events.

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" is classified as a dagger. Those that have a length between 18" and 42" are considered one-handed weapons. Any weapon that is greater than 42" in length is a two-handed weapon. 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. Two handed and Pole weapons cannot exceed your height and must always be wielded with both hands. It is acceptable to use Staves and spears which exceed your height (although not by a significant amount) as long they are not used in combat for big swings like a Two Handed or Pole weapons would be.

While there are no specific calls in relation to blunt or sharp weapons, some NPC's that are created may take additional damage from these weapons. You don't need to worry about making any additional calls, the NPC's 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 striking your opponent. All strikes deal one point of damage unless another damage call is made.

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 them at your opponent. All 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. A character with a bow is considered to have as many arrows as they have physical representations for when they first create their character, and 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.

- Bows must not be wielded in combat. They must be placed out of the way before you are engaged in melee, or held behind your back.
- Point blank shots are forbidden. If a player is closer than 10ft you may not shoot them.
- Volleys and other forms of non-aimed shots are forbidden.

Strikes are made with a bow by hitting your opponent with a LARP safe arrow. All strikes deal one point of damage bypassing all protection except magical unless another damage call is made.

Black Powder

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 or when you have some crafted for you. A percentage of caps will be soaked in order to represent misfires. This number will never be greater than 50% of the caps you receive. Unfortunately, some caps naturally do not go off and these are outside of our control. In the event that any cap does not go off it is a misfire and the shot is wasted.

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

Like bows, there are additional safety rules that must be adhered to when using black powder weapons.

- Black powder weapons, unless passed by a weapons check, must not be wielded in melee combat. Either put it in a holster, or hold it behind your back.
- Replica firearms or LARP firearms are the only black powder weapons permitted.

Strikes with black powder weapons 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 strikes deal one point of damage unless another damage call is made. If the cap does not go off then it is a misfire and inflicts no damage.

Shields

Shields are not a type of weapon and therefore must not be used as such. However, they are still required to pass a 'check' at the beginning of an event.

Shields are used to block incoming strikes and these strikes typically cause no damage, though some effects can still affect you.

Shield sizes are as follows: 20" or less is a buckler, 20"-35" is normal, 35"-55" is large, 55"+ is tower. Sizes are measured across the widest section of the shield.

Only strikes from melee, thrown and bow weapons may be blocked.

Other Combat Effects

Magic

Magic is a weapon that does not require any physical props in order to make it occur. Magic is covered in greater detail under the "Magic" section.

For simplistic terms damage caused by magic is caused in the same manner as black powder weapons by aiming at an opponent and making the appropriate five-word incantation followed by a damage, and/or effect, call and a location.

Traps

Traps are items that are capable of being crafted by an engineer. Once created, provided you have the correct Skill, you are able to set them up anywhere that you please.

Traps cover LARP safe bear traps, as well as snap traps that use caps in order to make a sound. All LARP safe traps need approval of a referee before they can be used, to ensure that they are safe.

All traps deal 1 point of damage to the nearest location, through any physical protection.

Wands

Wands are items that have had a spell and mana placed inside of them. These items can be used to cast the spell that is inside them in the same manner as a normal spell. Wands can only be recharged at a clutii well and take one minute to fully recharge. Wands should not be used as melee weapons

Breaking Weapons

Sometimes a weapon will break in a fight, usually at the most inconvenient moment for the user, as such we have implemented the following rules for weapon breakages:

Weapon Type	Broken when struck with...	Destroyed when struck with...
Wooden	Double	Triple or greater
Masterwork Wooden	Triple	Quad or greater
Metal	Triple	Quad or greater
Masterwork Metal	Quad	Crush

Using the Parry skill will allow a weapon to resist the breaking effect from a powerful strike but a Shatter will always break a weapon and a Crush will always destroy it. Broken weapons can be repaired by a crafter but destroyed weapons cannot. See the Crafting Supplement for rules on repairing weapons.

Protection

With the chance of so much damage flying around, most sensible character will want to get themselves some sort of protection.

Protection is always used up before any body points are removed from that location, except when specified otherwise. If any damage taken would exceed the remaining protection points, then any remaining damage is taken on the characters locational hit points.

For example: A character wearing leather armour and no magical protection would take damage to their hit points for a location struck by a bow as the bow does “through” damage, ignoring any physical protection.

There are three main ways that a character is capable of obtaining protection: armour, magic and sigils.

Magical

Magical protection is always the first to be used and uses a slightly different system from normal protection and body points. Magical protection is counted as global protection, which means that no matter where you are hit, the global protection is used.

Sigils

These are a special type of protection that can be applied to a characters location. The downside to sigils is that the person is unable to wear armour on the same location they are wearing Sigils. To don armour while wearing a sigil would cause the symbol to fade from the locations that they are applied to. More information regarding sigils can be found in the crafting supplement.

Armour

Armour, or physical, protection is the second protection that is used. When you take a hit to a location that is covered with armour, the armour loses a hit points equal to the damage that is caused. Even if you are hit on a location that has armour but is not actually covered, it is considered to have hit the armour. Armour must cover at least 50% of the location for it to be considered protected. Armour should also look like what it is representing, For example, cloth armour should be at least 5mm thick or be made up of at least 5 layers. If it is judged by the referee team that a phys-rep for armour does not look appropriate then they may choose to downgrade its protection.

Armour Protection

Armour will offer a certain amount of protection to the location that it is on. The table below provides the values for standard armour within the system. Please be aware that advanced armours, or master crafted ones, may provide additional protection or other effects, these are explained in the crafting supplement.

Armour Type	Protection Provided
Padded (Light)	2 point per location
Leather (Medium)	4 points per location
Metal (Heavy)	6 points per location

When Medium or Heavy armour has taken enough damage to reduce its protection to zero it is considered to be “beaten”. “Beaten” armour provides no protection but can have its protection quickly restored at the

hands of an armoursmith for a minimum cost. Cloth armour is always considered broken when its hits are depleted and must be repaired.

Armour Type	Time to restore (1 loc)	Material Required
Apprentice Leather Armour	5 mins	Basic Rivets
Advanced Leather Armour	5 mins	Wire Rivets
Expert Leather Armour	5 mins	Reinforced Rivets
Apprentice Metal Armour	5 mins	Anthracite
Advanced Metal Armour	5 mins	Deep Anthracite
Expert Metal Armour	5 mins	Mineral Anthracite

When medium or heavy is damaged by a powerful blow it is considered to be broken. Light armour is considered broken when its protection is used up. Broken armour can still be repaired but it takes more time and some additional resources. Broken armour provides no protection.

Armour Type	Time to Repair (1 loc)	Material Required
Apprentice Cloth Armour	10 mins	1 Fine Thread and 1 appropriate resource
Advanced Cloth Armour	10 mins	1 Silken Thread and 1 appropriate resource
Expert Cloth Armour	10 mins	1 Rune Thread and 1 appropriate resource
Apprentice Leather Armour	30 mins	1 Basic Rivets and 1 appropriate resource
Advanced Leather Armour	30 mins	1 Wire Rivets and 1 appropriate resource
Expert Leather Armour	30 mins	1 Reinforced Rivets and 1 appropriate resource
Apprentice Metal Armour	30 mins	1 Anthracite and 1 appropriate resource
Advanced Metal Armour	30 mins	1 Deep Anthracite and 1 appropriate resource
Expert Metal Armour	30 mins	1 Mineral Anthracite and 1 appropriate resource

When armour takes an unusually potent blow it may be destroyed. Destroyed armour cannot be repaired or restored and a new piece of will need to be made or purchased.

Armour Type	Broken when struck with...	Destroyed when struck with...
Light Armour	N/A	Double or Greater
Masterwork Light Armour	N/A	Triple or Greater
Medium Armour	Double or greater	Triple or greater
Masterwork Medium Armour	Triple or greater	Quad or greater
Heavy Armour	Triple or greater	Quad or greater
Masterwork Heavy Armour	Quad or greater	Crush

The shatter/destroy calls affect armour as normal regardless of their type and craftsmanship.

Shields

Shields are an additional type of protection that can be carried by anyone who has the proficiency. There are two different types of shields: wooden and metal. Wooden shields have benefits that relate to the use of magic, but are weaker when compared to metal shields.

Shields will stop most blows but some blows are just too powerful and will break or destroy the shield. Masterwork and better shields are more resistant to damage, shields made of rarer materials may have additional properties, for details see the crafting section.

Shield Type	Broken when struck with...	Destroyed when struck with...
Wooden	Double or greater	Triple or greater
Masterwork Wooden	Triple or greater	Quad or greater
Metal	Triple or greater	Quad or greater
Masterwork Metal	Quad or greater	Crush

The shatter/destroy calls affect shields as normal regardless of their type and craftsmanship. Broken shields can be repaired by a crafter but destroyed ones cannot. For information on repairing shields, see the Crafting supplement.

Last Hit

Some of the rarer and more powerful creatures in the world are not so easily killed. While normally weapons may put them down they do not always stay down. To represent this at Fields of Illusion there is a last hit system, this means that if a powerful creature is put down then it may need a last strike from a particular weapon to keep it down. Think staking a vampire in the movies. Of course you have to make sure you use the right last hit on the right monster. There are some skills that allow you to do certain types of “last hit” such as burn, others may be used by a weapon made of a particular substance, for example “Gem”. If you do not have a skill or item that allows you to call a particular type of “last hit” then you cannot use it.

Healing and Recovery

Hits

Your character begins with one body point as a new character. This point represents that they are a living person and capable of being damaged by others. One body point equates to one hit point per location. Each time you take damage to a location you lose hit points equal to the amount of damage caused. If a damage call is not made it you should assume the strike will deal one point of damage . It is possible to increase the amount of body points that you have with Skills, or through the use of Sigils.

Your character has five locations that are considered striking locations. The five locations are as follows: torso, left arm, right arm, left leg, and right leg.. Each of these locations start with hit points equal to your body points and decrease when they are dealt damage. It is possible to heal these locations back up to their maximum value through healing magic, potions or Skills.

Mana

Once your mana has been expended you can restore it at a clutii well. Details on using Cluti wells are in the Magic section of the rules. Unless otherwise stated clutii wells restore mana at a ratio of 1 mana per minute that you spend within the clutii well. It is also important to note that all mana is restored with a good night's sleep. Otherwise there are potions are also able to restore mana.

Willpower

Once willpower has been expended, 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 all of your expended willpower. It is also important to note that all willpower is restored by a good night's sleep. Otherwise there are potions are also able to restore willpower.

It is also possible to recharge willpower at what is known as a hero shrine. Unless otherwise stated at the hero shrine, all hero shrines restore 2 willpower per minute that is spent in the hero shrine. You cannot recharge willpower if you are attempting to defend yourself, trying to attack, or running; you must rest to recharge.

Mortality

Your character has five locations that are considered striking locations. When one of these locations reaches zero hit points it cannot be used and causes your character extreme pain. Different locations of the body suffer different effects when they hit zero hit points; this is detailed below.

Arms

If either of your arms drops to zero hit points then you immediately drop whatever item you are holding in that hand and the arm becomes limp at the side of your body. It is recommended that during combat you hold the arm behind your body to keep it out of the way.

Legs

If either of your legs drops to zero hit points then you immediately drop to the floor, the leg unable to support your weight due to the injuries suffered. While a leg is on zero hit points you are unable to stand or kneel on your own. You may attempt to pivot on the spot using your remaining good leg however and someone else can help you stand in order to move. It is also possible to 'crawl' while either of your legs are unusable.

If an arm or leg location takes damage that would mean it is on a negative number of hits equal to your starting loc then it has been severed. Severed limbs can only be reattached or regrown with powerful healing magic.

Torso

Should your torso be put onto zero hit points then you are considered to have suffered a mortal wound. Fall to the floor unconscious and begin a 60 second count. This is commonly referred to as a death count. This count represents that your character is bleeding out and dying. During this period of time you should refrain from making any loud noises or moving. For all intents and purposes you are considered to be unconscious and at death's door.

If you do not receive any healing to your torso and are not stabilised by someone with an appropriate skill, by the end of your death count then you have died. At this point you can choose to remain where you are in the hopes that someone will find your body or you can report to a referee in order to let them know that you have died and create a new character.

Should your character be stabilised the death count is considered to have been "paused" at the moment you were stabilised. Should you take any further damage after being stabilised then you continue your death count from where it was paused.

Magic

Spell Casting

All spell effects are considered to be instantaneous and should be role-played by the target. After fulfilling the appropriate requirements, make the call that is associated with the spell. Often this uses the same name as the spell, however this is not always the case.

Spells will often include a range in their description, such as touch or self, however some spells can be used at longer ranges. The range of spells is only limited by sight and sound, that means you must be able to see your target and they must be able to hear you.

It is possible to say a five word incantation for a spell and then wait until you have a person's attention before making the call. If you use a spell and the other person does not hear the call or know they are the target then the spell is considered to have missed the target, for whatever reason. However, the mana is still expended.

Spells are split into two general categories: active casting and reactive casting. The differences between the two types of casting are listed below.

Active Casting

Active spells require a five word incantation followed by a gesture and the appropriate call to cast. It is important to note that you cannot use active casting while you are attempting to defend yourself, or trying to attack, another character or NPC. You also cannot active cast if you are moving at more than a slow walk. If you are struck while speaking the incantation then the mana for the spell is lost and it does not go off.

Reactive Casting

Reactive spells are those that do not need a five word incantation in order to cast them. All they require is a gesture and a call. These spells are usually defensive spells though that is not always that case.

Chanting and Concentration

Spells that are chanted will last until the spell-caster stops chanting, or the target is no longer capable of hearing you. While chanting you are not able to move from the location where you cast the spell.

If you are distracted, or struck by another spell or weapon, then you lose your concentration and thus are forced to stop chanting. The chant is up to you, however it must be in character.

Metal and Magic

In general, metal and magic do not mix in the game world. Due to the origin of the magic there is an imbalance that causes catastrophic effects to the user should they attempt to cast magic while carrying too much metal.

A character who attempts to cast a spell while wearing metal armour or carrying more than 1lb of metal in total takes a “double” to the torso and the spell fails. When casting spells the caster is permitted to have one metal resource or metal dagger in their possession. A character who is carrying more than 1lb worth of metal also cannot be under the protection of magical spells or the protection ends and then the character takes a “double” to the torso. A black powder pistol and 16 ammunition counts as 1lb of metal. A single resource tag counts as 1lb of metal. A dagger counts as 1lb of metal.

Clutii Wells

Clutii wells are natural springs of magical energy that are used by the Fey as shrines. They can usually be spotted due to their colourful appearance. The Fey permit magic users to recharge their energy here provided that they abide by the following rules, and that the user leaves them a gift once they have finished.

- No metal is brought into the well. Any character who attempts to bring any metal into the well will suffer a “Knockback, Strike down”. Anyone who throws metal into the well will have it repelled back at them, causing a “double” to their torso.
- No spells are cast in or out of the well.
- No combat takes place within the well.

Meditation

Meditation is the art of being able to relax oneself and absorb a greater amount of mana from clutii wells in order to regain mana that you have spent. Meditation must be purchased before a character is able to recharge their mana at a clutii well effectively. Without meditation a character will only ever regain 1 mana per minute and cannot make use of any special rules that a clutii well may have. Meditation costs 2 character points per rank and can be taken 5 times maximum. Each time a character takes this talent they increase how much mana they get per minute by 1, and may make use of any special rules a clutii well may have if they have the required rank.

Channelling

Channelling is what allows a character to take mana from one source and place it into another. When mana is channelled from a person it is taken at a ratio of 2:1. If the mana is channelled from a mana storing object, then the ratio is at 1:1. The source must be willing to part with the mana, or it is not possible to channel from them. Mana can also be channelled into a ritual using the above ratios.

Note: you do not need the channeling skill to take mana out of a mana storing object.

The “Mass” Effect

Some spells can be called and will begin with “Mass...”. These spells are extremely powerful spells that affect all characters that are within earshot, except the caster. Chanted spells that carry the “mass” call as part of their spell cast will continue to affect all characters so long as they can hear the spell caster.

Ritual Magic

Ritual magic is considered to be one of the most dangerous, but most rewarding types of magic that can be performed. In a freeform style, rituals can be used to bring miraculous results if they are done correctly, or

have disastrous consequences if performed incorrectly. A ritual usually requires more than one participant in order to make sure that the ritual is carried out correctly though it is possible to hold a smaller ritual with one person.

For a ritual to be effective, you need to inform a referee that you intend to carry out a ritual and what they intend to accomplish with the ritual. It is then up to the player to determine what to do for the ritual to be effective but it must be watched by the referee team. Once completed the ritual, the referee team will determine whether or not the ritual was sufficient enough to achieve what was intended. It is possible that the referee team will determine that the ritual was better than expected and therefore will have greater effects. Conversely it is possible that the ritual will be considered to not have been effective and can have the opposite effect to that which is being attempted.

Advancement and Progression

Advancing as a character at Fields of Illusion can be as simple as attending events. For each event a you attend your character will earn 4 character points.

You can earn additional character points in two ways. Firstly by NPCing (see the section below) It is also possible to be awarded character points during the course of an event by one of the referees. These character points are usually given as a reward for excellent roleplay, or for doing something that has enhanced the game and the enjoyment of others.

All character points are awarded at the end of an event.

Learning Pool

The learning pool is the number of character points that your character currently has available in order to spend on new proficiencies. You do not have to spend all the character points that you have in your learning pool, especially when some talents will need more than you can earn at a single event.

Progression

Progressing your character is a simple case of taking the character points that you have in your learning pool and spending them on learning new skills, spells or abilities. However, many skills require you to be taught by another player or NPC before you can purchase them. It is possible for your character to develop these talents on their own however. When another character teaches you a new talent, spell or craft it takes 1 months' worth of downtime in order to achieve. Both the teacher and the student must use up one month of downtime. If you are attempting to learn it by yourself, then you are only able to learn talents and spells and it takes 2 months.

It is possible to learn talents or spells while you are at an event. This can occur when another character has spent a reasonable amount of time during the event teaching you the skill, ability or spell and helping you to develop. This interaction is purely roleplay. At the end of the event, you and the person who has taught you must inform a referee who will then place the talent or spell on your character sheet. Due to their complex nature, whilst you can roleplay learning a craft at an event you are only able to fully complete the learning during downtime.

When selecting new talents for your character it is important to understand that your character should have a reason to be taking that talent. Have they seen someone else using it? Have they been told about it by another character who is willing to impart the knowledge to them?

In order to combat meta-gaming a referee might determine that you have been using knowledge, or skills, that your character has not yet purchased. In these circumstances a referee can put the talent onto your character sheet and deduct the character points from your learning pool, whether you have a sufficient amount to learn them or not. If this puts you into a negative amount of character points, then you will need to get back into a positive number before you are able to spend any more on progressing. This is the only manner in which you are able to enter negative character points.

Downtime

Downtime occurs between the August event and the following May events and allows you to perform actions that your character might take between events. Everyone gets six downtime actions between these events, only characters that have attended an event that year will be eligible for downtime.

All downtime actions need to be emailed to admin@fieldsofillusion.com so that the game team are able to respond to you. Please note that downtime is a chance for you to decide what your character is doing between the events, and that any actions you take could have an impact at the next event. Due to time constrictions, all downtime must be completed by the end of the April before our first event of the year. Any downtime not undertaken before this time will be forfeit.

Crafting

Crafting weapons, armour, potions, poisons and other such items is a possibility during downtime. Certainly master crafted and enchantable items can only be created during downtime as they require a significant amount of time in order to do so. You must have the necessary crafting materials on your character sheet in order to craft anything. The referee team will remove the necessary resources and add the crafted items to your character sheet.

Crafting Type	Downtime Actions
Apprentice Weapon	Make 3 Per Downtime Action
Apprentice Armour	Make 3 Locations per Downtime Action
Apprentice Shield	Make 2 Per Downtime Action
Advanced Weapon	Makes 1 Per Downtime Action
Advanced Armour	Makes 2 Locations Per Downtime Action
Advanced Shield	Makes 1 Per Downtime Action
Expert Weapon	Makes 1 Per 2 Downtime Action
Expert Armour	Makes 1 Locations Per Downtime Action
Expert Shield	Makes 1 Per 2 Downtime Actions
Apprentice Alchemy	Makes 2 Batches per downtime Action
Advanced Alchemy	Makes 1 Batch per Downtime Action
Expert Alchemy	Makes 1 Batch per 2 Downtime Actions
Engineering - Any Level	See Referees

Resource Gathering

While anyone can gather resources in their downtime, those who are trained in particular talents will receive a bonus to their gathering. An exception to this is that only those with the hunting skill are able to try and gather resources that are associated with that skill. Each downtime action spent on gathering grants more resources and increases your chances of finding rarer resources.

Operating a Resource Site

Should your character be fortunate enough to own or have access to a resource site (e.g. a mine or herb garden) then each downtime action spent operating it will gain you resources at a higher rate than resource gathering. Be aware that resource sites often require investment to make the most of.

Learning

If you wish to learn a higher level of skill then you need to devote time to learning it. The amount of time will depend on the skill and whether or not you have a teacher. A referee will tell you how many downtime actions you need to learn a new skill.

Other Actions

There are other downtime actions listed in the Core Rulebook and Crafting Supplement and usually relate to specific skills, these detail the action and the number of downtime actions required for the result.

Playing an NPC

As a club that is run by volunteers, we rely heavily upon the player base to supplement our permanent NPC crew during events. This usually occurs during larger battles, but it can occur when the NPC crew only consists of a few players and we require more.

Playing an NPC occurs when you as a player come and play an NPC for the game team. The character that you can be asked to play can vary from a simple undead minion to an ambassador from another country. Each of these character will come with a brief that will explain to you what you need to do and how you should act while you are playing this character. The game team will provide you with all the costuming required to play the character, as well as any props that are also required.

By playing an NPC for us you are rewarded with an NPC token. You get one token for one encounter that you have completed, though the referee running it may decide to award more.. These tokens can be used to obtain rewards from the game team at an appropriate cost. These costs can be found in the table below.

Reward	Token Cost	Description
Character Point	8	You gain one character point. You may only take this once an event.
Extra Downtime Action	10	You gain one additional downtime action
Apprentice Resource (Alchemy)	2	You gain three apprentice resources of your choice.
Apprentice Resource (Runemithing/Smithing/Engineering)	4	You gain three apprentice resources of your choice.
Advanced Resource (Alchemy)	4	You gain one random advanced resource. There are a limited number of advanced resources available over an event. You may only take this once an event.
Advanced Resource (Runemithing/Smithing/Engineering)	6	You gain one random advanced resource. There are a limited number of advanced resources available over an event. You may only take this once an event.
Currency	2	You gain 10 Tears.
Life Essence	2	You gain 4 life essence

The referee team will keep a record of tokens earned, these must be spent either during the event they are earned or one month before the following event. All spends should be emailed to admin@fieldsofillusion.com

Crafting and NPCing

Whilst we fully support and recommend roleplaying the creation of an item, sometimes you may want to NPC for us instead. For every encounter that you complete for us, you are considered to have spent an appropriate amount of time in order to craft an apprentice level item. You can make use of any rules that permit batches of items to be produced, such as an alchemist creating 5 apprentice level potions.

If you wish to try and create an item that is of advanced difficulty or higher then you will need to let the game team know so that they can let you know how many encounters you will need to NPC in order for the item to

be completed . Please bear in mind that any item that can only be crafted in downtime can still only be crafted in downtime, regardless of the number of tokens you have acquired.

Call Reference Table

Call	Effect
"Attract"	You feel a desire to move towards the source of the call for as long as a chant is maintained.
"Bounce"	The effects of a call affects the source, instead of the target. You may only bounce calls with a damage component. You cannot bounce a Crush, Destroy or Shatter.
"Bounce Shot"	The call affects the gun user instead of the target. Can only bounce calls with a damage component. You cannot bounce a Crush, Destroy or Shatter.
"Burn"	Inflicts a Last Hit of Burn on the target.
"Crush"	The location struck is immediately reduced to zero hit points and any armour on that location is destroyed. Shields and weapons that are struck are destroyed.
"Diagnosis"	You must tell the user how many hits you are down and whether you are affected by any poisons or diseases.
"Double"	Take two points of damage to the location struck.
"Fear"	Unless fearless, you run from the source of this call.
"Fumble"	You drop the item held in the arm/hand targeted.
"Jam"	Targeted gun cannot be fired while this spell is chanted.
"Knockback"	Go back at least 10ft.
"Looting"	You find any items on the character, including non-magically concealed ones.
"Mass"	The calls following this call affect everyone who can hear it.
"Misfire"	The gun shot is wasted, it is the same as a normal misfire.
"Mud feet"	Your feet are rooted to the spot, you cannot move or be moved for as long as a chant is maintained.
"Parry"	Ignore the effects of a single "knockback" or "shatter".
"Quad"	Take four points of damage to the location struck.
"Read Mana"	You inform the source of the spell how much mana you have remaining.
"Repel"	You feel a desire to move away from the source of the call for as long as a chant is maintained.
"Resist"	You resist a call made against you.
"Restrain"	If the person calling this has a strength equal to yours, you are restrained.
"Search"	You find any items on the character that are not concealed.
"Shatter"	Shatter the weapon, shield or armour struck. It must be repaired before it is usable.
"Shatter Gun"	The gun that this call is made against is shattered. It must be repaired before it is usable.
"Silence"	You are unable to make any sound with your mouth. This prevents spellcasting and lasts until dispelled. If caused by slit-throat you must be healed instead.
"Slit Throat"	Your torso drops to zero hit points. Does not affect you if you are wearing neck protection or have magical protection. Any magical protection then ends.
"Strike down"	You fall to the ground, at least both elbows and one knee, or the centre of your back, must touch the ground before you get back up.
"Stun"	You are stunned for 10 seconds and are unable to take any actions during this time.
"Terror"	You run from the source of this call as fast as you can.
"Through"	The damage associated with this call bypasses all physical protection.
"Triple"	Take three points of damage to the location struck.
"True Sight"	You reveal the nature of a character. When chanting you can see invisible creatures within 20ft.
"Turn <Creature?"	Thereatures that you target will not approach you for as long as you maintain this chant.

Poison Call	Effect
"Venom..."	The following call is a poison and automatically bypasses armour. If you take at least 1 hit point of damage to the location the venom affects you.
"Berserk"	You become enraged and attack the nearest people. This lasts until you are cured. If you are incapacitated and then healed before this is cured you continue to rage.
"Gibberish"	You become unable to control your speech until this is cured. Does not prevent spellcasting.
"Iron Blood"	If you attempt to cast magic after being struck by this venom, before it is cured, you suffer damage to your torso equal to the mana cost of the spell. You are not aware that this venom has affected you.
"Mana"	Lose 5 points of mana when struck by this venom. Additionally your maximum mana is reduced by 5 until cured.
"Silence"	You are unable to make any sounds with your mouth until cured.
"Single"	Deals a single point of damage to the location struck. This cannot be healed until the poison is cured.
"Willpower"	Lose 5 points of willpower when struck by this venom. Additionally your maximum willpower is reduced by 5 until cured.

Glossary

If you are not familiar with the terminology that is used within the LARP environment then this section will help you understand what each term means.

Call

This is a specific word or phrase that is used to affect a specific person within earshot and details the effects that it has on them.

Character

The fictional persona that you have created and will be pretending to be when in character.

Faction

A group of characters, often sharing similar backgrounds or values that have come together for one reason or another.

Character Points

This is a representation of the number of experience points that your character currently has. Each Skill, skill, ability, etc., has a character point cost

Hit Points

This refers to the number of body points that you have left on a location.

In Character (IC)

This refers to you currently playing as the character that you have created, as opposed to being yourself. You are considered IC when you are in an IC location.

Body Location (Location)

This refers to one of your five body locations Torso, arms and legs.

Mana

A representation of your magical potential. This is the resource that is used to cast any spell. Each spell or ability will have a cost associated with it.

Mass

This is a call that is used to affect everyone that can hear it with the calls that follow after.

Non-Player Character (NPC)

This is a character that has been created by the organising team and is played by either a ref, a member of the crew, or another player.

Out of Character (OOC)

This refers to when you are not playing as your character. Some areas are designated as OOC, where no IC interactions can take place.

Player Character (PC)

This is a character that is played by another person and is usually subject to all the same rules that your character is.

Phys-rep

A physical representation of what you are trying to do. For example, rope as a method of binding someone.

Race

This is your character, or another character's race: Elf, Dwarf, Human, etc.

Referee

This is a member of the organising team who is designated to run plot or an event.

Spell

An effect, damaging or otherwise, that is cast with a five word incantation and uses mana.

Proficiency

This is a skill or ability that the character has access to.

Unconscious

This refers to a character that has zero body points on their torso.

Willpower (WP)

A representation of your physical power. It is the resource used by combat abilities and some others. Each ability has a cost associated with it.