

TERRES RISING

OFFICIAL RULEBOOK

Third Edition
Version 4.7.3

THIS REVISED, EXPANDED, AND UPDATED
VERSION OF THE OFFICIAL TERRES RISING
RULEBOOK PROVIDES EVERYTHING YOU
NEED, WHETHER YOU ARE NEW TO LARPING,
A VETERAN PLAYER OF TERRES RISING, OR
ANYTHING BETWEEN.

ACKNOWLEDGEMENTS

Editor's Note:

This rulebook is designed to offer almost all the information that you need to play TERRES RISING, the Live Interactive Fantasy Experience, as well as to answer most of the questions that may arise.

Naturally, it would be impossible to address each and every issue that may arise, and rules may always be subject to change. Also, from time to time, newsletters, or other appendices may be added. There is a plethora of other information on our website, www.terresrising.com. Additionally, if you see something in the rulebook which is either a typographical error, or some sort of errata, or, if you have any other questions at all, contact us via e-mail at directors@terresrising.com or rules@terresrising.com.

This rulebook has been a long and difficult process that is the product of a lot of hard work, by a lot of people. We thank you for taking the time to read this, and whether you are a veteran player refreshing your knowledge of the rules, or a new player who is trying out Terres Rising for the first time, we hope you will enjoy your experience.

- The Staff of Terres Rising: Jason Bartow (co-director), Eric Black (co-director), Ben Bass, John Crowe, Jon Dearborn, Sanford Flax, Barbara Renzullo, Katie Siegle, and Timothy Wan (Editor-in-Chief).

Special Thanks to all who have helped to build the Terres Rising rulebook: Rob Butcher (founder), Justin Anshewitz, Frank Attardo, Martin Bridge, Chris Ellmann, Joel Ferat, John Haley, Jeff Mazur, Chris Mohn, Justin Mohn, Patrick Popowicz, Mike Stockbridge, and Ken Tonn.

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INTRODUCTION

Terres Rising is a live action role playing game set in a medieval-style fantasy world known as Ashriya. In Ashriya, the star Terres, rises in the sky approximately four times a year, and it is well known that great events occur at these times. The time of Terres Rising is when we gather to witness the actions and happenings in the town of Crossroads, in the world of Ashriya. We welcome you into our world, and hope to have you join us for many enjoyable events!

Role-playing is what a LARP (live-action role-playing) game is all about. It is a live action combination between improvisational theatre, and sitting around a table playing a role-playing board game. Our game is in support of a strong atmosphere of role-playing, and we have established rewards and penalties to help promote role-playing.

Terres Rising Crossroads has been designed to enhance your role-playing experience. The system is based upon the Honor System, and is also predominately tagless, in order to reduce the hassle of sifting through your pockets to tear off a little piece of paper for everything you do. We have adopted a skill header and ability pool point system, which allows you to perform skills and cast spells up to the amount of ability points you have per reset. The standard reset occurs every SIX hours. (Yes, you can bring a watch with you.) Standard reset times are 12:00 am Saturday (late night Friday), 6:00 am Saturday, 12:00pm (Noon) Saturday, 6:00 pm Saturday, 12:00 am Sunday, and 6:00am Sunday.

Game atmosphere is the single most critical aspect of a live action role-playing game. When the atmosphere breaks down, the mysticism of playing a different persona in a fantasy world is lost. All that is left is a person holding a foam padded pole or a few bean bags. The key elements of game atmosphere which Terres Rising focuses on are: storyline, props and costuming, role playing, combat that is easy and safe, and a solid rules system. Props and costuming are a very integral part of Terres Rising. You will never have to ask, "What do I see" at Terres Rising. If we cannot do a decent job at setting up an encounter or making a costume for a monster that is meant to be somewhat realistic, then we will not. You will not encounter a person wearing a black t-shirt, sweat pants, and sneakers shouting, "Aargh! I'm a troll!" You will see a lizard man that is in costuming meant to look like a lizard man from mask, to body armor. Remember, generally, what you see is what you get!

The chapters in this rulebook will outline character generation, playable races, skills, magic, and combat interaction. In Terres Rising, we have created diverse races for you to play and interact with. While many races carry stringent make-up requirements, players are rewarded by fully diving into the character in both the role-playing and the costuming aspects. If you are unsure of how to go about making a character, any member of staff will be able to help you. You can contact us via email at directors@terresrising.com, characters@terresrising.com, or rules@terresrising.com.

Terres Rising is the culmination of a lot of hard work by a group of friends. We remain open to suggestions at all times, and hope that you, the player, will feel free to comment and give us feedback on the game, and help us make it even bigger and better.

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CHAPTER I. THE BASICS

What will a “Terres Rising” Event be like?

LARPing (Live Action Role Playing) combines the fun of fantasy role-playing, with the challenge of making it a visual and physical experience. You create the foundation of your character by choosing a race and choosing skills. Once you have chosen your character’s race and skills, you should begin to think about the character’s personality. Will you be cool and calm, or perhaps loud and obnoxious? Will you be sneaky and selfish, or generous and open? The choice is up to you. However, when you are in-game, you are expected to play only that character. “In-game” simply means that you ARE your character. You are expected to remain in character and in-game from Friday night when the game begins, until the game is over on Sunday .

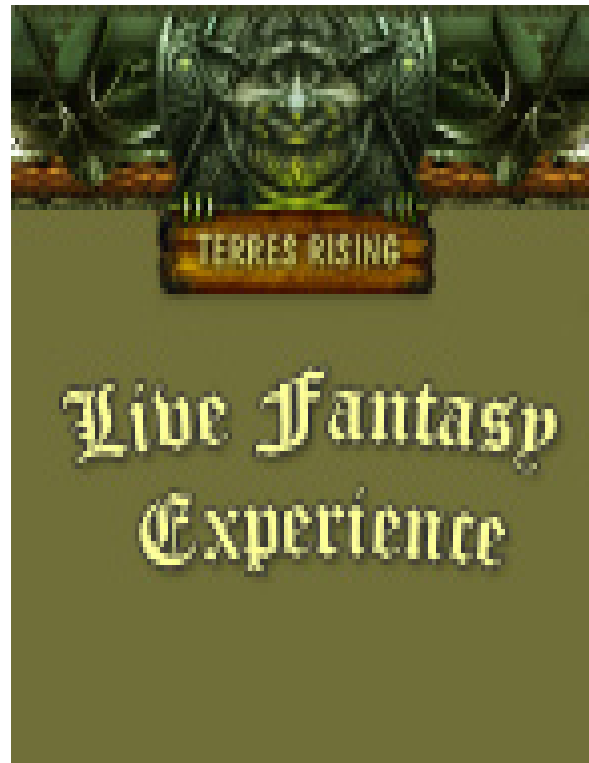
“In-game” simply means that you ARE your character.

This will create a gaming environment that is fun for everyone. (Going out-of-game at inappropriate times may be met with in-game punishment).

Playing a LARP, is as simple as just acting the way you believe your character would act. All character interactions between Player Characters (PCs) and Non-Player Characters (NPCs), played by Staff members, are entirely up to you. Both types of interactions are equally important. Don’t think just because you are interacting with another player, that Staff doesn’t know what’s going on. You would be surprised just how much Staff knows. The more you stay in-game, the greater your rewards will be.

Before your first event, whether you are coming to play a character, or if you are coming to play a non-player-character, (“Grunt”), you should contact Staff, via e-mail at directors@terresrising.com, so that we can help you create your character, give you any special information you might need, and of course, answer any questions you may have. We ask that all people attending an event pre-register, so that can anticipate how much attendance we will have, and also, so we can figure out how to directly target your character with a storyline!

You can check our website for details on where and when events will be held, and what the monetary cost will be. There will be signs, or Staff members who will direct you to where you can set up your cabins, and where check-in will be. Check-in typically begins at 6:00 pm, and game begins at 10:00 pm. Don’t be late, or you might miss something!



CHAPTER I. THE BASICS (continued)

Five Essential Guidelines

1. Be prepared with your costuming, game gear, and “phys reps”. Being adequately prepared for the weekend is a good way to ensure that you will have a good time. Do not rely on Staff or other players to provide these things for you. If your character will be using weapons, make sure you have them. As for costuming, think about the look you want your character to have. If you are a brash front line fighter who loves combat, perhaps you should consider heavy metal armor. Ultimately, the type of costuming you wear is your own choice, but the better the costume, the better looking your character will be, and the more rewards you will receive for your character. Regardless if you wear armor or not, costuming is important. Looking like your character, and staying in period, really helps you play the part, and it’s essential to game atmosphere. Modern day attire, such as jeans, sneakers, or sweatshirts, especially with logos, should be avoided at all costs. Not only will you detract from the “Game Atmosphere” which is the primary element of Terres Rising, but, you will get plenty of negative attention from staff and other players. If it is your first event, people won’t expect you to look amazing, but still, simple sweats and a basic tabard, are worlds away from jeans and a t-shirt with a Dragon printed on it. For those who are not camping savvy, you should seek assistance. LARPing requires the same amount of preparation as camping, so you can function properly regardless of weather conditions. So remember to bring changes of warm clothes and shoes.

2. Makeup is important. When choosing a race, please keep in mind that some races have strict make-up and costuming requirements. If you pick a race that has these requirements, you will be expected to abide by them for the entire duration of the game. If you pick a character that requires you to cover your exposed skin with gold make-up for instance, you should be ready to keep yourself gold. Yes, it’s difficult when it rains or you’re sweaty, but characters get bonuses for wearing makeup, so any race that requires it must make sure that the makeup isn’t ignored. Makeup (or colored tights, etc.) is required on “all exposed skin” and Krosan tendrils must be visible somewhere on your body at all times. If you look like a human you will only have the skills and abilities of a human.

Looking like your character really helps you play the part, and it’s essential to “Game Atmosphere”... simple sweats and a basic tabard, are worlds away from Jeans and a t-shirt with a Dragon printed on it.

3. No out of period receptacles. Food will be provided at events, but it is helpful to bring extra energy food and plenty of liquids, especially if you have special dietary concerns. It’s important to stay hydrated, and to get those sugar rushes. But keep all the Gatorade bottles, Mountain Dew cans, or candy wrappers, in your cabins, out of sight. Or, better yet, get a period container, and transfer it. And also, make sure to clean up after yourself.

4. Stay in game. We know it’s very hard to stay in-game for an entire weekend. But, going out of game is disruptive to everyone around you. If you must, quietly, and discreetly, remove yourself from the situation, or go back to your cabin, and have a quiet conversation. And under no circumstances should you, in the middle of your conversation, stick your hand on your head to make an out of game statement. Keep in mind your surroundings also have the same effect; whether it’s team banners surrounding your area, your eating and drinking utensils, your chair, or a chest you keep your gear in, rather than a suitcase or duffle bag. The environment you create around yourself will help draw positive attention.

5. Stay away from Staff-only areas. The back of the tavern, the road leading to monster camp, and the monster camp buildings, are off limits. Whether you are in-game, or out of game, do not go to staff only areas, unless there is an emergency of some sort or you are instructed to do so by staff.

Repeated violations of these guidelines will be met with in-game punishment!

CHAPTER II. RULES SUMMARY

General Rules

Terres Rising is a medieval fantasy live action role-playing game for players 18 years of age and over. Between 16 and 18, a parental permission form is required. Terres Rising is run for the enjoyment of all who participate. Everyone who plays, does so by invitation. The invitation is an open one: anyone is welcome, but it is still only an invitation. If you cause problems for the rest of the participants, because you are abusive, cheating, discourteous, etc., then you will be asked not to return, and will not be permitted to play. Terres Rising is about fun for everyone, so be considerate of your fellow LARPer.

Safety - Safety is the most important consideration. Always be aware of what is going on around you, and warn others if they are in a potentially dangerous situation.

No Drugs, Alcohol, Theft, or Real Weapons - You will be immediately sent home, and may suffer other penalties and punishments.

Smoking - Smoking is permitted in designated areas only. Be sure to properly dispose of any cigarette butts.

No Fire - Players may not use fire in any cabins. Players may not bring candles or fuel burning lanterns on the site at all. Battery powered lanterns are the only acceptable forms of cabin illumination. Campfires are only permitted in designated areas and must be supervised at all times.

Do Not Litter - It is disrespectful to players, the site management, the environment and the staff.

Stay In-Game, Do Not Go Out-Of-Game

During a Terres Rising event, you are expected to be In-Game ("IG") at all times. IG means that you are playing the part of your character, and as such, you should speak and react as your character would. When you show up to a Terres Rising event, you are there as your character for the entire event. There is no going "Out-Of-Game" (OOG) for trivial reasons. Being OOG is disruptive, and can cause confusion and frustration for Staff and other players. The area where Staff prepares (known as "Monster Camp"), is OOG, and is off-limits for players. If you need to go OOG for something simple, like asking your friend an OOG question, do so quickly and discreetly. If it is for something more complex, like trying to find your car keys in the woods, then you will need to get a staff member to travel along with you, to aid you, and to prevent others from trying to interact with you. Being OOG inappropriately is subject to punishment.

Stay In Period - It is hard to maintain game atmosphere when modern junk is strewn about. When outside your cabin, stay in costume and keep modern necessities out of sight.

Game Reality - The staff of Terres Rising has put a lot of effort in to making things "real". So you will not need to ask questions like, "What do I see?" Essentially, you can do anything that does not break the rules, endanger another player or yourself, disrupt the flow of game, or damage other people's property. Examples of things you cannot do are cutting off tree limbs, breaking down doors, burning things, etc.

No Physical Contact - No physical contact with another player is permitted unless you have their permission, especially in combat situations.

Stay Cool - We would prefer that players resolve problems on their own. However, if you have an unresolvable problem with another player, walk away, and let a Staff Member know. If you have a problem with a staff member, bring it to the attention of the Game Directors.

Game Terms and Definitions

Player vs. Character

As a real person, you may have a nine to five job or a course load at school, but when at a Terres Rising event, you become an actor. and play the part of a character who interacts in the world of Terres Rising. You can build a unique persona of your own choosing and as you slip into your character's persona, you become part of the Terres Rising world, and the story unfolds around you.

Staff vs. Player

Staff's job is to provide quality entertainment for the players. It is not to compete against them. There are two levels of staff commitment. The first level is "Grunting", which is not glamorous. You will be limited in your plot exposure and essentially do whatever Staff needs you to do. By Grunting, you will earn experience points that can be applied to your own character. The second level is Staff. This means you have committed to being a staff person and can never be a player. If you are interested in joining Staff, you may apply for a position by contacting the Game Directors.

Play Stoppages: Caution, Clarify, and Emergency

Caution is used if you see a potential safety hazard and need to make someone aware of the safety problem. This creates a slight pause in game play in order for the person to move out of harm's way. For example, you would shout "CAUTION" to someone

CHAPTER II. RULES SUMMARY (continued)

about to back over a fallen tree. During this pause in game, the attackers should not press forward.

Clarify should be used when you did not hear or do not understand an effect. For example, if an attacker says, “3 Crushing”, and you are unsure of what that means, or did not hear it, shout, “CLARIFY”. Gameplay should not stop. Only a slight pause is needed for the attacker to respond to the Clarify, but like Caution, the attackers should not press forward.

Emergency should only be called when there is an injury or safety hazard. By shouting “EMERGENCY”, all game play stops (including resetting, searching the ground for treasure, talking to other characters, etc.) until the emergency is resolved.

Hold will generally only be called by a staff person. Holds will be called by a staff person if he sees someone blatantly ignoring the rules system, to explain a complicated in game effect, or after combat, to collect tags.

To restart game play in any of the situations mentioned above, after everyone is ready, the person who called the stoppage of play, calls for the game to continue, by stating, “3-2-1 Lay On”.

Skill Points (SP)

Skill points are used to purchase skills for your character. At the end of every event, every player who attends, receives a predetermined number of Skill Points, called a “blanket”.

Experience Points (XP)

As you play your character, your character will gain experience points, which are used to convert into SP. XP can be gained four ways. First, by obtaining “essence” by killing a foe, and draining their essence. Second, by achieving goals and successfully interacting with others in the world. Third, through good role-playing, and staying IG. Fourth, by satisfying various tasks for the betterment of the game, such as filling out event evaluations or assisting with cleanup.

Ability Points (AP)

Ability points are used to perform special skills. Each skill will note how many APs it takes to perform that skill. Ability points reset every six hours.

Body Points (BP)

Body points are the number of points of damage you character can absorb before your characters falls unconscious and begins to bleed to death. When you suffer damage, your body points decrease by the appropriate amount, until you have none left. When you reach 0 body points (there is no such thing as negative BP), you fall unconscious, and after one minute, you will bleed out, and die.

Armor Points

Armor allows you to take additional points of damage before it affects your body points. The amount of armor that can be worn is determined by your race and the physical representation of armor that you wear.

Resetting

Many parts of the rules system require you to perform a reset. Usually, a reset requires one full minute of role-playing whatever effect you are trying to achieve. While you are performing whatever actions are required for a reset, you should be counting out loud to show that you are in the process of a reset. If your count is interrupted, you must restart counting. Resetting is a conscious action, and you cannot reset while sleeping or if you are dead. You cannot overlap resetting actions. This active reset is different than the passive reset that restores your AP every six hours.

Phys Reps (Physical Representations)

All of the items in the world of Terres Rising require that you carry a Phys Rep, and most also require a game item tag. It is not sufficient to say “I am wearing a chain mail shirt”, you must actually have a suit of chain mail, and then obtain a game item tag for chain mail, IG. If one of your items is destroyed or stolen IG, you must obtain a new tag in order to use that phys rep. A player may carry multiple Phys Reps with them, if they want to have a back up sword or set of armor, but must have a tag for each of them. If an item is stolen IG, then the person stealing the item will take the game item tag from the item. If an item that has a game item tag is destroyed IG, you must give the tag to a staff member. Normal game items are not recognizable by the tag, nor by the phys rep.

Special Game Items

Special game items are treated differently from standard “Phys Reps” and if they are “stolen” they are physically taken, whereas, when stealing standard “Phys Reps” only the Game Item Tag is taken. You can turn a standard “Phys Rep” into a special game item, by giving it to Staff. The ownership of the actual “Phys Rep” transfers to Terres Rising, and from then on, the weapon and tag are forever one. Once this is done, the Phys Rep cannot be changed in any way. All Game Items will be checked in at the end of an event, and will be checked out at the beginning of an event that you are present. Special items also require that they be “attuned to” before you can use them. Attunement time will vary based upon the item. It can be as quick as a reset, or may require months of game time. Some items require intense concentration to attune to, whereas others may need training with the item. Some items can only be attuned to by one person at a time. If you are lucky enough to obtain a special item, you just try to have it identified IG, and Staff will let you know about your special item.

CHAPTER II. RULES SUMMARY (continued)

Game Action

After using an offensive skill, such as swinging a weapon, casting a spell, throwing a poison gas, etc. you must pause for one second. This time will allow the target to respond and acknowledge the action. This is known as a “callback.”

Duration

Many skills and IG abilities will have effects that last for different amounts of time. **Standard:** The majority of effects last for 1 minute unless a specific duration is stated. **Instant:** The effect occurs immediately and then is over. Numerical damage, such as “2 Fire” instantly affect your character. **Line of Sight:** If you can see your attacker or your attacker can see you, the effect continues. Line of sight cannot be broken by hiding behind your friends, a tree, a cloak, or other such devices. Line of sight can be broken by hiding behind a building, a hill, etc... If the attacker falls unconscious, line of sight is broken. Line of sight must be broken for one minute to terminate the effect.

Ways of Delivering Effects

Weapon Attacks: If you strike a target with a weapon, the blow must hit the body, not weapon, shield or flapping cloak. If your weapon strikes an item they are holding, that item is affected. All weapon strikes cause a base damage of 1. If a special ability is used, additional damage or an effect may be called upon a successful strike. If you are hit by a weapon and an effect is called, you take 1 point of damage as well as the effect. If you are wielding two weapons you may swing with both weapons in a combination attack before the mandatory one second pause. If you are using an attack that requires the use of AP, you only expend the AP if your attack is successful or successfully blocked or negated. In other words, you don't use the AP if you physically miss your target.

Spells: Spells require an incantation. Incants must be spoken loud enough for the target to hear it before the spell packet is thrown, and must be completely finished before throwing the spell packet. A spell fails if you use an incorrect incant or if you are struck successfully by any in-game effect other than Contact. This is called a “miscalc”. If you miscalc, you do not use any magic points. If you successfully finish an incant, but miss with your spell packet, the appropriate magic points are used. When a spell hits, you should then call out the effect. Like weapon attacks, most spells require that you pause a full second before casting another spell. If a spell packet hits you or any item you are carrying, it affects you. Damage based spells (except Body, and Crushing) can be blocked with a shield or weapon.

Psionics: Psionics are the mental manipulation of the environment. Psionic attacks are made when contact has been established with a target, which is usually delivered by a packet attack. Psionic effects do not require any verbal incantation.

Illegal Targets

Head, Groin, and Hand hits are illegal targets, and any hits to these areas are considered to have missed. Abuse of this rule will be subject to punishment.

Death

When your character's BP drops to zero, you are considered unconscious, and you have one minute before you bleed out and die. During this time, anything that raises your body points to one or more, will return you to consciousness. While unconscious, you must lay prone, may not move, and may not speak in or out of game, unless a staff member is requesting information from you, or a character with the First Aid skill asks you, “What's your status?” If after one minute has elapsed, and you are not saved, your character is dead. Your essence resides in your corpse for up to ten minutes. During this time, you can be revived by spells or a surgeon. After ten minutes, your essence fades from your body and you will rise up as a spirit and head to Monster Camp. You are visible, but not aware of your surroundings and cannot interact with the living, and are unaffected by anything, except under special circumstances. You must avoid being in the middle of combat and should not interfere with those who are alive. All of your game items remain on your corpse (be sure to bring your “phys reps” with you, but leave any game item tags). You must drop all of your game items where you died, and proceed immediately to Monster Camp, walking with your head bowed, and your hand or phys rep atop your head. When you arrive at Monster Camp, tell a Staff member that you are dead. If you survive the experience, you will return to the world of the living with absolutely nothing. When you die, you remember everything up until your death. You have no memory of your time as a spirit.

Permanent Death

Every character's spirit is weakened each time the character dies. When the spirit has become too weak to reform and return, your character has permanently died. At that time, you must create a new character.

Cheating

Terres Rising is based on an honor system. If you observe someone else who you believe is cheating, please advise a staff member as soon as possible. If you notice an inconsistency or loophole in the rules, please notify a staff member.

CHAPTER III. CHARACTER CREATION & ADVANCEMENT

Race - Your character's Race is the starting point for your character. Race determines if you have any starting abilities, and whether you have modifiers to skill acquisition.

Starting Skills - All starting characters are given 15 SP to spend on any skills you would like. Depending on your race's modifiers, the amount you need to spend on a given skill will vary. Decide what type of character you would like to play before choosing your skills, because you won't be able to change them later. There are no character "classes" at Terres Rising, so feel free to mix and match your skills.

Body Points (BP) - Your base BP is determined by your race. You have 1 BP for every 25 SP that you have.

Ability Points (AP) - You have 1 AP for every 15 skill points that you earn. The AP for your first 15 SP is included in starting racial AP.

Max Armor (MA) - The maximum amount of armor you can wear is determined by your race.

Starting Equipment - All players at Terres Rising receive starting equipment appropriate to their character at their first event, including but is not limited to, weapons, armor, scrolls, alchemical formulas, or money. A Staff Member will assist you with this at your first event.

Gaining Essence and Experience Points (XP)

The primary method of advancing in Terres Rising is by obtaining XP. XP can be converted from "Essence" obtained from game play during an event on a one-to-one ratio. Essence is the power of the world which exists within and between everyone and everything. It promotes growth and change. The essence of individuals can be actively drained by delivering a killing blow to an unconscious or prone target, which is anyone who cannot move, is playing dead, sleeping, or bound in any way, and then by spending time over their body and concentrating on extracting that essence. The character you killed will give you their essence tags after you deliver them to death. Passive essence can also be gained by succeeding in achieving goals and successfully interacting with others in the world. If staff members feel that you are role-playing exceptionally well, you may be rewarded with Essence during an event, or XP, after an event. At the end of an event you will turn in your essence tags, which will be converted into experience points, the maximum of which is the total a character needs for two SP. Any essence over that amount is lost. Therefore, during the event, you should transfer essence to any other player IG, OOG, or even use it as currency, IG. However, any XP gained from role-playing, awarded for assisting with cleanup, submitting an event evaluation, and the like, are pooled, are not lost, and can be used toward saving up for future SP.

Skill Points - After an event is over, all of your Experience Points, regardless of how obtained, will be tallied up and converted to Skill Points. To gain one SP, you will need the amount of experience points equal to double your current SP plus 1. $[(\text{Current SP} \times 2) + 1]$. For example, if your starting character has 15 skill points, you would need 31 XP to get another skill point. $[(15 \times 2) + 1 = 31]$. Your next skill point would cost you 33 XP, so on and so forth.

Updating - Player Character updates shall be done between events, via email to characters@terresrising.com. If you have unused SPs, and find a willing IG teacher, (which can be either a player, or a non-player character), you can learn new skills. A teacher is any character that has the skill you wish to learn. Regardless of who the teacher is, a staff member must sign off on your character sheet.

Spending Time Blocks - After you attend an event, you receive a number of "time blocks" approximately equal to the amount of days between the events. A time block is equal to a day, and they are used to accomplish tasks. If you do not attend an event, you can still pay a nominal processing fee per month of available timeblocks. You spend timeblocks by emailing the designated Staff Member, with what you want to do during your timeblocks. Many use timeblocks to craft items, conduct research, or work at a job to earn money. The minimum unit of time-block time is one day. You cannot break down time-blocks by the hour. It is also helpful to note where you found an item, obtained the information, and/or who you received it from. Also, you cannot say, "I research the history of the Lyches." You must explain, in detail, how you would go about researching. As such, if you have 30 days of time-blocks, you can say, for example, "I spend 10 days working at my Unskilled Profession, which is Tavern Cook. I spend 5 days foraging for alchemy components to make 1 point healing salves. I spend 10 days on a quest to find someone who can identify the magic one handed sword I found in the Khufu module. I spend 5 days talking to the head of the Mage's Guild in town, and ask if he will teach me the Battle Spell Header."

Karma - For good deeds both in and out of game, Staff will award you karma. Karma can be used IG or OOG. Karma can be sacrificed IG to a deity, or traded OOG to say that you "found" an item. Some common Karma awards are 50 karma for bringing a new player or grunt, (bringing 10 players also gets you a free event), 50 karma for cleaning your cabin, and up to 100 for helping Staff clean up. Also, if you donate an item, the conversion is four Karma for every American dollar. Some common uses of karma are: 10 karma for a random common or uncommon component, normal weapon, or 1 pt heal; 25 karma for one 5 point heal, or an extra AP (up to 10 in one event); 100 karma for 1 permanent SP (maximum of 1 per event); 150 karma for an AP per reset (for that event only, max of 5); 150 Karma for 1 permanent SP (if you were not at an event) 500 Karma = personalized plot.

CHAPTER IV. RACES OF ASHRIYA

It is a time of new beginnings. The wretched drought that plunged the world of Ashriya into chaos and torment has now been over for many decades. The time of wandering and scrounging has since ended, and a new era of civilization and colonization has begun.

This is the story of Crossroads, a centrally located, town on the verge of a population explosion. However, with all good things, problems and evils lurk around the corner. Hostile towns threaten an imperialistic takeover. Tribal savages roam the land looking for food and other trophies of their vanquished victims. Rumors and legends tell of a great evil that will hunt down large parties that travel in the woods in the dark of night. Your adventure is to begin here. Welcome to Terres Rising: Crossroads.

You are to be a part of the expansion of Crossroads. What will you choose to be? Will you be the merchant who sets up shop and barter with the town for the goods you purvey? Perhaps you will be a mage, channeling the magic of the land and manipulating them for your advantage. Maybe you will choose to be a gallant fighter, protecting the town or protecting your own interests. The choice is up to you.

The races of Ashriya are myriad indeed. Exactly how they came to be so genetically diverse is unknown since much of recorded history was destroyed during the Great Drought. The hardships of that time have brought the majority of the races together in a way which seems strange considering their differences. Following are descriptions of all of the civilized races which have been studied to date. Part of the knowledge lost during the Great Drought includes that which lies beyond the small towns, which are the foundation of our known world.

**The Playable Races of Ashriya are:
Humans, Elves, The Haroc, The Undead,
The Krosan, The Wyldlings, The Ritika, The
Dagon, and The Mystics.**

- **KEY:**
- **BP** - Body Points
- **AP** - Ability Points
- **MA** - Maximum Armor
-
- **Free Purchases**
- Skills or Headers which are free to the
- race- specified, but the appropriate AP
- must still be spent.
-
- **Bonuses**
- Skills or Headers which are free to
- the race, but are not available to other
- races.
-
- **Detriment**
- Skills or Headers which cost more SP
- than other races.
-
- **Penalties**
- Some stuff the people of the specified
- race have to live with.
-
- **Make-Up**
-

Humans

Scholars believe the humans were once the most common race in all of Ashriya. The basis for this belief is that huge numbers of them died during the Great Drought. Without the physical stamina to survive, the humans became reliant on the other races of Ashriya. A propensity towards farming stayed with them through the hard years and they were prized for their skill at raising food in extremely difficult conditions. By breeding more quickly than other races, the humans have become the most populace of all races.

Most humans have returned to farming as the water has come back to the land. They are respected for their abilities with the land and various crafts, but they themselves will admit that the other races are far superior in combat, wizardry and psionic ability.

HUMAN: 3 BP, 3 AP, 5 MA
Bonus: +5 Skill Points

CHAPTER IV. RACES OF ASHRIYA (continued)

Elves

The elven people of Ashriya are similar to their human neighbors in many ways. Physically, they are as frail as the humans and appear much the same, but their ears come to points at their upper edges. Much of the elven population passed on during the Dry Years, but the elves did not have the human knack for farming and needed to find their own way to cease to be a burden upon the other races and become accepted.

The elven intellect raced to find an answer and found that they could not only make themselves valuable to the rest of the world, but also find considerable wealth for themselves. They set up caravans for travel, storing up water and traveling long distances to trade valuable commodities from one town to another. With a strong foundation of wealth, the elves have managed to continue the tradition of mercantilism into the new age.

ELF: 2 BP, 4 AP, 5 MA

Free Purchases: 1 Skilled Profession

Make-up: Ear tips

The Haroc

“Oops, humans are so soft” – Arkron Trakal, veteran Haroc fighter



To all outward appearances, one of the most threatening races of Ashriya is the Haroc, who have the aspect of stone about them. However, those who live with a Haroc find them to be some of the kindest of souls in all the lands. They are hardy and strong with a trusting nature, but beware a Haroc betrayed!

The Haroc have the ability to call earth and stone to them to create a Stone Armor. Haroc also have a Statue Form, which is a skill to harden their bodies and make them very close to immovable. In this statue form, it takes at least 8 normal men to move a Haroc, which can make dealing with a stubborn Haroc very difficult. Most people just give them what they want.

HAROC: 6 BP, 2 AP, 5 MA

Free Purchases: Base 4 Strength (does not count toward max); Stun; Resist Pain; Brute Strength Header; Endurance Skills Header

Bonuses: Stone Armor: logistically identical to the Flesh Armor Psychometabolic skill, but in-game, is made of stone, and can only be reset by 5 minutes of meditation; Statue Form: takes no effect from almost anything. Haroc cannot move nor speak. Haroc can only be moved by double the Haroc's strength. Requires an audible 10 count to enter and exit Statute Form, “Statue Form 1, Statue Form 2, etc.; Immune to Contact (but not Crushing Contact).

Detriment: 4SP Stealth Header; 6SP Channel Magic; 6SP each Magic sub-header; 10SP Psionic Affinity; 10SP each Psionic sub-header

Penalties: 5 SP read/write

Make-up: Stone colored and textured make-up on all exposed skin. To use stone armor, must also wear stone armor phys rep over at least 50% of the body, which looks like rock.

The Undead

It is unknown how the Undead established themselves as a race upon Ashriya. At some point during the Dry Days, the race stepped away from their purely evil, twisted brethren and became a sociable people. But even then, the Undead were not particularly accepted by the other races. Many complained about the “evil” nature of any undead, while others were just offended by the stench of rotting corpses walking through their streets. During the Great Drought, with no need for water, sleep or protection from heat, the Undead became one of the most powerful forces for helping to restore civilization to Ashriya. However, recently, the Undead City of the Necropolis fell, and since then most undead are considered evil, and shunned, or even killed on sight, by most of society.

CHAPTER IV. RACES OF ASHRIYA (continued)



GHOULS: 5BP, 1AP, 5MA

Free Purchases: Unarmed Combat Claws 36" max; Base 2 Strength (does not count towards max, only at night); Second Wind up to ten times per night without expending AP; Eagle Eye (only at night); Resist Disease; Resist Toxin; Brute Force Header; Endurance Skills Header

Bonuses: Drain Essence; +2 AP at night

Detriment: Minus 1 body during the day; 10SP Psionic Affinity; 10SP Channel Magic; 6SP Finesse Header; 6SP Stealth Header; 10SP First Aid.

Make-up: Roughly half the face is to be covered in red make-up (to give the impression of exposed muscle).

LYCHES: 2BP, 5AP, 3MA

Free Purchases: Undead Surgery (first aid not necessary); Willpower; Resist Disease; Resist Toxin; Eagle Eye (only at night); Channel Magic; Necromancy Spells Header

Bonuses: 5 minute bleed out; Drain Essence

Detriment: 10SP Brute Strength Header; 6SP Finesse Header; 3SP Weapon Styles Header; 4SP Endurance Header; 4SP Projectile Header; 1SP Heavy Weapons Header; 6SP First Aid; Minus 1 BP during the day

Make-up: White face paint with red and black highlights (to give the impression of skull). All exposed flesh is to look decaying.

VAMPYRE: 3BP, 3AP, 5MA

Free Purchases: Undead Surgery; Willpower; Second Wind (only at night); Resist Disease; Resist Toxin; Eagle Eye (only at night); Psionic Affinity Header; Clairvoyance; Telepathy

Bonuses: 5 minute bleed out; Drain Essence

Detriment: 10SP Channel Magic; 6SP First Aid; 6SP Psychokinesis Sub-Header ; Minus 1 BP during the day

Make-up: White face paint and fangs.

The Krosan

The Krosan are a highly excitable race. They live on the edge and throw themselves voraciously into whatever activity they become involved in. Many have particularly strange personality quirks, such as speaking in the third person, or referring to themselves in the plural. Although, they look similar to the other races of Ashriya in body shape, they have distinctive black tendrils of flesh which grow out of various places on their body and re-entering in other places. The Krosan were well adapted for the time of the Drought. It is unknown whether they evolved this way or they had always existed as such, but they were able to survive much longer periods with less or no water than the majority of the population. They are well respected for their abilities in combat, though most are wary of their unstable behavior.



KROSAN: 4 BP, 4 AP, 5 MA

Free Purchases: Resist Toxin; Base 2 Strength (does not count toward max); Acrobatics; Dodge; Finesse Skills Header; Brute Strength Header

Bonuses: Quick Learner: At the end of an event, the amount of essence turned in by a Krosan character is doubled and may be used to earn up to 4 SP; Can learn Adrenaline Surge without learning header; Can buy Repair Armor skill for 4SP without buying the header.

Detriment: 10SP Channel Magic; 10SP each Magic Sub-Header; 10SP Psionic Affinity; 3SP Projectile Header; 6SP to buy any sub-headers within Artisan Class.

Penalties: Shortened lifespan; Must eat a "Krosan Stick", at least once per reset. (Phys rep, supplied by player, can be a pixie stick, a red licorice stick, or a 12 oz energy drink.) All Krosan characters will be given "punch cards" by Staff. Every reset, a Krosan must eat their Krosan stick in front of a Staff Member, who will mark off the punch card. Failure to eat a Krosan stick during a given reset will yield dire IG results. All characters must have IG item tags for each Krosan stick that is obtained IG. The IG item tag is separate and different from the OOG punch card.

Make-up: Black tendrils connecting one part of the body to another (Example: neck to shoulder, forearm to upper arm, etc.), Black make-up accentuating tendrils.

CHAPTER IV. RACES OF ASHRIYA (continued)

The Wyldlings

Until recently, the Wyldlings were thought to be creatures of myth and children's tales. When the Drought began, the Wyldlings were forced out of their forest homes to seek what small sources of water they could find. Feral in nature, they were mistrusting of the rest of the population, but some of the kinder folk took them in and made them feel more comfortable amongst the rest. Wyldlings are vicious when roused to combat and will seldom back down once they have set their eyes on a particular combatant.



Though their body shape vaguely resembles that of the other races, the Wyldlings are also close in form to the wild animals of Ashriya. Their hands have evolved into a cross between claws and hands, which makes it difficult for them to use "civilized tools" like utensils and musical instruments and almost impossible to use weapons. However, the claws can inflict sufficient damage on their own, and the speed of the Wyldlings suit them as the ideal predator. Although they have integrated themselves amongst the other races, they still have a pack mentality and are fiercely loyal to those with whom they travel. They are often known to howl or grunt at other Wyldlings in a meaningful way, but the reasons for this are unknown to any but their own kind.

WYLDLING: 6 BP, 3 AP, 1 MA

Free Purchases: Base 3 Strength (does not count toward max); Acrobatics; Brute Strength Header; Stealth Combat Header; Endurance Skills Header; Clairsentience (do not need Psionic Affinity to take clairsentience).

Bonuses: Unarmed Combat Claws 36" max; Advanced Unarmed Header (allows Wyldlings to purchase

skills that will permit Wyldlings to use special combat skills with unarmed combat.

Detriment: 6SP Channel Magic; 10SP each Magic Sub-Header; 10SP Psionic Affinity; 10SP for each Psionic sub-header (except Clairsentience).

Penalties— 4SP Read/write and cannot use writing implements; 6SP for each Artisan Skill; no weapons

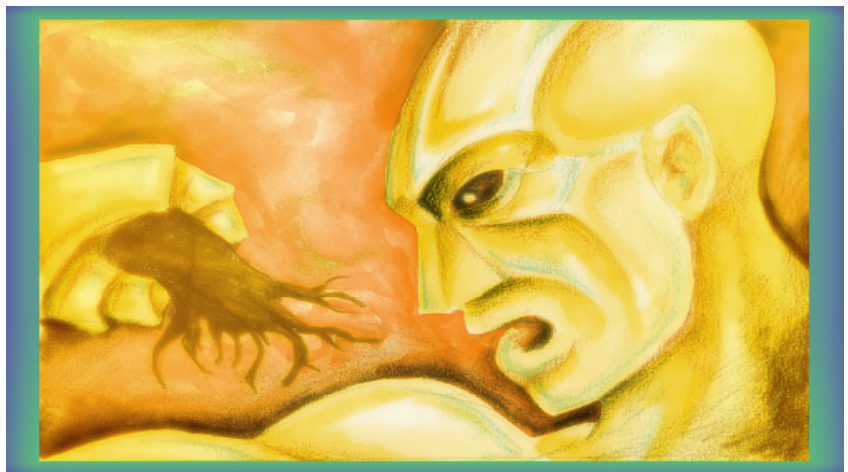
Make-up - Look animalistic. Get creative and you'll get more positive attention. Teeth should only be realistic-looking fangs or tusks, if used. Try to avoid teeth that need to be removed for common actions like

The Ritika

Anything you can make, I can make better, or if I can't make it better, I bet I can break it." - Familiar taunt among Ritika children (and some adults).

The Ritika are a race of unbridled curiosity. They need to know, they need to improve, and they need to test. Physically, they appear to be made of metals of various types, though it is highly unlikely their flesh is actually metal. Ritika have an insatiable curiosity about all things mechanical or complex. Traps, locks, alchemical recipes and weapons with complicated machinations are their specialties. Rarely will a Ritika involve itself with magic, claiming that anything done with magic can be done better with science. On rare occasions, a Ritika will incorporate ritual magic into one of its creations, but at great risk to its reputation.

Most Ritika seem to fall into one of three personality types, those who like to build, those who like to



CHAPTER IV. RACES OF ASHRIYA (continued)

break, and those who want to be good at everything. Most focus on a certain type of functionality. They will focus on improving defensive abilities or offensive abilities of items that they are working on. They all take very different approaches to try to be the best at what they do and are competitive with each other in a very friendly way. Many Ritika like to travel with a puzzle, trapped box, or some other challenge, and when they encounter another Ritika, there is often a race to see who can solve the other's puzzle first. The sooner you complete another's puzzle, the more esteemed you are in their eyes.

RITIKA: 4 BP, 2 AP, 5 MA

Free Purchases: Repair Armor; Pick Locks; Remove Traps; Artisan, Mechanic, Craftsman, and Alchemy Lore headers; One purchase of Craft or Alchemy; +1 production point for each purchase of a production skill

Bonuses: Armor Repair (50% time reduction); Invention

Detriment: 4SP Channel Magic, x5 of base SP for spells

Make-up: Metallic make-up on all exposed skin.

The Dagon

“The power is in you.” - Dagon training mantra.

The Dagon are a very lawful people whose skin develops artistic renderings which focus their power. The Dagon manifest their power through their mastery of both mind and weapon. By bringing both the physical and mental together, they have managed to become the most skillful warriors in all of Ashriya.

The Dagon believe firmly in the supremacy of law and order. During the chaos of the Dry Years, the Dagon fought fiercely to return order to lands which had turned chaotic with fear and loss of hope. Many Dagon died in riots, while they fought to control the populace. Others left civilization in small, groups with which they could find peace. In the post-drought years, many of these small groups returned to the cities and towns and became the basis for militia and town guards. Though some Dagon are found with mercenary groups or wandering tribes, they generally will be with others of their own kind as they make a most effective fighting force this way.

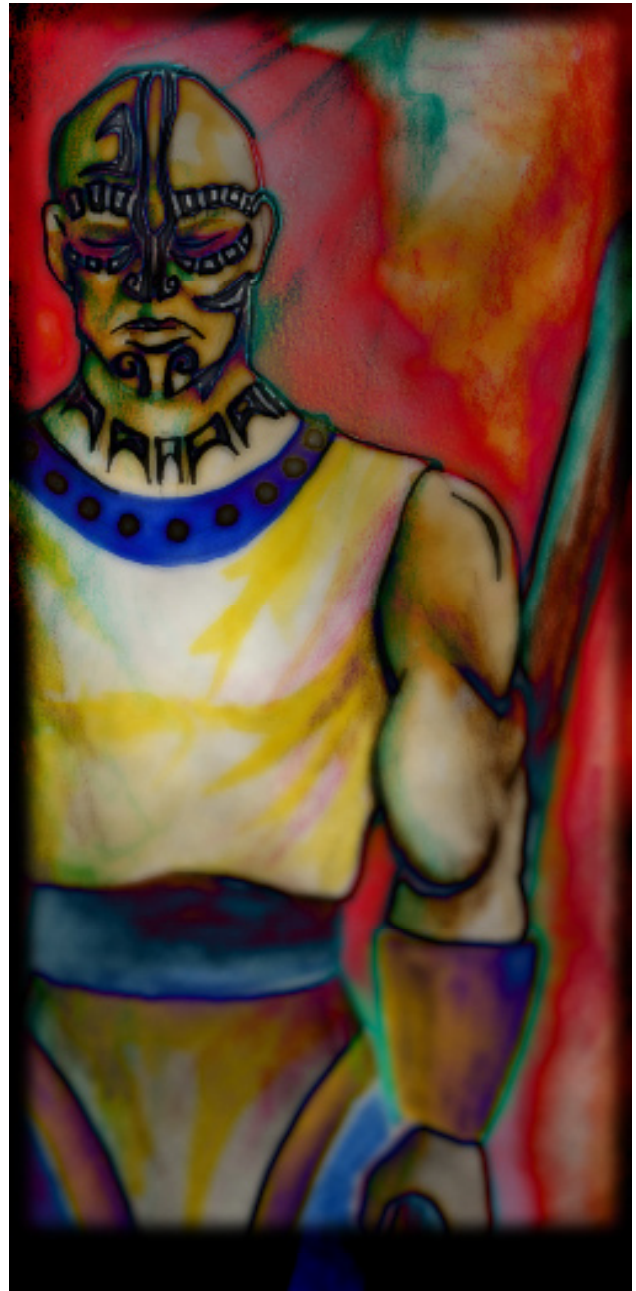
DAGON: 3 BP, 4 AP, 0 MA

Free Purchases: Contact; Willpower; Psionic Affinity; Psi Powers (choice of 2 headers); Sword Class; Endurance Skills Header

Bonuses: Psi Meditation (reset Flesh Armor with five minutes of undisturbed meditation); Sword Contact (Establish contact through sword with successful hit).

Detriment: 10SP Channel Magic; 4SP each magic sub-header; Prefer only bladed weapons, cannot use shields.

Make-up: Multiple tattoos on exposed and unexposed, but possibly visible skin.



CHAPTER IV. RACES OF ASHRIYA (continued)

The Mystics

“What is magic, you ask me? What isn’t?” - Mystic retort to Ritika quip.

Clearly the most skilled mages in all of Ashriya are the Mystics. These people have similar physical characteristics to the elves, though they are paler and many have a glittery, magical quality to them. Though physically not well adapted to live out the Great Drought, the Mystics were able to use their skill with magic to make themselves extremely useful to those other races who could provide for them. It is rumored that some Mystic ritualists were even able to create food and water for their friends though that may only be a myth.

Many consider the Mystics to be aloof, while others find them to be extremely outgoing and friendly. They are clearly individuals without a single mentality. Even amongst their own race, they are recognized by their choice of magical specialization. The Romalla study Defensive magics, the Devar study Battle magic, the Ekcarr study Mental magic, the Hara study Healing magic, the Fwip study Discord magic, the Namore study Necromancy, and the Tarik are students of all forms of magic.

The Arid Days destroyed whatever social structure the Mystics may have had as they were spread out amongst the struggling civilizations. Still, the Mystics recognize one another as kindred spirits and will often go out of their way to be sociable to other Mystics who specialize in the same school of magic as themselves.

MYSTIC - 2 BP, 6 AP, 3 MA

Free Purchases – Magic Shield; Magic Blast; Channel Magic; Specialists in their spell school.

Bonuses – Ritual Focus x 2; Specialized casters cast as + 2 level within their specialization; Tarik cast as +1 level; Detect Magic actually an innate ability which requires 1 AP and requires no incant. Mystics can just “feel” if something is magical. It is more difficult to do this than cast a simple spell, hence, it costs more AP. Any Mystic can also purchase the spell to reduce the cost of use.

Detriment – Tarik must spend 6 SP and get all spell schools; 10SP for Brute Strength Header; 4SP for Finesse Skills Header; 5SP Weapon Styles Header; 6SP Endurance Skills Header; 5SP Heavy Weapons Header

Restrictions— Will only wear small amounts of metal as armor. Studs may be used in their leather and delicate metal may be used in coils.

Make-up - White make-up, ear tips, and body glitter



CHAPTER V. SKILLS

Skills are a large part of what defines a character. While there are a multitude of role-playing and personality attributes that shape and mold a character, what a character can do, defines how a character lives. The following list represents the skills commonly known or available to a starting character. Each set of skills is broken down by Header, which sometimes have a cost themselves, in order to permit purchasing any further skills within that Header. The Skill Point cost to purchase the skill, followed by the applicable Ability Point cost to use the skill, is listed after each skill.

General Skill Class

General Skills represent the skills that any character might know without specific training.

Ability Points - Cost: 7 SP (+3SP after 1st purchase)

This skill increases a player's ability point total by one. This skill can be purchased multiple times. However, it becomes more difficult to increase your ability point pool each time this skill is purchased. It requires 3 SP more each time you purchase this skill. (i.e. 7, 10, 13, 16, etc...)

Acrobatics - Cost: 3 SP/ 1 AP

This skill allows one to successfully complete a physical feat, such as jumping from one platform to another or walking a balance beam, that was actually attempted, but failed. This skill can also be used to resist the Trip effect. Additional purchases of this skill increase its level.

Disarm Trap - Cost: 3 SP/ Special

This skill allows a character to attempt to disarm a trap. APs for use of this skill varies depending on how much effort you would like to put into disarming the trap. Additional purchases of this skill increase its level.

Escape Arts - Cost: 3 SP/ 1 AP

This skill allows a character to escape from physical bindings. Magical or psionic bindings cannot be escaped from using this skill. If one is bound, and they have this skill, they can spend a standard reset to escape. If you don't have this skill, you cannot attempt to escape from physical bindings (you may attempt to rip out, if you have a high enough strength rating). Additional purchases of this skill increase its level.

Faith - Cost: 1 SP

This skill represents devotion to a specific god. It could be prayers muttered that no one hears, or prayers that you only say in your own mind. It may be the

unshakable faith that you have deep down in your soul that can't be measured by outside means. Faith can be bought multiple times to represent increased devotion to your god or gods. Each purchase of Faith represents a certain amount of dedication to a single divinity. Remember, faith is best expressed through role-playing, but this skill can help boost the rewards from the god worshipped.

First Aid - Cost: 2 SP

This skill allows a character to delay an unconscious character from bleeding out by touching their torso and stating out loud, and audibly, OOG: "First Aid. Reset your count". After one minute of uninterrupted attention from the skilled character, the character states out loud OOG, "You're stable" and the unconscious character awakens with one BP. With a willing or unconscious subject, First Aid can also determine the BP, or other health ailments that a subject has, but asking OOG, "What is your status?" First Aid works on both the living and the undead.

Foraging - Cost: 2 SP

With the foraging skill used in conjunction with crafting, mechanics or alchemical production points, the player is able to find non-common components during timeblocks, which can be used solely in timeblocks, for the production of items. Up to three purchases of this skill can be made, and each purchase halves the time needed to find a given component. This skill cannot be used for ritual magic.

Pick Lock - Cost: 3 SP/ Special

This skill allows a character to attempt to pick a lock. APs for use of this skill varies depending on how much effort you would like to put into picking the lock. Additional purchases of this skill increase its level.

Pickpocket - Cost: 3 SP/1 AP

This skill allows a character to attempt to steal an in-game item from a target character. If someone has the pickpocket skill, Staff will provide them with a clip. If the skilled character is able to successfully attach the clip to another character without them noticing, the skilled character has succeeded. The skilled character must then inform a Staff member, immediately. (However, informing a Staff member prior to the attempt is acceptable, and advisable.) The areawhere the clip was placed will indicate where the attempt took place, such as, if a pouch is clipped, the staff member will remove one game item at random from the bag. The result of clipping an outer costume, such as a cloak, will be left to Staff discretion. Weapons, armor, or other openly noticeable items cannot be pickpocketed. An AP is used only on a successful attempt.

CHAPTER V. SKILLS (continued)

Read & Write - Cost: 4 SP Wyldling, 5 SP Haroc
This skill allows Haroc or Wyldlings to read & write the common language of Ashriya (English).

Unarmed Combat, Basic - Cost: 3 SP
This skill allows one to fight without a weapon. This skill is represented with Phys reps 24" maximum in length, and should be black. No combat skills may be used with Basic Unarmed Combat except Parry and Disarm Foe.

Unskilled Profession - Cost: 1 SP
This skill allows you to choose an unskilled profession, which will provide a character with a way to earn money and an opportunity to role-play. Generally, most unskilled professions will yield a two Drake per day wage. Examples: Street sweeper, stable cleaner, heavy object lifter, grave digger, dung remover, guy in corner looking tough.

Wear Armor - Cost: 7 SP
This skill allows a player to wear 1 point of armor above racial maximum. This skill can be purchased multiple times to a maximum armor of 10 points. The phys rep worn must be worth the appropriate amount of Armor Points for the player to wear their max.

Willpower - Cost: 3 SP / 1 AP
This skill allows a character to resist Sleep, Charm and Dominate. Additional purchases of this skill increase its level. If a character is struck with a higher level of effect, a higher level of this skill is needed to resist it. A Level 3 Charm, requires 3 purchases of Willpower to resist it.

Artisan Skill Class

Artisan Skills represent the skills that a person obtains with a specific chosen art. These skills usually require a header, which confer basic knowledge, and the header serves as a prerequisite to other skills underneath the header.

Alchemy Header - Cost: 2 SP

This represents the fundamental knowledge needed to identify substances and combine alchemical components into potions, poisons, or other such chemical combinations. By spending time blocks, the Header can be used to find common components used for alchemical substances. The physical representation of an alchemical attack is a packet of cornstarch.

Alchemical Lore - Cost: 2 SP
This production skill allows a character to create and produce alchemical substances. Additional purchases of this skill increase its level.

Craftsmanship Header - Cost: 2 SP

This represents the fundamental knowledge necessary for being a skilled craftsman. By spending time blocks, the Header can be used to find common components used to craft items.

Craftsman Lore - Cost: 2 SP

This skill allows the character to craft weapons, armor, and finely crafted items. Additional purchases of this skill increase its level.

Repair Armor - Cost: 2 SP

This skill allows a character to repair damaged armor. In order to repair armor, you must use a Phys Rep of tools, and role-play the repair. Additional purchases of this skill increase its level. There are two types of armor repair. The fast field repair requires one minute to repair, where the armor can be left on, and can be repaired to one half of Max Armor, rounded up. For a full repair, the armor must be taken off and repaired for five minutes. Arm guards or leg guards may be removed to represent taking off the armor, but the player will have 0 armor points until the piece has been replaced.

Mechanics Header- Cost: 2 SP

This skill represents the fundamental knowledge necessary for creating mechanical items. By spending time blocks, the Header can be used to find common components used to create mechanical items. Prerequisites: Craftsman Lore, Alchemical Lore

Mechanical Lore - Cost: 2 SP

This skill allows the character to make traps, locks, or other mechanical items. Additional purchases of this skill increase its level.

Astrology Header - Cost: 2 SP

Astrology is the secret art of charting the planets and constellations in order to glean their secrets. The successful astrologer may receive a boon from the stars. The most common form of these boons is a prediction of future events, though other boons have been known to exist. The nature of the boon is not known until it is granted. A player who has the Astrology skill will receive an Astrology rules system that contains all the information a player will need to decipher a star chart. At the beginning of each event, a character will receive a star chart, which they can decipher to glean a secret of the stars, provided that the player has spent at least three days in time blocks, charting the stars and planets and drawing the chart. Prerequisite: Read & Write

CHAPTER V. SKILLS (continued)

Astrology Adept - Cost: 2 SP

A character who purchases astrology adept is more proficient at predicting the future and gathering information from the stars. By spending an additional three time block days observing the stars, the adept may receive another boon, in addition to what they may discover from the star chart. Additional purchases of this skill increase its level. Other means are said to exist to affect the number and power of boons granted to someone with the Astrology Adept skill.

Professional Header - Cost: 2 SP

This represents what the character has gained in training for a skilled profession, which will provide a character with a way to earn money and/or an opportunity to role-play.

Skilled Profession - Cost: 3 SP

This skill represents a player's chosen profession. Players with this skill can come up with their own vocation. There are no definite answers as to what can be gained by a chosen profession, but any player can find a way to use it to his or her advantage. This skill can be taken multiple times in the same job to signify increased knowledge and skill, and increased wages. Most skilled professions will start at a three Drake per day wage. Others, such as Merchant, may be four or more Drake per day. Some Professions may have pre-requisites, which will be determined when a player elects a particular profession. Additionally, some professions, such as Tracker, Herbalist, Geologist, or Apothecary, allow one to procure components during timeblocks, which do not expire, and bring them into game. One purchase of these professions allows you to procure common and uncommon components, two allows you to procure scarce, and three allows you to procure rare, and get a lead to exceptionally rare. The actual time in timeblocks, varies based on what component you seek. More information is available if you are interested.

Surgeon - Cost: 3 SP

After 1 minute, and a character has bled out, but before then ten minutes where the spirit must leave the body, a Surgeon can attempt to bring the patient back to life. After 5 minutes of working on the patient, the Surgeon pulls a stone from an OOG "surgery bag" (provided by Staff) to determine success or failure. If successful, the patient will awaken with one BP, but suffer from the Curse and the Slow effects, for 5 more minutes. If the surgery fails, then the patient dies, and must go immediately to Death. The Surgeon skill may be purchased up to three times to improve the chance of success. Surgeons must supply their own surgical tool phys reps. The Surgeon skill does not work on undead. Only one surgeon may work on an unconscious victim. A surgeon can also fix a maimed limb, after spending one minute with a patient. The patient must be prone during the treatment. Prerequisite: First Aid, Read & Write

Undead Surgeon - Cost: 3 SP

Same as the Surgeon Skill, but only works on Undead. Prerequisite: First Aid, Read & Write

Weapon Skill Class

Weapon Skills are simply, that, skill in a weapon, or class of weapons. The headers for each group of weapons are free, but each class of weapons must be purchased separately.

Heavy Weapons Header - Cost: 0 SP

Axe Class - Cost: 1 SP

The skill represents knowledge of all Axe types, Halberds, etc. Can use one-handed versions of these weapons.

Blunt Class - Cost: 1 SP

This skill represents knowledge of all blunt weapons. Can use one-handed versions of these weapons.

Sword Class - Cost: 1 SP

This skill represents knowledge of all swords. Can use one-handed versions of these weapons.

Heavy Weapons Master - Cost: 2 SP

This skill represents knowledge of all heavy weapons.

Light Weapons Header - Cost: 0 SP

Close Range Class - Cost: 1 SP

This skill represents knowledge of all small melee weapons. (Daggers, Dirks and Cudgels).

Spear Class - Cost: 1 SP

This skill represents knowledge of all spear types. Can use one-handed versions of these weapons.

Staff - Cost: 1SP

This skill allows the character to use a two handed staff in combat. When striking one hand must be kept within two feet of the center. The staff can also be used defensively by placing one end on the ground and pivoting it with one hand, allowing a free hand for casting, but otherwise both hands must be on staff to use.

Light Weapons Master - Cost: 2 SP

Knowledge of all light weapons

Projectile Weapons Header- Cost: 0 SP

Bow Class - Cost: 1 SP

This skill allows a character to use bow and arrows and/or crossbow and bolts. Bows used are either an approved Nerf Bow or a bow of not more than 20lb, with approved padded golf tube arrows. For a bow to be approved it must be decorated to look like it is constructed from non-plastic materials.

CHAPTER V. SKILLS (continued)

Thrown Weapons, Small - Cost: 1 SP

This skill allows a character to wield all small thrown weapons. This includes Close Range Class weapons, up to 8" sized rocks. You cannot use any thrown weapon to power strike. All such thrown weapons do 1 normal damage.

Thrown Weapons, Large - Cost: 1 SP

This skill allows a character to wield all large thrown weapons. This includes all large weapons, such as spears, up to boulder sized rocks. You cannot use any thrown weapon to power strike. Any rock bigger than 8" requires 2 Strength to lift, and does 2 Crushing damage. Any rock that is larger than 4 feet in diameter requires 3 Strength to lift, and does 3 Crushing damage.

Projectile Weapons Master - Cost: 2 SP

Knowledge of all Projectile weapons

Weapon Styles Header- Cost: 0 SP

Two-Handed - Cost: 2 SP

This skill allows the character to wield all two handed weapons in the class(es) they have knowledge. Prerequisite: A weapon skill.

Two Weapon Style - Cost: 2 SP

This skill allows a character to wield two one-handed weapons at the same time. The person can strike once with each weapon before taking a mandatory one-second combat pause. (i.e. strike, strike, pause). Prerequisite: A weapon skill

Shield - Cost: 2 SP

This skill allows a character to use a shield as a means of defense. Shields have the ability to block any damage causing weapon or packet delivered attack, except Crushing Damage. If an attack is delivered that destroys a shield, the damage is not delivered to the wielder of the shield, except for Crushing Damage. Shields will stop only numerical damage from spells (ex. 5 Fire, 3 Lightning, etc.) Spells which cause effects, will go through shields, and affect the character. This skill can be bought twice, first time allows use of 24 inch or smaller shield, second allows use of shield of 36 inches or smaller.

Combat Skill Class

Combat Skills are skills used in conjunction with traditional weapon strikes, where the attacker swings, and adds an additional effect to the normal attack. Notably, combat skills that add additional damage to an attack, such as Power Strike, Precision Strike, and Critical Strike, can be

combined with Effect based skills. Effects cannot be combined with each other, unless otherwise specified. Therefore, you could use a Power Strike with Maim, but not a Maim with a Disarm.

Brute Strength Skills Header - Cost: 2 SP

Brute Strength skills represent an individual's ability to harness one's physical strength in combat.

Berserker Rage - Cost: 3 SP / 1 AP

This skill allows one to resist the Maim, Stun, and Waylay effects.

Resist Disarm - Cost 3SP / 1AP

This skill allows one to resist the disarm effect

Destructive Blow - Cost: 5 SP / 2 AP

This skill allows one to call the "Destroy" effect. This can also be attempted on game items. The item must be struck for the effect to take place.

Fatal Strike - Cost: 7 SP / 3 AP

This skill allows one to call the "Fatal" effect, upon a successful hit with a melee weapon upon the target's torso.

Maim - Cost: 5 SP / 2 AP

This skill allows one to call the "Maim" effect. A limb must be struck in order for the Maim to take effect.

Power Strike - Cost: 5 SP / 1 AP

This skill allows one to attack for 2 additional points of damage. For each additional point of Strength, add one point of damage. After one lands a blow, one calls out the total damage from the strike. Thus, a 3 Strength character swings for 5 damage. The character should merely call "5". Power Strike does not work with ranged weapons.

Strength - Cost: 3 SP

Each purchase of this skill increases the physical strength by 1. All characters start with a base of 1. This can be purchased 3 times. Bonuses gained as result of race do not count as purchases of this skill.

Stun - Cost: 5 SP / 2 AP

This skill allows one to call the "Stun" effect. The torso must be struck in order for the Stun to take effect. Stun effects must be delivered with a blunt weapon.

Crushing Blow - Cost: 3SP / 1AP

This skill allows one to call the "crushing" effect with a successful strike. This skill can only be used with blunt weapons. This skill is stackable with other skills.

CHAPTER V. SKILLS (continued)

Finesse Skills Header - Cost: 2 SP

Finesse based skills represent speed and skill used to outmaneuver an opponent.

Disarm Foe - Cost: 3 SP/ 1 AP

This skill allows one to call the "Disarm" effect with a successful strike to a wielded object. In order to use this skill, the attacker must have a weapon in hand.

Parry - Cost: 5 SP/ 2 AP

This skill allows one to call the "Parry" effect in order to defend against any weapon based attack, except for effects "Waylay" and "Fatal" delivered with the Back Stab skill. In order to use this skill, the character must have a weapon or shield in hand.

Precision Strike - Cost: 5 SP/ 1 AP

This skill allows one to attack for 2 additional points of damage with edged or projectile weapons per purchase of the skill. After one lands a blow, one calls out the total damage from the strike. Thus, a character with two purchases of this skill swings for 5 damage. The character should merely call "5".

Riposte - Cost: 3 SP/ 2 AP

This skill allows one to call the "Riposte" effect. (Rhymes with "coast", not "cost"). The Riposte skill can counter any non-ranged weapon with the "Riposte" effect. The Riposte skill cannot be used against the Waylay, Critical Strike, Back Stab or Assassinate Skills. A riposte can only be "Parried" if the person calling the "Parry" is using two weapons, and uses the non affected weapon to perform the parry. Prerequisite: Parry

Trip - Cost: 5 SP/ 1 AP

This skill allows one to call the "Trip" effect when striking a leg with a weapon.

Stealth Combat Skills Header - Cost: 2 SP

Patience and surprise combine to incapacitate an opponent.

Back Stab - Cost: 7 SP/ 3 AP

This skill allows one to cause the Fatal effect when striking someone in the back. The call is "Backstab". Cannot be used with two handed or blunt weapons. This skill cannot be parried or riposted. Prerequisite: Critical Strike

Critical Strike - Cost: 5 SP/ 1 AP

This skill allows one to attack for 3 additional points of damage, when attacking a target from behind. Surprise is not necessary to deliver this attack.

Dodge - Cost: 7 SP/ 3 AP

This skill allows a character to use the "Dodge" effect

to avoid any non-line-of-voice or radius based attack. Some sort of move, twirl, or twist must be done to represent the dodge. A player can not lunge into an attack to save his/her friend and utilize a dodge.

Waylay - Cost: 5 SP/ 2 AP

This skill allows a character to deliver the "Waylay" effect. The attack must be delivered from behind, tapping the victim on the back between the shoulder blades, with either a cudgel or dirk, and calling "Waylay." This effect is stackable with other skills.

Shadow Cloak - Cost 3 SP/ 1 AP

The skill Shadow Cloak allows one to hide in shadows. This skill is only useable in the dark, and while trying to hide. One must cross their arms over their chest and cannot move. If someone asks you or makes an action against you, you must respond "Shadow Cloak". The person attempting to see someone shadow cloaked must role-play that you are not there. One must be hiding, not moving, with arms crossed for 5 seconds before the shadow cloak takes effect.

Endurance Skill Header - Cost: 2 SP

Conditioning allows one to tolerate physical hardship.

Body Stabilization - Cost 5 SP/ 2 AP

This skill allows one to prevent themselves from bleeding out, by automatically putting themselves into a Coma. After one minute of bleeding out, the skilled character will be in a coma for 10 minutes. After 10 minutes, they will be conscious with 1 BP. In the coma, one is still subject to effects (such as Maim, or being delivered to Death), but is unaffected by numerical damage and cannot be awakened. This skill is automatically activated if the 1 minute bleed out time has expired, and the character has the AP available.

Regeneration - Cost 3 SP/ 1 AP

Regeneration allows you to heal yourself. After activating the Regeneration skill, you must rest for 1 minute per BP either sitting quietly or lying down. No movement is allowed, or the regeneration skill is stopped at the amount of body you have gained.

Resist Disease - Cost 3 SP/ 1AP

Allows one to resist one Disease effect. If a character is struck with a higher level of effect, a higher level of this skill is needed to resist it. A Level 3 Disease, requires 3 purchases of Resist Disease to resist it.

Resist Pain - Cost 3 SP/ 1 AP to 3 AP

The Resist Pain skill allows the defender to ignore 3 points of body damage per ability point spent, up to a total of 9 points of body damage for 3 AP used.

CHAPTER V. SKILLS (continued)

Resist Toxin - Cost 3 SP / 1 AP

Allows one to resist one toxin effect. If a character is struck with a higher level of effect, a higher level of this skill is needed to resist it. A Level 3 Toxin, requires 3 purchases of Resist Toxin to resist it.

Second Wind - Cost 3 SP/ 1 AP

If one is reduced to zero body, this skill allows one to instantly regain consciousness immediately with 1 BP, This skill must be used within 5 seconds of dropping unconscious.

Magic Skills

The magical energy of Ashriya, surrounds and penetrates all things. Without spells, magic is just so much un-harnessed energy. Magic allows a character to do almost anything, and spells are the blueprints for action.

Channel Magic - Cost: 2 SP

The Channel Magic header is a prerequisite for all of the other Magic skill sub-headers. To cast a spell, the player must first "Channel Magic" to create magic points from their ability points, which is to converting 1 AP into two Magic Points.

Spell Sub-Headers – Cost: SP 2

In order to learn a spell, you must first have the sub-header which that spell falls under. Simply, if you want to learn the spell Cure Wound, you need to learn the Healing Spells sub-header, first. There are six basic different types of spell schools, which can be learned upon character creation, each with its own set of spells: Battle Spells, Protective Spells, Healing Spells, Mental Spells, Necromancy Spells, and Discord Spells.

Learn Spell – Cost: SP variable

The cost to purchase a spell depends on the level of the spell, which is one Skill Point for every three levels of the spell. Example: It costs 1 SP to learn a 1-3rd level spell, 2 SP for a 4-6th level spell, 3 SP for 7-9th, etc. Starting characters can only begin with spells level 1-3. A listing of all available starting spells is in the Appendix. At least one spell from each level must be purchased to buy a spell of the next level higher. You cannot purchase a third level spell until you have both a first and second level spell. Spells can be learned from a teacher in-game, or through learning from a scroll. If the spell is learned through a scroll, the person must have the skill Read Magic, and the scroll will be destroyed, and the spell is permanently learned. You can only learn a spell equal to your character's level, modified by racial bonuses or penalties.

You can teach another character a spell, if the spell level is at least three levels below your character's level. In order to cast a spell, one must use 1 MP per two levels of the spell.

Magic Blast - Cost: SP 3 / AP variable

This skill allows a character to focus magic into a blast of raw energy. For each ability point focused in this manner, the blast will cause two points of damage. There is no limit to the amount of ability points that can be used in this fashion.

Magic Shield - Cost: SP 5/ 2 AP

This skill allows a character to resist any Magic based attack.

Read Magic - Cost: SP 2

There are three basic functions of Read Magic. First, Read Magic is needed to learn a spell from a scroll. Second, if you choose not to learn the spell, but still wish to cast it, you can use Read Magic to consume the spell, simply by casting the spell. However, the scroll must be in your hand, or visible to read. You cannot tape a scroll to a weapon and there must be enough light to read by. Some scrolls do not require the use of Read Magic, and will be indicated on the scroll. These scrolls will have only the spell effect written on the scroll and possibly the level of the spell. Anyone of any level can cast the spell from that scroll, but they must have the skill Read & Write. Third, Read Magic is also necessary for performing ritual magic, which utilizes a combination of symbols, magical writings, components, and sometimes, Magic points. Ritual magic scrolls are rated by level just like normal scrolls. In order to use a Ritual scroll, your character must be the same level as the ritual. Ritual magic is performed in-game and can be very beneficial or very disastrous. Prerequisite: Read & Write

Ritual Lore - Cost: SP 2

This skill represents the advanced understanding of ritual magic and allows a character to alter a ritual or possibly even to come up with completely new rituals. Prerequisite: Read Magic

Ritual Development - Cost: SP 2

With the purchase of Ritual Development, a character enhances his ritual abilities, and increases the chance that rituals will be successful. Rituals can only be conducted during an event. IG, Ritual magic only seems to work when the star Terres has risen. This skill can be purchased multiple times. A character can do one additional ritual per day, per purchase of this skill. Prerequisite: Read Magic, Ritual Lore

CHAPTER V. SKILLS (continued)

PSIONIC SKILL CLASS

Psionic Affinity Header - Cost: 2 SP

The Psionic Affinity header is a prerequisite for all of other psionic skill sub-headers. All psionic skill effects (except as noted under Psychokinesis) may be delivered through a pre-existing contact, or through an instantaneous packet attack, unless otherwise noted in the skill's description.

Contact - Cost: 3 SP/ 0 AP

Contact represents being able to make a mental link with a target. Contact is established via a packet attack, after which the psionist says "Contact". This effect does not go through shields or weapons and must hit the target directly. If contact is established with a target, an attack can be delivered by voice. Once an attack is carried out, the contact with the target is broken, and must be reestablished. A psionist who breaks visual contact with the target loses the contact. The target of a contact will be aware that contact has been made, if they have the Psionic Affinity header. Contact can be maintained with only one individual at a time.

Crushing Contact - Cost 3SP / 1 AP

This skill is identical to contact, except it will go through shields and weapons. Prerequisite: Contact

Psionic Shield - Cost: SP 5/ 2 AP

Allows a character to resist any Psionic based attack.

Clairsentience Sub-Header - Cost: 2 SP

Detect Living/Undead - Cost: 3 SP/ 1 AP

The Detect Living/Undead skill allows the Clairvoyant to reach out with their mind to determine the presence of others in the area. A minute of concentration must be used to get a clear reading. This skill can be used to detect another being within a 30-foot radius. An approximation (a few, a bunch, a large group) can be discerned, as well as general direction – front, back, right, left. (A Staff member must be present.)

Detect Magic - Cost: 3 SP/ 1 AP

Using the Detect Magic skill one can concentrate for a minute to determine if there is a magical energy within a 15-foot radius. This skill can be used to detect items, rituals, protective spells, enchanted runes, magic focus points, etc... One can determine which direction the source is emanating from, however, one cannot tell what type of magic has been used. (A Staff member must be present.)

Detect Poison - Cost: 3 SP/ 1 AP

The Detect Poison skill allows one to detect the presence of a poison. This skill is useable to examine

food, a body, and in module situations (ie. Locked box). A minute of concentration must be taken, to determine if a toxin is present. The property of the toxin cannot be determined. (A Staff member must be present.)

Detect Traps - Cost: 3 SP/ 1 AP

The Detect Traps skill allows one with the skill to detect the presence of a trap. This skill is useable in module situations (ie. Locked box). A minute of concentration must be taken, to determine if a trap is present. This skill will provide exact knowledge of the location of a trap, but will not provide the necessary knowledge to discern the effects of the trap or how to disarm it. (A Staff member must be present.)

Eagle Eye - Cost: 3 SP/ 2 AP

With one purchase of Eagle Eye, the user may see a Shadow Cloaked individual. With a second purchase, the user may avoid a Waylay.

Object Reading - Cost: 3 SP/ 1 AP

Object reading allows one to concentrate for a minute on a particular object, to glean a sense of what the history of the object is. After focusing on the object in question, one can sense if the object is magical, cursed, was particularly cherished to someone, etc. However, one cannot determine anything particular about an object, such as magical properties, or who the owner was. (A Staff member must be present.)

Spirit Commune - Cost: 3 SP/ 1 AP

This skill allows one to communicate with recently departed spirits that have not yet resurrected. The conversation can be normal, however it should be muted – whispers back and forth that no one else can hear. This skill DOES NOT force a spirit in anyway to communicate with the person trying to commune. Each attempt to commune with a spirit uses up one ability point. Will not work on assassinated subjects.

Psychokinesis Sub-Header - Cost: 2 SP

Contact CANNOT be used with any of these skills, except choke. A packet attack is required.

Choke - Cost: 7 SP/ 2 AP

This skill causes the Choke Effect. The attacker must hold out their arm as if they were grasping their opponent's throat. If the arm is put down, or hit, the effect is broken. Contact with a target may be established before this skill is used.

Control Earth - Cost: 5 SP/ 1 AP

This skill allows one to manipulate the earth to trip an opponent (as per Trip Effect). You must state the skill "control earth" before throwing the packet. Call out "trip" upon hitting a target.

CHAPTER V. SKILLS (continued)

Control Sound - Cost: 5 SP/ 2 AP

This skill allows one to cause a sonic vibration, which stuns an opponent (as per Stun Effect). You must state the skill "control sound" before throwing the packet. Call out "Stun" upon hitting an opponent.

Control Wind - Cost: 5 SP/ 1 AP

This skill allows one to manipulate the winds to disarm an opponent (as per Disarm Effect). You must state the skill "control wind" before throwing the packet. Call out "Disarm" upon hitting a target. "

Create Object - Cost: 3 SP/ 1 AP

This skill allows one to create simple objects from raw material. Wood and stone can be bound together to create useful items such as clubs or staves or shields. Objects made from metal or other processed materials cannot be made. An item created lasts for a reset, and then falls apart, back into the everyday materials.

Destroy Object - Cost: 5 SP/ 2 AP

The Destroy Object skill allows the user to call the Destroy effect. The effect can be called on a weapon, armor or shield. This skill can also be attempted on game items.

Force Barrier - Cost: 7 SP/ 2 AP

This skill allows one is create a barrier of force around oneself. The psionist must have their arms outstretched, palms facing outward and cannot move. As long as the force barrier is up, the psionist cannot be hurt by physical attacks per the "weapon shield" effect. One can be harmed by magic and psionics.

Psychometabolic Sub-Header - Cost: 2 SP

Adrenalin Surge - Cost: 7 SP/ 3 AP

The skill Adrenalin Surge allows you to focus of all of the strength in one's body. After activating this skill, one can perform unlimited Power Strikes for 1 minute. One must scream loudly at the beginning of this attack. At the end of this minute, one is Cursed for 10 minutes.

Body Stabilization - Cost: 5 SP/ 2 AP

Same as the Endurance Skill, "Body Stabilization".

Disease Absorption - Cost: 3 SP/ 1 AP

This skill allows one to absorb a disease and render it inert. This can be done instantaneously. This skill can be purchased multiple times. If a character is struck with a higher level of effect, a higher level of this skill is needed to resist it. A Level 3 Disease, requires 3 purchases of Disease Absorption to resist it.

Displacement - Cost: 10 SP/ 3 AP

With this skill one is able to temporarily turn

themselves incorporeal. This skill can be used to avoid one weapon or packet delivered attack and can be used in reaction to the attack. When hit by an attack, call out "Phase" to signify that the attack was phased.

Flesh Armor - Cost: 5 SP/ 1 AP

Flesh Armor represents the hardening of the skin as a result of concentration. This is a skill that improves as one develops. The base armor for the Flesh Armor skill is 3 points, but can advance through in game means. Flesh Armor cannot be reset, but an ability point can be expended at any time to bring the Flesh Armor back up to full. No other armor can be worn while Flesh Armor is active. This skill is not stackable.

Heal - Cost: 3 SP/ 1 AP

Heal allows you to heal yourself. After activating the Heal skill, you must rest for 1 minute per body point, either sitting quietly or lying down. No movement is allowed, or the Heal is stopped at the amount of body gained.

Poison Absorption - Cost: 3 SP/ 1 AP

This skill allows one to absorb a poison effect and render it inert. This can be done instantaneously. This skill can be purchased multiple times. If a character is struck with a higher level of effect, a higher level of this skill is needed to resist it. A Level 3 Toxin, requires 3 purchases of Poison Absorption to resist it.

Telepathy Sub-Header - Cost: SP 2

Inflict Pain - Cost: 7 SP/ 1-3 AP

This skill allows the psionist to inflict excruciating pain to a chosen target. Three points of body damage is inflicted per ability point, up to 3 ability points may be used with a strike. If not using contact, damage must be stated before throwing the packet.

Psionic Blast - Cost: 7 SP/ 3 AP

The Psionic Blast causes the Curse effect. Contact with a target may be established before this skill is used. When attacking someone with a Psionic Blast state - "Psionic Blast - Curse"

Shun - Cost: 3 SP/ 1 AP

This skill allows one to target an individual with the Shun effect.

Tranquil Mind - Cost: 3 SP/ 1 AP

The Tranquil Mind skill calms and heals the mind of others. Through this ability, the telepath can remove the Curse caused by Psionic Blast, Berserk caused by any means, and calm some states of agitation. Once Contact is broken, the target may revert to their previous state if they are still subject to the effect.

CHAPTER VI. ARTISAN PRODUCTION

Production in Terres Rising is broken up into three main categories: **Alchemy, Crafting, and Mechanics**. Alchemy allows you to make things like potions, poisons, and gases. Crafting allows you to make things like weapons, armor, and shields. Mechanics allows you to make things like locks, traps, and explosives. To gain basic knowledge of a particular category, you need to purchase the appropriate **Header**. In order to produce items, you need to obtain, in game, the appropriate formula, whether it is the **recipe** (for Alchemy), **design** (for Crafting), or **blueprints** (for mechanics). Once you have the recipe, design, or blueprint, you need obtain, in game, the respective **components** that the formula calls for. Then, for every purchase of the Lore skill, you receive **four Production Points** in that particular category. You can make items during timeblocks, or maybe even during an event, based on how many Production Points you have, and the components you have. The speed in which you can produce items is your **Production Rating**, which is determined by your **Production Ability Level**, your character's race, and how many purchases of the respective Lore skill you have. You can have different Production Ratings for Crafting, Alchemy or Mechanic at the same time.

What is your Production Ability Level?

Your Production Level dictates how complex an item you can make. There are 4 levels: Beginner, Intermediate, Advanced and Master. A particular Recipe, Design, or Blueprint, will have a certain Production Level that is needed in order to make that item. Production Ability Level (PAL) is based on how many times you have purchased the Lore skill. When you purchase a Lore skill once, you are a Beginner. Upon your third purchase, your Production Level is Intermediate. The Advanced Production Level requires eight purchases, and Master Production Level requires eighteen purchases. However, simply purchasing the Lore skill an adequate number of times is not enough to become Advanced or Master. You will also need an In-Game teacher to achieve those level thresholds.

Production Ability Level	Production Level
Level 1 (Lore skill x 1)	Beginner
Level 2 (Lore skill x 3)	Intermediate
Level 3 (Lore skill x 8)	Advanced
Level 4 (Lore skill x 18)	Master

What is your Production Rating?

$$\text{Production Rating} = \text{Number of Lore Purchases} + (\text{Race Modifier} * \text{PAL})$$

Your Production Rating (PR) influences the speed in which you can make items. With each purchase of the respective Lore skill, your character's PR increases by one. Based upon your character's race, your character receives a bonus to the PR, which is an additional Race Modifier, with each Production Ability Level. For example, a Mystic with one purchase of the Lore skill has a PR of 1. A Ritika with one purchase has a PR of 1, plus the Race Modifier of 4, for a total of 5. A Mystic with two purchases has a PR of 2. A Ritika with two purchases has a PR of 6. A Mystic with three purchases has a PR of 3. A Ritika with three purchases has a PR of 11. (One for each purchase, 4 for achieving the Beginner PAL, and 4 for achieving the Intermediate PAL.) A Ritika with 25 purchases, would have $25 + (4 * 4) = 41$.

Race Modifier	
Ritika	4
Elf	3
Human	3
Dagon	2
Vampyre	2
Haroc	2
Ghoul	1
Krosan	1
Lyche	1
Mystic	0
Wyldling	0

How Long Does It Take To Produce an item?

$$\text{Time To Make Item in Days} = (30 / \text{PR}) [\text{rounded up}] * \text{Difficulty Multiplier}$$

The more advanced the Production Level of the item, the longer it will take to produce. For example, assuming all of the needed components are on hand, if you have a PR of 6, the time it would take you to make a Beginner item is 30 divided by 6, which is 5, multiplied by 1, so, 5 days. If you have a PR of 11, 30 divided by 11 is 2.72. Whenever there is a fraction, you must round up. Therefore, 3 multiplied by 1. So with a PR of 11, it takes 3 days to make a Beginner item. If you have a PR of 6, and you want to make an Intermediate item, it will take $30 / 6 = 5$ times 2, which is 10 days. If your PR is 11, it would $30 / 11 = 2.72$ which is 3 rounded up, times 2, which is 6 days. If you want to make an item that has multiple effects, it takes the same number of days, for each additional effect.

Production Level	Difficulty Multiplier
Beginner	1
Intermediate	2
Advanced	4
Master	6

CHAPTER VI. ARTISAN PRODUCTION (continued)

Components

Components are an integral part of Production. The majority of the Beginner items require just common components, or in some cases, none at all. All components must be processed for use in production. Common components can be found, and processed easily once you have learned the respective Header. By using one day of timeblocks, you will be able to find and process 2 common components. These can be any common components. You cannot bring components into game if you do not use them all up in timeblocks. It is assumed that they have expired, or gone bad. In order to find more scarce components, you will need to find, trade, or buy them in game, or purchase the skill **Foraging**.

Foraging For Non-Common Components

Foraging is the skill that enables you to find non-common components during timeblocks to use in production. Each purchase of Foraging cuts the time in half to find a component. You can learn Foraging up to three times. The table below illustrates the amount of time needed to find and process a given component.

Foraging Level	Common	Uncommon	Scarce	Rare	Exceptionally Rare
Foraging x 1	4/day	4 days	10 days	20 days	100 days
Foraging x 2	8/day	2 days	5 days	10 days	50 days
Foraging x 3	16/day	1 day	2.5 days	5 days	25 days

Enough Logistics. What Can I Make?

The possibilities are virtually endless, but must exist within the rules of the system. For example, talented alchemists learn recipes for healing potions, sleep gases, ingested poisons, and much more. A talented craftsman can not only make basic weapons, armor, and shields, and sharpen swords, but can also make items that are so finely crafted, they may be able to do more damage, or defend against certain kinds of attacks. A talented mechanic can make locks, traps, explosives, or a whole host of unusual devices that might confer extra strength, light up a room, or even resist certain kinds of attacks. These are just some examples of what you can produce.

Learning New Recipes, Designs, and Blueprints

Each branch of Production has a limitation on how many different types of items you can know how to produce. An Alchemist and Craftsman can learn as many recipes and designs as their Production Rating. A Mechanic can know as many blue prints as half of their Production Rating, rounding down. Depending on the complexity, some of these formulas make take more than one "slot". New formulas can be learned by role-playing, in-game, with a teacher. Self-teaching, based upon reading and studying the respective formula, will vary, and generally must be done in timeblocks.

Making Modifications to an Item During an Event

Some formulas allow you to make modifications to an item during an event. This may require the use of one or more AP, components, and most importantly, active role-playing, which all depends on the nature of the formula. If you would like to modify an item during an event, you must notify a Staff Member before you begin, and you should also be supervised by Staff as you role-play. For example, if you are sharpening a sword using the Crafting skill, you must role-play the activity of sharpening the sword you are working on, in addition to spending the AP, and surrendering the component tags. Multiple modifications cannot be stacked onto an individual weapon. In-game modifications do not generally last longer than an event, and many have only instant effects.

Multiple Use Items

Generally, Intermediate items are once-ever effect items. When you produce a once-ever item, you will be given a tag with a description of the effect as well as the item tag. Once the effect is used, you should hand in the tag, and you will be given a normal item tag. Generally, you must have the item for at least 1 reset, to use it, which is considered

actively "training" with the item, or "learning" about the item. Advanced are once-per-event

effect items. In order to use a once-per-event effect, one must have the weapon for at least 3 resets. Master items are once-per-reset effect items. An item with a once-per-reset effect must have at least a prominently visible colored ring around the item, at least an inch thick. This ring represents the noticeable difference in quality of the item over a normal item of the same type. In order to use the once-per-reset item, one must have the item for at least 30 days.

Multiple Effect Items

You must be at the Advanced level to be able to combine two effects and Master level to combine three effects. Training times are stacked. As such, if there is a one-per-event effect, and a one-ever effect, you would need 4 resets to learn to use either effect of the item.

Experimentation and Invention

These are skills innate to certain races, or are skills that must be learned in-game. With these skills, characters may be able to make their own recipes, designs, or blueprints. Generally, it would be exceedingly difficult to effectively experiment at the Beginner or even Intermediate levels.

More Information

More detailed information is available to those who have purchased the Headers.

CHAPTER VII. COMBAT

Combat in the world of Terres Rising may seem complicated at first, but after a little bit of practice, it is actually fairly easy. All you have to do is keep mental track of a few numbers, and understand that any action you take requires you to pause a full second before taking an additional action.

“CALL BACKS”

The first principal to remember with all combat is responding with callbacks. When any effect strikes you, you must respond to the attacker. This can range from a simple spoken subtle, “Got it”, to some kind of role-playing cry of pain like a scream or growl. Any attacker must pause for one second between attacks, to give you the opportunity to acknowledge the effect, with a callback. Additionally, you should try to role-play the results of being affected by an attack’s effect whenever possible. If you’re being hit with a powerful strike, you should react differently than if you were hit with a regular blow, or even a bolt of lightning. Finally, if you are protected from an attack due to an ability or some other type protection, you must call back the protective effect. If you are using Dodge, Parry, or if you are immune to certain effect, you should always state it loud and clearly, so the attacker will know.

MELEE COMBAT

Let’s start from the beginning, and build a hypothetical character. Let’s use a Krosan fighter, with normal strength, who wears 5 points of chain mail armor. You decide that the starting skills that you want to learn are: Sword, two-handed weapon style, Fatal Strike, and Power Strike.

Now you are ready to go off and play! So, you wander off from the safety of your cabin, and soon encounter a lone savage cannibal (an NPC played by a Staff member) coming towards you. As a Krosan, you would never fear a lone cannibal. You waste no time, and rush the cannibal, striking it from the side before it gets a chance to attack you. Do not swing hard, and no baseball bat or hockey stick style swings. The swing from your phys rep is just enough to touch and make contact, and allow the other player to feel it. Since you didn’t use any special abilities, you do not need to call any damage, or make any call, as you attack. The NPC gives you a “callback” by groaning and

quickly says, “Got it!”, to acknowledge the hit. The NPC mentally subtracts one point of damage from his total body points. As soon as he acknowledges the hit, you take another swing. Before you hit the cannibal, he is able to block it, and as he is fighting with two weapons, he blocks your sword with one hand, and hits you with the other. You mentally deduct 1 point from the 5 points of armor you are wearing. You step back as you acknowledge his blow, and you callback, “Got it!”, and block another shot quickly before swinging up and hitting his

You do not need to call any damage, or make any call, as you attack.

shoulder, just as he lands another blow with his left hand. You are now left with only three armor points, but the cannibal who has no armor on, can’t last much longer. So, you land one last blow and use 1 AP to perform a

Power Strike, calling out “4!” The NPC did the math in his head, and he was out of BP, so the cannibal falls. You have not been hurt, but your armor is now worth only three points of protection.

Now that the NPC is unconscious and prone, you touch your weapon to his torso, and say, “I deliver you to Death 1, I deliver you to Death 2, I deliver you to Death 3.” Remember, a killing blow can be disrupted by someone knocking your weapon out of the way. But now that he’s dead, the NPC will hand you his essence tag(s), which you put in your pouch, to save for the end of the event, which you will give to Staff, and which will be converted into XP. If you move on before collecting the essence tag, you have ten seconds to retrieve the tag before the essence is lost.

SPELL COMBAT

Spell casting is a little more complex. In order to cast a spell, you must have a spell learned. You use ability points to represent the effort it takes to draw upon and focus the magical energy of the world. With one ability point, the beginning mage can channel two Magic Points (MP). In order to cast a spell, one must use 1 MP per two levels of the spell. For example, a 1st level spell requires 1 MP to cast, which means you have used 1 MP,

CHAPTER VII. COMBAT

(continued)

but you still have 1 MP left over to use for another spell. A 7th level spell requires 4 MP to cast, which means you have converted 2 AP.

This time, you are a human caster, and you and your party are in a fight with a group of aggressive little creatures and you want to attack one. You have learned "Pin," a second level spell, and want to use it on one of the creatures. You take one of your spell packets and call out the verbal incant for the spell, "I pin you to the ground!" After you have completed the verbal incant, you throw the packet at your target. If the packet hits your target, you can call out the effect, "Pin," and you subtract one Magic Point. You must wait a full second for your target to acknowledge the spell, before casting another spell at that target. If your packet missed the target, you lost one Magic Point. Keep track of all the spells you cast, and subtract the proper number of ability points from your ability point pool.

Some spells have lasting effects, and are not instantaneous. These spell effects stay with a person until they are used. For example, if you have learned "Weapon Shield" under the Protective List, you need to touch the recipient of the spell and state the incant "I create a force to shield me from harm.", and then subtract two Ability Points from your pool, since Weapon Shield is a 3rd level spell. You will have 1 Magic Point leftover. (Some spells, known as "line of voice" spells, may not even require the throwing of a packet.)

CHAPTER VIII. **TESTS OF STRENGTH**

Every character's base Strength is one, unless you have a racial bonus, or have made additional purchases of Strength. Exceptional strength (2 strength or more), comes in handy in various role-playing encounters, such as role-playing a tug-of-war, role-playing an arm wrestling contest, or helping the local tavern wench "carry" a heavy crate of meat. These uses do not generally require the use of AP. Some special items may require exceptional strength to move or use, and will be appropriately labeled as to the necessary strength needed.

Prohibited Uses of Strength

Contrary to the above examples of role-playing uses, you cannot use Strength in actual physical ways. For example, you cannot force a weapon out of another character's hands. You cannot "punch" someone, except with phys reps, and with the weapon skill of Unarmed Combat. You should never physically hold down or move someone for real. If you want to use strength to do "hold someone down", you must state your Strength rating aloud, (For example, "I have 4 Strength."), to the person, and then, you may gently place a single hand on their shoulder.

Moving an Unconscious Character

If you have normal strength, you can "drag" an unconscious character up to 15 feet. If you have 2 Strength, you can slowly walk with an unconscious character, with their hand on your shoulder. If you have 3 Strength, you can jog with an unconscious character, with their hand on your shoulder. If you have 6 Strength, you can drag two characters, or run with one.

Holding Closed or Forcing Open a Door

Anyone can do this by placing the palms of both hands on the door. To resolve this test of strength, add up the total strength of all characters on either sides of the door. The side with the greatest number, wins. No one should ever actually push! You cannot create any physical barricades, such as using beds or furniture.

Breaking Bindings

Ripping out of physical bindings of rope or similar materials requires 3 Strength. Ripping out of chain bindings requires 5 Strength. Ripping out of magical bindings depends on the level of the spell. Breaking out of bindings requires usage of 1 AP. In the event you have double the required Strength, there is no AP cost.

Resisting the Disarm Effect

You can resist a Disarm, with 3 Strength, using 1 AP.

Resisting the Trip Effect

You can resist a Trip, with 4 Strength, using 1 AP.

Kind	Effect	Required Strength*
Pin	Pin 1 foot	2 strength
Root	Pin both feet	3 strength
Resist Disarm		3 strength
Break Rope		3 strength
Bind	Both arms	4 strength
Resist Trip		4 strength
Break Chain		5 strength
Confine	Feet & Arms	6 strength
Encase	Confine+Silence	8 strength

*1 AP to break free unless strength is double what is required, then it is free.

CHAPTER IX. ARMOR

Armor Points represent the number of damage points it can absorb before it is “breached” (reduced to zero). When your Armor is breached, it will offer no protection to you, and damage taken will be subtracted from your body points. As you take damage, you must keep an accurate total in your head of how much damage your armor has taken. Completely breached armor must be repaired (generally by someone with the Repair Armor skill) before it can be used again. Armor does not need to be completely breached, to be repaired.

There are three aspects of Armor at Terres Rising.

1. How much Armor can your character wear? (Maximum Armor or “MA”)
2. How many points of Armor do your Phys Reps actually represent? (Armor Rating)
3. Do you have a game item tag?

Even if your character has an MA of 5, if you’re only wearing a tabbard, you are effectively wearing no Armor. If you have this amazing museum replica full plate armor, but no game item tag, you are also going to have no armor points. Armor Points will only be rewarded for authentic armor, and the amount will be determined by your Phys Reps. In most cases, you can readily assess how much armor your opponent has by sight.

There are a number of factors that determine how much protection your armor can provide you. This is determined based on how much coverage your armor provides, what your armor is made of, and the quality of your armor. What your armor is made of, is broken up into two categories: Light and Heavy. Armor made of metal is considered Heavy. Leather, bone or other materials are considered Light. The breastplate governs the rating of Heavy or Light. If you are not wearing a breastplate, all armor worn is considered Light. Armor is also broken into categories based on the quality of the armor, as follows:

LARP Quality - It’s clear that it’s pretend armor. Pleather, tinfoil, Painted PVC/pickle barrel, etc.

Theatrical Armor - It’s pretend armor, but it’s done very well. From a reasonable distance of a few feet, it looks real.

Real Armor/Museum Replicas -This is functional armor. It might be lighter than “real” armor, (aluminum instead of iron), but if you went to the Middle Ages in a time machine, no one would blink if they saw you.

If your Armor has never been assessed by a Staff Member, it must be assessed, otherwise, it will be considered LARP Quality. To have your Armor assessed, see a Staff Member at an event, who will determine your Armor Rating. If during the weekend you change your armor phys reps, you should check in with staff for a new rating.

AMOUNT OF COVERAGE

Breast & Back Coverage	40%
Shoulders	5% each
Forearms	5% each
Hip & Groin	10%
Thighs	5% each
Lower Leg	5% each
Open Helm	5%
Face	5%

ARMOR QUALITY

LARP Theatrical Real/Museum

Light

76% +	3	4	6
40-75%	2	3	4
20-39%	1	2	3
19% -	0	0	0

Heavy

90% +	5	8	10
70-89%	4	7	8
40-69%	3	5	6
20-39%	2	3	4
10-19%	1	1	2
9% -	0	0	0

HELMETS

All Helmets provide protection from waylay. Some Helmets offer additional Armor Rating points.

- Leather Larp Quality 0 pt
- Leather Theatrical Quality 1 pt
- Leather Museum Replica 2 pts
- Metal Larp Quality 2 pt
- Metal Theatrical Quality 4 pts
- Metal Museum Replica 6 pts

ARMOR TAGS

At your first event, you will receive a game item tag, equivalent to your MA, up to the max of your Armor Rating. If it is lost or destroyed in the future, you will need to beg, borrow, buy, or steal another tag in the in-game. In the event you are lucky enough to come upon exceptionally crafted, or magical armor, the tag for the armor must be externally attached to the front of the phys rep.

CHAPTER X. CONSTRUCTING PHYS REPS

In Terres Rising, we obviously cannot use real blades, bows, or items. Instead, we use Physical Representations for items. As such, all players must provide their own weapons, packets, and armor. Safety is the primary concern when making weapons, packets, and armor for Terres Rising events. To ensure this, all weapons must be examined and assessed by Staff at the beginning of every event. When you check in, bring all weapons and items that you plan to use during an event, and a staff person will make sure that the phys reps are indeed safe. Following are standard methods to making safe phys reps. There are many commercial vendors who sell phys reps, but they may not necessarily be safe in Terres Rising, so they may not be approved, or modifications to rules will be made. For example, most commercial latex weapons do not have safe tips, and as such, thrusting is prohibited with latex weapons.

If you are having difficulty obtaining the appropriate tools and materials, please do not hesitate to contact Staff, who can assist you in the best ways to obtain them.

How To Construct A Weapon

Tools and Materials:

- Saw or pipe cutter, scissors, and a utility knife
- Duct Tape (Brown for wooden weapons, Silver for metal weapons)
- Strapping Tape (With Threads)
- Open Cell Foam (Seat Cushion Foam)
- 5/8" Wall Thickness Foam Pipe Insulation (Usually Green)
- 3 / 4" CPVC (Plastic Pipe) or 7/8" Aluminum Pipe (for two handed weapons only)

1. Cut the PVC or Aluminum Pipe 4-5" shorter than the maximum desired or allowed length. Then scrape or sand the edges of the cut pipe until smooth.
2. Cut approximately a 1" slice off of the end of the pipe insulation. Cut this slice in half. Take one of the halves and press the ends together and press into the end of the weapon pipe.
3. Cover the cut pipe with the 5/8" pipe insulation, leaving one inch of the pipe insulation extending past the pipe. Now

take the other half of the slice of pipe insulation and fill the empty 1" at the end of pipe insulation. Cover the end with two crossed pieces of strapping tape. This is going to be the striking end.

4. Cut the soft cell foam into a thrusting tip about 2" x 3", attach the thrusting tip to the end with two pieces of strapping tape crossed.
5. Now attach the pipe insulation to the pipe at the hilt end. Secure the pipe insulation to the pipe with four strips of strapping tape, forming two x's.
6. To add a basic hilt, cut a length of pipe insulation about 8". Cut a hole the diameter of the pipe and slide the foam over the handle end. Attach it to the base of the blade.
7. Now cut a 2" piece of pipe insulation for a pommel. Cover the pommel end of the pipe with a couple of pieces of strapping tape. Slide the foam over the pipe leaving about an inch between the end of the pipe and the end of the insulation. Fill the 1" space with some pipe insulation. Tape the end with a couple of strips of strapping tape. Now attach the pommel to the handle with four strips of strapping tape forming two x's.
8. Cover all exposed foam with a single layer of duct tape. Poke several pinholes in the tip of the weapon to allow proper compression.

How To Construct Spell Packets

If you are going to cast spells at Terres Rising, you are responsible for bringing your own spell packets. As the game proceeds, you should be able to scrounge, and pick up some stray packets on the ground. But you should come prepared with your own.

Materials:

- Any Fabric
- Birdseed (without sunflower seeds)
- Rubber Bands or Strapping Tape.

1. Cut the fabric into approximately 8" squares, and measure out no more than a 35mm film canister of birdseed.
2. Place the bird seed in the center of the fabric square, fold corners up forming a "tail".

CHAPTER X. CONSTRUCTING PHYS REPS (continued)

3. Place the rubber band forming a ball of birdseed, you can either leave the “tail” or cut it off to whatever length you want. Some people like to have something to hold onto.

How To Construct Alchemical Packets

The process is very similar to making spell packets, but the materials are different.

Materials:

Facial Tissue (cheese cloth or other similar material can also be used)
Corn Starch or Flour
Rubber Bands

1. On a piece of standard facial tissue, measure out no more than a 35mm film canister of corn starch.
2. Place the corn starch in the center of the tissue, fold the corners up forming a “tail”.
3. Place the rubber band forming a ball of corn starch, you can either leave the “tail” or cut it off to whatever length you want. Some people like to have something to hold onto.

Alchemical Packets are very fragile and making or purchasing containers is a wise idea. Some use the 33mm film canisters themselves.

Dimensional Requirements for Weapons Phys Reps

Weapon	Head Size Min. Length / Width	Overall Length Min. / Max.
Edged Weapons		
Dirk	-	8” / 12”
Dagger	-	18” / 24”
One Handed Sword	-	24” / 48”
Two Handed Sword	-	50” / 62”
Hand Axe	12” / 6”	18” / 32”
Two Handed Axe	20” / 8”	34” / 44”
Polearm	24” / 12”	60” / 72”
1 Handed Spear	8” / 4”	34” / 44”
Blunt Weapons		
Sap	4” / 2”	8” / 12”
Staff	-	60” / 72”
Club	12” / 4”	18” / 44”
Two Handed Club	20” / 4”	50” / 62”
Mace / Hammer	12” / 4”	18” / 44”
Two Handed M/H	20” / 4”	50” / 62”
Throwing Weapons		
Large Rock	8” to 4’ Spherical Diameter	
Boulder	4’ minimum Spherical Diameter	
Javelin	-	36”
Throwing Knife	-	8” / 12”