

Faded Glory
The Live Action Role Play System
Rule Book

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Welcome

This rulebook should provide all that you need to know about the Faded Glory system from general background information to creating your character. We will attempt to notify players of any changes to the rulebook and we will release updated rulebooks as often as we can. Further system information about the setting and advanced rules can be found on our website, address below.

If you have any questions please feel free to contact us at: Ref.Team@fadedglorylrp.co.uk

Alternatively you can go to our web page:
<http://www.fadedglorylrp.co.uk/>

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What is Live Role-Playing (LRP)?

Fantasy live role-playing was created when some role-players wondered what it would be like to play their characters for real. It is the art of portraying a fictional character in a story. You can meet other characters, monsters, and interact with one another and the story.

L.R.P. allows us to express our imagination in ways that are not possible in day-to-day life. In moderation it is a chance to leave behind everyday life and to live an extraordinary one for a short time, doing things that we would never be able to do in our normal lives. However the following should always be remembered when at the events:

No player or monster should ever use physical restraint or force when role-playing. If players or the monster team want to role-play a kidnapping, an arrest or a brawl ALL characters including the target(s) should be briefed in advance and the event role-played to the best effect.

We, at Faded Glory, ask that all participants at events respect other people's property; from weapons and costume to tents and tools. Anyone who damages equipment belonging to someone else should try to inform the owner as soon as possible. If the damaged equipment belongs to the Faded Glory system, it should be reported to one of the organisers or refs, who will ensure that any damaged equipment is removed or made safe. People may also be billed for any damage they have caused.

Combat is an important and entertaining part of L.R.P. involving the use of specially manufactured L.R.P. weapons. All participants of Faded Glory Events have agreed that live role-playing weapons may be used on them in the course of the events. Players are reminded that all blows must be pulled to reduce the impact and all weapons and equipment are subject to safety checks before they can be used. Players should also note that fast consecutive hits, known as drum-rolling, are not permitted and a minimum 1 second pull between blows should be allowed.

Many races, skills, abilities or magical items need you to have physical representations (phys-reps) for them. If you do not have the appropriate phys-rep then you cannot use the skill/ability/magical item. If for any reason you choose to not put your armour on that morning you cannot claim to be wearing it in a fight, this makes things simple and straightforward for players, crew and the ref team and avoids a great deal of confusion.

If you do not have a skill on your battle board that says you can do something then you cannot do it. If your character has wings, you cannot fly unless you have a skill that says you can.

All referee calls made are FINAL within the event they are made at. A referee can only base his or her decision on the information they have available to them at the time and they will try to make the best decision they can based on the rules and fairness. Therefore, if you require a referee to make a ref call to do with your character or something your character has done, it is best if you have all the information ready for the referee before he/she makes their decision as it will not be changed afterwards.

NOTE: Ref calls may well be discussed by the referee team after the event and clarifications may be published if needed, in such cases the decision may be changed and documented so it is not an issue in the future.

Finally and most importantly, remember that the point of L.R.P. is for everyone to have fun and to enjoy themselves, so leave your troubles at the gate and come have fun!

World in brief

Welcome to the world of Rhiona, once it was a lush and verdant world full of life and joy, now that is no longer the case.

First there came the Impossible War, so named because no one dreamed such horror could take place. At its conclusion the armies of darkness were defeated but not before they decimated vast portions of the world.

If that were not bad enough, barely a year later, just as people were starting to get their lives back together, the Undead came. The uncounted rotting bodies of man and beast left over from the Impossible War rose as one and marched on the living, driven by some unseen and unspeakable force. The living appeared not have a chance; they were outnumbered and had no military strength of worth. Only by desperate chance did the last of the living races survive. They created a powerful artifact, now known as the Life Stone, to repel the undead and create a haven for the living.

Two centuries later with the gods having deserted us and the Life stones protections slowly but inexorably failing things started to look better for the surviving living races. Bands of adventurers started to take the fight back to the undead and reclaim a little of the lost history and glory we once possessed. Their deeds were many and great, a College of Mages was founded to teach magic and share the lost lore that was being re-discovered. Long dead Knightly orders were discovered and rebuilt. Survivors were found and rescued and even the great troll city of Golashkanev was liberated from the undead and a new Troll king found to rule its people. A few brave or foolhardy souls chose to risk the ire of Lich King himself by conducting a raid on the undead capital and rescuing living slaves from within.

But amidst these great deeds they discovered something terrible, there was no longer just one foe they had to worry about, the T'era a great and terrible foe, older than we can imagine has returned and were battling the undead for this world. We too were not beneath their notice as those same brave adventurers narrowly preventing the T'era from an all out assault on the Protected Zone. But they have proved time and again that the powers that kept the undead from our doors had no effect on the T'era.

Despite all this we were surviving and many felt that we were making progress... that was until recently. One of the human lords of the Protected Zone proved to be a traitor and had been working for the undead. During an unexplained weakening of the Lifestone undead forces assaulted the stone and despite a fierce opposition from the troops assembled to defend the stone the undead succeeded in shattering it.

So now we stand without protection for the first time in over two centuries. The traitor lord managed to escape but not before his city and most of his followers were destroyed. The population of the protected zone is in shock everyone waiting for the undead to come sweeping in and finish what they started so long ago.

And yet there is hope amidst these bleak times, the expected undead assault on the now Un-Protected Zone has failed to materialise thus far. Also there have been strange stories of farmers finding undead immobile in their fields and simple peasants driving terrible monstrosities from their door. Perhaps for all the good it did in keeping us alive, the Lifestone has been holding us back and now, without it to rely on we are forced to fend for ourselves and show these invaders what we are truly made of.

Eoden Pathfinder

Creating your Character.

The first thing you need before you sit down and work your way through this section is an idea of what sort of character you would like to play. You could be playing the character for quite a while so you do not want to be stuck with something you dislike or have to start over. If you cannot think of an idea then think of your favourite characters from films or books for inspiration. Something else to consider is that you could be playing this character for two or three days at a time so choose something that you are comfortable role-playing. Once you have your idea think of a name for your character and you are ready to begin creating.

All characters start with 3 hits to all locations, 0 mana, no skills and 12 skill points although these may be modified by the character's race. So the first thing you need to do is choose a race for the character you are creating.

Races

There are eight standard races in the Faded Glory world and players can choose to play any of them. Each race has one or more special rules. In order for your character to gain the use of these special rules you must adhere to the makeup rules for the race in question.

Human

Humans need little or no description for we all know what a wide variety we are as a race. Most are pretty equal but there are a few exceptional specimens amongst us. Humans are very adaptable and quick to learn. There are few areas of the world in which they cannot live.

Special Rules:

Income Bonus

Humans gain 35 crowns per point spent in income instead of the usual 25

Adaptability

To represent the humans ability to learn fast and to adapt, they receive a bonus 2 skill points at character creation, giving them 14 points instead of the usual 12.

Thirst for Knowledge

Humans pay 1SP less per first aid skill and do not require training to access such skills. NOTE: Characters can still only be created using the skills in the rulebook

Languages: Common

Makeup

There is no special makeup required to play a human.

Elf

Elves look a lot like humans except that they are more lightly built. They are not too difficult to recognise as they have pale skin and pointy ears. They tend towards being very good looking as a race; there is a saying that there is no such thing as an ugly elf. You will certainly never see an untidy one as they take great care of their appearance, always straightening their garb and keep their kit clean. Elves are an innately magical race and therefore make excellent spell-casters. They make their homes among the trees and have a strong bond with forests and nature.

Special Rules:

Woodland Born

Elves gain 35 crowns of resources per point spent in Gather: Forester instead of the usual 25.

Respect the Woodland

Elves pay 1 SP less per Craft: Woodcraft skill they purchase and do not require training to access such skills. NOTE: Characters can still only be created using the skills in the rulebook

Elves may also choose one of the following skills:

Reverie

Being innately magical, elves can recover mana faster than other races. They only need to sleep for 45 minutes to regain full power points. Their rituals only need last for 20 minutes and if they need to regain mana through the third method (see magic section) they get 2 additional mana.

Blur in Woodland

Elves have a strong link to the forests. Consequently, as long as they wear natural colours (greens and browns), they are effectively invisible in any area of woodland if they do not move. Woodland is defined as a small group of trees or bushes, even long grass, as long as it is enough to hide the elf. A reasonable attempt to hide must be made by the elf though; they cannot just stand next to a tree or bush and claim invisibility.

Languages: Elven, Common

Makeup

All elves must have pointy ears.

Dark Elf

Dark Elves had always been the evil cousins of the elves and were feared because of their reputation for the delight they got from the misery of others. They had always had a special hatred of the elves over all the other races but now, without the words of their god in their minds and with most of their matriarchs dead or powerless, the elves and the dark elves have come to a truce. In fact the first time they worked together was at the insistence of their god and since her demise they have taken this as a sign with both species now seemingly happy to work together. In many places there is no love lost between the two types of elves but at least they get on. Dark Elves still prefer the darkness of their subterranean world to that of sunlight however they are becoming more accepting of it.

Special Rules:

Darkness of the Heart

Dark Elves gain 35 crowns of resources per point spent in Gather: Animalism instead of the usual 25.

Darkness Born

Dark Elves pay 1SP less per hide in shadows skill they buy and do not require training to access such skills. NOTE: Characters can still only be created using the skills in the rulebook

Hide in Shadows.

This is exactly the same as the thief skill of

the same name, allowing the dark elf to hide in areas of darkness or shadow.

Languages: Elven, Common

Makeup

All Dark Elves have black skin and pointy ears. White hair is usual but not essential.

Dwarf

Dwarves are a noble race who dwell under the earth. They have much in common with the rocks and gems they love to work with for they are both hard and unyielding. Dwarves tend to be stocky and muscular with ruddy cheeks and bright eyes. All Dwarves, both male and female, have long beards of which they are immensely proud and they tend to groom them carefully. They are courageous and tenacious fighters who are ill disposed toward magic; it is virtually unheard of for Dwarves to use mage spells or to train as a mage. They do however train as soul casters because they have a natural disposition to the soul casters belief of a link with the world itself. Dwarves like things to be rigid and unchanging like the stone they work with which is why all Dwarves have a dislike of the sea, which to them is a symbol of change. Dwarves are very fond of gold and gems, often to the point of obsession but believe it to be in bad taste to flaunt wealth and rarely wear more than a single piece of jewellery.

Special Rules:

A Dwarven character will receive the following special rules:

Nose for Minerals

Dwarves gain 35 crowns of resources per point spent in Gather: Smelting instead of the usual 25

Metal in the Blood

Dwarves pay 1 SP less per Craft: Smith skill they buy and do not require training to access such skills. NOTE: Characters can still only be created using the skills in the rulebook

Hatred of Magic

Dwarves may never buy or use mage skills

or elemental spells. They will also never use elemental magical items unless it's a weapon or armour.

Magical Fortitude

Dwarves get 2 spell resists for every one they purchase.

Battle Born

All Dwarves start with Armour Care, Use Weapon skill (of their choice) and either Armour Journeyman or Use shield for free.

Languages: Dwarven, Common

Makeup

All dwarves have beards.

Orc

Orcs are a species of aggressive humanoids that band together in tribes and survive by hunting and raiding. Since the creation of the Life Stone the Orcs have found themselves confined. Initially they raided the villages until the Guard became organised. Unfortunately, after this, all that happened was that the Orcs became more cunning and began choosing their targets for raids very carefully. Having said that though Orcs can be enticed to work for the other races if the price is right, and the offer of monetary or some other sufficient reward, will often attract Orcs to a cause. Some Orcs have become more civilized, but they are the exception to rather than the rule. Nevertheless the numbers of these "civilized" Orcs are steadily growing. It is becoming more common for Orcs to join the Guard, where they are proving to be excellent recruits. Your average Orc has green skin and is frequently stronger than your average human as well as being more ferocious in combat. While they have mostly mastered the common tongue they usually speak it in a very guttural tone and generally have no concept of sarcasm.

Special Rules:

Hide Hunter

Orcs gain 35 crowns of resources per point spent in Gather: Tanning instead of the usual 25

Treated with Suspicion

Orcs pay 2 SP per level of income instead of the normal one to represent difficulty in finding people who trust them enough to employ them.

Disease Tolerant

Orcs begin with 20 levels per day of disease resistance and have access to the skill to purchase more at the rate of 1 SP per 5 levels.

Battle Savvy

Orcs gain 1 additional knockback or knock-down per combat per level of strength or combat reflexes skill they purchase.

Languages: Orcish, Common

Makeup

All orcs have green skin.

Ogre

Ogres are big, ugly, greedy humanoids that used to live by raids and ambush alone. Now they, like many other races, have been forced to change the way they live. However, of all the races, they are the ones that still live closest to their old ways and ogre raids are well known in outlying settlements though fortunately they are not as common as they used to be. Ogres have brown skin and tend to wear the furs of creatures they have killed. Generally they fall in to one of two categories. The first group retain their tribal background and live in the wild as groups led by chieftains. These tribes live by hunting and raiding although some will trade with human settlements from time to time. The second group are those who have gone to live in human settlements and work as bodyguards and manual labourers. Again, like the Orcs, the ogres are slowly becoming more civilized. Their council members take a slightly more involved role than that of the Orcs but not by much.

Special Rules:

An ogre will receive all of the special rules below:

Treated with Suspicion

Ogres pay 2 SP per level of income instead of the normal one to represent difficulty in finding people who trust them enough to employ them.

Bullish

Due to their poor intelligence levels Ogres pay an additional 1SP per level of any Crafting or Gathering Skill as they find them difficult to master.

Brute

Ogres pay one SP less per strength skill they buy and do not require training to access such skills.

NOTE: Characters can still only be created using the skills in the rulebook

Dumb

Due to their low intelligence Ogres start with a -2 SP Penalty at creation meaning they start with 10 SP instead of 12.

Violent Nature

Ogres begin with the following bonuses for free:

+1 Loc, Strength, Use either two handed or great weapons (choose at creation)

Languages: Poor Common

Makeup

Ogres must have a small horn in the middle of their forehead and brown/green skin.

Lizard-Kin

Lizard-Kin are generally quite reclusive, making their homes in swamps and other warm, damp environments. They do not work well in cold conditions and will never be found in mountainous or Polar Regions. However this has led to them developing an excellent knowledge of fire magic. Lizard-Kin tend to have green or brown skin, except for the shaman in a tribe who usually develops a red skin colour as his magical skills grow. The other exception is that the skin of the group leaders tends to change to a blue colour after they have assumed leadership. All Lizard-Kin have lizard like features. In Lizard-Kin society groups of individuals form into tribes under a tribe leader. Tribes rarely number more than

around 150 including females and hatchlings. There may also be one or more shamans in the tribe - there is usually one for every 50 Lizard-Kin - but it is not uncommon to have more. All Lizard-Kin tribes are ruled over by the lizard king who is usually the biggest and strongest of the Lizard-Kin. A Lizard-kin assumes a gold skin colour when becoming the lizard king.

Special Rules:

Swamp Lore

Lizard-Kin gain 35 crowns of resources per point spent in Gather: Herbal instead of the usual 25

Fast

All Lizard-kin start with the combat reflexes 1 skill.

Fast Strike

Lizard-Kin can move with an amazing speed usually surprising their foe and taking an early advantage with the additional damage they can inflict before their foe has the chance to react. In game terms the first blow a Lizard-Kin lands in any combat is at +1 damage. If the blow misses it is wasted.

Cold Blooded

All Lizard-kin suffer from the cold and take double damage or duration from cold spells and effects.

Lizard Kin can choose one of the following:
A 1 SP discount and access to Elemental Mastery skills, without need for training, for the element they cast from.

Or

A 1 SP discount and access to the Combat Reflexes skills without need for training.

NOTE: Characters can still only be created using the skills in the rulebook

Language: Lizard-Kin, Common

Makeup

All Lizard-Kin must have lizard like features and a tail along with coloured skin.

Feral

Ferals are an odd race, they seem to be some sort of bizarre crossbreed between

animals and elves. They come in all sorts of shapes and sizes from the huge bear Ferals to the smaller rat Ferals and everything in between. Little is known of them except that generally they are a pretty nasty bunch. They started appearing on the borders of the protected zone in the last few months, coming from the undead lands.

One thing is clear and that is they hate the undead at least as much as we do. Generally they hate outsiders as well and are openly hostile towards them, an outsider being anyone non-Feral and not of their particular tribe. Having said all this, the Ferals exiled from their tribes seem to have a more understanding view towards others and from them much as been learnt.

It seems that until recently the Ferals had an understanding with a being called the Great Protector. In return for them keeping all outsiders from their home and the surrounding lands the Great Protector would keep them safe from the undead. Apparently both sides honoured the arrangement, until very recently when it is said that the Ferals not only allowed a group of thieves to break in to the old temple in the heart of their domain, but also allowed the interlopers to escape with the item the Great Protector had arranged for the Ferals to keep safe.

With the deal broken, undead poured in to the lands of the Ferals. In the confusion the leader of the Ferals was killed and the tribe scattered. Now smaller tribes roam the undead lands seeking either somewhere else to live or some way to win back the favour of their Great Protector.

Whether by chance or manipulation the Ferals have been turning up in the protected zone in ever increasing numbers and are proving to be a problem for the guard, as if they did not have enough on their plate as it was. Only in time will we begin to see the far-reaching consequences of the arrival of the Ferals in our part of the world.

Special Rules:

Animal Kin

All Ferals have the features of an animals or birds and they gain some of the abilities of that creature. For example a wolf feral

may gain the ability to track by smell or sniff out hidden creatures, an eagle feral may have the ability to see tiny details. If you want to play a feral, decide on the animal type and the refs can tell you what abilities that type of feral has.

Racial Hatred

Player character Ferals will always be outcasts from Feral society, consequently they are hated by the more traditional Ferals who live by the old ways and are trying to redeem themselves in the eyes of their Great Protector. If a character encounters such Ferals they are likely to be attacked on sight because they are seen as traitors and the cause of the Ferals fall from grace.

Hedgerow Savvy

Ferals gain 35 crowns of resources per point spent in Gather: Hedgerow instead of the usual 25

Treated with Suspicion

Ferals pay 2 SP per level of income instead of the normal one to represent difficulty in finding people who trust them enough to employ them.

Outlaw

Ferals are an outlaw race meaning they enjoy no protection under the laws of the Protected Zone.

Languages: Feral, Common

Makeup:

You must make a reasonable attempt to look like the animal you choose your feral to be.

Other Races

There are other races in the Faded Glory world but they count as special requests and may have heavy restrictions on them. If you want to play a special request race then please talk to the referees, the race you want to play may already exist within the world and the referees can give you the details. Alternatively if it is a new race they can help you create it and fit it in to the existing lore of the system. Please note that while the referee team will do their best to

accommodate special request races, some races are considered to be unplayable for plot reasons or for reasons of fairness.

Classes

The following pages list the basic character classes available to your character. A player must choose to take a class when they create their character for the purpose of SP costs (See Skills Section).

Warriors

Warriors are usually tough and hardy, often wearing armour and skilled in various fighting styles they come in many different shapes and sizes, from the noble knight to the frothing berserker.

Warrior Class Restrictions: None

Mages

Mages cast spells from one of the four elements that make up the world in which we live. These are earth, air, fire and water. A mage may be self taught but more usually these days they will have spent time at the Order of Sortilege's learning how to hone their art.

Mage Class Restrictions

While mages can wear armour it makes it harder for them to cast spells. If a mage tries to cast spells while wearing armour they take the protection value of the armour and multiply it by the level of spell. The figure is the cost in mana to cast the spell. For example, if a mage wanted to cast a level 2 spell in studded leather which has a protection value of 3 then it would cost him $2 \times 3 = 6$ mana to cast.

Soul Casters

Practitioners of this magic believe that their souls are directly linked to the world and through the world they are linked to the lives of everything and everyone. They believe that by drawing on the soul they are drawing power in essence from the world and life itself in order to cast their spells. Soul magic, when compared to mage magic, is more limited as mages get more spells and are individually more powerful. However the benefit of soul magic is that two

or more low level soul casters can "join" in casting a spell to get a high-powered effect.

There are three types of Soul Casters:

Light Soul Magic

Light Soul Magic revolves around life and purity. Light soul casters cannot join with dark soul casters when trying to cast a spell to greater effect; they may only join with other light casters. Light soul casters gain healing powers and undead holding powers as well as a few other interesting anti-undead spells.

Dark Soul Magic

Dark Soul Magic revolves around corruption and death. Dark soul casters cannot join with light soul casters when trying to cast a spell to greater effect. They may only join with other dark casters. Dark soul casters gain the power to inflict harm and to control undead for short periods. They also get a number of other death dealing powers.

Grey Soul Casters

Grey Soul Casters walk a fine line between life and death. They have a very balanced outlook on everything that they do, never favouring one or the other. You cannot become a grey caster; instead you must choose to be one when you create your character. Grey Soul casters gain all the powers of light and dark soul casters but there are a number of special rules they must adhere to.

1. They must start as grey casters. No class can buy grey powers at a later date. They must start with at least casting level 1 for both light and dark.
2. Grey casters cannot have a difference in casting level of more than one level between the light and dark powers.
3. They can only join with other grey casters to cast spells to greater effect.
4. They can buy skills deemed light or dark. However they must buy both at the same time and not just one or the other.
5. Grey casters can only buy skills from the General and Soul skill lists
6. The grey casters have two spell point pools, one for light and one for dark. The

caster must use all of both spell point pools before they can attempt to regain mana by any means. Both spell point pools must have the same number of total mana.

Soul Caster Class Restrictions

Soul casters can cast freely in armour made from natural materials so they can cast spells normally in fur, leather and studded leather armours. However chain and plate interfere with their casting meaning a soul caster trying to cast wearing such an armour suffers the same penalty as mages.

Rogue

Letting anyone know that you are a thief is usually the quickest way to get the guard brought down on you. Nevertheless characters of this profession do still survive in the shadows behind the day-to-day world the rest of us inhabit. You would have thought that during the time of darkness thieves would have become almost non-existent, but no, they are still around. However many that know the art of the Rogue do not make their money by illegitimate means. Quite a few join the guard as scouts and runners where their skills are highly prized. Still there are more than enough of those who use their skills to make money the easy way; namely by stealing it.

Rogue Class Restrictions: None

Psion

Psions are a recent occurrence in the world; the first Psions started appearing not long after the T'cra re-emerged in to the world, whether there is any connection to this event is unknown. Because the powers of a Psion are very new and almost nothing is understood about them, many Psions have been treated with fear and, sadly, outright hostility because anyone seen to be using inexplicable powers is subject to suspicion. This is because of the discovery of certain types of undead living amongst us seemingly unaffected by the power of the Life Stone.

Psion Class Restrictions:

Psions can wear any armour although they may never wear any armour that covers the head.

Skills

In the following pages you will find the lists of skills that you can choose from for each class as well as some general skills that apply to all classes.

All characters start with 12 skill points (SP's) with which they can choose to buy abilities (unless modified by race). Until they have spent a skill point, a character has NO skills and cannot even wield a stick as a weapon. Skills from the GENERAL list cost the same for everyone, no matter what class they are. The other lists however are slightly different. When you create your character you must choose your class. This is your primary class and you can buy anything from that class list for the listed price. If you choose to buy skills from a second class, that is your secondary class. The price is double the listed price for a skill from that class list. If you want a skill from a third class, that would be your tertiary class and the price is tripled. For example, if player X chose to play a fighter then all fighter skills would cost the listed price. If player X then wanted thief skills, the thief class would be his second class and everything would cost double. Finally if player x decided that they also wanted some mage skills, this would be the third class and all mage skills will cost triple the price listed on the mage lists. You do not have to choose a secondary or tertiary class until you want to buy some skills from them. However once they have been chosen they cannot be changed.

It should be noted that if anyone wants to play a mage/soul caster they will have separate spell point pools for each class.

The skills listed in the rulebook are the basic skills lists. It is assumed that a starting character could find someone to teach him these skills quite easily and so these skills may be bought at any time. There are extended skill lists from which characters can choose from after creation but to access them they have to go about it one of three ways:

1) Teaching Yourself.

You can teach yourself new tricks and skills, especially if you have seen others use them. However it is something that is not easy especially with some of the more complicated skills such as magic and it can also be costly and dangerous to do so. To represent this in order to teach yourself something you must pay double the normal SP cost for your character. This cost can be reduced by various means, for example, studying a tome on the subject.

2) Being taught by another.

This is not as simple as it sounds. Firstly you must find someone who is able to teach you the skill or skills you wish to learn. Secondly you have to convince them to teach you. Sometimes money may be all that is required to obtain training. Others may ask for favours or for a quest to be completed, particularly for the more powerful skills. Most of the actual training takes place in the downtime between events but the only time you can secure the services of a teacher is during time in at an event. Having said that, players can train during time-in if they wish to do so. Depending on the nature of the skill, players may be able to spend their SP's during an event this way, instead of in downtime. Note that even with someone teaching you a skill, you still need to pay the cost in SP's before you can use the skill.

Certain races may find the second option tougher than the first especially if they are viewed with suspicion by the other races. More often than not these races have to work hard to gain a good reputation before people are willing to train them. However it is not all one way. Often someone who has had to work harder than others to achieve his goal because of suspicion and mistrust will refuse to share his knowledge with any but his own race or others treated in a similar way.

3)The Order of Sortilege's

The Order of Sortilege's has amassed a large number of skilled people who are willing to share their knowledge...for a price. Character can pay the order for training in skills, the rate is 200 crowns per SP of a

skill. Therefore if a skill costs 5 SP's the a character would have to pay 1000 crowns to receive training. They also have to pay the SP cost as well as the financial costs. While the Order does permit access to a wide variety of skills the more obscure and exotic ones are not available and will have to be obtained by one of the other means.

General Skills

Ambidexterity

Cost: 2

Allows a character to use a single-handed weapon in both hands at the same time.

Diagnose

Cost: 1

Allows a character to determine how bad another character's wounds are. A close inspection of the character is required. May also be used to tell if certain attacks are hurting monsters.

Discern: Disease

Cost: 1

Allows a character to determine what type of disease another character is inflicted with. Works by examining the diseased person, cannot determine diseases from other sources.

Discern: Poison

Cost: 1

Allows a character to determine if another player has been poisoned. As with diseases, works by examining a poisoned person, cannot determine poisons from other sources

First Aid 1

Cost: 2

Using bandages, character may heal a single point of damage to one location. The character also has a chance to cure poisons and diseases. For more information see the healing and death section. Bandages are required to use this skill.

First Aid 2

Cost: 3

Using stitching techniques and bandages, a player may heal two points to one location. The character's chance of curing poisons

and diseases in another is increased. In order to use this skill a player must have bandages and a needle with thread. You must have First Aid 1 before you can buy this skill.

Use Weapon.

Cost: 1

This skill allows the use of just one of the following weapon types. It may be bought several times if a player wishes to learn two or more of the following weapon types: single-handed weapons, two handed weapons, pole weapons, thrown weapons, bows, crossbows or daggers.

Armour Care

Cost: 1

Must be bought before a character can wear armour. Once this skill has been bought a character can wear any type of armour they choose and can adjust it as mentioned in the armour section.

Gather: Skinning

Cost: 1

This skill allows a character to start an event with 25 crowns worth of leather resources for the Craft: Leatherwork skill. The skill may be bought multiple times. This skill will also allow a character to gather skinning resources in character at events. Certain exotic materials may need a certain rank of Gather: Skinning to collect.

Craft: Leatherwork

Cost: 3

Craft: Leatherwork allows a character to make and repair fur and leather armour. Items cost 75% of the sale price on the costs lists to make. It takes 10 minutes and 10% of an item's make cost in leather resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resources with you to do so.

Gather: Smelting

Cost: 1

This skill allows a character to start an event with 25 crowns worth of metal resources for the Craft: Smith skill. The skill may be bought multiple times. This skill will also allow a character to gather smelt-

ing resources in character at events. Certain exotic materials may need a certain rank of Gather: Smelting to collect.

Craft: Smith

Cost: 3

Craft: Smith allows a character to make metal weapons, shields and armour. Items cost 75% of the sale price on the costs lists to make. It takes 10 minutes and 10% of an items make cost in metal resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.

Gather: Forester

Cost: 1

This skill allows a character to start an event with 25 crowns worth of wood resources for the Craft: Woodwork skill. The skill may be bought multiple times. This skill will also allow a character to gather Forester resources in character at events. Certain exotic materials may need a certain rank of Gather: Forester to collect.

Craft: Woodwork

Cost: 3

Craft: Woodwork allows a character to make wooden weapons, shields and arrows. Items cost 75% of the sale price on the costs lists to make. It takes 10 minutes and 10% of an items make cost in wood resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.

Shield Use

Cost: 1

Allows a character to use a shield.

Income

Cost: 1

A character with this skill gains 25 crowns per event in cash in addition to whatever loot they already have on their battle board. This skill may be bought multiple times.

Spell Resist

Cost: 2

This skill allows a character to resist ONE spell or power per day of any level. Shout RESIST when a spell is cast at you to let

the caster know you have resisted the spell. This can be bought multiple times

Strength

Cost: 3

The strength skill allows the character

- To carry one person at walking pace.
- To break ropes if they are tied with them
- To call knockback 10ft OR Resist Knockback TWICE during any combat

Combat Reflexes

Cost: 3

Combat Reflexes will allow a character to:

- Use a dodge to avoid the effect of non-magical traps (must purchase dodges separately)
- To escape any non-magical bonds in 8 minutes
- To call Knockdown OR Resist Knockdown TWICE Per combat

Dodge

Cost: 2

This skill, when used, allows a character to avoid the effects of a single blow per day that would normally have damaged him. It cannot be used if a character is wearing metal armour. The character must have seen the blow coming for this to work. It is possible to dodge touch spells. If you do, the touch spell is wasted and must be cast again. Can be purchased multiple times

Additional Loc.

Cost: 5 (for

the first one only)

This skill grants an extra hit to all of a character's 6 locations. The cost of the skill is multiplied by the number of extra hits a character has bought. Therefore if a character had already bought one extra hit and wanted a second, $5 \times 2 = 10$. However if a character already had four extra hits and wanted a fifth, then the cost would be $5 \times 5 = 25$.

Gather: Mineralism

Cost: 1

This skill allows a character to start an event with 25 crowns worth of materials for the Craft: Alchemy skill. The skill may be bought multiple times. This skill will also allow a character to gather mineralism re-

sources in character at events.

Craft: Alchemy

Ranks beyond the first are considered advanced skills and need training

Cost: 1 per rank

Craft: Alchemy allows you to make alchemy potions of level up to your rank. For example if you have Craft: Alchemy Rank 3 then you can make potions of up to level 3 recipes. You can only make potions of recipes you know. It costs materials equal to 75% of the sale value on the costs list to make a potion. This skill may be bought up to 10 times.

Gather: Animalism

Cost: 1

This skill allows a character to start an event with 25 crowns worth of materials for the Craft: Poisons skill. The skill may be bought multiple times. This skill will also allow a character to gather animalism resources in character at events.

Craft: Poisons

Ranks beyond the first are considered advanced skills and need training

Cost: 1 per rank

Craft: Poisons allows you to make poisons of level up to your rank. For example if you have Craft: Poisons Rank 3 then you can make poisons of up to level 3 recipes. You can only make poisons of recipes you know. It costs materials equal to 75% of the sale value on the costs list to make a poison. This skill may be bought up to 10 times.

Gather: Forage

Cost: 1

This skill allows a character to start an event with 25 crowns worth of materials for the Craft: Hedgebrew skill. The skill may be bought multiple times. This skill will also allow a character to gather Forage resources in character at events.

Craft: Hedgebrew

Ranks beyond the first are considered advanced skills and need training

Cost: 1 per rank

Craft: Herbal allows you to make hedgebrew potions of level up to your rank. For

example if you have Craft: Hedgebrew Rank 3 then you can make potions of up to level 3 recipes. You can only make potions of recipes you know. It costs materials equal to 75% of the sale value on the costs list to make a potion. This skill may be bought up to 10 times.

Gather: Herbalism

Cost: 1

This skill allows a character to start an event with 25 crowns worth of materials for the Craft: Herbal skill. The skill may be bought multiple times. This skill will also allow a character to gather Herbalism resources in character at events.

Craft: Herbal

Ranks beyond the first are considered advanced skills and need training

Cost: 1 per rank

Craft: Herbal allows you to make herbal potions of level up to your rank. For example if you have Craft: Herbal Rank 3 then you can make potions of up to level 3 recipes. You can only make potions of recipes you know. It costs materials equal to 75% of the sale value on the costs list to make a potion. This skill may be bought up to 10 times.

Discern: Potion

Cost: 1

Allows the apothecary to determine if a potion is likely to hurt him, harm him or do something other. To buy this skill the character must already have ranks in one of the potion crafting skills.

Poison Lore

Cost: 1

This skill allows a character to recognise whether an item is poisoned. The character cannot tell the type of poison but through a close examination the character can tell the poisons approximate level. To buy this skill the character must already have ranks in one of the potion crafting skills.

Wild Psion

Cost: 3 per level of ability

Wild Psions are very different to True Psions. Any class can buy the Wild Psion Skill at the listed cost. This is NOT in-

creased if Psion is not your primary class. The skill gets you the ability and the 3 Power points per level of ability. Wild Psions only gain back power points by a good night's sleep and as such once they have used their power points they cannot regain them until the following day. This ability can be bought multiple times.

Soul Caster Skills.

Last Rite

Cost: 2

This skill prevents a dead body from rising as undead. It also stops anyone from re-animating the body by magical means. The soul caster must spend at least 10 seconds performing a last rite, the ability requires no mana to use.

Dark Rite

Cost: 2

This skill reverses the effect of the last rite skill allowing the body to be raised as undead. The soul caster must spend at least 10 seconds performing the dark rite, the ability requires no mana to use.

Mana

Cost: 1

This skill buys the soul caster 3 points of mana to power their spells.

Casting Level 1

Cost: 2

Grants the soul caster knowledge of level one soul magic, choose light or dark when purchasing.

Casting Level 2

Cost: 2

Grants the soul caster knowledge of level two soul magic, choose light or dark when purchasing. Must have level 1.

Detect Soul

Cost: 1

Allows a soul caster to detect the presence of active soul magic effects. The caster must place his hand within 10 cm of an object and concentrate for this to work.

Concentration

Cost: 2

A soul caster with this ability does not have his spell interrupted if they take damage while casting. The downside is that if the soul caster does take damage while casting the spell costs him additional spell points to cast. The additional spell point cost is equal to the damage taken by the caster. Special damage calls will interrupt casting as normal.

Spell Resist

Cost: 1

This skill allows a character to resist ONE spell or power per day of any level. Shout RESIST when a spell is cast at you to let the caster know you have resisted the spell. This can be bought multiple times

ID Undead

Cost: 1

ID undead costs no mana to use but must be used before a control or holding spell is cast. This tells the users the type and level of the undead. To use this ability a soul caster must examine an undead for 10 seconds before calling ID Undead. Character must have a casting level of 1 or greater to buy this skill.

Soul Pact

Cost: 2

Soul casters have the ability to draw upon deep reserves of power when they need to. In order to represent this a soul caster can cast a spell using his/her loc to power the spell instead of mana. One point of loc can be used as one mana point. The caster can choose which locations the loc comes from. Loc used to power spells counts as temporary life drains and may only be regained by a good night's sleep or appropriate magical curing.

Soul Loci

Cost: 4

This ability speeds up the time taken for a soul caster to meditate. For every person within 20ft of the meditating soul caster they reduce their half hour meditation time by one minute. When doing a five minute meditation they gain their normal base plus one point for every person within 5 feet of

them. People must stay within range for the entire meditation period for the soul caster to gain the benefit.

Mage Skills.

Learn Magic

Cost: 2

This ability represents a casters initial training. For the price of this skill they get mental discipline rank 1 allowing them to cast level 1 spells and three level 1 spells. It also includes first circle membership to the Order of Sortilege's allowing the mage to purchase additional first level spells should they wish.

Learn Magic 2

Cost: 2

As per learn magic 1 but the caster gets mental discipline rank 2 allowing them to cast level 2 spells. They also get two level 2 spells and second circle membership to the Order of Sortilege's allowing them buy additional level 2 spells. A character must have learn magic before they can purchase this skill.

Mana

Cost: 1

This buys the mage 3 points of mana to power his spells.

Read Scrolls

Cost: 2

Allows a mage to use (but not make) magical scrolls. Scrolls are a limited form of spell. They simply need releasing from the page and directing to a target. Due to the fact that the scroll is a spell that has already been cast onto a page, mages cannot learn the spell by studying the scroll. Spells look similar to scrolls when written down and can be used like a scroll so mages must be careful not to use a new spell when they believe they are using a scroll. Once a scroll or spell is used in this fashion it is erased from the paper and cannot be re-used.

Detect Magic

Cost: 1

Allows a mage caster to detect the presence of active elemental magic effects. The caster must place his hand within 10 cm of an object and concentrate for this to work.

Pre-Cast

Cost: 2

This skill allows a mage to cast any spell of any level and to hold its effects until he needs it. A mage can hold ONE spell only with this skill and the spell is held until the mage uses it. A mage can move, cast and fight as normal with a spell held and the spell cannot be interrupted when it is released as it has already been cast. The mage only needs say "spell casting spell name" (See casting spells section) rather than the full verbal when they wish to release the spell, as they have done the full casting earlier. The spell being stored costs 150% of the normal mana cost (rounded down) this skill may be bought multiple times.

Dispel Magic

Cost: 3

Dispel Magic breaks a flow of magic that is currently in use. Temporary spells are dispelled permanently by using this skill. Permanent effects are negated for a short time if sufficient power is used. To dispel an effect, you must use 2 mana plus one additional point for every level of the effect you wish to dispel. Therefore a third level effect would need $2 + 3 = 5$ mana to dispel. It should be noted that magical effects can be trapped and enhanced to make dispelling them more difficult. Dispellng temporary effects happens instantly. Permanent effects can be temporarily dispelled but the mage has to concentrate totally on unraveling the magics of the permanent effect to do so. The concentration is so all consuming that the only thing a mage can do while concentrating is walk slowly. Dodging blows, speech and any other such interruption will end the dispel attempt and the effects of the permanent spell will start again.

Scribe Sigil

Cost: 3

This skill allows a mage to cast a spell into a sigil, which is drawn on a surface and then sets a trigger condition such as when the sigil is read, touched or so on. When someone meets the trigger condition, they get the effects of the spell cast into the sigil. To prepare and scribe one sigil it takes half the spells level in minutes. The sigil must be at least 30cm square in size and scribed onto a reasonably flat surface. This skill may be bought multiple times, each purchase granting the mage an additional sigil they may have active at any one time.

Spell Resist

Cost: 1

This skill allows a character to resist ONE spell or power per day of any level. Shout RESIST when a spell is cast at you to let the caster know you have resisted the spell. This can be bought multiple times

Fighter Skills.

Subdue

Cost: 2

Allows a character to render another character unconscious by using a blunt weapon and striking him over the back of the head. Skills is a once per day, can be bought multiple times.

Resist Subdue

Cost: 1

The character with this skill can resist the effects of a subdue. Skill is once per day, can be bought multiple times.

Disarm

Cost: 1

Allows the character with this skill to disarm an opponent of any single-handed weapon. The target must drop the weapon to the ground and then pick it up again. Skill is once per day, can be bought multiple times.

Resist Disarm

Cost: 1

Allows a character to resist the effects of the disarm ability. Skill is once per day, can be

bought multiple times.

Weapon Initiate

Cost: 2

A character must choose a particular weapon type e.g. long-sword or hand mace. Then, once per day, the character can do doubles (2 points of damage) with that weapon for one combat or 5 minutes, whichever is the shorter. This skill can only be bought once. If a warrior wishes to advance his skills with a weapon, the next level of the skill must be learned. It should also be noted that this only allows the user to do doubles with the weapon in his/her primary hand; if they are using two weapons they cannot do doubles with both.

Additional Loc

Cost: 3 (for the first one only)

This skill grants an extra hit to all of a character's 6 locations. The cost of the skill is multiplied by the number of extra hits a character has bought. Therefore if a character had already bought one extra hit and wanted a second, $3 \times 2 = 6$. However if a character already had four extra hits and wanted a fifth, the cost would be $3 \times 5 = 15$.

Berserk

Cost: 3

This skill allows a character to go into a berserk fury on a pre-determined trigger and will attack anything moving, starting with the biggest threat. When in berserk, the character doubles his NORMAL loc. Additional protection such as that granted by armour is not doubled. Spells affect the character normally unless they affect the mind. Subdues and mind effect spells including sleep spells do not affect a character in berserk. In addition, whilst in berserk the character gains +1 level of strength. The berserk lasts for 5 minutes. The first time a character berserks in a day it takes 15 minutes rest to recover. For every additional time, the recovery duration is increased by 15 minutes. So after the second berserk the recovery times increase to 30 minutes.

Strength

Cost: 2

The strength skill allows the character

- To carry one person at walking pace.
- To break ropes if they are tied with them
- To call knockback 10ft OR Resist Knockback TWICE during any combat

Great Weapon Fighting

Cost: 2

This skill allows a warrior using large two handed or pole weapons to do +1 damage with their weapon as long as they are making proper full swings with it.

Forceful Blows

Cost: 2

A warriors with this skill knows how to use large two handed great weapons to their advantage, knocking opponents around the battlefield more easily. This skill doubles the number of knockbacks per encounter that the character gets from strength when fighting with a large 2 handed or great weapon and making proper full swings.

Note that the extra knockbacks from this ability CANNOT be interchanged for resist knockbacks as with the normal strength skills

Rogue Skills.

Dodge

Cost: 1

This skill, when used, allows a character to avoid the effects of a single blow per day that would normally have damaged him.

It cannot be used if a character is wearing metal armour. The character must have seen the blow coming for this to work. It is possible to dodge touch spells. If you do, the touch spell is wasted and must be cast again. Can be purchased multiple times

Poison Use

Cost: 1

This skills is required if a character wants to use poisons without them accidentally affecting the character as attempts are made to administer it.

Back stab

Cost: 2

Allows a character to do +1 damage from the first blow only when attacking someone from behind. The target must have no idea that you are there for this skill to work.

This skill may only be done using weapons no larger than short-sword size. It can also be done with crossbows but not bows. This skill cannot be bought multiple times for extra damage.

Hide in Shadows

Cost: 3

Allows a character to effectively become invisible in any area of deep shadow or darkness. The character must not wear anything shiny and may not move or the skill will not work. It may be done as often as the player desires but the shadow must be large enough to cover the thief entirely. The thief must make a reasonable attempt to hide for this skill to be effective even if used at night.

Hide in Woodland

Cost: 3

Allows a character to effectively become invisible in any area of woodlands or undergrowth. The character must not wear anything shiny and may not move or the skill will not work. It may be done as often as the player desires but the woodland must be large enough to cover the thief entirely. The thief must make a reasonable attempt to hide for this skill to be effective.

Subdue

Cost: 1

Allows a character to render another character unconscious by using a blunt weapon and striking him over the back of the head. Skills is a once per day, can be bought multiple times.

Evaluate

Cost: 1

Allows a character to guess the value of an item. This skill will not allow a character to give the correct value of the item if it is magical. The character must be able to closely examine the item to give an accurate guess.

Pick Basic locks

Cost: 2

Allows a character to pick a basic lock. A small set of lock picking tools is needed. It takes about 5 minutes to pick a basic lock.

Detect Basic Traps

Cost: 2

Allows a character to locate any basic traps. To use this skill a character must spend time searching the room/item for traps before the trap may be found. A close examination of an item/place is required to find a trap. It takes about 5 minutes to find a trap on an object.

Disarm Basic Traps

Cost: 2

Allows a character to attempt to disarm a basic trap once it has been located. The character needs a small toolkit to do this. It takes about 5 minutes to disarm a basic trap. A character must have detect basic traps for this skill to work.

Move Silently

Cost: 1

Allows a character to move without making a sound. The character must move slowly and must try to make no sound for this to work.

Precise Blade

Cost: 2

This skill allows a thief to bypass the armour of a target and affect the physical location directly. The effects last for 5 minutes or one combat and may only be done if the character is wielding weapons of short sword size or smaller. You cannot buy this skill more than once. If you want to advance the skill you must learn the next level.

Nimble Fingers

Cost: 2

This skill allows a thief to search a character in half the normal time (see searching rules later in this book)

Combat Reflexes

Cost: 2

Combat Reflexes will allow a character to:

- Use a dodge to avoid the effect of non-magical traps (must purchase dodges separately)
- To escape any non-magical bonds in 8 minutes
- To call Knockdown OR Resist Knockdown TWICE Per combat

Psion Skills

Power Points

Cost: 1

This ability grants the Psion 2 additional Power Point to power his abilities.

Psion Abilities

Cost: 1 per level

This allows the Psion to buy additional spells.

Rejuvenation

Cost: 4

Speeds up the basic recovery rate of Power Points to 2 points for every 10 minutes of non-strenuous activity.

Harness Subconscious

Cost: 4

If a Psion chooses they may spend a half an hour attuning their mind and his subconscious into one. The psion must be at full power points before trying this and if attacked or interrupted for any reason the Psion cannot try again until the next day. However if the psion succeeds then the character doubles it s Power Point total. The points last until used and anything over the characters normal maximum cannot be regained by any means. It should be noted that although the powers used by the Psion only use the normal number of Power Points, damage taken in melee deducts double the number of Power Points while this ability is in effect. This ability can only be used once per day.

Meditation

Cost: 4

With this skill a Psion is able to enter a trance where the character concentrates utterly on regaining his power. While meditating the Psion gains two additional power points on top of their normal rate of regen-

eration per 10 minutes.

True Psion

Cost: 6

To become a True Psion you must purchase this skill as a starting point. Buying this skill gets you three first level Psion abilities, two second level Psion abilities and 6 power points to start you off. When you buy this skill you must choose one specialist school and one opposing school. Your starting Psionic abilities must be from your specialist school or from the General School.

Spell Resist

Cost: 1

This skill allows a character to resist ONE spell or power per day of any level. Shout RESIST when a spell is cast at you to let the caster know you have resisted the spell. This can be bought multiple times

Background

By this point you should have a fair idea of the character you wish to play and what skills you want them to have. Once you have decided on this we want you to write a background for your character. Where did they come from? Why have they come adventuring? Include as much detail as you feel you need.

If you want your character to have a background you must write it and give it to the referee team BEFORE you play the character at an event. Not having a background does not mean the character can't be played, it just means that his/her life before the first event you played him at was unremarkable. Perhaps your character has been studying with a mage for most of his life and has been somewhat isolated; perhaps he was a farmer tending pigs in a field.

Backgrounds make it much easier for the referee team to write plot for you and make you part of the world so while not essential they do make a character more interesting to play. Once a character has been played its background is considered set and cannot be changed.

Character backgrounds make great reading and can enrich the world of Faded Glory immeasurably. However, there are some rules about writing backgrounds that you need to be observed by everyone:

- 1) You cannot write yourself in to rank, wealth or power
- 2) Your background can only define who you are and not the world around you.
- 3) All backgrounds must fit in with the Faded Glory world.

The ref team will use character background to involve the characters in the world over time. For example, if your background includes a long lost father then you character may get the chance to be re-united with him. Because of this we ask you to include as much or as little information as you are happy with on such things. Using the above example again the ref team may decide that your long lost father is in league with vil-

lains and you may be forced to choose between your family loyalties and killing him. If you are ok with this sort of choice then leave it up to the refs how the story of your character pans out, we will try and surprise you with challenging and entertaining encounters as your plot unfolds. However, if you have the idea that your long lost father is a lovely old man and you want a tearful reunion at some point in your character's journeys, make sure you include that in your background as the refs can only deal with the information they are given.

Reputation

It is also worth noting that over time as your character is played your history will grow and hopefully your character will become part of the world. The referee team will do their best to keep track of how things change for your character but we cannot keep track of everything especially if characters engage in private role-play at event or on the forums. In these cases it is up to the players to keep the refs posted should anything change that we need to keep track of. Otherwise the refs have no choice but to stick to the "if you have not told us, it didn't happen" rule. We do not need to know every detail of such conversations but we need to be kept abreast of anything that affects your character and how others may interact with them.

Always remember your character actions have consequences its part of what makes the game fun.

Special Requests

From time to time we all have the urge to play something unusual, something not in the rulebook, something from the depths of our own imagination. We are happy to help you bring these characters to life, however to avoid disappointments and misunderstandings here are a few guidelines and rules to follow when requesting special characters and new skills. Special characters are defined as anything that is not using the standard racial rules from the rulebook and must be approved by a ref before they can be played.

1. Talk to the referee team about the concept of your special character. This will help avoid disappointment as there are some races and creatures that we cannot allow people to play. We may not be able to tell you the reason we cannot allow you to play a special character because the reason may be related to the world plot that is ongoing or has yet to be discovered. Therefore discussing your ideas with us beforehand can save you writing the character and the seventeen page background, only for us to say "sorry but no"

2. Disadvantages may be taken in order to grant extra skill points at creation. The number of skill points the disadvantage grants is up to the referee, however, as a guide:

a) A role-play disadvantage is never worth more than 1 skill point regardless of how severe it is but it must be something worth at least one skill point.

b) Physical disadvantages, e.g. -1 loc. to all locations, are worth more however they never grant more than 50% of the SP cost that the skill would cost to buy, if there is more than one price for a skill the cheapest price is used. E.g. if a character wanted to start with only 2/2 loc. instead of the normal 3/3, they could take it as a disadvantage to gain some more SP's to spend. It costs a fighter 3 points to increase his loc by one so the disadvantage gains the new character 2 SP's to spend. It should be noted that all costs are at the referee's discretion.

c) Flaws such as "can never wear armour" will receive no additional points, you just do not buy the skills needed to use armour hence saving points and giving you more to spend elsewhere.

d) Skills MUST be appropriate to the special character.

3. The referee team MUST have the background for a special character before they are played. Playing something special is fine but the ref team need to know where you come from, what your objectives are and

why you deserve to be special. A special character with a good background giving solid reasons for the character to have the skills you have chosen is more likely to be approved than one that has little or no justification for its abilities.

Skill/Spell Requests

Sooner or later we all let your imagination out of the bag and request something out of the ordinary for our characters. We are more than happy for players to suggest new skills and spells etc for inclusion in the FG game world.

Anybody is welcome to submit new skills or spells to the ref team. All requests will be reviewed and feedback given to the person submitting them. Including information as to why you feel the skill/spell is appropriate for your character and ideas about how you would like to come across the skill/spell in game so you can learn it will always help your request as it helps the ref team understand your thoughts behind the skill/spell.

There are some simple rules that need to be observed when requesting skills or spells:

1. A character cannot become immune to something. They can buy resistances to a thing but can never become immune. Under special circumstances immunities are possible in the Faded Glory system but they are usually brought about through magical effects or items and only last for short periods.
2. Skills/spells that cannot be role-played in a reasonable way should not be requested. Flying for example is very difficult to role-play in a believable way and it is felt that such skills/spells disrupt the feel of an event therefore will not be granted.
3. Skills and Spells that disrupt the flow of the game will also not be granted. Try to avoid skills that require time freezes to be called or the like.
4. Skills/spells that require frequent referee involvement will not be granted, unfortunately we simply do not have the time at

events to attend to the demands such skills/spells have on the ref team. Skills/spells that have a limit of once per day or once per event may be granted but users must understand that the referees may not have the time to attend to them at the particular moment the character decides to use the skill/spell.

5. The ref team will not approve skill or spell that is similar or the same as an existing skill/spell within system without very good reason.

Any skill or spell that is approved is considered to be under testing for the first few events it is used for to ensure it is not unfair to the character using it or to other players. During this time the ref team may make changes to the skill or spell to make it balanced within the system. If the ref team feel the skill cannot be balanced or is in some way dangerous they may choose to remove it completely. If this happens the character will have the SP's and or cash spent on the skill/spell refunded. It is also important to remember that the ref team are reasonable people and if you can think of another way of doing what you want without unbalancing the game we are open to the suggestions and discussion.

Skill Point (SP) Awards

Skill Points

After the completion of a weekend event skill points will be awarded to players who participated in the event.

For surviving the event a character will receive 2 skill points

If a character dies and begins again they receives 1 skill point

A player may earn up to a further 3 points for role-playing and their actions during the event. These will be awarded at the referee's discretion.

Note that for the double length Easter weekend events the above values are doubled.

Heroic Acts

Sometimes a player will do something that deserves a special reward. What that "something special" is, could well be anything; it depends entirely on the situation. Displays of bravery, exceptional role-playing, amazing costume and party motivation are all things that may earn a reward. We cannot accurately list what may earn someone a special reward as it is impossible for us to predict when and how someone may do something that makes them exceptional.

In recognition of these special events, a player may be rewarded a Heroic Act. Heroic Acts may be used at any time during events by a player and allows a player to do something he or she may normally not be able to. For example a player may be wounded and dying but the rest of the party has left them behind. By using a Heroic Act perhaps the character is able to overcome the normally crippling wounds until they can find help. Heroic Acts can only be used by the player who earned them and they can only use them on things in their immediate vicinity. As an example, A healer spots a seriously injured character across the battlefield, sprinting to their aid the healer arrives moments too late and the character has died, the healer chooses to use a Heroic Act to bring that character back from the brink of death. This would be an acceptable

use as the healer was right there when it happened. If the healer had not been present at the death of the character or found out about it later then they would not be able to use a Heroic Act to prevent the character from dying.

Heroic acts require a ref's approval when used.

When a Heroic Act is used, it is gone for good unless a player earns another one by performing something else that deserves such a reward. Please note that it is players who earn the Heroic Act rewards and not characters so a player can use their Heroic Acts no matter what character they are playing, as long as they have earned some. If you have any questions please direct them to a referee.

Money & Resources

Crowns

In-character money takes the form of gems and the currency name is the Crown. The name is left over from the glory days of the world when money was minted from gold and silver coins with a picture of a crown on them.

1 crown = 1 gem

Five gems equates to an average days wages for a person.

All characters start with 30 gems.

All characters start with whatever normal equipment they need, weapons, armour etc. Any special equipment must be arranged with the referee before hand and will have some sort of cost attached whether it is monetary or SP's.

Resources

In addition to money there are resources to be found, either through skills or on adventures. Resources can be bought and sold but are mostly used in crafting items from potions to armour.

While there are plenty of more common resources such as leather and herbs there are also rare and exotic resources that players may find on adventures. These too can be used in crafting skills but make rare and powerful items. Many of the rarer crafting resources need a character to have a certain rank in a particular gather skill before they can be harvested safely.

Downtime Actions

Players may wish to declare downtime actions for their characters. By doing so they are telling the referee team what that character is doing in the time between events. It may be they are training to learn new skills, working in their normal job or doing some research on one subject or another to give you a few examples. There is nothing to say that character must declare a downtime action but everyone has the option to do so if they want to.

Characters can choose to inform the ref

team of their downtime actions at an event or by email the ref team however there are a few rules that need to be followed when submitting downtime actions.

1) They need to be specific

For example, you cannot just say "I am doing research" you need to say what you are researching and where you are looking for information. Likewise you cannot say "I am being trained" you need to specify who by.

2) They cannot get you material rewards

Downtime actions are about information whether that be training or research or furthering a character IC goals, they cannot get a character cash, items or similar. You also cannot converse with major NPC's in downtime although sending them letters is considered acceptable.

3) Downtime actions can only be declared for the last character you played.

You cannot declare downtime actions for all characters you have, only for the one most recently played.

4) Downtime actions last until the next time you play the character.

Once you play a character, any downtime actions submitted for them cease and if you wish them to be carried on they need to be declared again after the character is played.

5) Downtime actions cannot be retroactive.

If you have not declared downtime actions for a character at least one month before the next event you intend to play the character at, you cannot declare them for that character until after they have been next played. This is to give the ref team enough time to incorporate your downtime actions into the next event.

6) You get the results next time you play the character.

Any outcome from your downtime actions will usually be handed to you at the start of the next event you play the character you declared actions for. If you choose to play a second character at the next event then you will not receive any details relating to your first characters downtime actions.

7) You can only declare downtime actions for your characters.

When declaring downtime actions if your actions are dependant on another player such as if you are receiving training you can say they are training you but if the other character does not also state that they are training your character then it will not happen.

It should be noted that if a character does not declare downtime actions they are assumed to be doing something mundane such as working for a living, laying drunk in a tavern somewhere or something along those lines between events.

Combat

All players start with 3/3 hits (or loc) unless modified by race, armour or by buying additional hits. This means that a player can take three points of damage to one of their six locations (head, chest, arms x 2 and legs x 2) before that location becomes useless.

Under normal circumstances any weapon will do a single point of damage to the location struck. A call of “sharp” or “blunt” is all that is needed so that the target knows what type of weapon is being used against them. We would ask that you avoid hitting the head of another player or monster unless it is from directly behind as this can result in a blow to the face which will almost certainly hurt or upset the target.

A call of double will do two points of damage to the location struck and a triple will do three. There are many other damage calls that will be used. You will be able to find the effects of most of them in a later section of this rulebook.

The one second rule

Whenever attacking with a weapon you should make full swings with the weapon you are using. A good guide is that you should land a blow about once every second, hence the one second rule. Short, fast taps with a weapon is called drum rolling and all blows after the first should be ignored.

Armour

Wearing armour will give a character a better chance of survival in a fight, the heavier the armour the better the protection it gives. The table below gives the protection value of the most common types of armour. If your character has a different type that they wish to use it will be judged at the event and given an appropriate protection value.

Armour Type	Protection Value
Furs	1
Leather	2
Studded Leather	3
Chain mail	4
Plate mail	5

Armour works by adding its protection value to your character loc. The total of

the armour protection and your loc is how many hits you can take before the location becomes useless,

For example. if a human fighter with 3/3 hits wore studded leather armour then he adds 3 to each location he has protected by the armour, giving him 6/6 hits if he wears it on all six locations. This means that he could take 6 singles or 3 doubles before any one location became useless. Armour must cover at least 50% of a location before it will be effective.

Armour can be in three conditions. The first is normal for the armour; it provides protection and can be adjusted to restore damage it has taken in battle. The second is damaged, in this state the armour provides no protection and needs to be repaired by someone with the appropriate skill. The third condition is destroyed. Some blows and spells destroy armour, this means it no longer provides protection and cannot be repaired.

Studded leather or metal armour will absorb one crush, this takes the armour to the damaged state. This means that a character wearing studded leather can take two crushes to a location before it becomes useless instead of the normal one. Some calls such as thru will ignore armour and affect the location directly. For details of such calls see the combat calls section.

Adjusting Armour

When armour is struck the damage is subtracted from the armour value first. Once all the armour is gone the damage is taken from the characters loc. Once armour has taken damage equal to its protection value it is useless until it has been adjusted. To adjust armour the character must have the armour care skill and can go about it in one of two ways. If he adjusts the armour while wearing it the character must spend 5 minutes on one location to restore it to its full protection value. However if he takes his armour off the adjustment on a location takes only 60 seconds. This means if a character tries to adjust all six locations while wearing his armour then it takes him 30 minutes. If he takes his armour off though

it only takes him 6 minutes.

Repairing Armour

Some combat calls such as crush or rend damage the armour on a location. If this is the case the armour on that location is useless (i.e. provides NO protection) until it can be repaired. In order to repair a piece of armour a character must have either the appropriate craft skill depending on the type of armour and sufficient funds or resources to pay for the repair.

Shields

Shields are permitted but must be held tight to the body for safety reasons. Any crush hit will destroy a wooden shield or render a metal shield unusable until it is repaired. Please keep in mind that a shield is for blocking blows not parrying them. Using your shield to “bash” away blows is called shield bashing and is not permitted at Faded Glory.

Helmets

Helmets provide protection to the head as per the armour protection table. Anyone wearing a helm is NOT immune to subdue attacks.

Parries

You can use your weapon to parry an attack from another character or monster. If the attack is a special attack such as knockback and you successfully parry the attack it has no effect. You should however note that there are some calls that will affect a weapon used for parrying.

Healing and Death

When a location drops to zero hits it stops working. Nothing can be held in or supported by the injured location until it is healed. When two locations or the head or chest, reach zero the character is rendered unconscious and the character begins their death time.

All characters have a death time of 10 minutes as long as no location is below zero hits. This means that any character rendered unconscious by having two or more locations or the head or chest reduced to zero has 10

minutes to be healed before they die.

A location can never drop below -1 although there are special damage calls and some spells that will reduce a location to minus one, as will taking sufficient normal damage. If an arm or leg location is reduced to -1, the character is able to continue as if the location was at zero but it is bleeding badly but has entered death time. A head or chest at -1 renders the character unconscious as normal but again it is bleeding badly.

Any location at -1 is considered to be a critical wound and the characters death time is then halved to 5 minutes. Even if a character has only one location at -1 and is still conscious they will die after 5 minutes due to extreme loss of blood.

Every additional location taken to -1 after the first will reduce the death time of a character by one minute. This means that if a character takes a mortal blow to his left leg and to both arms the first blow will halve his death time to 5 minutes. The two additional mortal wounds will then reduce the death time to 3 minutes.

The minimum death time a character can have is one minute.

A character can be healed by one of three means: Natural Recovery, First Aid and Magical.

Natural Recovery

This is the body healing itself without the aid of another. The body will heal six points of damage overnight. If the body is infected with a disease it will attempt to heal the disease instead of the physical wounds so no hits are restored.

First Aid

This is the art of using bandages and needles along with herbs etc. to heal wounds. There are several levels of First Aid and the higher the level a character knows; the more complicated the wounds he can heal. A bandage must be applied to the location and remain in place for 6 hours for the healing to be effective. If the bandage

is removed before the 6 hours is over the wound will re-open and the 6 hours will begin again if re-bandaged. The normal maximum is two bandages per location, however some very skilled first aiders can apply a third. Also, given sufficient time, a character with these skills can cure the effects of poison and disease.

A character with the First Aid 1 skill can cure poisons and diseases through the method described below. They can also heal one point of damage to a wounded location using a bandage.

A character with First Aid 2 can cure poisons and diseases through the method described below. They can also heal 2 points of damage to a wounded location using stitches and bandages.

A character with First Aid 3 can cure poisons and diseases through the method described below. They may also heal three points of damage to a location using stitching and bandaging techniques. In addition, they may splint a crushed location allowing it to be used in a limited fashion and allowing the bone to heal in 6 hours. First Aid 3 cannot be bought from the starting skill lists but I have included it as it is a fairly common skill.

There are higher levels of First Aid but those with such skills are few and far between.

Healing diseases and poisons works as follows: For every 10 minutes a character with the first aid skill cares for a target or is poisoned or diseased the poison or disease effect has its level reduced by the same number as the level of the first aid skill of the carer. For example if a character with first aid 3 cared for a target who was diseased with a level 6 disease then after 10 minutes the disease would be reduced by 3 levels to a level 3 disease, after a further 10 minutes the disease would be reduced by a further 3 levels taking it to zero and therefore curing it. A First aider cannot cure a disease of higher level than twice their first aid level.

As long as the first aider attends to their target constantly then the disease does not get worse while they are being cared for. However other wounds on the diseased victim may cause the character to deteriorate.

Magical

This is the magic of the light soul casters. They can heal virtually any damage if they have sufficient power or there are enough of them.

Diseases

There are many types of disease in the Faded Glory world. Instead of giving you a catalogue of them to remember, here are the simple rules about diseases and their effects:

There are four types of disease in the world, disease, pestilence, decay and rot. The rough guideline to tell the difference between them is the life expectancy of the victim. Someone infected with a disease usually has days to live. Someone infected with a pestilence has only hours and someone infected with decay has only minutes. The less said about rot the better.

All types of diseases have a level that should be shouted when you're struck by a monster inflicting disease. A First Aider of sufficient level can cure the disease as can a soul caster of the same caster level as the disease. The levels break down like this:

Level 1-3 = disease
Level 4-6 = pestilence
Level 7-9 = decay
Level 10 = Rot

For the exact effects of disease, pestilence, decay and rot see the calls section.

The effects of each type of disease e.g. pestilence are much the same regardless of level. This obviously means that some types are harder to cure than others.

Diseases have a secondary effect that makes them much more difficult to treat. When someone is diseased their wounds cannot be

healed until the disease has been cured

Poison

Like diseases, poisons come in levels, the higher the level, the stronger the poison. Also like diseases, a First Aider of sufficient skill can cure certain poisons in a similar method to diseases and a soul caster can cure poisons of up to the same level as his caster level.

Blade or contact venom will not affect a target if they are wearing armour unless the call also bypasses the armour (i.e. thru) or unless the attacker actually manages to land a blow on un-armoured skin. Therefore, if someone is wearing armour on his or her arms and the attacker strikes on the elbow where there is no armour the poison will take effect.

Magic

There are several types of magic in the world; only the three most common are covered here. The first is soul magic, the second is elemental or mage magic and the third is psionics.

Soul Magic

It was believed that Soul magic was a new type of magic only recently discovered, however new evidence believes that this is not the case. Soul magic has been around for millennia but was virtually wiped out when the gods when to war with its practitioners. Now, with the gods having deserted us, we sought a new power to fight the undead and found Soul Magic.

Unlike mages, the soul casters do not have to learn spells. Instead, when they reach a certain level of power, they gain all the powers that go with that level. The benefit of soul magic over mage magic is that soul casters can "join" when casting a spell. For example, if two second level casters joined to cast a spell, they could duplicate the effect of a fourth level power that neither could cast alone.

Elemental Magic

Mages choose one of the four elements to be his school. These are Earth, Air, Fire and Water.

Unlike soul casters, mages are not given

their spells for free when they advance their mental discipline level. Instead they must learn the spells from books or making deals with elementals. To learn a spell a mage must have a mental discipline level of equal level to the spell. It is possible for a mage to learn a spell over their mental discipline level but only if they have the spell granted to them from an elemental. Spells are sometimes granted by elemental in payment for deeds or reward for exceptional actions in service of the elementals.

It should be noted that thanks to the work done by the Order of Sortilege's in advancing the causes of magic. All levels of spells can now be bought from the Order if a mage has the correct level of mental discipline and can pay the required membership fees.

Regaining Used Mana

The magic that mages use is drawn from the elemental realms that border our realm while soul casters draw magic from our world itself. Nevertheless the method they regain their used power with is very similar. Both must enter a trance and draw the magic into themselves so they can shape it to their needs. Drawing the magic requires undivided concentration and time.

There are three ways in which casters can regain mana.

Number 1.

A caster can meditate or sleep for one hour (Time may be modified by skills). This will return all of the casters used power points. If the caster is interrupted, he must begin again. Interruption is defined as being struck or kicked, shaken or any other deliberate act to break the casters concentration.

Number 2.

A caster can perform a ritual in order to regain his lost power. The ritual must last for 30 minutes (time can be modified by skills) and it must be obvious to all around you that you are performing it. Once more, if the caster is interrupted then they must begin again. It should be noted that anyone not participating in a ritual but in the immediate area of effect might suffer unusual

consequences as a side effect of the magic being drawn in. This needs to be done in a relatively calm area where the caster can maintain his meditations without interruption.

Number 3.

This is the most dangerous method of regaining lost power but casters have been known to use it in dire emergencies. A caster can enter a sort of trance and pull in a small amount of power very quickly. The caster must sit or stand immobile for 5 minutes with the open sky above him (not indoors or in a tent) while he draws in the magic he needs. In this time the caster can regain 5 points of mana only (modified by skills). The danger comes if the caster is disturbed in any way during those 5 minutes. If the caster suffers any disturbance greater than the wind blowing on his face, for example a loud bang or someone brushing past him, it breaks his concentration. Unlike the first two methods, if the caster is disturbed then the backlash of magic drawn so quickly overloads the caster. He sustains damage that reduces his head to zero hits; he is also unable to cast any spells for 15 minutes.

Resisting Spells

When mages and soul casters use their spells they must use a verbal (see below). Using the spell resist skill can resist any spell or monster call that includes the word "spell casting". The level of the spell or ability being used is irrelevant; if it has the word "spell casting" in the verbal then you can use the resist spell skill to shrug off the effects. Once a resist skill has been used then it cannot be used again until the following day (i.e. after a good night's sleep). A short nap or the like will not restore used resists. Resist can be used to shrug off psionic effects as well.

Spell casting

The methods by which soul casters and mages spell cast are slightly different and are detailed below. One thing they do have in common is that to cast a spell you use words of power. The words are the same in any language. This means another caster that

knows the same spell, or level of spells in the case of soul casters, can tell what spell you have cast.

Soul Casters.

To cast their spells a soul caster must use an appropriate verbal followed by the spell name and then the spell effect; something like:

By the power of the light, spell casting 'spell name' Spell effect

Would be suitable for a Light Soul caster. The verbal can be anything you like but must take about 5 seconds to say and end with the "Spellcasting Spell name, Spell Effect. Once the soul caster casts a touch spell he then has 30 seconds to touch his target before the magic dissipates and the spell and mana are lost. A soul caster cannot have two spells cast at once (one on each hand) due to the concentration required to maintain one. If struck during casting the spell is lost and mana wasted, once the spell has been cast however it cannot be disrupted.

Joining together to cast

Soul casters can join together to cast their spells to greater effect. The group who wish to cast together nominate one person in the group to be the focus for the power. The person chosen as the focus is the speaker for the group. Doing it like this allows a single voice to shout the combined effect rather than having five or ten voices shouting different things and the target having to work it out. The total number of power levels in the group determines the level of the effect a group can achieve e.g. if you have three soul casters with the ability to cast level 2 soul spells and they joined together then they could use sixth level powers. Each member of the group casts the highest-level power he knows and tells the focus. The focus must add up the total power and then shout the call at the target. During casting those involved must be touching one another with the exception of the focus who can move up to 10 feet from the rest of the group. If he moves over 10 feet then the casting is interrupted and the mana wasted. Whereas turning or controlling undead

is easy to calculate (3 people able to turn level 2 undead = group able to turn level 6 undead) healing and other powers do not follow such simple rules. If you want to try using them by all means feel free but have a referee present who will inform you of the effects of your group casting.

Mages

Mages have to use a verbal to cast their spells and also have to contend with Power Words as well. Every mage spell has a set of Power Words and these must be said slowly and completely for the spell to function. If struck while speaking the Power Words then the spell fails and they must begin again. If a spell fails the mana are still used as if it went off normally but nothing happens.

When a mage has finished a verbal for a spell it must end with the phrase "Spellcasting Spell Name" followed by the effect of the spell so the target knows how to react.

Overcasting spells.

If a mage or soul caster attempts to use a spell but does not have enough mana to use it then he is Overcasting. Anyone who overcasts spells takes damage equal to twice the overcast in mana starting with damage to the head and then moving on to adjacent locations. The caster is also rendered unconscious for a time of 5 minutes multiplied by the number of mana he was lacking. However the spell works normally unless the spell required the mage to concentrate. If that is the case then unpredictable things can happen.

Psionics

Where magic originated from the planes surrounding the universe, psionics is a power that comes from within the user. While this means a Psion is relying on no external help, it also means that it is very exhausting being a Psion. There are two sorts of Psion, firstly there is a True Psion, someone who was either born with the gift and learnt to use it or someone who has been taught how to hone the powers of their mind. Secondly there is the wild Psion, someone who has the talent for psionics but never learnt

how to use it.

There are 5 schools of Psionic Abilities:

- General - Everyone may learn these powers. Cannot be a Specialist or Opposing School.
- Metabolic - This school focuses on the control the cells in the body.
- Mental - This school focuses on the mind
- Psychokinetic - This school focuses on movement.
- Energy - This school is focused on the control and manipulation of the energy.

Using Psionic Powers

Psionic powers are considered innate and cannot be interrupted if the caster is struck, however the caster does need to call some sort of verbal to let others know what is happening. The verbal needs be no more than "Spellcasting Power name, Power Effect" Other than that the verbal is discretionary on the part of the user. Psionics may be resisted with spell resists as if they were spells.

The casting cost of Psionic abilities varies dependant on what school the Psion is casting from.

Specialist School Abilities Cost 1 Power Point per level of ability

Normal School Abilities Cost 2 Power Points per level of ability

Opposing School Abilities Cost 3 Power Points per level of ability

Wild Psions always use their abilities as if they are Specialist School abilities. The General School counts as a specialist school for all Psions.

Regaining Power Points.

Power Points are regained through rest. Eight hours sleep will return all used Power Points to a Psion. Other than that they regain used points at the rate of 1 point every 10 minutes of non-strenuous activity. ANY strenuous activity or use of psion abilities in a 10 minute block means that no points are regained.

Because being a Psion is physically drain-

ing, any disease or poison effects that the Psion suffers have additional effect. If a Psion has a poison or disease of any level they are unable to regain Power Points in any way until it's cured as the body is doing all it can to fight off the disease or poison. A Psion with an untreated mortal wound or un-splinted crushed limb can also not regain Power points.

Wild Psions can only regain points by a good night's sleep.

Mental Overloads.

When a True Psion goes to negative on his Power Point totals through use of his powers he will undergo a massive mental overload. The overload weakens him mentally and physically, and is usually accompanied by some outward sign ranging from such as bleeding from the nose, eyes or ears for a minor overload to inadvertently summoning a creature from another plane for a more severe overload. If this were not enough, the Psion loses 1 loc. all over and half his Power Points until he gets 8 hours of uninterrupted sleep.

Event Rules

At Faded Glory we want to try and create a happy, safe, relaxed atmosphere for the players and monsters. Consequently if a player or monster is caught doing any of the activities below they may be asked to leave the event and risk either being banned from future Faded Glory events or the Police being called. We would not like resort to these measures but if we must, we will.

1. Theft
2. Vandalism of property
3. Physical Violence
4. The deliberate use of unsafe equipment
5. The deliberate misuse of equipment
6. The deliberate misuse of safety calls
7. Disobeying any site specific rules
8. Sexual Harassment or Assault

Safety

In order to provide a safe environment for players and monsters participants of Faded Glory events are asked to observe the following.

1. All weapons and armour must be safety checked before use
2. No stabbing with weapons is permitted
3. Try to avoid blows to the head in melee
4. All blows should be pulled.
5. Listen carefully to instructions from event staff

Please also note that we have a strict no nudity policy at events.

L.R.P. Calls and their effects

Various shouted “calls” are used throughout the Faded Glory system. There are two types of calls, in character and out of character. Out of character calls or Safety calls are only for use in an emergency situation. In character calls are used to tell your character what special effect or ability you have been affected by. Combat calls are used to specify the effects delivered by a weapon or the effects of a spell that has been cast.

Safety Calls

Anyone hearing a safety call should immediately stop what they are doing and remain where they are until given further instructions. Please listen for instructions from event staff and if asked to do anything obey as quickly and safely as possible.

MAN DOWN: This call is to be used when anyone suffers a real, out of character, injury of any type. Cross your arms over your head to make yourself visible while shouting. If you hear this call stop whatever you are doing and move away from the injured person.

CLEAR OUT: Only event staff may use this call. Clear out is used in situations where large numbers of people need to move away from an area quickly. (E.g. if a fire breaks out) If you hear this call you should look for the nearest member of event staff and follow their directions. If you cannot see a member of staff then move away from the area as quickly and safely as possible.

FIRE: You should use this call if you see a fire anywhere other than in a contained fire pit. If you discover a fire alert anyone nearby using this call then find a member of event staff as quickly as possible and tell them where you found the fire. Unless asked to remain and help, please leave the area as quickly and safely as possible once you have reported the fire.

Referee Calls

Time Freeze: When you hear this call you should freeze in your current position, close your eyes and hum loudly until you hear Time In called. Don't peek.

Time Out: All in-character actions are suspended at this call. Remain where you are. You are able to sit and talk amongst yourselves but only about out of character things. You may not move from your location, heal yourself or take any other in character action. This call will also be used to end the event.

Time In: This call will re-start in-character actions after a man down, time freeze or time out call. In battle situations referees will give a three-second countdown before making the call.

Combat Calls

Listed below are most of the calls you will encounter in character at events. The list is not complete and there may be many changes. If you do not understand the meaning of the call then you should ask the person that made the call for an explanation.

Crush: Breaks the bone AND reduce the location struck to zero hits. Crush will also badly damage any armour on the struck location (i.e. it will not provide protection until repaired). Studded leather or metal armour of any type will protect the wearer from one crush but the armour is rendered useless until repaired. Further crushes after the first affect the location directly. To heal a crush you must mend the bone AND heal the wound. A crush will also smash any weapon it connects with, so if the blow is parried the player does not take the damage but the weapon used for the parry is damaged and cannot be used until it is repaired.

Thru: This call means that the blow bypasses armour and affects the struck location directly.

Mortal: This call reduces the location struck to -1. Plate mail will absorb the first blow but the blow will damage it and so it will provide no further protection until someone with the smith skill repairs it. Any other armour will be destroyed AND the location will go to -1.

Disease: Diseases are not usually fatal and are more of an annoyance than a real problem. After 1 hour of being infected the character feels very weak and temporarily loses one loc to all locations. This remains lost until the disease is cured and the character has rested for a further hour.

Pestilence: This is a bit nastier than a disease effect. The character takes 1 point of damage to all locations 30 minutes after infection and every 4 hours after infection with pestilence. The damage cannot be healed until the pestilence is cured.

Decay: The person struck with this call has caught a disease that is more often than not fatal. After 10 minutes the player feels sick, after 15 minutes the player cannot fight or spell cast, after 20 minutes the player cannot walk or stand and after 30 minutes he dies.

Rot: This is the most dangerous form of disease. If struck with Rot the location that was hit loses one hit every 60 seconds until it reaches -1 at which point the player falls unconscious. Once the first location has reached -1 it will spread to all adjacent locations which will each lose one hit every 60 seconds. Eventually all locations will reach -1 and the player will die.

Freeze: The target is frozen solid by a blow of extreme cold. The player cannot be harmed in any way until the freeze wears off. They also have no idea about what is going on around them. Freeze lasts for 10 minutes unless the character is somehow warmed in which case it lasts only for 5. This lasts double duration if used on a lizard-kin.

Paralysis: The player struck by this cannot move until it wears off. They can see and hear what is going on around them; they can also be harmed while paralysed. The effect usually wears off after approximately 5 minutes. Paralyse Limb works in the same way as paralysis but only works on the struck limb and has no effect on head or chest.

Level Drain: This is a particularly nasty attack that subtracts one from the location struck. There are two types of level drain, temporary and permanent. Temporary ones are restored by a good nights sleep. Permanent ones cannot be restored except by using high level potions or magic.

Knockdown: If struck by someone using this call you must fall to the ground, count ONE slowly then get up again. Your bottom MUST touch the ground.

Knockback: If struck by someone using this call you have to role-play being knocked back. The default distance for knockback is 10ft unless called otherwise. You do not have to fall down and can remain standing. If the knockback would put you in to a dangerous or unsafe position you need not actually move but you should stay out of the fight for at least a slow count of 5 for every 10ft of the knockback.

Fear: You become very afraid of the user of this ability. If affected you must run away from the user as fast as possible for 10 seconds and cover at least 10 meters, then you can stop running and are free to return.

Sickness: You feel very ill. If affected by this you must drop to the ground and role-play throwing up for 30 seconds. During this time you cannot do anything else.

Sleep: Your character has been sent to sleep. The duration of the spell will be stated at the time e.g. "Sleep 5 minutes" For the stated time you CANNOT be woken. After the stated duration is up then you will continue to sleep unless woken.

Pain: If this affects you then you fall to the floor in the pain for the duration stated. If you hear "Pain 30 seconds" you are in pain for 30 seconds.

Point Blank: This call may only used by someone using a bow or crossbow. If your target is too close for you to safely fire at him you may use the point blank call followed by your normal damage call for the shot. Point blank shots automatically hit

and affect the chest of the target however there should be a minimum of a slow count of ten between calls of point blank. Please do not draw an arrow when using point blank in case you accidentally release at very short range.

Decap: Beheading a body is often a good way to stop them getting up again. The decap call is used to represent a person beheading a fallen being. It can only be used on a body that has already been killed and in order to use it you must rest your weapon against the monsters neck for 5 seconds. After 5 seconds you can call 'decap' and the monster is beheaded.

Fell: Fell is a call that will be added to another damage call, for example "Fell Double" A Fell wound must be healed all in one go, anything less will not affect it. For example, if your character took a 'Fell Triple' to the left arm, any type of healing that restored less than three points of damage to the injured location would have no effect.

Acid: The acid call is usually associated with spells but sometimes there is an ability used that has the same effect. Spells with the acid call do not go thru armour like normal spells do, instead they effect the armour you are wearing first, once the armour protection has been exceeded or if you are wearing no armour then the location is affected. The nasty bit is that acid damage does permanent damage to all types of armour. That means damage done by acid spells and abilities cannot be repaired by normal means although magical spells such as the mend spell can undo the damage. Damage done to locations counts as normal damage and may be healed through the usual methods.

Venom: This call does a single hit vs. armour but does full damage to the struck location if the target wears no armour or the armour has reached zero protection. Poison resistance skills may be used to resist venom damage at the rate of 1 level of poison resist per point of damage.

Shard: When hit with this call and the

blow inflicts at least one point of damage to the location struck then the wound cannot be healed by Soul Magic or potions. Instead a character with at least the first aid 3 skill and the surgery skill is needed to remove the Shard from the wound and cure the damage.

Rend: If you are hit with a rend call then any armour on the struck location is damaged and cannot be used until has been repaired by someone with the appropriate craft skill or a mage with an appropriate spell. If you have any form of spell or item that provides ablative hits then rend will remove all of them instead of destroying armour. It should also be noted that a shield hit with rend will be damaged and in need of repair. Should you get struck on an unarmoured location then treat the rend call as a mortal.

Drain: The drain call drains mana from a target, it drains the same amount of mana from a struck target as it does damage. Therefore if you are struck for a double then you also lose two points of damage. If you have no mana then the drain call just does normal damage and has no additional effect.

Special: Some calls we have in the system only work under certain conditions, for example the subdue skill, it only works if you strike the head from behind and with a blunt weapon. Sometimes there are situations when we want to achieve the same effect as an existing call but without the circumstances. This is why we have the special call. For example, if there was a part in an adventure when a monster comes up to a player and punches him (role-played, obviously) and wants to knock him out. Instead of inventing a new call for this we use the "Special Subdue" call. Which means the effect is the same as the subdue skill but the circumstances for its use have changed. Basically this allows us to use existing calls for things instead of inventing new ones.

Game Logistics

Searching.

Sometimes a player may wish to search the body of a monster or another player in character. To do so they must follow the guidelines below. Players breaking these guidelines may be asked to leave the event.

A thorough search of one location of a being takes 60 seconds. The player performing the search should hold his hand within 6 inches of the location he wishes to search to represent his action. A full search of all six locations of a being would take 6 minutes. During the time the searcher is holding his hand over the location he is searching he must tell the person he is searching what he is doing. At no time should the searcher make physical contact with the person they are searching. Once the 60 seconds are up anything to be found on that location of the person being searched should be given to the searcher.

Strength

There are five levels of strength and they break down like this

A character with the "Strength" skill is twice as strong as one without

A character with the "Double Strength" skill is twice as strong as one with the "Strength" skill

A character with "Triple Strength" is three times as strong as one with "Double Strength"

A character with "Quad Strength" is four times as strong as one with "Triple Strength"

A character with "Supernatural Strength" is automatically stronger than any other level or levels of strength arrayed against him PLUS his movement cannot be impeded in any way. Usually this call is used when a creature is significantly larger than the players.

If two characters with the same level of strength are locked in any sort of battle of strength, sooner or later one of them will come out on top. To represent this a round of paper/scissors/stone should be done between the two participants to see who wins

the contest. The winner chooses how long the two are locked together and may break out at any time of his choosing. It should be noted though that an undead would always win a contest of strength with a mortal being as it does not have muscles to get tired and does not feel pain.

be assigned to a character of the attendees choice.

The strength skill should not be used to grab and throw people in combat situations however careful use in role-play situations is permitted.

Hand Signals.

Sometimes hand signals will be used to represent something. Below is a list of hand signals that you may encounter in game.

Fist in the air.

Anyone with his or her fist in the air is invisible. They can still be heard or bumped into but they cannot be seen.

Finger in the air.

Anyone holding their index finger in the air is not there, ignore them. They cannot harm you and you cannot harm them.

Monster Credits.

Anyone who monsters events earns monster credits as our way of saying thanks. Crewing for one event will earn one monster credit. You can also earn monster credits by writing plot for the players. Anyone who wishes to write some plot should submit it to us with the reasons why they wish to run the plot and what they hope to achieve. If we approve the plot and use it you will get a monster credit. Monster credits can be used in two ways; firstly you can use a credit to get yourself a £10 discount off an event price. We can only allow a certain number of credits to be used this way per event but if you have enough you can use them to play for free. Alternatively, monster credits can be used to gain SP's for characters. One monster credit will get a character one additional SP to spend on your character.

It should also be noted that we offer a bonus SP for anyone who gives significant help to the ref team when setting up an event or clearing down afterwards. The SP can

And Finally

I hope we see you soon and that you enjoy what we have in store for you!