



Core Rule Book

Rules and Background for Fantasy Live Role Playing Events
Version 5.1

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Important notice relating to the nature of the hobby

Whilst Curious Pastimes Ltd. takes all due steps to minimise the risk to customers, the nature of the game is such that customers are likely to be involved in fights involving LRP weapons and this carries with it a risk of injury due to bad luck or misuse of the equipment. Similarly these events often take place on uneven surfaces and areas with trees and undergrowth, and certain activities also happen where lighting is less than ideal. By booking to attend an event a customer acknowledges that these risks are an inherent part of the activity and also acknowledges that the primary responsibility for their safety in these circumstances rests with themselves.

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This **Curious Pastimes Core Rule Book** contains all the necessary information to play the game at Curious Pastimes, including all of the calls PCs need to react to during game play.

Please see the **Curious Pastimes Book of Lore and Magic** for information on spells, alchemy, crafting and research.

Introduction

Curious Pastimes (CP) and the Renewal campaign have been running since 1996 and these rules have been developed with valued input from both staff and players. The central purpose of the rules is, and always has been, to provide an exciting, challenging and constantly developing game that provides the same high quality experience to old and new players alike; an exciting Live-action Role Playing (LRP) game that can accommodate many different types of gaming activity surrounded by constantly developing plot-lines tied into the battles and skirmishes, in-game organisations and the heartblood of CP, faction and group identity.

An (almost) A-Z of Curious Pastimes

Alchemy

Creating potions and poisons from rare and exotic ingredients is the role of the alchemist, demanding a significant commitment from a player, this skill set affords the ability to create potions from an existing list and to develop new potions through in game research.

Battles

CP has developed its system of delivering mass battles since the beginning of the company. Site wide battles take place at the first and last event of each campaign season (there are skirmishes at most events too) and are supported by an experienced event crew and professional medical staff. Generally mass battles are player versus monster and embedded as part of the ongoing plot of the game; the outcome of a battle can determine plot encounters and likewise player character actions within plots can change the course of battles.

Character Creation

See the next section of this book for information on skills and abilities and how to make a character.

Combat

CP delivers a balanced combat system that offers plenty of choice for fighting styles and a comprehensive health, damage and healing system. The threat of death is real for the unwary and the unlucky.

The ongoing plot provides constant player versus monster/environment combat opportunities with a combination of skirmishes, adventures, NPCs (Non-player characters) and random encounters at every event and mass battles at the first and last campaign event each season. What happens at each event is largely governed by player character (PC) action, and within the system there is the potential for PC versus PC combat, with the inevitable repercussions and plot outcomes.

Introduction

Cosmology

The underlying cosmology of the CP campaign, in which the rules are set, is thorough and consistent and the fundamental principles of the world may be experienced and learned by all player characters. The cosmology is ultimately knowable but not all of this knowledge is understood, there are plenty of phenomena and conundrums still to be discovered and resolved!

Crafting

Players choosing craft skills can make a wide range of items and develop their own items for use and sale within the game world.

Drinking and Eating

At each CP event there is an in character bar providing alcoholic and non-alcoholic drinks and also one or more catering options providing a choice of cooked food. Many players choose to cater for themselves or within their groups. Keep an eye on the CP facebook page for information about caterers at particular events.

Event Team

CP has a 24-hour call out dedicated event team and medical crew at every event. The event team and the game team maintain communication throughout an event to make sure that the game and the running of the event happen smoothly.

Economy

The CP campaign has a player driven economy and different skills offer opportunities to source and create a range of goods to barter and sell, thus driving supply and demand amongst the player characters.

Factions

The Renewal campaign inhabits a fantasy world ruled by player character factions. Each of these has a distinct identity and each provide different opportunities to try types of character. Each faction is led by a command team of NPCs played by CP staff; these teams develop specific plot lines for their own factions that run alongside overarching whole world plot.

Game Organisation Desk (GOD)

A critical part of any LRP event is the game administration prior to and during events. The administration team has an expert knowledge of the rules and their deployment for effective play. GOD deals with anything to do with characters and skills, including character cards and collecting spell cards each day.

Introduction

Game Team

To support all of the game activity a highly experienced game team develops and manages all of the plots, battles, skirmishes, NPCs and encounters at events. The game team and faction teams regularly meet several times throughout the year outside of events and oversee the continual generation of new and exciting challenges for the players.

Institutions of Learning

With such a richly detailed game world, there are a number of players dedicated to its study and understanding and in finding practical applications for their discoveries. Although the **College of Earthly and Celestial Studies**, the **Academy of Natural Philosophies** and the **Academy of War** are supported by NPCs, their directions and research are completely driven by the players within each institution. These groups are a valuable source of information about the campaign and game world, and also routes to uncovering and developing new spells, skills and abilities!

Lore Skills

Characters are not constrained to combative or magical careers. There is also an extensive set of skills that can be chosen to explore and interact with the world.

Magic

The CP game world has three different spheres of magic reflecting a diverse range of spell casting effects and opportunities, it is upon these that all magic within the system is built and there is a wealth to explore through in game research and experimentation. Player characters can choose, through character creation and development, to select elements of the magic system to complement other attributes of their character or immerse themselves in all aspects of magic and its use.

Monstering

(Taking some time out from playing your own character to play adversaries or NPCs) is part of the game for everyone at CP. With opportunities for all players to participate in combat and/or non-combat encounters and to play monsters and NPCs within the system, monstering is a chance for every player to experience the wider campaign (it's organised via faction command/mercenary liaison), and it's fun!

New Players

New characters can get straight into the game at their first event and experience just as much action as a returning character. The nature of the cosmology is that every monster or NPC can be affected in some way by a regular PC. There are no un-killable monsters within the system, just some that are a challenge to defeat!

Introduction

A CP new player brief runs at the beginning of the first and last event of each campaign season and often at the middle events too.

Out of Character (OOC)

At most CP events there is a dedicated OOC camping area some distance from the In Character (IC) playing area. The bathroom facilities are also considered to be OOC. Everywhere else on the site is IC during time in unless an area is specifically deemed to be OOC, e.g. if there is an emergency or obstacle.

Plot

CP has a constantly evolving series of storylines driven by a central plot team. Plot is delivered via NPCs, monster and combat encounters. Player characters can involve themselves in plots large and small, and be sure that their actions will have a part to play in shaping the outcome. Some plots might only last for one event, whereas some might last for several years.

Races

There are a number of fantasy races available to play at CP, with differing requirements for physical representation, see the character creation section of these rules for more details.

Referees

All CP game staff are referees, meaning they can make rules calls and decisions and assist with OOC queries about the game. There are several different teams of referees within CP:

- The game team run the plot, battles and encounters at events
- Faction command teams manage factions IC and OOC
- Faction referees are players who work with faction command teams and may assist during monster slots and battles
- NPCs run the in game institutions and ritual circle
- GOD run foraging, scrounge, spell/veteran cards and character administration and generation

Referees are to be recognised by their white tabards or by wearing a radio. Please approach a referee if you need help or clarification, they are there to help.

Rituals

Another area of magic within CP is the ritual circle, where groups can perform rituals to find out about plot, create magical items or special characters, converse with their deities or even travel around; practically anything is possible. A dedicated team of referees supports the ritual system, providing feedback to players and evaluating the success and effectiveness of each ritual according to a standard set of criteria.

Introduction

Set, Props and Costume

CP maintain a large prop and costume resource that is continually updated, including a large array of costumes, armour and make up, these resources are used to facilitate the plot and NPCs, alongside specialised costumes and large scale props for specific events and storylines. In addition there is usually a plot driven interactive set build at the Renewal event each season and sometimes the first event too; previous builds have included a fully defensible fort, a seer's tower complete with visions and a ruined temple.

Time-in

CP events run "time-in" from 10am until 2am every full day of an event. (On the first day of an event (usually Friday) time-in is usually at 7pm and events tend to time out on the last day (usually either a Sunday or Monday) at around 3pm). Sometimes circumstances such as extreme weather or serious traffic problems dictate a change of time-in or time-out at an event, in this case faction command will advise players of any changes.

During "time-in" plot, monsters and game activities are ongoing and the whole of the play area is in character (notable exceptions are inside the bathrooms and the out of character field) and players will find themselves constantly in the action.

Veteran Skills and Character Progression

At the end of a season, PCs are awarded a veteran skill, some of these skills are not available to starting characters, and each of the character races has their own distinct nature to build on and develop. There are other opportunities to develop skills through roleplay and research in many areas of the game, particularly through in game organisations.

The Known World

All of the information in this section of the rule book is considered to be common knowledge and as such any new PC may be assumed to know as much or as little of the IC information contained here as they wish. Further information, such as details of specific skills (e.g. alchemy) not known to the PC, particulars about ongoing plots or individuals must be learned in character. To use information, skills, equipment etc. known/owned by a previous character when starting a new character is cheating. Of course, new PCs may join an existing group who may share information freely.

Factions and Mercenaries

The Curious Pastimes (CP) game system is organised around the concept that the majority of characters are members of factions and groups. Much of the game revolves around the relationships between factions and outside events, adversaries or Non Player Characters (NPCs) and interactions between the factions themselves. Within each faction there are usually a number of smaller groups. Player characters (PCs) are encouraged to join/form groups because they provide support and identity within the campaign world. Factions and groups are managed in character (IC) and so choose their own IC laws and rules, factions are also organised out of character (OOC) and many operate events and activities outside of the main CP event season. Each faction has a Lord/Lady General (LG or LIC), a 2IC and a 3IC, these are all CP staff members with appropriate NPCs.

The structure in each faction is formalised within the game world by differing levels of noble rank which are an expression of a PC's social standing. This rank takes many forms from the strict hierarchies of knights to the tribal respect for elders amongst nomadic peoples. Each faction organises their rank structure individually both in terms of how it is divided and allocated and the particular roles that confer rank within that faction. As PCs serve a faction over a period of time their noble rank may increase, and with it their standing among their peers. Nobility within a faction also affords a PC an increased income, represented by the IC money (to be collected from GOD) received when they attend an event. IC rank also confers a resistance to Terror effects (see: Rules of Play).

Factions

Factions are essentially geographical in origin and so draw the majority of their members from a specific area of the known world. Each faction has its own distinct 'personality', to which each member is expected (to a greater or lesser degree) to conform. Some factions draw their identity from myth, legend or popular culture, whilst others have unique backgrounds. The personality of a faction is not only dependent on its history, but also on its future goals. The development of a faction is somewhat dependent upon the aims of its command team; these aims may include the development of strategic, military or

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commercial alliances with other factions; the acquisition and mastery of magical knowledge and power or more esoteric, religious or altruistic ends. The power of a faction is rooted in its membership; faction leaders are likely to represent the feelings and opinions of their people and to bear their wishes in mind when making decisions.

Loyalty to a faction is an important component of membership and most command teams will deal with those showing signs of disloyalty in the most abrupt manner. On the other hand, loyal service to a faction may reap its rewards for even the most junior member.

Characters that choose not to join an existing faction are collectively known as mercenaries. While a number of true mercenary groups do exist there are also some groups who feel their individual concepts do not fit within a faction so choose to exist independently and so are placed within the mercenaries ideologically and physically to camp at events. The mercenaries as a collective are not a faction and therefore do not gain any of the benefits of faction status (rank structure, a faction warchest, faction weapons). However, mercenaries do have a degree of freedom that the more rigid command structure of a faction does not always allow.



The **Algaia** are the Children of the Goddess: spiritual, respectful of the land and driven with a passion to rid the world of evils that plague the good people of the factions.

Many among the warhost are seen as zealots; filled with the strength of the Goddess they oppose the unnatural in whatever guise it takes, be it demon, undead or other manner of strange creature. Some take this to the extreme and dedicate every waking moment to the path of the Goddess. Known as her Swords, these powerful warrior-priests are beacons of light against the darkness who rally the faithful around them. Some

are people of the forests or seas, scouts, sailors and rangers who venerate the Hunter, the noble protector that is son, father and husband to the Goddess. Those who know well the dark paths and deep shadows of the woodland, or treacherous coasts are well respected among the Algaia, for their guile and knowledge is invaluable to all. Naturally drawn to the arcane, many of the Algaia turn to magic; studying the arts in scholarly institutes across the lands. Mages, healers and shamans hone their powers to master magics and turn their power against the enemies of the free peoples. The magical forests of Lyonesse and Estragales are teeming with all manner of esoteric beings; satyrs and dryads dance within the magical woodland, their music luring wanderers from the paths; the courts of the Fae continuously vie for power among each other in an eternal struggle, while trolls and beast creatures born of the land venerate the Goddess and Hunter in ways that may seem strange to many.

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The **Fir Cruthen** live by word and deed; whilst written documents may hold little significance, the spoken word means everything. “Honour above all else” is their law and the many gods and dark histories are all they have to fear.

Death does not concern the Fir Cruthen, believing that they will pass to the Summer Lands and await their next birth on the cycle of the world. This can make them seem bold, fearless and even reckless as they charge their enemies. This is not to say life is cheap, merely that creating a legend is always important; to be remembered in song around the fire is the greatest of honours. The Fir Cruthen are often lightly armoured, to the point that all that protects some is their painted woad; this allows them to be an exceptionally mobile skirmishing force, even in the heaviest of combats. Comprising the lands of Erin, Caledonia, Manx and Cymria, the peoples are as varied as their tartans. Family groups often travel to fight alongside each other, whilst others wander the lands and find themselves drawn to the warhost. As long as a person honours the Gods, and does not break the laws of the land, then they will be welcomed as family and given the unmistakable hospitality of the camp. Not all are warriors, amongst the people the druids are looked to for guidance, their arts often mystical and strange, they use their revered positions to show the paths the Fir Cruthen are to tread, whilst bards of renown tell the stories of the past, sing of the legends of our time and speak with a free tongue. Some of those who travel are of the old noble houses, human and proud, who work alongside elves from the ancient and mystical forests. Beastkin from the North, knights from the border lands and even rare trolls from darker corners accompany the warhost, for they all have some traits in common; they all come to carve their legend, to honour the gods and to be a part of something more.



The **Jhereg** are a people drawn together by their shared belief in the unity of the nation and their pragmatic moral outlook. The hostile land of Siberia is where the Jhereg make their home, from deadly marshes to vast unforgiving deserts the Jhereg people not only survive but prosper. Ever the great mix of societies, Siberia can boast of both great city-states and thriving tribal civilisations. The Jhereg Empire believes in the ‘Great Freedom,’ where no race, religion or belief is persecuted and will go to any length to protect their own, to be Jhereg is to never be alone. Powerful wizards ply their trade across the land, divining great mysteries and unlocking the workings of the arcane, or creating items of power to bolster the warhost; beast creatures come to the call of the Jhereg spirit, strength and ferocity in their hearts; standing beside proud soldiers from the many cities who come to guard the warhost; their fighting forces bolstered by potions and skilfully

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crafted tools of war. Clever traders collate vast wealth and expand their treasuries with strange magical items, while diplomats make peace with the nations around them who often misunderstand the Jhereg ways. Though sometimes mistrusted by others, the Jhereg are at the forefront of any fight against a threat to civilization, be it aligning with mystical forces, wielding powerful magics or cavorting with dark entities, the Jhereg will use whatever means are at their disposal to win the day.



The **Lions** are the royal warhost of Albion, fabled land of chivalry and valour. Righteousness, honour, law – these are the watchwords of this unyielding band of heroes as they strive to keep the light of order from guttering in the darkness of a chaotic world.

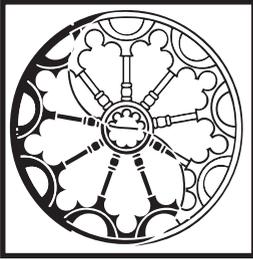
The Lions are typified by the armour-clad presence and glorious colours of their knights. Whether a brotherhood forged in battle, a religious order committed to the Gods of Law, an entitled noble seeking glory or simply a roving knight errant, far and wide the blades and blazoned shields of the Lions are cheered by their allies and feared by their foes. The warhost remains eclectic and

though the knights are arguably the most famous, they are certainly not the only arrow in Albion's quiver. The Lions honour scribes, law keepers, scouts, priests and mages, too, bound by oath and as true to noble purpose as any sworn blade. Whether seeking aid or volunteering service, the greatest meeting place in the lands is acknowledged as the Round Table of the Lions. Here all are treated as equal and even the freshest face can learn and influence matters of state and war. Albion, though largely a green and fertile island nation, is nonetheless troubled. Whether one hails from the troll marshes of Anglia, the bustling cities of Essex, the political hotbeds of Oxford, the stalwart borderlands of Bernicia, Deira's undead-ridden forests or war-plagued Cornwall, the agents of evil and destruction lurk in every shadowed corner. Only the unbending vigilance of its myriad peoples keeps the ten kingdoms free from chaos. The simple truth is that the warhost is the Albion epitome of tenacity and righteousness, summarised in the closing lines of the Lions Prayer:

“To stand against evil, wherever it is found. We are the Lions... and we shall not falter.”

The **Steppe Alliance** treads the line between light and dark, striving for balance, ready to step to either side in order to preserve equilibrium. The Steppe Alliance have no true leaders, as they believe that all are equal, although they will annually elect Voices to speak with the combined will of many. The diversity of peoples within the Steppe Alliance is their strength, but it is what they have in common which brings them together; their respect of the land, their reverence towards their Ancestors and their love for the Mother. The harsh lands and array of peoples have bred a plain-speaking culture within the Steppe that their allies respect. This is represented by the Steppe Alliance Treaty; a fluid, annually renewed

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document of Lore displayed with pride whenever the Steppe come together.

People of action, whether they be warriors or mages, have their Voice; people of reason, whether they be scholars or diplomats, have their Voice; people of caution, whether they be entertainers or healers, have their Voice. This variety brings a colour and vibrancy that is celebrated in the Steppe. The Steppe Alliance claim ownership of no land, but instead tends the free lands to the east. These lands are as varied as their people, from vast deserts to

the Great Wood, from the grassy plains of the Mongol heartland to vast mountain ranges. Hospitable and vibrant, their variety meaning the Steppe Alliance is never a dull place to be. Their only real foe is imbalance, and they will travel any path and find any way to combat it and restore harmony wherever they are.



Teutonia is a land of efficiency where action matters. What may seem like brutality is clarity of thought and action, uncluttered by moral uncertainty. Philosophers in Teutonia are welcomed to gather in dark corners to mutter and argue about morality at their leisure.

Efficiency drives Teutonia. A common belief is that by one's own hands one may change the world and bring glory to the Nation and Gods of Teutonia. Teutonians do not think it noble to die for their country, but defence of one's nation is something to believe in. Religion is at the core of Teutonian life. Teutonians do not ask for gifts from their Gods; there is a solemn, devout and ingrained belief

that the Gods do not serve Teutonia, Teutonia serves the Gods. How devotion is shown is unimportant; that it is shown is critical.

Teutonia is a land of variety. From international ports on northern, western and southern coasts, to desolate forest stockades and mountainous outposts in the east, Teutonia is a vast and varied landscape. Teutonia is a land of old, dark ways. Necromancy flourishes and undead work for the betterment of the living; sentient undead walk amongst the living races as friends and allies within the safety of Teutonian borders. The reunification of Teutonia, following years of civil unrest and a succession of rulers, has culminated in the individual fingers of Teutonia becoming clenched into an iron fist. Skilled crafters and eloquent ambassadors look to turn the blood of their enemies into the wealth of a nation.

The **Wolves** of Norsca are a vibrant society who do nothing by half measures. Whether sending enemies to death beneath an axe-blade, or singing tales of heroism around a campfire, these people, born of a harsh land make staunch allies and formidable foes. Norsca is a land of ice, where high peaks and snowy plains lead to an existence of hardship.

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The people of the land are proud to live in such a harsh climate; indeed they welcome it. The capital city of Odinsheim is the home of the ruling council of all of the land, where the hearth gather to decide the rulership of the peoples. While much of Norsca is predominantly human, ogres, trolls and beast creatures from the darkest regions come to support the warhost. Driven by the promise of battle, they venerate the Aesir with as much fervour as any human born of the lands, their might adding to the destructive forces of the Wolf battle lines. Skalds, healers and brewers accompany the warhost, for their

love of storytelling is matched only by their love of battle, their warriors will always need aid and celebrations are forever to be had. Few other peoples have such a fervent bond to their Gods, who often walk amongst them, guiding and instructing their lives as well as tending to their dead. The Wolves are a welcoming people, born of a harsh land. Whether celebrating in battle, or around the warmth of a fire they are ever ready to stand for what they believe, or die with blade in hand and meet their gods.

The **Mercenary** camp is home to mixed groups from disparate backgrounds – warriors, scholars, spell casters, craftsmen, traders and drifters; those who have no home within the factions and those who are seeking one.

Some mercenaries work for coin while others act for honour, some for knowledge or power. Some simply travel the lands free of the ties to a nation. Each acts for their own purpose, there is no single motivation that unites the mercenaries. Mercenaries are outside the political systems of the land and are beholden to no one with all the advantages and disadvantages this brings. All have learned to survive and defend themselves away from the support and protection of the factions, each with their own friends and allies.

Any player character who is not part of a faction is automatically termed a mercenary. Outside the land's political system and beholden to no one, a mercenary has the freedom to befriend or offend whoever they choose. There is, therefore, a great deal of scope for player interpretation, for example, a mercenary could be a land-less knight, a wandering merchant, the classic warrior for hire or almost anything else. It is important to remember that such a character does not have any of the support or protection given by a Faction and should therefore be wary of overtly hostile or antisocial behaviour. Though mercenary groups may have an internal hierarchy, they may only gain Noble Rank by suitably impressing a faction's command team, who may grant their Faction titles as they see fit.

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Other points of note within the world

The **Empire of the Golden Isles** is a NPC faction, the Empire consists of a martial force and civil service made up of ogres, hobgoblins and trolls. Governed by a line of rulers blessed by Krittr, God of War, the Empire are formidable foes and deeply honourable allies.

In 1114 the free peoples travelled to a new continent to the west of the known world, hot and arid, with different magics, spells and traditions, they discovered a number of new peoples, the **Touareg**, a people of oracular ability and tradition, the **Kindah** and **Sakura**, other desert dwelling groups and the **Akesh**, some of whom had travelled to the central continent and begun travelling with the warhosts previously.

The **Trade Council** is one of many trade and information organisations within the game world whose NPC members visit the factions and can provide trade in ingredients or materials, information and supplies. PCs may become involved in these organisations through roleplay at events and may gain rank and favours, always for a price...

The **College of Earthly and Celestial Studies** is an NPC staffed and player character driven organization that is interested in the workings of the world and it's peoples. The College meets each day and maintains a library of information available to it's members. PCs can gain qualifications through submission of research projects and resources are pooled by college members.

The **Academy of Arms & Magic** and The **Academy of Natural Philosophies** are places to explore and research rituals, alchemy, crafting, conjoined magics and the newly discovered arts of necromancy, thaumaturgy and demonology, an IC and OOC resource for all player characters with NPC staff.

The **Academy of War** is group of players who are learning to develop their martial and physical skills through quests, training and challenges, also run by NPC staff.

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Monsters and Creatures

Aside from the standard races (See character creation), the world of CP is home to a wide range of other creatures and monsters, some may be adversarial, some friendly. A little is widely known about some of the most common monster types:

Said to be the first living creatures, the **Fae** are ancient, beautiful, haughty, capricious, and powerful. All Fae are functionally ageless, some are possessed of exalted magics, and many are hard to kill except through the touch of Cold Iron or powerful magic. Although the Fae once ruled the world, some catastrophe brought their houses to ruin in the past. Fae generally appear similar to elves, often dressed richly or exotically.

Demons are beings with a reputation for evil, although it's truer to say they simply have no appreciation of mortal frailty or morality. Formed, not born, demons are said to have no flesh of their own, and must either possess a mortal host or fashion a body for themselves out of the elements. When not possessing living bodies, demons usually appear red- or black-skinned, marked with sigils of rank and allegiance.

Most **undead** once lived mortal lives among the factions, until their death and reanimation by a necromancer or other force; some rise spontaneously, cursed by the circumstances of their deaths. Undead are often cold and cruel, beyond the worst excesses of their lives, and many hunger for flesh or blood by their nature. Transformed by death, undead may appear simply pale, or may be shambling things of raddled flesh and torn skin. Types of undead include the spiritually strong wraiths and shadows, the strong but mindless skeletons and zombies, and the powerful vampires and mummies that span both worlds.

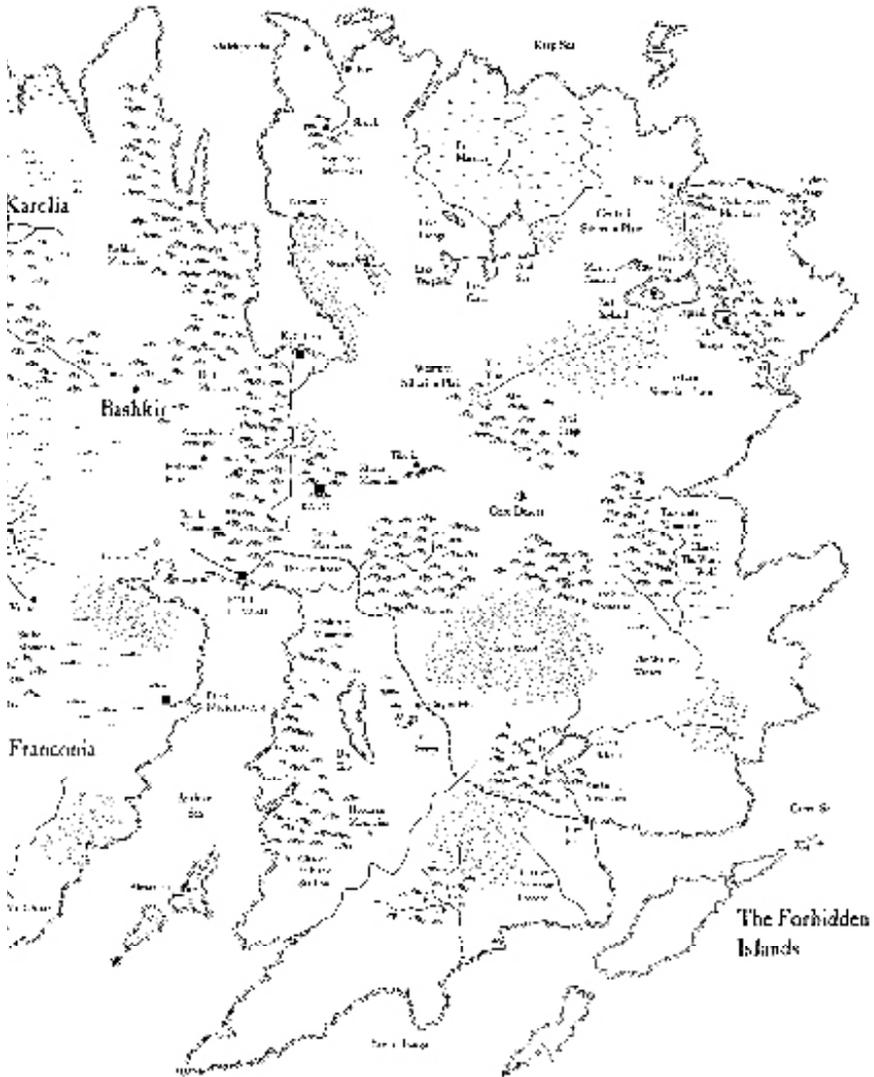
Fashioned of mundane materials and enchanted by powerful magic, **constructs** are soulless automata, entirely incapable of thought of independent action. The thaumaturges that create them may use them as guards, send them to carry out their dirty work, or even build them in numbers as an army; spirits and demons may even use them as vessels to operate in the mortal world. There are as many types of construct as there are thaumaturges, but all show signs of the crafting that went into their manufacture, including stitches, mixed materials, cogs and so on.

The souls of the dead, **spirits** of place, tribal ancestors, the memories of great heroes and even the embodiments of concepts and stories, spirits are generally invisible and incorporeal beings that may possess mortals to act in the world, or make their presence known in stranger ways.

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Character Creation & Development

Character Generation

To play at a CP event a player must create a character appropriate to the game system by completing a Character Generation Form (CGF) that requires both IC and OOC personal details. By booking a place at a CP event a player automatically agrees to abide by the rules and regulations of the company.

A player can only have **one character at any time at CP** and this character must retain the same skills each event with the addition of skills granted by character advancement. A character may not be 'stored' while another is played. In some rare circumstances there may be the facility to alter a character's skills or change character for a period of time, for example if it becomes impossible to use skills for unavoidable OOC reasons, but this may only be done with the express permission of the CP board, there may also be ways to achieve this in game.

A new character may only be created when a player's previous character has died or the choice is made to permanently retire it. In either situation all of a PC's money and equipment should be handed in to GOD immediately. **Keeping, trading or utilising items or money in any way from an old character to use with a new character is cheating.**

Any player voluntarily retiring a character with five or more veteran skills will get a bonus of one veteran skill available to their new character immediately on starting.

Developing a Character

It is not vital that a player state exactly where their character comes from in game terms. What is important is whether they are a part of a faction, a group or independent of these structures (see: The Known World).

Character Races

The descriptions that follow are of the common sentient races of the land. Kit, props, costume and make-up all depend on a chosen race, and whilst race will have no effect on the choice of basic skills for a starting character, potential veteran skills are dependent on race.

In order to play any race other than human a character must be visually differentiated from a human through the use of costume, make-up, prosthetics, and by adopting a demeanour that characterises the chosen race. Please see costume requirements below for each race and note the minimum physical representations required. Many experienced players will be happy to give advice on playing the different races both at events or on the many facebook

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groups and internet forums set up for each faction and for the game as a whole.

Within the CP game system, no race is granted free or natural skills simply due to their origin. For example, Beastmen/beastkin cannot Sniff without having Ranger 1, and elves/dark elves/dwarves have no innate ability to see in the dark (hard to represent anyway without real superpowers!). This also means that no race is automatically granted natural body weaponry, e.g. claws or fangs, although there may be routes to achieve these within the game.

Beastman/Beastkin/Beastfolk

This is a collective term for those sentient creatures that, whilst humanoid in form, have strong animal associations and features. These features may range from elongated canines, strange eyes and distorted facial characteristics, to fur or scales, clawed hands and feet or tails. Their typical lifespan is 60 to 100 years.

Minimum physical representation:

- Face make-up or a high quality mask that represents a bestial appearance.
- Animal oriented costume, displaying a bestial nature.
- If the skill Natural Armour is taken as a veteran skill, a beastkin's costume must be bulky to represent this.

Dwarves

Humanoid in form, but short in stature, Dwarves are thought to be more long-lived than humans. Dwarves will generally have finely crafted clothing and equipment that will be cared for and maintained in a fastidious manner. Although mythology pits the races of dwarves and elves against each other, there is little or no evidence to support such inter-racial hatred. Their typical lifespan is 200 to 400 years.

Minimum physical representation:

- All male dwarves sport a beard (but not stubble). Female dwarves generally do not have beards.
- Costume should be bulky and practical, but with an appearance of high quality.

Elves

Like nature itself, elves are wide ranging in both their appearance and attitude. From the wild and unpredictable, to the calm and serene (sometimes within the same individual), there is little above their facial features and respect for the land that is common to all. Elven longevity and appearance has given rise to much speculation about links with the alleged immortals called the Fae. Their typical lifespan is 200 to 900 years.

Minimum physical representation:

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- Elven ears (pointed).
- Costume should be ornate or distinctive, reflecting that quality which separates elves from more mundane creatures.

Dark Elves

Also known as Drow

It is unclear whether this is a race apart from mainstream elves or whether some ancient cataclysm separated them many generations ago, but the respect for nature prevalent amongst many elves is often notably absent. Generally dark elves live in deep underground complexes - some of which are ruled by matriarchal societies - and have developed midnight black skin and shockingly white hair. Some few others have found similarly isolated and secluded places on the surface and have developed physical differences to their underground brethren, with the exception of the pointed ears common to all elvenkind. Their typical lifespan is 200 to 900 years.

Minimum physical representation:

- Elven ears (pointed) and very dark skin, most commonly black, either by make up or a high quality mask.
- Hair is often snow white, but other contrasting and shocking colours have been known.
- Costume should be dark and is sometimes very ornate, often with vivid blood red or virulent purple detailing.

Humans

The most widespread of all the species, humans are generally considered a young race. Yet the proliferation of humankind is undeniable and their main strength is in their seemingly infinite capacity for variety. Of all races humans are the most capable at mastering a wide range of skills and abilities. Their typical lifespan is 60 to 100 years.

Minimum physical representation:

- There is no minimum physical representation for humans.

Goblins

Includes the race kobold

These are a widespread and varied race and it is often difficult to tell where the goblin race ends and the Orc race begins. In general goblins are of a slighter build, with sharper facial characteristics and tend to be shorter lived than Orcs. Though wild as individuals, they are capable of reaching great heights of achievement. What they do not know or possess, they will beg, borrow or steal and their behaviour and dealings with other races will usually depend upon their immediate personal or clan needs. Their typical lifespan is 60 to 100 years.

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Minimum physical representation:

- Green to brown skin colour.
- Ear and nose prosthetics or a mask, while not a strict requirement, can greatly add to the look of a goblin.
- Costume should look cobbled together from many disparate parts.

Ogres

Ogres are a large and proud race whose strength and raw courage is legendary. Their physical presence and strength of will makes it easy for them to berate, and press into service, lesser races for their own whims. An Ogre's life can be characterised as a series of brutal incidents strung together around eating and drinking, which makes them very abrupt in their dealings with others, with a tendency to trample over the 'social niceties' that other races hold dear, without understanding the offence they have caused. Ogres have a magpie-like attitude to dress; as bright as possible and as much as possible, with their obviously savage appearance further enhanced by baroque styles of armour and viciously detailed weaponry. Their typical lifespan is 60 to 100 years.

Minimum physical representation:

- Any non-natural skin colour through make-up or a good quality mask. Facial prosthetics are not a strict requirement but can really help to give a non-natural appearance.
- Costume should reflect a larger than human physique.
- In addition, due to the ogre racial veteran skills, an ogre's costume must be even more bulky if either the skill natural armour or extra body development are taken. It must also, therefore, be considerably more bulky if both of these skills are taken.

Orcs

Physically, there is no such thing as an average Orc; they come in a variety of skin colours and sizes, although a dark skin does seem to be common. Their tendency to regard survival of the fittest as the central tenet of child care means that they are generally tough, robust creatures. This makes them ferocious fighters who combine sly cunning with a determination to succeed at all costs. It is difficult to argue that Orcs are inherently 'evil'; they are simply products of the environment in which they are bred. Their typical lifespan is 60 to 100 years.

Minimum physical representation:

- Dark green to brown skin colour through make-up or a good quality mask.
- In addition, due to the orc racial veteran skills, an orc's costume must be more bulky if the skill natural armour is taken.

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Trolls

The common image of a Troll is that of a foul, violent creature with little concern for other creatures or, indeed, the world at large. However, folklore does this race a great injustice. Trolls are large and varied hominids, whose skin colour and texture generally reflects the climate from which they originate. For example, those from the far north may have a smooth, pallid skin with coarse patches of hair while those that dwell in more temperate latitudes may have skin colours that tend towards a swamp green or a rock grey, again depending on their origin. Their mode of dress often reflects their deliberate and contemplative nature, e.g. multi-layered with many odds and ends attached, each with some significance to the Troll in question. Trolls are extremely methodical in nature and can spend a long time considering many factors before acting upon a problem. This often leads to the misconception of low intelligence in these creatures. Trolls are also extremely sensitive to the nature that surrounds them and may often sit 'communing with nature' for long periods. This activity is thought to give rise to the myth of Trolls turning to stone in sunlight. A single Troll will have the same capacity for good and evil as any other being, but their size and their indifference to adversity gives them a better than average aptitude for martial skills and behaviour. Trolls are not necessarily averse to magic but it is undoubtedly true that Troll mages are very rare. Their typical lifespan is 60 to 100 years.

Minimum physical representation:

- Any non-natural skin colour through make-up or a good quality mask, generally reflecting the environment from which the Troll originates.
- Facial prosthetics, e.g. nose or heavy brow (but not horns) are advised as they greatly enhance the look of a troll.
- Troll costume should be big and bulky with a natural feel to it.

Other races

A character may be of mixed heritage, though a player must choose only one of the racial veteran skill groups from their background. This must be decided at the point of designing their character.

If a player wishes to design a character that does not fall into one of the above race descriptions then they may do so. A player may only play a non-standard race with the permission of CP and this must be obtained prior to an event. In collaboration with the individual, CP will select which existing list of racial veteran skills are to be used as the character progresses. Races outside of the standard must be identified by very distinctive make up, dress and actions making them clearly different from the normal, and a player is advised to discuss their ideas with their faction command or another member of staff for guidance as to what will fit within the game world.

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Non playable races

There are NPCs within CP made up from many different races or types of creature, these have specific abilities and powers which mean they are not permitted as player characters, such beings include but are not limited to:

- Faer;
- Undead, e.g. Vampires, Death Knights, Wraiths;
- Giants;
- Formori;
- Werewolves and other lycanthropes;
- Djinn and Demons;
- Golems and Constructs.

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Skills

A starting character has 20 points to spend on skills. The points value of each skill is detailed below in the table, a full description follows. Most basic skills can only be chosen once. The exceptions are:

- Body Development.
- Corporeal/Shaman/Mage

Basic Skill List

Combat Skills

Ambidexterity*	3
Shield	3
Dagger	0
One Handed Weapon	2
Two Handed Weapon	4
Polearm	5
Projectile Weapon	6
Thrown Weapon	2
Light Armour	2
Medium Armour	4
Heavy Armour	5
Extra Heavy Armour	6

Common Skills

Numeracy	1
Literacy	2
Surgeon	4
Body Development	8

Magician's Skills

Ritual Magic **	1-14
Contribute to Ritualist **	1-14
Invocation +	5
Corporeal Magic Rank 1	6
Corporeal Magic Rank 2	11
Shaman Magic Rank 1	6
Shaman Magic Rank 2	11
Mage Magic Rank 1	6
Mage Magic Rank 2	11

Lore Skills

Read/Make maps	1
Evaluate	2
Recognise Forgery	4
Ranger 1	4
Ranger 2 ++	3
Potion Lore 1	3
Potion Lore 2 ++	3
Poison Lore 1	4
Poison Lore 2 ++	4
Alchemy ~	2
Crafting #	6

Skill Table Notes:

* Must have Dagger or One Handed Weapon

** Must have Corporeal/Shaman/Mage Level 1 or 2

+ Must have Literacy

++ Must have Potion/Poison Lore/Ranger Level 1

~ Must have both Potion and Poison Lore Level 2

Must only be taken once at character creation

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Combat Skills

Ambidexterity

A dagger or one-handed weapon may be used to cause damage or to parry in each hand simultaneously (Requires Dagger or One-Handed Weapon).

Shield

Allows the use of a shield for defence up to the maximum dimensions of 153 cm (60 inches) high by 92 cm (36 inches) wide.

Dagger

Allows the use of a dagger or blunt weapon from 18 cm - 46 cm (7 - 18 inches) in total length. May be used to cause damage or to parry. Note: Though this skill has no actual point value, if the relevant box is not ticked on a characters CGF, then they will be deemed not to have this skill.

One-Handed Weapon

Allows the use of one-handed melee weapon from 46 cm - 107 cm (18 - 42 inches) in total length. May be used to cause damage or to parry.

Two-Handed Weapon

Allows a character to use a two-handed melee weapon from 107 cm - 183 cm (42 - 72 inches) in total length. The weapon must be wielded in both hands at all times to either cause damage or to parry.

Polearm

Characters may wield a pole weapon from 122 cm - 214 cm (48 - 84 inches) in total length. The weapon must be wielded in both hands at all times to either cause damage or to parry.

Projectile Weapon

Allows the use of any form of projectile weaponry, e.g. bow or crossbow.

Thrown Weapon

Only characters with this skill may throw usable objects, (maximum size of 46 cm (18 inches) in the object's largest dimension) and cause damage. A character may only throw one object at a time unless a character has ambidexterity when they may throw two objects at a time. Note: If your character does not have this skill, do not randomly throw such usable objects.

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Light Armour

Enables a character to wear and gain one point of protection from light armour (i.e. Light/soft leather, furs, quilted or padded material, but not simple cloth). They may also repair and adjust light armour.

Medium Armour

Enables a character to wear and gain two points of protection from medium armour (i.e. Heavy/rigid leather, studded leather or ringmail). They may also repair and adjust medium armour.

Heavy Armour

Enables a character to wear and gain three points of protection from heavy armour (i.e. Chainmail, latex/foam plate or scalemail). They may also repair and adjust heavy armour.

Extra-Heavy Armour

Enables a character to wear and gain four points of protection from extra-Heavy armour (i.e. Heavy chainmail (metal only), metal or fibreglass plate or heavy scalemail). They may also repair and adjust extra-heavy armour.

Note: Each wear armour skill confers the ability to wear armour of a lighter value as per the skill, i.e. buying Extra-Heavy Armour as a skill means a character can also wear and mend light, medium or heavy armour. Different armour types may not be stacked for extra protection, and for a location to gain any benefit from any armour it must cover at least fifty percent of the location (see: Armour & Repairing Armour).

Common Skills

Numeracy

With numeracy a character may perform simple mathematics (addition, subtraction, multiplication and division), count without limit and freely use numbers and numerical concepts. Without numeracy a character may only count up to 10 (or their number of fingers – whichever is lower) and may only be aware of basic size and number concepts such as bigger/smaller, few/lots. As with all rules and skills, the spirit of the game should be followed more than the letter and attempts to seek loopholes in the wording are discouraged (a character cannot count 10 lots of 10 without the skill for example). Without literacy, a numerate character may not read and understand numbers when written down.

Literacy

This allows a character to both read and write any mundane script. If a character does not have this skill, they are unable to perform any of its actions.

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Body Development

This gives all locations an additional hit point. This skill is denoted by a particular token/ribbon (available from GOD) that must be visibly worn at all times. If the token/ribbon is not visible then a PC is not considered to have the extra hits! With the exception of monsters/NPCs and certain special characters, the number of tokens/ribbons worn will indicate the number of times this skill has been picked by an individual.

Surgeon

This skill allows a character to perform non-magical surgeries on wounded characters, surgery will provide no benefit for a character who is not injured. Surgery requires appropriate physical representation for tools and suitably dramatic roleplay such as applying bandages, staunching bleeding, and cauterising wounds. Surgery has two effects:

- Firstly, **a surgeon may repair any one injured location to a maximum of one hit, this requires one minute of uninterrupted surgery on an unmoving subject;** if the patient has to be moved at all, the surgeon must begin the work from scratch after the movement has taken place as detailed above. Once a location reaches one hit, surgery will confer no further benefit. Performing surgery on one location affects no other location though the surgeon may subsequently move onto another location and also repair that. **There is no limit to the amount of surgery a PC may receive.**
- Secondly, if a patient is at zero hits on their head or chest when surgery begins, a Sanctuary effect (as per the spell Sanctuary (see: Corporeal Spells: Sanctuary) is enacted while the surgeon repairs those locations (a surgeon **MUST** repair head and chest locations first if they are damaged, before moving on to limbs). This sanctuary effect does not occur if the patient is not mortally wounded. The patient may be moved a small distance (e.g. out of the front line but not across the battlefield or back to camp) part way through a surgery without dropping this effect, as long as the surgeon is one of the people moving them.

After being healed with surgery, a patient is fatigued (see Game Mechanics: Damage and Effect Calls: Fatigued) for 30 seconds.

Surgeons can also conduct simple investigations on both living and dead subjects. After two minutes roleplay examining a living patient a surgeon can determine whether the patient is currently suffering from a disease (although they cannot identify the specific illness, which would require examining their organs, an action impossible on a living character).

Conducting an autopsy on a corpse requires around fifteen minutes, and gives more information about the body's injuries and ailments; note that if there are several things amiss with a corpse, the surgeon doesn't automatically know which was the specific cause of death, although they may be able to gain more information by roleplaying further investigation.

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Magicians Skills

Ritual Magic

Allows a character to perform magical rituals under the supervision of a referee. The character must have a minimum of level 1 magic in any sphere before they can buy ritual magic. Any number of points (within the remaining starting points total) may be used to buy this skill. (see: Guidelines for Rituals).

Contribute to Rituals

This allows a PC to participate in and contribute to rituals. A character can contribute as many points to a ritualist as desired up to the amount of points they have bought with their skill points. In order to pick this skill a character must have a minimum of level 1 magic in any sphere. Whilst contributing, the character becomes part of a ritualist's ritual group (see: Guidelines for Rituals).

Invocation

This allows a character to invoke the power of certain magical items including magical scrolls.

Corporeal 1

Allows a character to cast up to four rank 1 spells of either corporeal or fundamental magic per day. Rank 1 spells may not be cast when wearing heavy or extra-heavy armour.

Corporeal 2

Allows a character to cast up to five rank 1 spells, and three rank 2 spells of either corporeal or fundamental magic per day. Rank 2 spells may not be cast when wearing medium, heavy or extra-heavy armour.

Shaman 1

Allows a character to cast up to four rank 1 spells of either shaman or fundamental magic per day. Rank 1 spells may not be cast when wearing heavy or extra-heavy armour.

Shaman 2

Allows a character to cast up to five rank 1 spells, and three rank 2 spells of either shaman or fundamental magic per day. Rank 2 spells may not be cast when wearing medium, heavy or extra-heavy armour.

Mage 1

Allows a character to cast up to four rank 1 spells of either mage or fundamental magic per day. Rank 1 spells may not be cast when wearing heavy or extra-heavy armour.

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Mage 2

Allows a character to cast up to five rank 1 spells, and three rank 2 spells of either mage or fundamental magic per day. Rank 2 spells may not be cast when wearing medium, heavy or extra-heavy armour.

Multiple choices of magic are limited to 3 picks of each sphere, this includes using veteran skills, so a very long-lived character could potentially have 3 picks of corporeal magic rank 1, 3 of shaman rank 1 and 3 of mage rank 1!

Lore Skills

All lore skills require the character to spend some time role-playing in order for them to work.

Read/Make Maps

Allows both the use and production of normal maps. If a character does not have this skill, they are unable perform any of its actions.

Evaluate

Characters may make a reasonable estimate of the value of items such as treasure, armour and weapons. A referee will provide the player with a reasonably accurate valuation. This skill only defines the character's ability to gauge the monetary worth of mundane items. (E.g. if confronted by an unknown potion, a character would be able to evaluate the worth of the bottle, though they may rightly suspect that the potion within has some value.) Items that have special value within the game will have a card attached to them.

Recognise Forgery

This skill may allow for the identification of forged mundane (not magical) items, although some may be of sufficient quality as to be undetectable. If combined with the skill literacy it will allow for the possible identification of forged documents, the provenance of documents, insights into the translation or history of documents and items. In certain circumstances a PC may need a frame of reference to work to, like a sample of handwriting, and a referee may be required.

Ranger 1

This skill allows a character to perform a number of tasks.

- Forage - In a suitable environment, a character may obtain food and water for two people for every hour of foraging. This sub-skill may also be used to hunt for potion/poison ingredients once each day. To do this a player must go to GOD at the times foraging is available each day.

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- Pick Locks - Only usable on mundane, non-magical locks. Both a set of tools (you will need to provide a physical representation and also source a carded item in game) and a referee are required.

Ranger 2

Ranger 1 is a pre-requisite for this skill. This skill allows a character to:

- Pathfind - Allows a character to determine a path to take them from their current location to reach any place they have been to in the known world. A referee may be required.
- Escape – Allows a character to escape from bonds after five minutes of role-play. They may also squeeze through small gaps after the same amount of time, but this may be dependent on the character's race and any armour worn. A referee may be required and some bonds may be created that negate this ability, e.g. magic or specially crafted items.
- Identify - A character may tell if an item is natural or not. The item must be examined by the character and a referee is required.
- Sniff - Using their sense of smell, the character may identify different races and creatures. The character must be within 10ft. of the target. The scents associated with all the standard character races (listed as playable races above) are commonly known, characters may learn to recognise other races following roleplay. This skill requires the player to role-play sniffing the surrounding area or target for a result. It is not reliably directional, nor does it work all of the time, or on a character's individual scent. A referee may be required.

Poison Lore 1

Players will receive the level 1 poison lore sheet from GOD. With this they will be able to identify and name the poisons on the basic list. They will not necessarily know exactly a poison's effect, but they will have a general idea of the effectiveness of a poison (from a referee) when confronted with it (e.g. wounding, crippling or deadly). If the character is faced with an unknown poison they will simply know that it appears poisonous. If the character comes across a potion (e.g. a beneficial item) then they will simply know it is not poisonous (e.g. immediately harmful to the drinker). A referee may be required. Please see CP Book of Lore & Magic for lore sheets.

Poison Lore 2

Poison lore 1 is a pre-requisite for this skill. Players will receive the level 2 poison lore sheet from GOD. This gives the full details of all the basic list poisons. When encountering an unknown poison a character is able to accurately describe the symptoms (effects) and relate

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any known antidotes they possess in order to evaluate their potential effectiveness. This will require a referee to be present and their on the spot discretion will be used (see: Poisons & Corporeal Spells: Purge Poison). Please see CP Book of Lore & Magic for lore sheets.

Potion Lore 1

Players will receive the level 1 potion lore sheet from GOD. From this they will be able to identify and name the potions on the basic list. They will not necessarily know exactly a potion's effect, but they will have a general idea of the effectiveness of a potion (from a referee) when confronted with it (e.g. healing, antidote or protection). When faced with an unknown potion they will simply know that the potion is not immediately poisonous. If the character comes across a poison then they will simply know it is poisonous (e.g. immediately harmful to the drinker). A referee may be required. Please see CP Book of Lore & Magic for lore sheets.

Potion Lore 2

Potion lore 1 is a pre-requisite for this skill. Players will receive the level 2 potion lore list. This gives the full details of all the basic list potions. From this they will be able to identify, name and know the effects of any potion from the basic list. When faced with an unknown potion they will not be able to identify it without alchemical research. If a person is under the effects of an unknown potion the character will be able to accurately describe the symptoms (effects) and relate these to any known potions they possess in order to evaluate their potential effectiveness. This will require a referee to be present and their on the spot discretion will be used. Please see CP Book of Lore & Magic for lore sheets.

Alchemy

Potion lore 2 & poison lore 2 are pre-requisites for this skill. This skill allows a character to brew potions and poisons. Please see CP Book of Lore & Magic for lore sheets. This skill also allows for the research of potions, poisons and antidotes. Alchemists can also gain an advantage when using this skill by being in possession of, or having access to a laboratory (requires a phys rep and an in game card to represent that it has been sourced within the game), as well as by working closely with other alchemists.

Crafting

This skill allows the character to be skilled in a realm of crafting. There are three different realms of crafting and three different levels within each realm. As a starting character only 1 level of crafting may be taken. This skill may only be taken once at character generation. It should be noted that in order to use the crafting skill in any way a character must have access to a workshop and tools, both in terms of physical representations/props of these items and cards to represent them in game.

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Veteran Skills

As a character progresses through the rigours of life, they will begin to develop certain skills that a basic character does not possess. These are collectively known as veteran skills and may be closely tied to a character's racial origin.

Skills from the veteran skill list are different from those on the basic skill list in that they represent the development of a character towards the peak of their ability.

There are 3 ways of gaining a veteran skill:

- They may be awarded at the generation of a character.
- They may be awarded by a faction leader or other staff member
- All characters attending either Event 1, Renewal OR Event 2&3 of a given year will receive one single veteran skill pick following Renewal to total of veteran skill pick per year, i.e. attending event 1 2016 OR event 2&3 of 2016 OR Renewal of 2016 will grant one single veteran skill at the end of Renewal 2016.

In the first two instances these represent extra training given by a group/faction in recognition of a player's value or for behaviour/contribution above and beyond what is normally expected. All characters who attend events as above gain a skill in reflection of their increased life experience for that year. Characters may gain up to seven veteran skills by annual progression. They may also gain another three veteran skills by being awarded them via their factions or unique occurrences. Please note that **veteran skills are awarded to a character and not a player in most circumstances**. Veteran skills are lost when a character dies or is retired and are **not transferable**. The only exception to this is when a player voluntarily retires a character with five or more veteran skills. In this case the player will get a bonus of one veteran skill available to their new character immediately on starting.

There are two sets of veteran skills, a common list from which every character may pick, and a set of race specific lists only available to a character of the relevant racial origin. Most veteran skills may only be picked once, the only exception is General Skill. Some veteran skills have a permanent effect on a character, some are used a set number of times per day, in this case use is signified by tearing a card (issued each day at each event from GOD) (see Rules of Play: Card Ripping).

Common Veteran Skills

These may be picked by any race.

Crafting

Permanent effect

This skill allows the character to become skilled in a realm of crafting. There are three different realms of crafting and three different levels within each realm. The realm and level

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must be indicated when picking the skill. The skill may be picked as many times as desired as a veteran skill. It should be noted that in order to use the crafting skill in any way a character must have access to a workshop and tools, both in terms of physical representations/props of these items and cards to represent them in game. (see Lore: Crafting).

Forage

Once per day

This skill allows a PC to forage for ingredients once each day. To do this a player must go to GOD at the times foraging is available. This skill alone does not allow a PC to choose the particular ingredients they are looking for. However, if a PC has both ranger 1 and the veteran skill forage they will be able to choose the ingredients, more experienced foragers will be able to give advice on what ingredients to look out for. Players must declare that they are using this Veteran Skill at GOD when foraging for any benefit to be granted.

General Skill

Permanent effect

This is the only veteran skill that may be picked more than once. The player may choose a single skill from the basic list up to and including six points in value. The exceptions to this are Ritual magic and Contribute to Rituals that may not be picked as a general veteran skill. Using this skill to pick additional Corporeal/Shaman/Mage Level 1 may not be used to exceed the total of three times (see Magician's Skills).

Meditation

Twice per day

This skill allows the character to place themselves into a deep, trance-like state, granting them a great deal of control over both their body and spirit.

To achieve a state of trance, the character must focus themselves completely e.g., sitting quietly and peacefully, chanting, playing an instrument, dancing or praying. They may not perform any productive task or communicate meaningfully with any other character, although they remain aware of their surroundings for the duration. They may choose to end the trance at any time, but will have to start again from the beginning if they did not meditate long enough to achieve their goal.

This trance must be maintained for between 5 and 15 minutes, depending on the objective – see below – and must begin and end in the sight of a referee. At the end of that time, the character tears a veteran skill card and confirms the outcome with the attending referee. Specific effects of a trance vary, and players are encouraged to experiment to find new applications. There are three types of trance.

- Recuperation trances allow the character to draw on hidden reserves in difficult times, giving them one of the following benefits:
 - Healing: The character heals one hit to one location after fifteen minutes. This will not regenerate destroyed (e.g. Withered) limbs, and the character must be conscious to begin meditating.

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Magic: The character may regain one spent Rank 1 spell after five minutes, or regain one spent Rank 2 spell after fifteen minutes. It is not possible to regain more than one spent Rank 2 spell card per day.

- Self-Mastery trances allow the character to control normally unconscious actions of the body, giving them one of the following benefits:

Disease: The character may reduce the Contagion of a disease by one category after ten minutes (see: Diseases: Contagion).

Poison: The character may delay the progress of a poison for as long as the trance is maintained (rip the card at the start of the trance). No damage is taken as long as they are meditating, but any losses already inflicted remain until cured.

Deception: The character meditates for ten minutes and then chooses one statement (sharing it with the attending Referee). For one hour the player may answer any use of Discern Truth as though that statement were true, but must still answer any use of the skill not directly about the statement honestly. For example: Having prepared the statement 'I did not kill the King of the Fir Cruthen,' the assassin may lie convincingly in answer to the question 'Did you use this dagger to kill the King?' but not to 'Is this bloodstained dagger yours?' or 'Were you in the King's tent when he died?'

- Insight trances open up the character's spirit to the Pole of Spirit, in the hopes of
- receiving inspiration. This is arguably the most powerful application of this ability, but is risky.

Oracle: After posing a question and meditating on their own knowledge of a situation for ten minutes, the character may receive a thought, dream or vision offering some sort of answer. Any visions/answers received will be relevant, but may be obscure or symbolic, requiring a degree of interpretation to understand. In turn, the character has exposed themselves to the spirits, who may react to the scrutiny.

Note that Meditation no longer mimics the Veteran Skill Intuition.

Veteran Ritual Magic Permanent effect

To gain this veteran skill the character must already have a sphere of magic at level 1 (see Magician's Skills). This veteran skill gives the character three ritual magic points, this may be taken by characters who have Ritual Magic from character creation. This skill may only be picked once.

Veteran Contribute to Rituals Permanent effect

To gain this veteran skill the character must already have a sphere of magic at level 1 (see Magician's Skills). This veteran skill gives the player three contribute to rituals points, this may be taken by characters who have Contribute to Ritual from character creation. This skill may only be picked once.

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Racial Veteran Skills

These may only be picked by the relevant race.

Beastman/kin	Dwarf	Elf	Dark elf	Human
Chameleon	Iron Will	Chameleon	Chameleon	Discern Truth
Fearless	Fearless	Intuition	Intuition	Intuition
Natural Armour	Resist Magic	Iron Will	Resist Poison	Tricks of the Trade
Sense Magic	Sense Magic	Resist Disease	Resist Magic	Scrounge
Track	Sense Trap	Track	Sense Trap	Versatility

Goblin	Troll	Ogre	Orc
Fearless	Intuition	Body Development	Fearless
Resist Poison	Resist Poison	Fearless	Resist Poison
Sense Trap	Fast Healing	Iron Will	Natural Armour
Track	Resist Magic	Natural Armour	Sense Trap
Scrounge	Sense Magic	Resist Disease	Resist Disease

Chameleon

Twice per day

This allows a PC to blend into a background so they are not seen. The player must hide against a surface, such as a tree, or lying on the ground with no part of their body visible against the skyline, and must remain in position, holding the torn Veteran Skill Card visibly in one hand, with the other index finger clearly raised. As soon as they move, speak, or are roughly jostled, the effect is broken and they may be seen. Anyone who observes the PC in the act of concealing themselves is unaffected by this skill, and can still clearly see the PC. This is a supernatural ability, and as such the concealed PC cannot be detected with the use of Sniff, the Enhancement spell or similar. The skill does not prevent the PC leaving tracks, but anyone attempting to follow them with the Track skill will lose the trail around 30 feet (10 metres) from the character's hiding place.

Discern Truth

Twice per day

The owner of this skill has developed their shrewd nature into a more highly trained ability to analyse body language. After a period of approximately 10 minutes spent either studying an individual or in conversation with them, the character can discern a lie or falsehood or see through a disguise. When using this skill remember that a lie in the form of a half-truth

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can be extremely difficult to penetrate. The player using this skill must tear a veteran skill card immediately after the skill has been used, but the victim may cry foul if little or no role-play or conversation has been involved. Please note that only one theme or subject of a conversation will be revealed as having been false. It is not possible therefore, to ask a long series of questions, and then use the skill to determine which answers were true or false.

Extra Body Development Permanent effect

Ogres are legendary in their toughness and ability to absorb damage. This skill allows an ogre to gain an additional hit point per location, regardless of the number of times the basic skill body development has been chosen already. This extra hit will be identified with a token/ribbon as per the basic skill. Please note that the player's physical form must be bulked out in some way to represent their character having this veteran skill.

Fast Healing Permanent effect

A fabled trait of Trolls is that they regenerate wounds to their limbs. They do not regenerate wounds to their head or torso, and if mortally wounded in these locations will die like most other creatures. Damage to the limbs, regardless of the number and type of hits taken, will be healed after a period of five minutes complete, motionless rest. The character will then have regenerated full hits and function of all damaged limbs. If the Troll moves, is moved, or sustains any further damage during the regeneration period, it will cease with no benefit and must begin again. This skill also means Trolls heal faster than most other races when under the effect of the spells Lesser/Greater Healing. They require only a count of five to regain a single hit per location (for Lesser Healing), or a single hit in all locations (for Greater Healing).

Fearless Twice per day

The races that develop this skill are such that they can withstand frightening onslaughts of a nature that would cause lesser races to flee. Either by raw courage, ingrained stubbornness or simple stupidity characters may resist any fear spell, terror effect or ability that mimics these effects. This is done by ripping a veteran skill card and clearly stating, "resist fear."

Intuition Twice per day

This skill reflects a character's ability to bring logical and methodical thinking to bear on a problem. After approximately fifteen minutes spent studying or discussing the problem in question, the character may be able to gain some insight to a possible solution. All uses of this skill must start and end in the presence of a referee. This skill is far from an exact science, the character may not get a 'correct' answer instantly, and its use is at the discretion of the referee.

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Iron Will

Twice per day

The general robustness of some races has granted them the ability to deal more effectively under spiritual assault. This veteran skill works as per the shaman spell Iron Will (see: Shaman Spells: Iron Will). To have an effect, any character with this skill must tear a veteran skill card and declare “By my will I resist that [named spell].”

Natural Armour

Permanent effect

The hide of some races can become so thick that it takes a substantial blow from a weapon to pierce it. To this end natural armour bestows a single point of armour to all locations. This does stack with any physical armour worn, but does not count as armour against the following:

- Arrows or bolts
- Poisons
- The spells Touch of Death, Elemental Storm, Magic Missile, Spirit Bolt, Spirit Storm, Thunderbolt, and Wounding (see Corporeal Spells, Mage Spells and Shaman Spells).
- Any strike accompanied by the call through (see: Damage Calls).
- Any strike accompanied by the call crush (see: Damage Calls). NB: The natural armour is lost with the locational hits, including all types of body development, when struck by a crush.
- Natural Armour does not interfere with spell casting in any way, and is healed as per normal locational damage (therefore requiring an extra ten count) (see: Corporeal Spells: Lesser/Greater Healing). Please note that the player’s physical form must be bulked out in some way to represent their character having this veteran skill.

Resist Poison

Twice per day

Due to their previous exposure to noxious substances, potions and poisons, some races develop a high level of tolerance to both natural and magical poisons and potions. Any character with this skill may tear a Veteran Skill Card, declaring ‘Resist Poison/Potion [as appropriate],’ when its use on them is made known. Regardless of the concoction’s intended effect, they are Fatigued (see: Game Mechanics: Damage and Effect Calls: Fatigue) for 30 seconds as their body combats the potion or poison. After this time has passed, all effects of the poison or potion will have gone.

Resist Disease

Twice per day

Some races develop an extremely effective constitution that gives them a higher rate of resistance to diseases and similar infections (poison resistance is not granted with this skill). Any character with this skill may tear a veteran skill card, declaring, “Resist Disease,” when they are first affected with a disease. Regardless of the disease’s effect the character will feel unwell and weak for 30 seconds after exposure whilst their body combats it. The character

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will be able to undertake limited activity, but only in short bursts. For example: a character may parry attacks, but may not attack. If the disease is on the known disease list (see Diseases: Known Diseases) after 30 seconds has passed, all the effects of the disease will be cured. Certain unnatural or particularly virulent diseases may work differently/require more than one card to be ripped over time but the resist disease veteran skill will always lessen the effect of such diseases.

Resist Magic

Twice per day

Members of some races are more resistant to magical effects than others. This ability allows a character to shrug off the effects of any rank 1 or 2 spell cast at them or their personal equipment, weapon or armour (this skill may also be used to resist the effects of items, abilities or situations with effects similar to spells being cast). This is done by tearing a veteran skill card clearly and stating “By my power I defy that spell.”

Scrounge

Once per day

Some races are good at obtaining useful items at no cost to themselves, either by begging a favour or by sifting through the refuse and detritus of other creatures. What may be found in another’s rubbish can never be predicted! To enact this skill a player must go to GOD and declare their intention to scrounge. Please check at GOD for the times scrounging is available each day.

Sense Magic

Permanent

Some races have become especially attuned to the presence of magic. Similar to the spell Detect Magic, by closely observing (although not necessarily touching) an item or small area (around 1m) within arm’s reach for a minimum of five seconds a character will be able to discern if the object or location possesses any magical properties, and of which sphere(s) (see: Fundamental Spells: Detect Magic). The presence of a referee may be required.

Sense Trap

Permanent

Cunning, devious and generally suspicious races have become wary of the world around them. By observing (although not necessarily touching) an item or area within fifteen feet, a character can discern if it is trapped in some way. Such a trap may be magical or mundane in nature or even an ambush (though this skill will not automatically reveal the location of anything using the skill chameleon). Any character wishing to use this skill must investigate a situation or area, declaring “sense trap. This may indicate the nature of the trap, or the rough location of hidden individuals. Once found, the character may make an attempt to disarm a trap, though they may not always be successful. Spotting and/or disarming traps takes a minimum of two minutes, and a referee must be present.

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Tricks of the Trade

Permanent effect

Along with their aptitude for emulating the traits of others, Humans are also known for picking up some skills and information quickly. This Veteran Skill allows a character to pick skills from both Lore and Common Basic Skill lists, with a total value not exceeding six points. Certain combinations of skills are excluded and are listed below.

- Potion Lore 1 and Potion Lore 2
- Potion Lore 2 and Alchemy
- Poison Lore 2 and Alchemy

This does not mean that a player may not pick these skills individually, only that they may not be taken together with a single tricks of the trade veteran pick. Note: This veteran skill may only be picked once.

Track

Permanent effect

This skill requires the presence of a referee. It allows a character to follow a trail, no more than 24 hours old, over most terrain. Attempts to obscure the trail by the pursued will usually have only limited success, except where the track skill itself has been used to actively hide the trail in which case it is impossible to follow. This skill also includes the ability to sniff (see: Basic Skills: Ranger 1).

Versatility

Permanent effect

Reflecting the diverse nature of humans, this skill allows a player to choose one of the Racial Veteran Skills of another race. The exceptions to this are:

- Extra Body Development
- Natural Armour
- Fast Healing

When picking Versatility, the player nominates their chosen Racial Veteran pick at the same time. Note: This Veteran Skill may only be picked once.

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Equipment

A PC may be assumed to have whatever mundane equipment they need, e.g. clothing, weapons or armour. There are a number of items within the game world that require a player to source them IC (represented by attaching a laminated card) before the items can enable certain skills and abilities, for example alchemical laboratories. Other items that must be acquired in game are potions and poisons (including ingredients), scrolls and magical items. These are issued and controlled in various ways throughout the game by CP.

Some items have particular abilities or qualities that influence the game world in some way, these will have both an item card and an owner card with a reference number allocated to them. An item card should be attached to the physical representation of an item and represents it to allow for IC theft and loss. An owner card records the details of the item and should be safely kept by the owner. If an item card is lost it will not normally be replaced even if the owner card is still held, there is some leeway with this, for example if OOC theft or damage has occurred, please liaise with GOD in situations like this. If an item has been stolen IC or it has been lost and another person presents the item and the item card at GOD then they are deemed to have the item and the original owner will be asked to surrender the owner card.

Some items have an expiry date, e.g. they may have been enchanted in the ritual circle for a certain length of time. When items expire they revert back to their original status (e.g. Superior or Master Crafted), expired items may be presented at GOD with their original cards to exchange for the relevant card. Any damaged cards, if presented at GOD, will be replaced except in the cases of poisons and potions when damage to the card is seen to represent damage to the potion or poison.

Hit Locations

The body of each character is divided into six locations: Head, Torso, Left and Right Arms, and Left and Right Legs. A normal, unarmoured character can take one point of damage to a location before it becomes useless (see: Wounds, & Death and Dying). The skill Body Development increases all locations by a further one point. A character with additional hits through body development will be marked by a clearly visible token/ribbon. If this is not worn, no extra hits are granted. This is not always a requirement for monsters or NPCs. Please note, that within the CP system, head hits are allowed.

Armour

Armour absorbs damage and increases the number of times a character can be hit before being incapacitated. There are 4 types or levels of armour at CP.

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- Light Armour enables a character to wear and gain one point of protection from light armour (e.g. light/soft leather, furs, quilted or padded material, but not simple cloth).
- Medium Armour enables a character to wear and gain two points of protection from medium armour (e.g. heavy/rigid leather, studded leather or ringmail).
- Heavy Armour enables a character to wear and gain three points of protection from heavy armour (e.g. Chainmail, flexible (latex/foam etc.) plate or scalemail/brigandine).
- Extra-Heavy Armour enables a character to wear and gain four points of protection from extra-heavy armour (e.g. Heavy chainmail (metal only), non-flexible (metal or fiberglass etc.) plate or heavy scalemail/brigandine).

Note: Each wear armour skill confers the ability to wear, repair and adjust armour of a lighter value as per the skill, i.e. buying Extra-Heavy Armour as a skill means a character can also wear and mend light, medium or heavy armour.

To claim any armour value for the head a character must be wearing a helmet. When wearing helmets of any type there are two specific points to note:

- The helmet must include or be accompanied by correct and adequate padding underneath so as not to damage the head.
- The helmet must not impair hearing in any way. This is not only important for spell effects, but for safety reasons too.

A substantial phys rep of the relevant armour type must be worn on each location in order for it to provide any protection, this means that armour on a location must be clearly protective and provide reasonable coverage, e.g. a chainmail sleeve from shoulder to below elbow would count as arm armour but a leather wrist band would not. **If a reasonable effort has been made to armour a location it is considered to be armoured, regardless of whether a gap in the armour is struck or whether the armour itself is struck a hit should be counted against the armour.** Locations where no phys rep for any armour is worn are considered unarmoured and without any protection regardless of what skill the character may have, or whether other locations are protected.

All armour phys reps must be intended as armour, not simply clothing of constituent material, i.e. a leather cap is not armour; a leather helm is, leather trousers are not armour; leather greaves are. Armour should be considered according to look and feel, i.e. a knitted jumper sprayed silver would not usually count as armour.

Armour should be safe as an item in its own right, e.g. no sharp edges or protruding components.

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Stacking armour does not work, only the heaviest layer of armour counts when calculating armour points e.g. wearing a studded leather breastplate (medium) over a padded jerkin (light) will not give a character three points of armour. Only the medium layer counts.

When judging classifications of armour, referees ask the following questions;

1. Is the item's intended use as armour?
2. Does the item cover a reasonable amount of the location?
3. What is the item constructed from? The type (e.g. light, heavy etc.) of armour an item is classified as is determined by its construction (see above).

Repairing Armour

If armour takes a number of hits equal to or over its protective value, it is considered damaged and no longer offers any protection. It will remain in this state until repaired. Likewise if armour sustains a number of hits less than its protective value, it too needs to be repaired/adjusted to regain its full strength.

For example: A metal breastplate (extra-heavy) takes two hits. It will continue to only provide two more points of protection until it is repaired/adjusted.

Armour must be removed to be repaired by its own wearer; any character with the requisite skill may repair armour while it is worn by another character. This process of repair takes 2 minutes of appropriate roleplay regardless of:

- The type of armour.
- The type and number of hits taken, with the exception of Crush (see: Damage Calls).
- The number of locations requiring repair.

Once repaired, armour provides full protection. Armour is not damaged by the following:

- Arrows and bolts
- Items calling Through
- The magic spells Wounding, Magic Missile, Spirit Bolt, Retribution
- although the character wearing the armour takes damage from all of these! (see: Weapon Damage/Spells)

Wounds

When a location on the body (head, torso, left or right leg, left or right arm) is reduced to zero hits it is incapacitated. This means that any activity requiring that location must immediately cease, i.e.

- If this affects an arm, anything held with the relevant hand must be dropped, not sheathed or swapped into the other hand.

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- Should a leg be affected a character must drop to one knee, may not hop, but may drag themselves along or be supported by a friend. If both legs succumb they must fall to the floor, may pull themselves along the ground or be carried.

No matter how much damage they have suffered, limbs may be healed at any time with no lingering ill effects. Should either the head or torso be reduced to zero hits a character is unconscious, mortally wounded and dying!

Death and Dying

When a character is mortally wounded, by any means, they must start a **two minute death count**. Unless some form of healing is started, a Sanctuary spell is cast or wounds are treated using the Surgery skill, after two minutes the character is dead!

A player may have their character card marked by a referee to represent their death, particularly during battles or skirmishes, however if a referee is not present to mark a card a PC will still be dead! All items carried at the time of a PC death should be handed to a referee or GOD immediately.

Each time a character dies and a player subsequently creates a new character **during** an event, one point is deducted from the starting amount of character points, i.e. after the first character death, the next character would be created using 19 points. If a character dies at an event, a player may create a new 20 point character for the next event.

If a character is created during a Renewal event, a player may keep their lower starting point character and claim a veteran pick.

Diseases

Due to the poor state of sanitation and hygiene that exist in some areas of the known land diseases are quite common. Most PCs have almost constant access to powerful healers and remain untouched by these infections, even so there are some particularly virulent diseases that can effect even the healthiest of characters. A PC's constant exposure to wounds, creatures, exotic fauna and potent magic makes them more likely to be exposed to a rare disease. Given here are some common types, but as characters explore the land they can be certain to discover more interesting contagions.

Curing Diseases: Virulence

To cure a disease requires that its exact effects first be identified, along with its virulence level (see below). The victim must be examined by a character using the corporeal spell

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Diagnosis, this may be followed by the corporeal spell Cure Disease cast by the same character which can be used to cure the victim. (see: Corporeal Spells: Diagnosis and Cure Disease).

Some diseases are more potent than others and require greater power to heal them, the strength of a disease is expressed as its virulence. **The diseases listed below are considered to be 'known' diseases which all have a virulence of 2. Every corporealist may immediately recognise these known diseases and their exact effects when casting Diagnosis, after casting this spell the same corporealist may then cast a Rank 2 corporeal spell (Cure Disease) that will work to cure that instance of the disease.**

There can occasionally be strains of known diseases that have a higher virulence. These are not considered to be known diseases for the purposes of healing, thereby requiring additional corporeal cards to be placed into the Cure Disease spell (see: Corporeal Spells: Cure Disease).

Other 'unknown' diseases may also have a higher virulence and therefore require various levels of power to cure. To cure a disease a caster must expend an equal or greater amount of spell ranks as the virulence number of the disease. The effects of casting Cure Disease in this manner can be cumulative and a number of corporealists may cast Cure Disease on a single victim to rid them of a particularly virulent disease, each individual Corporealist must cast Diagnosis first.

Curing Diseases: Contagion

Every disease will have a contagion level, which represents how easily and in what manner it can be contracted.

Contagion Levels are as follows.

Highly Contagious: Brief contact with carrier will allow the disease to transfer. For example casting a healing spell, engaging in combat, shaking hands.

Contagious: Prolonged contact with the carrier will allow the disease to transfer. For example a brief conversation, standing in close ranks whilst mustering, an embrace.

Mildly Contagious: Prolonged close contact with the carrier will allow the disease to transfer. For example sitting in a crowded room or sharing a tent.

Not Contagious: The disease can only be contracted by a single method; day-to-day contact with a victim will not transfer the disease.

The spell Diagnosis will reveal a disease's contagion level. It is important to note that the contagion level of a disease cannot be altered other than through the natural course of the disease. It is only removed upon the curing of a victim therefore dead victims may remain

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contagious in some way.

Example...

A PC has the misfortune to be mauled by an unknown and unsavoury beast. Several minutes later the PC begins to feel distinctly unwell and weak. The corporealists with the party doesn't recognise the symptoms as one of the known diseases so they cast Diagnosis. The result is that they are told that the adventurer has a virulence level seven disease that if left untreated will probably leave the adventurer severely crippled. The disease is not contagious (it is only delivered by the creature's claws) so there is no concern about others catching the disease. Seeking to conserve their energy the corporealists enlists the help of another corporealists with them. The first corporealists casts Cure Disease and adds another Rank 1 corporeal card. The disease's virulence is now reduced to 4, but the adventurer is still ill. The second corporealists first casts Diagnosis (so they are now aware of the revised Virulence) and then casts Cure Disease, adding two Rank 1 corporeal cards. The disease virulence is now reduced to 0 and the adventurer is cured. Both corporealists are now aware of Lurking Beast Disease, virulence level seven that if left untreated permanently paralyses the limbs of it's victims over 24 hours.

Alchemists can of course attempt to produce potions to counter diseases but the requirement for research and brewing makes this approach somewhat slower. When an alchemist masters a potion they are free to make as many doses as they are able that could eventually lead to the potential eradication of a particular disease. It is important to note that there is a wide scope for the role-playing of the investigation and discovery of diseases. As a new disease is encountered, there is always the possibility, through further encounters, investigation and research, that it may eventually be included on the known disease list.

Known Diseases

Capricious Rot

The exact vector of this disease is unknown but the victim loses one point from one location each hour. This is calculated left arm, left leg, right leg, right arm, body until limbs become immobilised and the body runs out of hits, at this point the PC becomes unconscious after which points are taken from the unconscious characters head hits until death. The disease becomes apparent when the afflicted character first notices a large lesion on part of their body that will not heal. These wounds cannot be healed until the disease is cured. Once the first outbreak is noticed death will follow when the character reaches zero hits. This disease is Contagious.

Corrupted Wound

The claws and teeth of some of the most loathsome monsters become bemired with grave

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dirt, rotting flesh and gore, eventually cultivating this disease. The wounds inflicted by a creature's claws become inflamed and begin to suppurate. The disease itself causes no further damage or other symptoms, but the initial claw attack is unhealable until the disease is removed, with Cleanse Wound or Cure Disease. This disease is Not Contagious.

Fungus skin

The victim becomes infected with a floral parasite. Over a period of 12 hours the victim's skin sprouts small fungal growths all over. At the end of this 12 hour period the victim will be unable to move. Generally six hours after being immobilised the victim dies as their body succumbs to the infestation. This disease is Mildly Contagious whilst the victim is alive but becomes Highly Contagious when the victim has died.

Grave Rot

This insidious supernatural sickness has all the symptoms and effects of Capricious Rot until the victim dies. As soon as someone infected with Grave Rot is dead – whether killed by the disease or not – they rise as an uncontrolled Zombie (Corporeal Undead, Necromantic Level 2, two hits per location) still infected with Grave Rot, and attack the nearest living creatures. This disease is Contagious.

Grinning Fool

A very subtle disease that attacks the victim's brain. The victim slowly begins to forget their active skills at a rate of one per hour in the order they are printed on their character card. When all of a character's skills are gone the character will be unable to recognise friends, animals and objects. Eventually as the name suggests the victim becomes completely withdrawn and unless somebody takes care of them they will simply sit and starve to death. If cured the victim will regain their skills at a rate of one per hour in the reverse order that they lost them. This disease is Not Contagious.

Magebane

This disease is thought to be magical in nature as it only affects spellcasters. Once infected, the victim will gradually lose their spell casting ability. This manifests itself as the loss of one magic card per hour. The magic user's power will not return the following sunrise. If the disease is allowed to continue the victim will eventually lose all of their spellcasting abilities, if this happens before they are cured the ability will not return even if they are then cured. If the victim is cured before this point then spell power (cards) return the following sunrise as normal. This disease is Mildly Contagious.

Trembles

This disease is sometimes also known as Warrior's Curse. It affects the muscles of the

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victim causing them to shake uncontrollably. As the disease gains strength the shaking will become more violent until eventually the afflicted character will be unable to hold anything in their hands at all. In the final stages of this disease the victim is unable to even walk or talk. Once the symptoms manifest themselves the victim will usually have around 12 hours before becoming completely helpless. This disease is Mildly Contagious.

Execution

To execute a character, one obvious, heroic blow should be struck against the chest or head of a mortally wounded target (i.e. a character on zero hits to their head or chest and currently on their death count). Whilst doing this, the executor must shout out 'execute' loudly and dramatically raise and swing their weapon for the blow. This act cannot be completed rapidly or inconspicuously and it represents the wielder taking time to gather their strength, prepare for the blow and choose the location carefully. An execution blow will ignore armour, including natural armour, and will instantly kill the victim without a 2 minute death count.

Execute will not work on:

- Characters playing possum, subdued, asleep, paralysed, spellbound or similar (unless they are also mortally wounded!), in this case they must alert the executor to the fact that it has not worked (although a point of damage is caused as per a normal blow). Executions may be carried out as a staged encounter if all participants are willing.
- A mobile combatant
- An intended victim under the effects of a Sanctuary spell.

Certain supernatural or special creatures may not be affected by execution in this way and some may need specific damage calls to make an execution blow effective.

Please remember the principles of safe play when enacting this action.

Execution performed to any limb will have no effect (see: Wounds).

Please note: throat-cutting is completely banned! Many systems have been tried and none offer acceptable 'realism,' playability or safety. The only way to kill a character by weapon blows is by mortally wounding or Executing them.

Potions and Poisons

All characters may use potions and poisons, either via ingesting or applying a potion or applying a poison to a weapon or poisoning a drink. However, characters will not know

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about such substances or how to identify them without the knowledge gained from the Potion Lore or Poison Lore skills.

Physical representations of potions or poisons should be made of a substance not likely to cause irritation OOC, e.g. pure water, hypo allergenic cream or cornflour.

Blade venoms may be used on some melee weapons, not on arrows/bolts or thrown weapons. Venom applied like this is only in effect for one hit, and a character must be sure to strike a target on an unarmoured location. The only exception to this is if the poison is spread on a weapon using the call Through, in which case the target will be affected by both the weapon and the poison (see: Damage Calls: Through). **Not all Through weapons are able to carry poisons.**

When administering a blade venom, the poison's identification card must be transferred from the container to the weapon being used to represent the placing of the poison on the blade, and so that if the blade is examined something may be noticed on it. Please note that once a blade venom has been transferred to a weapon, it will be lost if that weapon is then put down or put in a scabbard. Blade venoms may be applied by any character, suitable roleplay must be carried out and care taken after a blade has been envenomed. Envenomed blades may be used by any character providing the blade has not been put down or sheathed since the poison was applied.

For an ingestive potion or poison to have an effect, all of the potion must be swallowed IC. (Ingested potions do not need to be actually ingested OOC, simply poured on the floor will suffice).

For potions or poisons of a 'contact' nature, they must connect with bare flesh in order to have any effect.

When administering a potion or poison the onus is on the perpetrator to relate to the victim what the effect is. Whether this is done in person or via a referee is dependent upon the situation. If there is any doubt in the situation the decision will go in favour of the victim, for this reason it is strongly recommended any poisonings are overseen by a referee.

Weapon Damage

- All mundane melee weapons cause a single point of damage.
- Arrows and bolts ignore the protection given by the physical armour worn by a character, as well as Natural Armour (see: Racial Veteran Skills: Natural Armour).

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- Arrows and bolts do a single point of damage directly through to the location struck, that will drop to zero unless the character has some form of Body Development. Arrows and bolts may not be parried with a weapon but may be dodged or blocked with a shield.
- Thrown weapons do a single point of damage that can be protected against with physical and Natural Armour.
- There may be occasions when siege or magical weapons may be able to inflict more than a single point of damage or cause different damage, information about these will be communicated by a referee with that item. Magical weapons that inflict more than a single point of damage or have other special effects have special calls to indicate this (see: Damage Calls).
- Unusually constructed weapons, e.g. flails may be used at CP if they are deemed safe by the CP head weapons checker. All weapons that are not standardly constructed swords, daggers, hammers, spears, maces or axes must be specifically checked by the head weapons checker.
- All weapons must be specifically passed by CP weapons checkers at each event before being used in combat, usually factions will organise weapons checking at the beginning of an event and before a battle. The responsibility for having a safe weapon falls on the player using it and players should approach a referee if they have any queries or to have a weapon checked. This means players should not use a weapon they have found or acquired without ensuring it is safe.
- To land a damaging blow a respectable swing must be made as latex weapons represent weapons of a far greater mass. Frantic and rapid blows should be ignored.

Stab Safe Weapons

Specially-designed 'stab safe' weapons may be used to make thrusting attacks in combat. Weapons checkers will determine the suitability of any given weapon for stabbing before battles, but should a player pick up a weapon that is not theirs, or that they cannot be certain has been checked, they should not use it in combat until a check occurs. If in doubt, players should assume that only traditional weapon blows can be used. The following guidelines apply:

- To use a stab safe spear or polearm to thrust with, using either one or two hands, a character must have the appropriate skill:
- If the weapon is of 42-72 inches in length, then the Two-Handed Weapon skill applies, and if the weapon is between 48-84 inches in length, the Polearm skill applies. Where a weapon length falls within both definitions, then as long as the wielder has one of the relevant skills then they can wield it. These spears and polearms can be used to thrust or strike/parry using a two-handed grip; your hands must remain at least 18 inches apart at all times and neither hand should slide or move along the shaft of the weapon.

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- Stab safe short spears, javelins or polearms up to 42 inches in length may be used to thrust or strike/parry, using the One-Handed Weapon skill. Again, a firm grip must be kept at all times and the hand should not slide or move along the shaft of the weapon
- Any of the above weapons can be used with a one-handed grip in conjunction with a shield as long as the wielder additionally has the Shield skill. In this case, the weapon must not exceed 72 inches in length, and the weapon must be gripped within 6 inches of its middle.
- Any of the above weapons may also be used with this one-handed grip and nothing else in the other hand.
- A character may use the skill Ambidexterity to wield a one-handed weapon (stab safe or not) in each hand. The normal rules for one-handed weapons (see: Character Generation: Combat Skills), including length restrictions, still apply.
- With a thrusting motion, there is a greater chance of a weapon sliding through the hands so extra care against this should be taken as detailed above.
- Take extra care using stab safe weapons at all times, while the head is a legitimate location to hit, be especially careful of stabbing faces, if in doubt, do not take the hit.

CP does not currently allow stab safe swords, daggers or non-hafted stab safe weapons to be used at their events. If a player is in any doubt please contact CP for advice.

Weapon safety and combat policy

Each and every weapon, shield, item of armour etc. brought to a CP event must be checked and passed as suitable for use by an official member of the weapon checking team (most referees, faction command and faction referees are weapon checkers, please check with any member of staff if you need to find a weapon checker). This means that items may be checked a number of times over several events. If any item is deemed unsuitable then it may be removed to a secure area for the duration of the event. In this situation the item may be reclaimed from the event team on leaving the site at the end of the event.

The decision of the weapon checking team as to the suitability of any item must be final.

If an item is deemed unsuitable, a customer is entitled to a clear explanation as to the reason. They may also ask for a second opinion, and have the item re-checked by another member of the weapon checking team in the presence of the original member.

Over time materials used to make items can degrade through use to a greater or lesser degree, therefore rendering an item unsuitable for use at an event. All standards must be met at the time of each check, but thereafter it is the owner's responsibility to ensure that

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an item continues to meet the required standards. If a player is unsure as to the suitability of an item, they should ask a member of the weapon checking team to re-assess it at any time.

All weapons etc. may be re-checked at any time during an event, particularly before battles or skirmishes, and any that have fallen below the required standards will be removed as detailed above.

New Developments in Weapon Construction

Please note that the construction standards below may not cover all methods and materials, and it is accepted that equipment construction may differ between different weapons and manufacturers, particularly as new processes and ideas are developed. Each item is considered on its own merits, please discuss any queries with a weapon checker on site.

The development and manufacture of weapons that are suitable for LRP is a constantly developing field. CP maintains links with many weapon and prop manufacturers in order to remain informed as to new developments. With this in mind any set of guidelines such as these reflect the state of the art as known at the time of publishing. Should new innovations become accepted into the market CP will inform players through rules errata and notices at events and online.

It is important to note that there are weapons available that are intended for the Northern European market. These countries are generally colder than the UK and the normal foam materials used in these weapons is of a lower density. This makes them unsuitable for use at UK events. Care should be taken before purchasing such a weapon if a player intends to use it at events in the UK.

CP considers the safety of weapon manufacture and weapon use very highly. The safety and well being of our customers is very important to us. Players and manufacturers alike should feel comfortable in approaching CP with questions concerning any issue.

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Curious Pastimes Item Construction Standards: Hand weapons

Please note the minimum/maximum lengths for melee weapons.

Dagger: from 18 cm - 46 cm (7 - 18 inches) in total length.

One-Handed Weapon: from 46 cm - 107 cm (18 - 42 inches) in total length.

Two-Handed Weapon: a two-handed melee weapon from 107 cm - 183 cm (42 - 72 inches) in total length.

Polearm: a pole weapon from 122 cm - 214 cm (48 - 84 inches) in total length.

Materials

- Foam used to construct weapons should be of the high-density closed cell type, such as Plastazote or Evazote. Pipe lagging and upholstery foam are not suitable construction materials on their own as they are low-density. Upholstery foam may be used as an outer layer of padding, but the core of a weapon must still be padded with high-density foam to the required depth as stated below.
- All foams must be securely attached to the core and other areas of an item using a suitable glue.
- Weapon cores should be made from fibreglass or carbon fibre rod. They should be stiff, especially with regard to long weapons, which should not flex and 'whip' when swung. Where possible a core should be round in cross-section, and the tip must be rounded to prevent it working through the foam.
- Axes, Polearms etc. must not be made in a manner where blades, hooks etc. are rigidly reinforced.
- Weapon tips should be reinforced with at least two layers of inner-tube rubber, nylon cloth, leather or similar material. The reinforcing should extend at least 25mm (1 inch) above and below the core's tip, and 12mm (1/2 inch) to either side.

Padding

- All striking areas of items, including pommels, staff and spear ends etc., must have at least 12mm (1/2 inch) of high-density foam covering the core.
- On all other surfaces there must be at least 5mm (1/4 inch) of high-density foam over the core.
- On weapons of shorter length (e.g. daggers) the above thickness' can be reduced to 10mm (3/8 inch) for striking areas and 4mm (3/16 inch) for all other areas.

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Decorations

Any decorations applied to any weapons, e.g. gems, stones etc. must be restricted to non-striking areas only. They must be securely fastened to the item and must be backed with foam. No decoration should protrude more than 5mm (1/4 inch) from the surface and should have no sharp edges or points.

Note: Flail type weapons have recently been passed for use at CP but each item will be passed on a case by case basis as construction can vary considerably. Please contact CP with any queries.

Stab safe weapons

- The shaft of a stab safe weapon should be constructed in the same way as any other LRP weapon for use at CP (See Construction Standards: Hand weapons), after reinforcing the tip of the core add 2” of LD 45 foam and then at least 6” of soft foam for the squishy stabbing surface.
- The outer layers of the sandwich are LD 45 foam and should not extend more than 3” up the sides of the squidgy tip.
- Reinforcement (in leather etc, in between the layers of the sandwich) extends from a point at least 1” down the core and up over the pod and over the point where the soft foam joins the LD 45

Curious Pastimes Item Construction Standards: Shields

Please note the maximum size for a Shield is 153 cm (60 inches) in height by 92 cm (36 inches) in width.

Rims/Edges

- All rims must be padded to a depth of 12mm (1/2 inch) with high-density foam as described above for hand weapons, low-density pipe lagging is not suitable, as this will tear and crush very easily, thus exposing the hard shield rim very quickly.
- Shields must have no hard pointed protrusions.
- All sharp edges/fixings (e.g. screws, nuts and bolts) on the inside or outside of the shield must also be padded to avoid injury.

Faces

All front faces of shields must have a 6mm (5/8 inch) thick layer of high-density foam padding. Also there should be no hard or sharp protrusions such as bolt-heads that are not covered with a secure layer of high-density foam. Bolts used in the construction must be securely fastened, and able to remain that way for the duration of an event.

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Straps

All shields, other than those with a centre-boss, should have an adequate method to secure them to the user's arm. Straps should be of sufficient strength and integrity to not break in combat. Centre-boss shields should have a secure hand grip for this purpose.

Curious Pastimes Item Construction Standards: Thrown weapons

Thrown weapons should be a maximum size of 46 cm (18 inches) in the objects largest dimension. Whilst there is no real 'minimum', it is advisable that any protrusions are at least 50mm (2 inches) wide, e.g. broader than an eye socket!

Materials

- Ideally, thrown weapons should be entirely made of foam and latex. If this is so, the foam need not be high-density; upholstery foam would be acceptable.
- If a thrown weapon has any solid support, this must be padded on all sides by at least 12mm (1/2 inch) of high-density foam. The foam must be securely attached, with a suitable glue, and the support must not be able to be felt through the padding. Thrown weapons must not contain any hard, pointed protrusions, nor may any metal be used in their construction.

Curious Pastimes Item Construction Standards: Armour

- All rigid or metal armour must have the edges rounded off or turned over for safety.
- Chainmail links must be properly closed so that they cannot tear weapons and people.
- Any item using tower studs in its construction will be removed due to the high probability of these causing damage to a person or weapon.

Curious Pastimes Item Construction Standards: Projectile weapons

All players wishing to use a projectile weapon at a Curious Pastimes event must take and pass a Curious Pastimes bow competency test. A member of the weapon checking team will test all projectile weapons, which may entail the temporary removal of the weapons to a safe place until this can be undertaken.

Bows

All bows must have a **draw weight of 13.6kg (30lbs) or less**, at the users draw length. If the bow has replaceable limbs, these must be fibreglass and not composite. No bow may have any mechanism for adjusting the draw weight once the limbs are attached. Bowstring

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nocks must be sound, showing no signs of cracking or splitting. It is important to note that no matter how a bow is constructed, if it is judged by the weapon checking team to fire an arrow too hard and fast it will be disallowed.

Crossbows

All crossbows should have a **draw weight of 13.6kg (30lbs) or less** at full draw.

Missiles

- All missiles, be they arrows or bolts, must have a suitable head constructed and attached for maximum safety. The impact surface of the head must be larger than an eye socket, (50mm (2 inches) is a good size), and must be securely attached to the shaft so that it cannot accidentally be removed.
- The arrow/bolt shaft must be blunt and not have a metal head. Shafts should be made of POC or a suitable alternative such as the fibreglass shafts specifically made for archery. All shafts must be properly flighted, and all arrows must have a proper nock securely attached. Aluminium shafts are not allowed, and we strongly advise the use of fibreglass, rather than wood shafts. Carbon fibre arrow shafts are not suitable for use.
- Missile heads must be constructed to contain a layer of strong material over the end of the shaft, so as to prevent it working its way through the foam. Thick leather, thick rubber etc. are suitable for this. The impact surface of the arrow/bolt must be padded with at least 25mm (1 inch) of high-density foam, measured from the tip of the shaft. This must be backed in such a way that it cannot become separated from the shaft. All arrow shafts should be a maximum of 74 cm (29 inches) long, measured from the nock to the start of the head. The head of the shaft must be circular in section, not square or octagonal. If arrows are not circular in section they do not fly straight enough.
- It is recommended that all missiles are 'over fletched' (i.e. use larger than normal fletchings), as this increases stability and accuracy in flight by compensating for the over sized LRP arrow-head.
- Arrows will be judged unsafe if the weapon checker is unsure as to their suitability, they are potentially very dangerous, and any customer or trader constructing their own should consider bringing a sample head for the weapon checkers to cut open and inspect.

Guns and Gunpowder

In game terms these have no effect whatsoever. It is important to remember that characters origins are from a mediaeval/fantasy background. The very concept of firearms and gunpowder are generally an anathema to all players.

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Comedy Weapons

Players must not use items that are not weapons in a serious combat (generally this means outside of a group of friends). As the weapons at CP are padded it is impossible for an individual to tell whether they have been hit by an in character arrow and take a point of damage, or simply that they have been hit by a stuffed toy or similar doing no damage.

CP include this guideline not to take away the fun aspect of the game but to ensure that in a serious IC combat people can assume all blows to their body are doing them some harm.

Dangerous play

The guidelines below outline some of what Curious Pastimes considers to be dangerous play.

- Charging or leaping at shield walls, with the intention to collide with full body-weight, this considered dangerous to both the charger and the recipients and should never be attempted. If, as part of a combat, a character charges at a shield wall they must pull up short of collision, utilising a similar concept as pulling a blow with a weapon.
- Purposefully parrying blows with any non-padded weapons, such as a bow, is highly dangerous and will result in the offending item being confiscated immediately. Further action may be taken at CP discretion.
- Any form of physical combat, such as kicking, punching or martial arts, is expressly forbidden.
- Only ever make a thrusting blow with a suitable stab safe weapon. The rigid core of a standard LRP weapon will still provide enough force to injure an opponent, even through standard padding.
- Do not persistently hit other players on the head. This may be difficult when on either side of a large shield wall, but please must still be very careful of actually injuring another player.
- Engaging in combat while under the influence of narcotic substances including alcohol is exceedingly dangerous and will not be tolerated. If a player is deemed to be acting in this manner by a member of staff they may be asked not to get involved in combat until sober and further action may be taken against them by CP.
- Above all, players are asked to remember to pull their blows. This is achieved by stopping a weapon swing before it contacts an opponent. The resulting tap from a weapon is sufficient to register a hit without causing physical injury. If a player is new to LRP or are unsure of how to do this then they should contact a referee (often faction command or faction referees) for some basic weapon training.

Thankfully dangerous activity is a rare occurrence at CP and often is the result of genuine ignorance or inexperience rather than malice. We ask that all customers are aware of how they conduct themselves events, for everybody's safety and enjoyment.

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Bow Competency

Anybody wishing to use a bow or crossbow, of any description, must first pass a Bow Competency Test to ensure safe use of missile weapons. This takes the form of a short training session and is available at all CP events.

Grappling

This is generally banned at CP events as it all too easily leads to injury; many players are unwilling to be grappled. To simulate grappling, three player characters are assumed to be able to restrain, pick up or otherwise manhandle another player. The intention to grapple must be made clearly and all grappling characters must hold the arms of the character being grappled. Player characters on the receiving end of grappling should yield to this with good grace; undue struggling or escape is cheating.

CP understand that some degree of physical contact is acceptable amongst many players. If all involved in a situation are willing, it may be slightly more raucous than stated above. Be aware that some people do not want to be manhandled. Please use common sense whether you are the attacker or the victim.

Torture

Please notify a referee before any roleplay around this activity is carried out. If a 'victim' indicates that they do not want to be involved with roleplay of this nature then this must be respected. Role-playing will provide the best results if torture is required, however the 'torture' of a captive for information may be carried out in an abstract fashion as follows.

- The torturer inflicts one point of damage upon the victim
- They then play a round of Scissors/Paper/Stone
- If the torturer wins, the victim must answer a single question as truthfully as possible
- If the victim wins, then they play another round
- If the victim wins a second time, they do not have to answer anything until more damage is inflicted, but if they lose then they must answer.

After this the process may start again. Be very careful no one is really hurt or upset by over enthusiastic role-play.

In Character Theft

The only acceptable items for theft are IC money, special items with cards attached and obvious props (scrolls, maps, weapons etc.). This does not include anything that could be deemed of an OOC or personal nature.

Thefts may only take place within IC areas, which includes only tents so marked. Under no circumstances should theft occur from a player's tent, or from a designated OOC area

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within an IC tent.

It is recommended that a referee is present when an IC theft is attempted, though this is not always convenient when an opportunity presents itself. Players must contact a referee as soon as possible after a theft if there was not one present at the time. **Be aware that if a dispute arises (and there is any leeway), and a referee was not in attendance, then CP will tend to side with the victim.**

Having successfully purloined an item, a player should go directly to GOD and hand in the physical representation, with any cards attached, so it can be returned to its owner and the cards reassigned to the new owner.

It is made clear at the outset that anybody even remotely straying from these rules will be subject to the law, OOC theft is illegal, and will risk being banned from CP events!

Card Ripping

Both the casting of spells and use of certain veteran skills are represented by the tearing of distinctive cards. These must be torn visibly in half using both hands, with any relevant verbals being clearly spoken. **This must be done as the spell is cast or skill used otherwise there is no effect, there is some leeway within this, e.g. in the dark a PC may not be able to see their cards, the spell may be cast in the middle of a fight, or both hands may be restrained, in this case the card should be ripped as soon as possible afterwards.**

It is important to note that ripping cards is a game mechanic only; as such the cards themselves have no value. They may not be bought, sold, stolen, targeted by spells or saved for another day. They represent a character's power only for the day they are issued.

All cards are collected from the GOD Desk each morning. Failure to do so before 2.00 pm will result in some cards being deducted. After 6.00 pm no spell or veteran cards will be issued. These rules do not apply on the first day of an event or in the case of needing to generate a new character after 6.00 pm.

Casting Spells

A spell card (these are available daily at each event from GOD) of appropriate rank, sphere and day must be torn in half, using both hands, to cast a spell at the same time as speaking the appropriate spell verbals in order for a spell to have an effect. (If the caster is unable to rip the spell card immediately e.g. they are in a fight, the dark or restrained (see above) then they must rip the card as soon as possible afterwards.) Spell cards may be used to cast spells

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of the sphere they pertain to at a lower rank if required.

If during the casting of a spell, the caster is struck a physical blow, the spell will still have full effect if:

- The caster has enough hits to withstand the attack.
- The caster can fully complete all required verbals without interruption.

If either or both of these conditions are not met then the spell does not succeed.

Cheating

Unfortunately there are still those who bend or ignore the rules when it suits them. Not only does this unbalance play, but it also severely irritates players who attempt to play fairly.

Players should also be aware that staff are sometimes specifically instructed to make inquiries regarding a character's skills, items etc., and should not take this as a slight against themselves. Players should also be aware that it is impossible for an individual referee to immediately know everything that is going on in the game.

Players who are observed to be cheating will have this pointed out to them by a staff member, including specifically what it is they are doing incorrectly.

Persistent cheats soon come to the attention of the staff. This will result in the player in question being spoken to by at least one member of staff. If a player continues to cheat, then their right to play their character may be removed, and they may be asked to generate a new character with basic skills and equipment. Ultimately, consistent cheating will mean a player is banned from Curious Pastimes.

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These calls may be heard throughout an event to control situations and to denote special occurrences/attacks. Please note that unless you are a referee, or have been specifically told you can call one of these or have an item or skill that has a particular in game effect, you should not call them for any reason. (With the exception of man down and subdual.) The continued flow of the game is of the highest importance and all players should strive to maintain it.

Game Calls

These are all OOC calls that interrupt the game.

MAN DOWN

This indicates a real injury has occurred, **all game activities in the immediate area must cease** whilst the situation is assessed and any necessary first aid treatment is applied. This may be called by anyone, but should be done so with caution, please do not call man down across a battlefield or skirmish unless you are alerting a staff member to the situation. Staff work very hard to keep incidents localised to maintain the game flow. If you are in the vicinity of a man down situation please go to one knee and remain in place until advised to move or continue play by Curious Pastimes staff. **This call should not be used under any circumstances for IC reasons.**

TIME FREEZE

This call denotes a pause in time, something has happened or occurred that has taken no time in the game world, e.g. a monster has appeared. This call requires all who hear it to stand motionless and close their eyes (some players also like to hum or sing, though it a mystery as to why!) until Time In is called. On the call of Time In players must carry on with exactly what they were doing before, as if nothing has happened, until they become aware of the occurrence IC.

TIME OUT

This call indicates play is suspended. You can rest, sit down or chat OOC whilst under a Time Out call. However, if it is only a brief suspension of play, it's best to remain in place. This is also called at the end of a day in play and at the end of an event.

TIME IN

This call begins play at the beginning of each day in play and resumes play after any of the above calls.

Only a referee/member of CP staff can call a Time Freeze, Time Out or Time In.

Games Mechanics

Damage Calls

The following calls may be used by monsters/NPCs, as well as players with special characters or items. Please read these carefully as some calls may 'stacked', e.g. Spirit Through.

ARTEFACT

Any blow struck that is accompanied by this call will have an effect similar to Corporeal, Mage or Spirit calls. However, it will affect all three spheres at once. For a regular character or monster, these blows will deal a single point of damage as normal, and may be parried or absorbed by armour.

BITTER KISS

This is a common blade venom and any blow that penetrates armour or hits an unarmoured location will reduce that location to zero hits instantly. The wound can be healed as normal without purging the poison.

CRUSH

Crush will do one of 3 things:

- If a location hit with this call is unarmoured the hit reduces the exposed location to zero hits, regardless of any type of body development or natural armour.
- If a location is armoured then the call totally destroys any physical armour on that location, armour destroyed in this way may not be repaired/adjusted using the skill granted by wear armour, instead it must be repaired by magical means (see: Mage Spells: Mend). Further blows to the same location will reduce it to zero hits as above.
- If a character has the mage spell armour cast on them, the first blow destroys the spell and any physical armour worn on the location struck. (If no physical armour is worn, it simply destroys the spell to that location.)

Crush will not destroy weapons or shields, so it is possible to parry the blow. NB: Certain monsters/NPCs or some special characters may only take a limited effect from Crush once their armour has been destroyed and some armour may be able to resist the effect.

COLD IRON, SILVER OR GOLD

Any blow struck, accompanied by one of the above calls will have an effect on those who are vulnerable to a particular metal. For a regular character, these blows will deal a single point of damage as normal, and may be parried or absorbed by armour. Also note that Cold Iron weapons are completely immune to spell magic, and are thus unaffected by spells like Shatter, Melt etc. or spell like effects with similar qualities. Note that this doesn't give the weapon any special ability to bypass Aura of Defence or equivalent.

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ENCHANTED, CORPOREAL, MAGIC or SPIRIT

Any blow struck, accompanied by one of the above calls will have an effect on creatures who are only affected by a particular sphere, or spheres, of magic. For a regular character or monster, these blows will deal a single point of damage as normal, and may be parried or absorbed by armour

EXTENDED/EXTENSION

An appropriate spell may be extended by a level 3 spell user, usually for 1 day.

FATAL

A Fatal Wound call reduces the victim's head and torso to zero hits instantly, regardless of the location hit. The victim is then dying and must begin their 2 minute count. The location struck does not take an additional hit of normal damage from the blow itself. This attack can be parried with a weapon or shield. The victim of a fatal wound may be healed as per any other mortally wounded character. (see: Death and Dying). NB: Certain monsters/NPCs or some special characters may only take a limited effect from Fatal and some may be able to resist the effect.

FATIGUED

'Fatigue' generally results from an effect or ability that puts a severe strain on the body, such as Poison and Potion Resistance, Resist Disease and being treated with the Surgeon skill, although it is possible that certain creatures or special abilities may be able to inflict the condition as well. A fatigued character is conscious and can walk normally, speak, use lore and general skills and cast defensive or beneficial spells, but cannot break into a run, engage in combat beyond parrying, or cast offensive spells. The duration of the effect depends on the cause.

INFECTION

A wound may be infected, necessitating the use of the spell Cleanse Wound.

IRRESISTIBLE

A spell or effect may not be resisted by any means (resisting is defined as actively doing something, e.g. casting a spell or using a veteran skill. Immunity to something, e.g. mind effecting spells is passive and therefore does not count as resisting.) If this call is not called it may be assumed that any legitimate way of resisting the spell or effect may be employed.

MASS (Spell Name)

Some creatures have the supernatural ability to cast certain spells on groups of targets, calling e.g. Mass Confusion (when nobody knows what to do!) By default, mass rank 1

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spells affect all targets within 30 feet (10 metres) of the target of the spell, while mass rank 2 or 3 spells affect all targets within 60 feet (20 metres) of the target. Duration and other default characteristics are per the original spell.

Note that **mass spells are not Rank 3 spells**. Effectively, the creature is casting the original spell individually on all targets in the group. The main upshot of this is that the targets of a mass spell can employ Iron Will, Resist Magic, Countermagic or Counterspell as appropriate to protect themselves as if they were the single target, while the targets of Earth Shock, etc. can only counter it with Nullify or equivalent.

MUNDANE (Spell Name or Effect)

Some creatures are able to reproduce the effects of a spell or other special ability through non-magical means (e.g. a Skeletal Knight's Mundane Strike Down ability). These abilities have all the same effects of the spell or other call except that **a mundane call cannot be countered by any magical means** (e.g. Resist Magic, Countermagic or Counterspell).

PARALYSE/PARALYSIS

Any PC hit with this call is completely paralysed and unable to move or speak for 30 seconds. Neither physical or natural armour will protect a character from this kind of attack, but it may be parried with a weapon or shield, it is not resistible except for the circumstances listed below or with a special item or ability. If paralysis is dealt with a weapon it is always considered to confer a point of Through damage alongside its effect. There are several variations of paralysis:

- Permanent/Irresistible paralysis may only be removed by the Corporeal spell "remove paralysis" and is permanent until removed.
- Poison paralysis may be resisted with the skill resist poison (see Veteran Skills) it may also be removed with the Corporeal spell "remove paralysis".
- Mundane paralysis may be removed by the Corporeal spell "remove paralysis".
- Paralysis through (by touch) inflicts a point of damage along with the paralysing nature of the effect, if the PC has a way to resist this, e.g. if it is a poison as above and they have resist poison OR if they have a special ability they resist the effect however the point of damage may not be resisted.

POISON

May be resisted with the skill Resist Poison.

SMITE

Reduces the location hit to zero, regardless of any armour or extra body hits on a location. An attack made with this call, if not parried, reduces both all armour, physical or natural, and all body hits, to zero on the location struck. Armour may be mended normally. NB:

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Certain monsters/NPCs or some special characters may only take a limited effect from Smite and some may be able to resist the effect.

STRENGTH

A Monster/NPC calling Strength may not be successfully grappled/obstructed by any amount of standard PCs. They are considered strong enough to fend off such attacks, and also may bodily throw people/large objects short distances without any apparent effort. If a Monster/NPC calls Strength as they hit you then you are **knocked off your feet** even if the blow was parried. You also take damage as normal if a location has been struck. Any additional modifier to that damage, such as Crush etc. will be called at the same time. **Any one who feels unable to fulfill the requirements of taking a strength call, i.e. if a player feels they are physically unable to fall over without OOC difficulty, should not take part in combat at CP.**

A person or creature with strength does not have to be knocked of their feet by a strength blow, they do still however take any physical or magical damage accompanying the blow. In the event of a creature with strength ability trying to be restrained it will take three other creatures with strength ability to achieve this.

STUNNED

More a reaction than an actual call, being 'stunned' is described in the effects of many spells, and means a character cannot act coherently. As with the Shaman spell Confusion, the character becomes instantly disorientated and confused to a degree that they are unable to act in a stable manner for 30 seconds, however they may parry if attacked.

SUBDUAL

When specifically stated by an attacker, any damage inflicted may be subdual. This has a similar effect to normal damage except that a character will not die from it. A location that has been subdued to zero hits is incapacitated, and if the head and/or torso are reduced to zero hits then a character is unconscious. After two minutes Subdual damage will cure naturally for all characters. Healing will also cure subdual damage in the same way as normal damage (see: Corporeal Spells: Lesser/Greater Healing). A character wearing physical armour must still repair/adjust it after receiving subdual blows to gain full protection once more (see: Repairing Armour).

TERROR (+Rank Value)

A terror effect causes a character to flee from the area as fast as possible. If it is physically impossible for a player to leave in this way then they must cower and may only parry blows, not attack, for the duration of the effect. Either running or cowering lasts for 30 seconds. If a character has noble rank they may resist the terror effect if the number called after the

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word terror is equivalent or less than their own noble rank, e.g. a rank 6 noble character must flee from terror rank seven and above. Terror effects can also be resisted by the veteran skill Fearless and the spell Resist Fear up to and including rank ten.

THROUGH

This call will deal damage directly to the location struck. Neither physical or natural armour will protect any location though this can be parried with a weapon or shield. All arrows and bolts are considered to cause through damage though this call is not required when using projectile weapons.

Spell effects

These may be preceded by verbals if cast as spells or by a qualifier such as Mundane or Artefact denoting what will be affected if representing an effect.

FUMBLE Level 1 Corporeal Spell/Effect

Unless the spell or effect is resisted or countered the target must immediately drop whatever is named in this spell, e.g. a sword.

MUTE Level 1 Corporeal Spell/Effect

Unless the spell or effect is resisted or countered the target may not make vocal sounds for 30 seconds.

RETRIBUTION Level 1 Corporeal Spell/Effect

Unless the spell or effect is resisted or countered, the target of this spell will receive one point of Corporeal Through damage on the equivalent location for every blow they strike upon another creature, including both body and armour hits.

BLINDING Level 2 Corporeal Spell/Effect

Unless the spell or effect is resisted or countered the target is blinded IC for 30 seconds.

SPELLBIND Level 2 Corporeal Spell/Effect

Unless the spell or effect is resisted or countered the target of the spell is held immobile for 30 seconds and cannot move, act or make a noise, even if attacked.

WOUNDING Level 2 Corporeal Spell/Effect

Unless the spell or effect is resisted or countered a successfully struck location is reduced to zero hits and may not be healed for 30 seconds, except with the spell Regeneration or the skill Fast Healing. This spell ignores all natural and physical armour. Where the caster's hand touches the target, a wide, suppurating wound opens in the target's flesh, remaining

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until healed.

IRONSKIN Level 2 Corporeal Spell/Effect (Western Continent spell – may only be cast by those PCs who have learned it IC)

This spell hardens the subject's skin, granting them the benefits of the racial veteran skill Natural Armour for 30 seconds.

DRAIN LIFE Level 3 Corporeal Spell/Effect

If the caster maintains contact with the victim for 2 minutes immediately after casting this spell then all of the victim's locations are reduced to zero and the victim dies with no death count, the victim is incapacitated for the duration of the contact.

TOUCH OF DEATH Level 3 Corporeal Spell/Effect

The caster removes all of the victim's hits instantaneously by touching them; the victim must begin their death count.

WITHER Level 3 Corporeal Spell/Effect

The caster reduces the victim's limb to 0 hits permanently by touching them.

MAGNETISE Level 1 Mage Spell/Effect

Unless the spell or effect is resisted or countered a successfully struck single metal object of within default mass will be drawn immediately and instantly to the ground and remain bound there for 30 seconds. Note that an item made up of smaller parts, but generally treated as a single whole (eg. as a chain shirt is made of links, or an axe is made of a striking head and a shaft) is considered one item for the purpose of Default Mass

REPEL Level 1 Mage Spell/Effect

Unless the spell or effect is resisted or countered a single target is forced away from the target in a straight line for 10 feet.

SHATTER Level 1 Mage Spell/Effect

Unless the spell or effect is resisted or countered a single inanimate object of within default mass will be shattered into several pieces. It must be dropped or its protective effects ignored if not easily dropped. It may not be used until magically repaired with the mage spell Mend, or at a later date by mundane means (i.e. by re-forging). It will work on all non-magical items provided they conform to the default mass rule.

STRIKE DOWN Level 1 Mage Spell/Effect

Unless the spell or effect is resisted or countered the indicated target is struck by a non-

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damaging blow, is knocked off their feet and cannot rise for three seconds

FLARE Level 2 Mage Spell/Effect

Unless the spell or effect is resisted or countered the caster must select three adjacent targets, to be temporarily blinded for a slow count of five.

HEAT METAL Level 2 Mage Spell/Effect

Unless the spell or effect is resisted or countered the indicated object of within default mass is heated to white hot inflicting 2 points of damage to the relevant location, ignoring both physical and natural armour (including the spell Armour) The full damaging effect of the spell occurs within ten seconds of the completion of the verbal, and may be avoided by removal of the item within that time. Note that an item made up of smaller parts, but generally treated as a single whole (eg. as a chain shirt is made of links, or an axe is made of a striking head and a shaft) is considered one item for the purpose of Default Mass.

MAGIC MISSILE Level 2 Mage Spell/Effect

Unless the spell or effect is resisted or countered the indicated target takes one hit to each location (six hits in total) and is knocked off their feet. This spell ignores all physical and natural armour. A creature struck with this spell appears burned all over until healed.

DISINTEGRATE Level 3 Mage Spell/Effect

This spell will destroy any single item utterly beyond repair

EARTH SHOCK Level 3 Mage Spell/Effect

This spell causes a Strike Down, as per the Rank 1 spell, to all within a 30 ft radius of its target.

ELEMENTAL STORM Level 3 Mage Spell/Effect

This spell has the same effect as a Magic Missile to all within a 10 ft radius

MELT Level 3 Mage Spell/Effect

This spell heats an armoured location or any metal weapon to molten in five seconds, location hits will go to zero unless the item is removed within those five seconds. The melted item is destroyed beyond repair. Magic items are immune to this spell.

REPEL ALL Level 3 Mage Spell/Effect

This spell generates a burst of directed elemental power which rapidly forces every creature within a 30 ft radius away from the caster for a distance of 10 feet. If the target cannot move this full distance due to a solid object blocking their path they must act as if stunned

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for 10 seconds.

THUNDERBOLT Level 3 Mage Spell/Effect

A mighty elemental force strikes the target for two hits to each location, this ignores all physical, natural and magical armour and all Rank 1 and 2 spells. A creature struck with this spell appears burned all over until healed.

BEFRIEND Level 1 Shaman/Spirit Spell/Effect

Unless the spell or effect is resisted or countered the indicated target will treat the caster as their best friend and must act accordingly for a period of one minute. Although the spell will not be broken by hostile action against the target by persons other than the caster the target will become progressively hostile if the caster does not aid them against their 'common' enemy. However, if the caster takes any form of hostile action, seen or unseen against the target the spell is instantly broken and the target will regard the caster with unalloyed hatred (even if they did not do so initially). Please remember, although the target has gained a new friend, it does not mean that they forget about their old ones!

COMMAND Level 1 Shaman/Spirit Spell/Effect

Unless the spell or effect is resisted or countered the caster issues a single word command that must be heard by the target, who must then obey it to the best of their ability for 30 seconds. A command must be an action such as 'run,' 'stop,' 'dance,' 'kneel'. The target can still defend themselves, yell, shout and also attack, any physical blow or magical attack during the duration of the spell breaks it instantly.

CONFUSION Level 1 Shaman/Spirit Spell/Effect

Unless the spell or effect is resisted or countered the target of this spell is disorientated and confused for 30 seconds. However, they may defend themselves if attacked.

DISTRACT Level 1 Shaman/Spirit Spell/Effect

Unless the spell or effect is resisted or countered the target of this spell is distracted for 30 seconds and will not see the caster unless they approach to within 10 feet of the target or take hostile action towards them.

ENTHRAL Level 1 Shaman/Spirit Spell/Effect

Unless the spell or effect is resisted or countered the target of this spell is enthralled by the caster for the duration of time the caster speaks to the target in meaningful sentences, the target will follow the caster but not into danger. The enthrall is broken if the caster or the

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target receive physical damage.

FEAR Level 1 Shaman/Spirit Spell/Effect

Unless the spell or effect is resisted or countered the target of this spell will run away from the caster as fast as they can for 30 seconds.

FORGET Level 1 Shaman/Spirit Spell/Effect

Unless the spell or effect is resisted or countered the target of this spell will temporarily forget about a specific incident of not longer than 5 minutes duration that occurred within the previous 24 hours until the next sunrise.

POSSESSION Level 2 Shaman/Spirit Spell/Effect

Unless the spell or effect is resisted or countered this spell allows the caster to take control of a living humanoid creature's body for 1 minute. For the duration of the spell, the caster can make the possessed perform any physical task (including speech) that is not clearly going to be immediately dangerous to the possessed.

SLEEP Level 2 Shaman/Spirit Spell/Effect

Unless the spell or effect is resisted or countered the target of this spell instantly falls into a deep sleep on the spot (there is no chance to cry out) and remains in this state for 30 seconds unless the victim is awakened by shaking (it takes ten seconds of shaking to fully awaken a victim of this spell) or receiving damage.

SPIRIT BOLT Level 2 Shaman/Spirit Spell/Effect

The indicated target takes one hit to each location (six hits in total) and is knocked off their feet. This spell ignores all physical and natural armour and the spell Magical Armour.

ENSLAVEMENT Level 3 Shaman/Spirit Spell/Effect

This spell is similar to Possession but the caster has access to all the victim's skills (but not memories). This spell can be used to kill the possessed or force them to attack/kill others.

INSANITY Level 3 Shaman/Spirit Spell/Effect

This spell turns someone mad and makes them unable to carry out any rational action. The victim will usually be advised of the 'flavour' of their own insanity.

SPIRIT WRACK Level 3 Shaman/Spirit Spell/Effect

The target's Spirit is attacked, forcing the victim to writhe in agony on the floor for one minute. The target is unable to defend themselves except to parry with a weapon.

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SPIRIT STORM Level 3 Shaman/Spirit Spell/Effect

This spell has the same effect as a Spirit Bolt to all within a 10 ft radius of its target.

Special calls

DEMONIC POSSESSION OR ENSLAVEMENT

When spirits or demons etc. possess a being they call spiritual/demonic possession or enslavement, possession can be resisted with iron will (that resistance then lasts for 1 hour) but this may not be countered.

Resistance/Immunity

- Resistance means you are magically potent in a way that allows you to drive away some effects. (Expressed in uses per day.) Resistance is an act of will, so you cannot resist if unconscious, and cannot resist two simultaneous effects. The call is “Resist [effect]” or “By my power I resist that [effect].”
- Immunity means you are either overwhelmingly magical, or totally (or almost totally) null in some way (as a demon has no corporeal magic, or a skeleton has almost no shamanic magic), so that a category of effects simply doesn't affect you at all. Immunity happens every time, even if you are unconscious, and works against any number of simultaneous effects. The call is “No effect.”

Sanctioned Events

There are three levels of “sanctioning” available for events run by factions and groups outside of the main CP events. Event organisers should consider discussing their event proposals with staff members, this is essential when a group is running an event on a particular faction’s land or concerning an ongoing plot in any way.

Level 1

CP gives permission to use the rules system within an event.

Whilst the activities and experiences the characters/group may have at this event may be included in the character ‘backgrounds’, the outcomes of the plot may not conflict or otherwise affect the main plot at CP events. If there may be an issue on this matter the organisers are advised to contact CP. If a conflict does arise between experiences at this type of event and the plot at the main CP campaign, the outcomes of a level 1 event will be ignored in favour of the main plot and cosmology. This level of sanctioning is appropriate for group-level events.

Level 2

CP gives permission to use the rules system within an event.

Plot for an event of this level **MUST** be written in conjunction with a member of CP staff, the plot will be examined by the CP plot team and approved to exist within the CP world. Any deaths that occur within an event will also be carried forward to the next CP event. The plot must be submitted to CP at least four weeks prior to the event in question. A sanctioning referee (to be mutually agreed with CP and the game organiser) must be invited to the event with expenses for travel and accommodation to be provided by the event organisers. This level of sanctioning is suitable for faction-level events.

Level 3

CP gives permission to use the rules system within an event.

Plot for an event of this level **MUST** be written in conjunction with a member of CP staff, the plot will be examined by the CP plot team and approved to exist within the CP world. Any deaths that occur within an event will also be carried forward to the next CP event. The plot must be submitted to CP at least four weeks prior to the event in question. A sanctioning referee (to be mutually agreed with CP and the game organiser) must be invited to the event with expenses for travel and accommodation to be provided by the event organisers. In addition, the event will have the benefit of foraging, alchemy and crafting research/production and a ritual circle (please note that in this instance the referee supporting the event must be a ritual circle marker, and the rituals intended for the weekend must be submitted to CP at least 2 weeks prior to the event). It may also be possible to support conjunctural magic, spell/skill research and other systems, pending

Sanctioned Events

suitable referee resource. There is an additional charge for CP administration for this type of event. This level of sanctioning is suitable for faction-level events intended to significantly affect ongoing plot, or for events run by the Game Team Referees.

OOO Arrival

Arrival

Customers should have some ID in order to establish proof of payment if they have pre-booked/pre-paid. Alternatively customers may pay on the gate with cash or a credit/debit card.

After ticket processing, customers may be given the option of entering the site to unload or going direct to the car park, depending on the location of the camping area(s) and restrictions of particular sites. Each site has its own restrictions regarding cars, event staff will direct customers as to the site rules, this may mean a restricted amount of cars onsite at any time or it may mean that there is no facility to drive right up to a camping area. CP and the site staff often run shuttles around site to drop off/pick up kit, especially when access is limited for private vehicles.

The majority of vehicles will be left in a communal car parking area and all cars must display a car park pass to ensure that their owners are easy to locate in case of lights being left on, doors unlocked or if it becomes necessary to move vehicles. A car park pass also serves as a re-entry pass if a player needs to leave site at any time during an event. If there is a reason that a car needs to be accessible, e.g. if a player is leaving each day or similar, they should alert event staff to this as soon as possible.

Please note that generally CP will restrict vehicles entering site once an event has started to the parking area, in order to help maintain the atmosphere of the event.

Please note that CP is not able to accommodate customers arriving on a Thursday prior to the June and July events; if customers turn up at the gate, CP will be forced to turn them away.

Traders may arrive earlier than the stated arrival times if required to set up their stores; we ask that you contact us prior to an event and inform us of your intended time of arrival.

OOO Departure

	Thursday	Friday	Saturday	Sunday	Monday
Event 1	Gate open 12 midday to 10pm	Gate open 12 midday to 10pm	The Game! Customers may leave as and when required, please make sure you liaise with event staff if you need to arrive or leave the site late at night or early in the morning.	The Game!	Customers may not stay on site overnight
Event 2	No access to site for customers	Gate open 12 midday to 10pm		Customers may not stay on site overnight	No access to site for customers
Event 3	No access to site for customers	Gate open 12 midday to 10pm		Customers may not stay on site overnight	No access to site for customers
Renewal	Gate open 12 midday to 10pm	Gate open 12 midday to 10pm		The Game!	Customers may not stay on site overnight

After an Event is Finished

Players may not stay on site after the event's departure time without prior arrangement. Permission to remain onsite must be given in writing by the Event Manager. If, due to unforeseen circumstances during an event, a customer feels that they must remain on site after the departure time, then they will need to contact the Event Manager through either the Game Organisation Desk or the Event Team.

Please note that nobody else may give you permission to stay on site. Your case will be assessed and the Event Manager's decision will be final in all cases; the Event Manager may also impose an additional charge. Please do not approach the Scouts directly about staying on site.

Young People at Curious Pastimes

At CP we are very happy to welcome young people to our events, however there are some important rules and protocols that must be observed.

- Anybody under 16 years of age must have the written permission of their parent, carer or guardian to attend an event. A copy of this permission must be kept upon their person at all times.
- A permission form is available from the CP website, the CP office and at each event but please note that no one under 16 will be allowed entry to any CP Event without their parents/carers/guardians permission, and a young person must present their written permission on arrival. The young person can then use this proof of permission to attend subsequent events without the need of a separate permission form for each event, provided that the responsible adult (see below) remains the same.
- Anybody under 16 years of age must be in the care of a designated responsible adult* during an event and this person must be named in the parents/carers/guardians written permission. Anybody under 16 years of age will not be allowed into an event without the named responsible adult. This person must not leave the site without the young person that they have taken responsibility for, and they will be held responsible for the young person in their care for the duration of the event in any and all circumstances.

There are some specific rules in relation to young people and combat at CP:

- At CP events young people under 16 may take part in combat while playing their characters in camps (e.g. in response to camp attacks) and around the site at the discretion of their responsible adult. Younger children may need more close supervision as combat occurs across CP sites at any time.
- **No person under 16 years of age is allowed onto any battlefield or skirmish at any Curious Pastimes Event**, this includes as an observer or with their responsible adult.
- Young people under 16 may not take part in night time combat monster slots (after 8pm or dusk)
- People aged 13-15 may take part in daytime combat monster slots (before 8pm or dusk) at the discretion of their responsible adult and with the expressly granted permission of CP staff running said encounters, please be aware some monsterring roles may not be suitable for those under 16 and the decision of CP staff is final.
- Young people may take part in scouting encounters as organised by CP with the permission of their responsible adult and the expressly granted agreement of the CP staff running the encounter, please be aware some scouting encounters may be not be suitable for those under 16 and the decision of CP staff is final.
- Young people are encouraged to develop their characters in the same way as any other player, however CP respectfully requests that all players are able to carry out the tasks required to use their skills, e.g. a spellcaster should be able to say their verbals and an alchemist should be able to roleplay their brewing.

Young People at Curious Pastimes

* A designated responsible adult must be 18 years or older.

CP recognises that these rules may appear strict, but our primary concern is the safety of our customers. We do ask you to remember that no matter how well organised a LRP battle may be accidents can happen, therefore please take special care around young people at all times, especially during combat situations.

Volunteer at Curious Pastimes

Would you like to help out or get more involved with CP? We are always looking for enthusiastic people who are keen to make CP a better experience for everybody, whether by monsterring, refereeing, helping out with set up and/or takedown of the events, making kit or in any of the other ways that make CP the great game and experience that it is.

If you would like to help out and would like further details about any of the above areas, or have an idea that you think could help to make CP a better experience, then approach a member of staff at an event or contact CP at: info@curiouspastimes.co.uk

We would love to hear from you.

Frequently Asked Questions

Here are some frequently asked questions about CP, if you have a question that isn't answered here then please contact us and we will be happy to answer your question for you.

How do I book?

You can book either by sending a cheque, postal order or via Bank Transfer after sending us a completed booking form. Alternatively you can use our online booking system, please note that paying via paypal incurs an extra charge.

How old do I have to be to play in the battles?

To play in any battle or take part in skirmishes at any CP event you need to be 16 years old or above.

How do I/we get plot as new players?

World and faction plot is there to be interacted with by all PCs; talk to NPCs who visit your camp, explore the world for clues and interesting occurrences, join IC groups and talk to other PCs to find out what's going on in the world. If you are struggling to engage with plot speak to your faction command, many run plots specifically targeted at new players and will be delighted to get you involved. Guarding the gate of your camp or guarding more established PCs is also a good way to get involved, share your skills, offer to scout for information, forage for ingredients, brew or research potions, evaluate items, and overall ask other members of your faction!

Anybody can write and submit plot for CP main events. If you are a member of a faction please contact your faction command for details of how they handle player submitted plot as not every faction approaches it in the same way. If you are a mercenary then please contact your mercenary liaison team for details of how they approach this. Please note that all plot is checked by the CP plot team to ensure continuity with past, present and future plots as well as to ensure that it stays within the spirit and letter of both the CP rules and cosmology. It is advised that you work with a member of staff if you want to submit plot to make it a more straightforward process as they are likely to be aware of ongoing plots in order to ensure suitability. You may be asked to change or adapt any plot submitted and plots that target only one or a very few PCs will understandably be given less resource than plots which involve many PCs. If you are a group leader, it is sensible to discuss integrating any plot ideas you may have with plot running within your faction already.

How do I get my plot run for my group?

If you have submitted plot to your faction command or mercenary liaison team, they in turn submit the plot for the whole faction to the CP plot team who approve or suggest changes to plots and ultimately run the plot and any required NPCs or monsters at events.

Frequently Asked Questions

How do I get rank?

Rank is given out by factions based on ability, service to the faction and often heroic deeds. Certain other in game organisations are capable of giving out rank as well but you will need to join those organisations IC to discover this. Mercenaries cannot gain rank from within the mercenaries but could in some circumstances gain it from a faction.

How do I become a Referee?

There are several types of referees in CP;

- Faction command who run their factions IC and OOC;
- Faction referees who are players that assist with running monster slots, refereeing during battles and also write and run plot in some factions (all factions run their plot differently so speak with your faction command to find out);
- Game team referees who write the world plots and run all plot at events;
- Freelance referees who are usually long term players or ex-staff members who have returned to playing but still keep a referee card and assist with running monster slots, refereeing during battles and often playing NPCs or complicated monster roles.
- GOD team
- NPCs involved in in game organisations and rituals

Faction command teams choose the faction referees within their own factions, if you are interested in becoming a faction referee you will need to speak to your faction command or mercenary liaison team, they usually choose players who have some significant experience with the game at CP and there are a number of slots per faction.

Game team referees are usually drawn from the faction referee or faction command teams. Sometimes suitable players are approached directly by the game team to become referees, this is usually by invitation.

How do I get to be regular CP monster?

CP has a dedicated monster crew that actively recruits from the player base. Anybody can apply to join the team but please be aware that this is a full time commitment, usually for at least a full CP season, and players will usually need to be vouched for by a current member of staff. CP looks to recruit experienced players with a good knowledge of the rules and how CP works. Please talk to either your faction command or mercenary liaison team or approach a member of the game team at an event if you are interested, there is sometimes a waiting list. Alternatively ask on the CP facebook page.

How does this skill/SPELL work?

Please check this comprehensive rule book for details of how any skill or spell works, or ask a member of staff at an event or on the CP facebook page.

Frequently Asked Questions

What counts as armour and what type of armour does mine count as at a CP game?

Armour is always a tricky area of any LRP rule system as opinions can vary widely. At CP we strive to strike the right balance between customer enjoyment, practical implementation of relatively simple rules whilst striving to be as inclusive and immersive as possible. Always check the rules pages.

The golden rules are that to count as armour something must follow these basic rules:

- A substantial phys rep of the relevant armour type must be worn on a location in order for it to provide any protection.
- It must be easily recognisable as armour as opposed to clothing.
- All armour must be visible to count as armour i.e. not concealed.
- Armour cannot be stacked to count as protection. It is perfectly acceptable to layer two or more types of armour for aesthetic reasons but only the higher level of armour will count towards hits.

No ruling on what category an item of armour counts as can be given via email, PM, facebook conversation, over the phone or based on a picture. Armour must be seen by a referee at an event for a ruling to be made.

Can you grapple somebody under the effects of an Aura of Defence?

The simple answer is yes. AoD protects from mundane damage to your person, and against both 'normal' weapons and subdual. It does not prevent physical contact. (The rules for AoD allow spell casting, including healing, which requires touch.) Casting the spell whilst grappled does not throw off your captors, the magics simply protect against physical harm. Magical damage (and siege weapons) are powerful enough to break through. Please note that you still take the knockdown from a 'strength' hit under an AoD, just not the associated damage (again, unless it is magical). You are also able to grapple an UNRESISTING target whilst protected by AoD, as this is not a hostile action. However, grappling (or any other direct physical action against) a RESISTING target is a hostile action and dispels the protection. For example, you can rescue a comrade whilst under AoD (if there are 3 of you - although only those that have cast AoD on themselves are offered any protection - it does not extend to those they are touching), but NOT pull an enemy out of the line. There are known 'grey areas' when using AoD to form a barrier between an enemy and their allies. Whilst this can be a legitimate use of the power, please also note that AoD is about PERSONAL protection. Being in the way is one thing, but actively engaging the enemy, deflecting their incoming blows is entirely another. So, for example, you can stand in the way of the enemy and take their blows, but you cannot physically push them back, herd them with outstretched arms or deliberately deflect their weapons with directed movement of your arms. Anyone that looks like they have crossed the line into actively engaging the enemy may find themselves declared 'hostile' by a referee, and their protection lost.

New to LRP?

If this is your first LRP event, or even your first experience of role-playing games, please do not be afraid to ask for advice. On the first day of the first and last event (and often at the middle events too!) there is a new player briefing at the Crimson Moon tavern. It's fun and friendly, so do drop in! Staff and other players will also be usually only too happy to start you off on your LRP career and will give you the basics to get going. This is particularly important if you have never experienced the fighting style used at LRP events. You definitely need to get training in order to fight safely.

What to bring?

- You will need whatever costume, weapons and armour, etc. that your character has. For somebody new to LRP this can require a considerable financial outlay, so ask any friends if you can borrow anything from them! Check out the CP facebook page or any group or faction pages, there you can ask if anybody has anything that they are willing to lend you. Your group and faction can often help in this area; some factions have stores of weapons and armour specifically for this purpose.
- Charity shops are often a good source for cheap costume and jewellery etc.
- There are also many LRP kit and weapons traders who trade online as well as at events, although always check delivery dates when ordering from any trader, and if they're attending the events you're planning to go to sometimes it's more useful to see things before you buy them, especially if you've never bought LRP equipment before.
- Ebay is a rich source of costume, props etc. although you are generally encouraged to buy your weapons direct from LRP traders as they are likely to be made to a standard that is permitted to be used at CP events. All traders at CP events have their weapons checked at the beginning of an event so you can be sure anything you purchase from a trader at a CP event may be used there.

Camping, clothing and medical considerations

English weather! How do you prepare for it?

- Be prepared for hot and cold, wet and dry!
- Bring warm clothing; it can get cold at night, and the game remains timed in for at least four or five hours after sunset.
- Also bring wet weather gear, at least a raincoat.
- On the other hand, make sure you bring some good sun block; burn times can be as low as 20 minutes.
- A good tent is essential: cheap supermarket pop ups, for example, are great if the weather is fine, but often aren't capable of withstanding more extreme weather.
- Make sure you do not become dehydrated; drink plenty of fluids regularly (alcohol doesn't really help dehydration at all!) and eat salty foods.

New to LRP?

- Finally, stay out of the afternoon sun as much as possible. The strenuous activities of LRP can soon bring about heat exhaustion. Should you feel ill, do not hesitate to seek the advice of the medical team or any CP staff member.

If you have any existing medical conditions that may affect your health at an event, please inform the medical team on your arrival; don't be embarrassed no matter how trivial the matter may seem, your safety and enjoyment at our events are our primary concerns. **Always make sure you have any medication that you need and that it is a safe and secure place, and that someone else knows where it is in case of an emergency. If you have any medication that requires refrigeration, then please inform the medical or event team and they will ensure that it is kept in a safe, suitable place for you.**

Finally never be afraid to ask any question. Everybody was new to LRP at some stage and probably had the same questions as you do, so just ask!

Thank you

Thank you to all the players and staff for the last 20 years of Curious Pastimes, you have all helped to shape and develop these rules.

An extra special thank you for to the players and staff involved in the rules review group during 2015 and also the staff at ref camps 2014 and 2015 who so generously gave their time and experience to develop this iteration of the Curious Pastimes rules.