

Academy of Eblana- Newbies' Guide.

What is a Combat LRP?

Academy of Eblana is a Combat LRP (Live action Roleplay), also called Rubbersword LRP. In LRP you create a character with their own personality and history and act as them in a world built and run by the Event team.

LRP differs from pen and paper and other role playing games in that you actually costume to represent your character, and act out their actions, and portray them, in a manner that can be compared to improv theatre

Combat LRP differs again from other forms of live action roleplaying in that while there are some combat stats, you actually engage in combat with other people (in a safe manner with latex weapons!) and hit them with LRP safe weapons, as opposed to saying you do so, or rolling dice. While Eblana has some stats for health, combat, magic and other effects, it is largely skill based. If you can hit someone with a sword, you can hit them. If you can sing, you can sing, if you can give a rousing speech that persuades people to follow you, you can persuade people to follow you. Your character's skills are largely provided by what you, the player who physically represents (phys reps) them, can do.

The Academy of Eblana is set in a post apocalyptic scenario. A long time ago, the Eternal Empire of the High Elves ruled the land, and saw to it that everyone fit into the place the High Elves believed they should be. While this was not ideal for many, it was a society, and it seemed to work. Then one day every High Elf disappeared without a trace. To this day, no one knows what happened to them. It was up to all the other species to try to carry on without them and build a new society to live in.

258 years later, an Academy was formed to train heroes. You play as the graduates of this Academy.

So, you want to join in the fun and start playing Academy of Eblana? Fantastic! We have created this (hopefully) helpful guide to make it easier for you to create and stat a character for the system. There are also 2 appendices, one on what you might want to bring to an event and the other with suggestions on where to find costume and kit for your character.

1. First thing first...

Come up with a concept and background for your character. All the stats and special weapons in the world won't make the game any more fun for you if you are playing something that you do not enjoy, so think about the type of game you would like to play, and make a character that will let you do that. Think about their personality, their history, where they come from, what motivates them, and why they joined the Academy in the first place.

For general knowledge on the settlements, races and for inspiration, please refer to our Setting Guide.

2. Species.

Now decide what species your character is. Your species is an important choice; it will impact your roleplay options and give you options for your character progression. Some species also have phys-rep requirements (specific ways you must costume to play this species).

In the now-fallen Empire all of the species had their places in the eyes of the High Elves, and there is still some lingering influences from these days.

Human: No phys rep requirements.

Humans are the single most numerous species, and perhaps the most varied and adaptable. Used as laborers, traders, and farmers during the Empire, they are still numerous even now, but are perhaps the most diverse and fragmented species. Perhaps the easiest choice for new players due to the lack of phys rep requirements to play.

Goblin: Pointed ears, all visible skin should be green.

Goblins tend to be short lived, and are often (fairly or unfairly) seen as untrustworthy and treacherous. This is largely influenced by their historical role in the Empire, which was as spies, thieves and mercenaries who worked for the highest bidder (usually the Empire). They tend to be quite good at looking out for themselves and their own, and hanging onto their belongings.

Orcs: All visible skin should be green/brown. Prosthetics/masks and enlarged teeth are encouraged.

Orcs are now the second most numerous species in Eblana, a far cry from their time as outsiders and barbarian raiders during the Empire, and have integrated to a large extent with the other species. They tend to be the hardest and most rugged species, and make excellent warriors, though Orcish Wizards and Clerics are not unheard of.

Half-Orc: All visible skin should be green/brown.

Almost unheard of before the fall of the Empire, since then it has become common knowledge that Orcs and Humans can have offspring, though the offspring themselves are known to be sterile, and take on traits from both their parents. Half-Orcs are often seen as outsiders, more brutal than their Human parents, but frailer than their Orcish ancestors. This mixed heritage gives them a deep well of rage to tap into in battle.

Dwarves: Beards. (Yes, even female dwarves.)

Dwarves were crafters and miners under the Elves during the Empire, and due to their strong ties to tradition have been perhaps the species slowest to change from their original purpose. They are still renowned as Master Craftsdwarves, and tend to be able to hit on new discoveries and innovations in the fields of weapons crafting and armour smithing much faster than the crafters of other species.

Wood-Elves: Pointed Ears.

Wood-Elves are the descendents of those elves who left the Empire and refused to take part in the subjugation of the other species. They are often outcasts and viewed with mistrust by the

other species who may not wholly believe their claims that they were different to the High Elves. They value freedom very highly, and have a deeper innate connection to magic than the other species, often having a larger reservoir of mana in their bodies than other species do.

Half-Elves: Slightly pointed ears.

Almost unheard of before the fall of the Empire, since then it has become common knowledge that Humans and Wood Elves can have offspring together. The resultant offspring tends to pick up traits from both parents, but are known to always be sterile. Neither truly human nor Elf, Half-Elves are often outcasts and outsiders, removed from both societies of their parents, but this vagabond lifestyle means that they pick up spells quickly and often know a spell that would normally be outside of their purview.

Fae: Must be distinct from every other species.

Many Fae believe that they are actually immortal, and that those that fall are just waiting to be reborn. Fae were the artists of the Empire, the bards and entertainers, singers, dancers and storytellers. But while their art was held in high esteem, they were forbidden from actually learning any practical survival skills, which devastated them after the fall of the Empire. Some Fae have found a way to put this artistic heritage to good use, and increase their meditation with their natural performance abilities.

3 Class.

Now it is time to decide what class you will play. In Academy of Eblana characters are divided into 5 classes, each of which have their own skill progressions. Each class has its own niche, the thing that they do better than any other class. That being said there is still a lot of room for variety and choice within each class.

Fighter.

They tend to be the tanks, the biggest, toughest characters on the field, with the most hit points. They are about enduring damage, and will frequently be immune to several effects. They tend to be on the front lines of fights, holding off the brunt of the assault, or leading the charge.

Rogue.

Rogues are less about head-on fights, and more about sneak attacks and catching the enemy off guard, doing a lot of damage in a short burst. While they usually are able to deal more damage than fighters, they are generally not as tough and durable as the average fighter.

Wizard.

Wizards tend to not wear armor and focus more on lore and research than front line combat, but that does not mean they can not contribute on the battlefield. They take more of a supporting role, casting spells that shape the battlefield by immobilising or confusing the enemy, damaging them, or countering spells from the other side.

Bard.

Bards are a bit more armored than wizards, but go for less directly offensive magic. Bards take on a supportive role, buffing their allies to make them tougher, stronger and protecting them from magical effects, or using their magic to reduce their opponents' offensive capabilities.

Cleric.

Clerics are the most heavily armored of the casters, and more capable in a straight up fight. As well as ministering to spiritual needs (however their deities dictate this) they also heal their allies and repair their armor, as well as having a few spells to inconvenience the enemy while the main fighters are wounded.

4. Stats.

Now that you have made the difficult decisions, it is time to actually stat up your character. Full character creation rules can be found in the rule book, under the "Character Creation" section starting on page 18; this guide is intended as a supplement to the rulebook, primarily for people who may not have ever LRPed before. All characters start at level 2, to represent the superior training of the Academy. This means you get the benefits of character level 2, and the first two levels of your chosen class, or the first level of two different classes.

1. Character level 1. Choose which you wish to take: +1 body to give you 2 hits per location, **OR** +3 mana, to give you a mana pool of 3. (Mana is what you use to cast spells) You can then decide what you want to spend your level 1 open feat on. This can either be used to add to what your class does, or to branch out a bit and lend some variety to your character. Please consult the rule book to find out more about what open feats are available. **Important.** The feats *Thick Skinned* and *Unnatural Form* may only be taken at level 1.
2. Class level 1. Take the first level of your chosen class, and make whatever choices this class level may have (eg. for a Wizard which two first level spells to take.)
3. Character level 2. Choose which Lore you wish to take. This can either aid you in researching how to craft new items, aid you in general research about the world, and sometimes give you more information about the setting.
4. Class level 2. Choose either the second level of your chosen class, or the first level of a second class. Make the relevant choices if this class has any optional feats (for example, if you have taken Fighter 1 and wish to chose Fighter level 2, you would decide which Fighter class feat to take, or if you decided to branch out and go with Fighter 1, Rogue 1, which Rogue class feat to take).
5. Now you should be ready to submit your character, and play Academy of Eblana!

5. Example character.

Chloe decides to make a character for Academy of Eblana. She decides to make a Half-Orc Rogue from Etris.

She takes +1 body at level 1, and decides since she is playing a Half-Orc to take their Species feat as her level 1 open feat, so takes the Rage feat.

She takes Rogue level 1, so takes Sneak Attack Strikedown as her Rogue Class Feat.

At character level 2, she decides that she wants to find out more about her character's heritage and the historical treatment of Half-Orcs, and takes History Lore so she can research it in game. Chloe then must take her second class level, and decides to stick with Rogue, so takes Rogue level 2. She gains +1 armour, and the ability to Strike for Double. She finally must choose between two immunity options, so decides that while she can generate a Strikedown effect she never wants to take one, so she chooses Immunity Strikedown. Chloe now has a character that she is ready to play, and submits it to the Event team along with her character's background to academy@iga.ie

Appendix 1:

List of Things that you may want to bring to an event (Contributions from Fergal O'Brien and Vanessa Phillips)

- Warm/many **layers** (even at summer events, it can get surprisingly cold at night)- think thick socks, thermal layers/t-shirts and jumpers
- A hat, cloak or some protection from rain is generally useful. Umbrellas aren't recommended. Spare set of clothes in case you get soaked is a good idea if you've the room for them; **spare socks** are particularly important. Clean clothes to go home in are a nice thing to have.
- **Comfortable shoes/boots/hiking boots**- stressing the importance of comfortable; you will be walking and, in most cases, fighting in these for a good portion of the day and the terrain is can be uneven, so ankle support is recommended
- **Food and drink, especially bottled water** as no-one wants to fall over from dehydration...
 - If you have a water container that doesn't look too modern/is disguised all the better. Hip flasks can be useful (Tiger had them for €4 recently, keep an eye out). Throwing some material around a bottle can also work or even taking off the label. If you're bringing the water bottle round with you all day, which is a good idea, avoid using glass bottles in case you fall on it...ouch
 - Snack food that you can eat during the day and can be kept in a pocket (it's surprising how hungry you get running round. Ideas include beef jerky, crackers, digestive biscuits, fruit).
 - Events are usually self-catering (if there is a catering option it will be stated on the event page), so enough food for breakfasts, lunches and dinners. If you're in a group, it can be handy to work out a group cooking scheme to split the load being carried.
 - Camping stove/disposable BBQ (there may be designated areas for cooking on site to prevent the woods being set on fire but the event team will let you know)
 - A cooler for food/drink may be useful; you may want to bring somewhere to store left-over food if you are cooking
 - In-character looking cups, bowls, utensils (if you can, as we usually have meal times in character, e.g. a ceramic mug and bowl instead of Styrofoam cups and take-away cartons, it doesn't have to be anything elaborate. Grease-proof paper is a great way to make any food look more in-character)
 - Teabags/coffee, sugar, UHT milk, marshmallows, booze for after game (+ bottle opener if required)
 - Ideas for dinner include potatoes wrapped in tinfoil and chucked in the camp fire
 - Ideas for lunch include rolls or sandwiches
- Medications (if needed)

- Belt (useful for hanging pouches and weapon holders off of, even if you don't normally wear one)
- Depending on your character's species, you may need "Snaz"/face paint or elf ears (available at joke shops and the Art and Hobby Shop amongst others). Elf ears will require spirit gum adhesive, which usually comes with the elf ears, just don't forget to bring it along- though if you do, someone will have some spare so it's not the end of the world.
- **Make-up wipes** (especially if using Snaz/green make-up as a goblin or orc, but also can be handy to freshen up. Our sites usually have showers available too). A mirror might also be handy. Some people who play goblins and orcs also swear by moisturising before putting Snaz on as it makes it easier to take it off at the end. Also **sun-screen** is important for everyone who isn't allergic to it.
- Plasters (we have first aiders and a first aid kit on site, but if you want to bring plasters in case of blisters or something, it's a sensible idea)
- **Torch**
- Alcohol gel and a roll of toilet roll (toilet roll and soap are supplied by event team, but some people like to bring them just in case)
- Towel (see Hitchhiker's Guide to the Galaxy by Douglas Adams for why)
- A couple of **plastic bags** (for rubbish; please keep the site tidy or they won't want us back and then we'll be sad and have a bad reputation and won't be able to find sites to run future events. Plastic bags also useful for bringing home muddy clothes)
- If your boots are difficult to put on due to many laces or any other factor, you may want to consider sandals or some form of old slippers that are easy to put on in case you want to go to the loo in the middle of the night but don't want to have to spend 10 minutes fighting with boot laces in the dark first
- LARP weapons (if you have them already, if not we should have some spare)
- Tent (unless you live near enough to go home at night/have booked a B&B/have arranged tent space or aren't staying over), sleeping bag, air mattress/bedroll/camping bed/yoga mat (having something between you and the ground is clever). A pillow if you want one (an actual one if you've space, an inflatable camping pillow or a rolled up jumper all work). You may wish to bring blankets/duvet or a foil blanket for under the air mattress, especially for early Spring/late Autumn events.
- "Kit": in-character clothes (term also used to cover in-character props and LARP weapons).
 - Vaguely medieval style clothing, think loose trousers/skirt and baggy shirt as a good place to start. You will be fighting, so comfortable, old dark coloured trousers/clothes you don't mind getting muddy are a good plan.
 - Please note we're not expecting flawlessly replicated medieval-style clothes or anything, just something that looks vaguely appropriate to that sort of time period (especially as this game is not set in medieval times, it's set in its own world and timeline) – the main point I'm trying to make is please don't wear jeans and a t-shirt with logos all over it or anything very obviously modern while in character, as it tends to look really out of place and knocks people out of the headspace of being in a fantasy world setting. This is the outer layer of clothes I'm talking about

though; wearing t-shirts for layers or jeans under a long skirt to keep warm are perfectly good ideas. Also, it's absolutely fine to rock on into site wearing modern clothes while out of character, we're not asking you to swan round town dressed up like Robin Hood or anything, unless you want to, in which case, carry on...just don't swan round with visible weapons, keep them covered, otherwise you'll find yourself explaining to Gardai about LARPing and its awkward...also if this happens and you want to demonstrate they're safe, tell the Garda what you're doing first and bop yourself and not them, no one wants to assault a Garda.

- However, if you're feeling enthusiastic and want to put a lot of effort into costuming, that's also fine. The above point was just to stress there's no pressure on having a perfect costume, just do your best and be comfortable.
- Appendix 2 lists some places that might be useful if you are looking to buy kit.

Appendix 2:

Places to buy kit (contributed by Vanessa Phillips)

- Where to find basics (great for starting with, you can add bits and pieces to your character's look as you find them, think loose shirts/blouses that are a bit too big so they're all billowy, plain trousers, waistcoats, belts)
 - Penney's (I have also found a proper tunic, an awesome coat, a kimono and many other random items here)
 - Dunnes Stores (also stock thermals and thick socks depending on the season for about €7 for a thermal vest and €7 for long-johns; if you can't find them there, t-shirts will work, or you could try one of the camping shops listed below)
 - T K Maxx (maybe)
 - New Look and Forever 21 occasionally have long skirts and blouses
- Accessories (an easy way of making basic kit more personalised- think hats, belts, scarves....)
 - George's St Arcade (there's a stall of hats opposite the Fro-Yo place, and opposite Retro on the same side is a place that does colourful parasols and random clothes. The stalls for pocket-watches and gloves are round the other side)
 - Fun Place (beside the Gaiety theatre, the one with the wigs and masks in the window; the door is well-hidden on the left. Good for elf ears, spirit gum for attaching same, hats and random stuff, Snaz face-paint, colloid in case you want to draw scars and different coloured contact lenses if you want to be particularly fancy)
 - Hickey's for ribbon, material and buttons, though I have been informed the Woollen Mills are now on Capel St and are cheaper
 - Oh and in October, all the Hallowe'en shops and Euro saver stores...but if you wait till 1st Nov, everything's on sale...
- Places to keep an eye on because one day they will likely have the perfect item for your character:
 - Helter Skelter (lot of military stuff, but they also have shirts and hats)- across from Central Bank, on the right as you face the main entrance of the bank, before Candy Lab if you know it.
 - Eager Beaver (clothes, hats, bow-ties, braces) – behind Central Bank, it's a green building on the corner right behind it
 - Fresh (you may find something there, you never know) – opposite Eager Beaver, it's a purple and white building
 - Tambuli (scarves, smegs (specific type of scarf), hero pants, bright stuff in general, bags, jewellery) – round the corner from Fresh, facing Central Bank- literally follow the wall round till you trip over a step and a doormat that chirps at you
 - Lucy's Lounge (it sells second hand clothes for girls) – go back towards Helter Skelter, in front of you will be the aforementioned Candy Lab. To your right will be a street. Go down this street towards the Liffey and the very pink building on your right is where this place is, it's in the basement. Cafe Irie used to be above it on the top floor. You've to go through the shop on the ground floor, on the right as

you go in, and get to the stairs at the back, unless there's an easier way I haven't spotted. Which may be the case.

- Charity shops (George's St going as far as Aungier St or even to Camden Court Hotel and there's well over 10 charity shops)
- If you're feeling particularly flush:
 - Retro (they often have a sale rack)
 - Harlequin, near Powerscourt Town Centre...is seriously expensive
- Online:
 - <http://www.darkbladeuk.co.uk/>
 - <http://www.eldritch.com/>
 - https://www.dein-larp-shop.de/?__store=dls_en&__from_store=dls_de (may have to hit the UK flag symbol top left to get English text, unless you read German)
 - <http://www.thevikingstore.co.uk/>
 - <http://www.larpkit.com/>
 - <http://www.velvet-glove.co.uk/>
 - <http://www.chowsemporium.co.uk/>
 - <http://www.aradanicostumes.com/>
 - <http://www.pendragoncostumes.com/>
 - <http://www.evenlodestudio.com/>
 - <http://www.darkknightarmoury.com/c-6-larp-weapons.aspx> (American site; pretty, but warning, the shipping costs might kill you)

Others include: corsets-uk.com, Your Dressmaker, Dornbluth, <http://www.thedarkangel.co.uk/>, Steampunk Emporium, Dracula Clothing, Clockwork Couture (though we're not steampunk, we're medieval/fantasy, they may have some bits and pieces like a fancy shirt with ruffles or a skirt or something).

- Camping stuff places:
 - Outdoor Adventure Store (Scout Shop) - they have 2 websites, it's the same shop: <http://www.outdooradventurestore.ie/> and http://www.thescoutshop.ie/products/personal_gear/camping_equipment
 - Argos - <http://www.argos.ie/>
 - The Great Outdoors - <http://www.greatoutdoors.ie/>
 - Capel Camping - <http://www.capelcamping.com/>
 - Basecamp - <http://www.basecamp.ie/>
 - Ramblers' Way - <http://www.ramblersway.ie/>
 - Army Bargains - <http://armybargains.com/about-us.php>

Hope this helps somewhat, I'm sorry that this is quite Dublin-focused, but I don't know any other cities well enough to make a guide. *Note: all the above shops and websites are only the ones Nessa knows about. The AOE, the IGA and Nessa don't specifically endorse and/or recommend any of these in particular, this is meant as a guide only and it is not a comprehensive list. Nor am I getting paid by any of these guys to shill their stuff, unfortunately for me.*