THE ACADEMY OF EBLANA

Contents

Introduction

The Academy of Eblana is a LRP using the Hibernia system. It is a type of Live-Action Role Playing Game where the action takes place on the field and in person rather than with dice or cards. It's designed for fast, fluid action which should require as little intervention from the event team as possible. This means we've tried to design a system that allows for depth while being simple enough for a first-time larper to pick up and play.

In many tabletop RPGs, there are rules for Social, Mental and Combat stats. In this game, however, there are only Combat stats and Lore. This is not because Social or Mental interactions are not important; indeed, they are in many ways more important. However, in this game, your character's Social interactions and Mental wherewithal are provided by you, the player. Lore allows you to gain access to extra information, but your character's ability to use that information is entirely up to you.

Safety Rules for LRP combat

LRP is an often very physical and potentially dangerous hobby. Please follow the below rules. If you find someone in breach of these rules please bring them to the attention of the Organisers.

1. All participants must follow the direction of the organisers at all times. The Organisers' decisions are final.
2. No non-consensual physical contact between participants is permitted. Restraining other players is strictly forbidden.
3. LRP melee weapons can be used for cutting (slashing) attacks only – they may never be used for thrusting (stabbing) attacks.
4. All blows must be "pulled." Any blow that causes bruising or pain for your opponent is too hard.
5. Drawing of weapons across exposed skin is not permitted.
6. Try to avoid targeting your opponent's head, or other particularly sensitive areas of the body.
7. Don't take the piss.
8. If an in game mechanic would put you in OOC (out-of-character) danger perform it only as safely as you feel you can.
9. Shields may not be used as weapons.
10. In the event of real, out of character injury, shout MAN DOWN. All participants must stop what they are doing and move away to allow first aid personnel to attend the injured party. This phrase must not be used unless there is a real injury.
11. In the event of a real, out of control fire, shout FIRE. All participants must stop what they're doing and move away to allow fire safety personnel to attend to the hazard. This call must not be used unless there is a real fire. Telling archers to shoot or loose arrow is a good idea.
12. Some terrain can be unsafe for combat, due to loose footing, trip hazards or other dangers. Referees will direct participants away from these areas, but participants should use common sense and avoid fighting in these areas.
13. Bows and claws require particular care to be taken, due to additional risks associated with these weapons. A player wishing to use these weapons will be asked to demonstrate their ability to do so safely.
14. Arrows must be checked carefully before each shot. They should not be parried but can be blocked with shields. Arrows and bolts should not be grabbed in flight and should never be thrown.

15. All weapons and armour must be checked for safety by the organisers before the game begins. Any weapon suspected of being damaged must be checked again before it can be reused.
16. Player props including represent books, holy symbols, wands, instruments and a host of other things (defined later in the rules) should be made as safe for larp as possible. They should not have pointed edges, should not be used to parry or strike with, they should be worn and carried in such a way as to not cause injury to yourself or other players under normal, reasonable circumstances. If any prop could injury another player it should be safely put away during combat situations.
17. Do not OOC consume any IC phys reps unless you have been told it is safe to do so (including the contents of potion bottles etc.)
18. IGA LRP Team-run events are over-18s events. Regrettably we cannot allow players who are under 18 at our events.

Non Combatants Rule

Academy of Eblana is a game focused around roleplay and costuming but also heavily features a physical combat element. Some player's may find themselves unable to fight for some reason. The term "Non-Combatant" or "Non-Com" is an official term, used to refer to someone who does not engage in fights for out of character medical or personal reasons. It does not refer to someone whose character does not in engage in fights for strategic reasons, or similar.

If a player is declared non-combatant either by themselves or a member of the event team, they should do their best to avoid combat, and similarly, fights should attempt to avoid them. The below rule is designed to help players who are caught in a fight due to the inherent combat orientated nature of this game. If a non-combatant is about to be struck or has been struck, they should call "non combatant", move to an OOC safe location away from any group combat (if necessary) and drop to 0 chest. The non-combatant's character can be killed at this time in a safe and non contact manner. These situations will be reffed carefully to ensure OOC safety and fairness. Casting spells into a fight is considered a combative action for the purposes of OOC safety.

The event team will attempt to brief monster parties on those people who are currently non-combatants, so combat can avoid them accordingly. We would also ask that those people who are intending to be non-com inform the event team at the start of an event. If a player feels it necessary to declare themselves non-com partway through an event, please inform the event team as soon as possible.

Please note that this option is designed for people who need to avoid OOC physical contact, and is not intended to minimise IC risk.

Combat system

Like the other aspects of this game, combat is slightly different to tabletop gaming. Your character's level of speed and dexterity (and fitness) is very much up to you, but your ability to deal out and sustain damage is governed by the system, as is your casting prowess or ability to resist magic.

Damage system

Every character has 6 target *locations*. These are the Head, Torso and four limbs. Each location has a body hits value, which defaults to 1, and an armour hits value, which defaults to 0. These values can increase depending on your character class and level. These hits may be taken away by *Damage* (explained in the "Generating Effects" section below) and armour hits are removed before body hits. Armour hits may be regained by *Repair*. Body hits may be regained by *Healing*. See Effects below for more details.

When a location's body hits value reaches 0, that location becomes unusable. If a character's head or torso becomes unusable, the character becomes unconscious. If an arm becomes unusable, it will hang uselessly at their side, and any items held in it will be dropped. If a leg becomes unusable, the character falls over. If their other leg is still usable, they may struggle to their feet and drag their unusable leg behind them at a slow pace. If both legs are unusable, the character falls down and cannot get to their feet, but may still use their arms and torso to move if they wish.

A location will remain unusable until healed or until there is a rest period.

Death and Dying

It is possible for a location to go below 0. If any location is reduced to -1 hits, the character is considered to be bleeding and will start dying. The character has 5 minutes (a slow count to 300) until they die. This time is known as the deathcount and should be counted quietly to themselves by the player. A referee may ask for a player's deathcount, in which case count in such a way that you are audible to them. The character's deathcount will only stop when all locations are on 0 hits or higher. It is not possible for any location to go lower than -1.

NOTE: Being -1 to all locations **DOES NOT** kill the character instantly. This note is for the benefit of players of the previous version of this system where this was the case.

Any character may look at another character within 5 metres for 5s of concentration and determine if they have any locations at -1. The player does this by pointing at the character and calling "Notice bleeding." A character with locations on -1 will respond by stating the locations that are at -1.

A character may concentrate on an unresisting, dying target within melee strike range and repeat the OOC call "Executing" at an audible level for 30 seconds. They may then strike with a call of "Execute" and instantly kill that target at the end of the 30 seconds. Note that all characters can generate this effect if they have a melee weapon. Attempting to execute an invalid target will get a "No Effect" response at the end of the process. This is further clarified in the "Effects" section.

If you believe your character is dead or a referee informs you of this, you should remain in play as a dead body for an appropriate amount of time and then proceed to Games Control and report the death. This waiting period should be sufficient for people to find your body (if they are likely to) and perform any rites of death as needed IC. Games Control will then confirm information about the character death and take you through the process of creating a new character.

Effects

Magic and damage are handled using a series of effects, listed below. These effects either cause an instant effect like knocking a target to the ground or causing damage, or cause something to happen for a duration. Many effects have durations: these default to 10 seconds but will be stated by the effect generator when the effect is created if different from this default. If no duration is specified then the effect has no duration or is permanent (such as healing, mind slash or damage).

Concentration

Certain actions in these rules refer to a character requiring concentration to do things. Although fighting, watching where you are walking and talking to people do require you to concentrate, they do not require your character's *"concentration."* An action will state if it requires concentration in order to be performed. A character may only concentrate on one thing at a time. If their concentration is broken they may begin the task again but must do so from scratch. Some of the actions that require concentration include casting a spell, meditation, repairing armour and searching someone.

While concentrating on a task, no offensive action may be taken (such as striking someone with a weapon), however this is the only action which is specifically prohibited by concentrating.

Audible Level

Certain effects require you to perform an action and speak at an audible level. For the purposes of this game, the action must be audible to the intended target. If the target at the time is not certain then you must speak loudly enough that you can be heard by a target at the effect's maximum range.

Generating effects

Effects may be generated by weapon blow, feat, spell or as directed by a referee. Where a number is required in a damage effect, it is called by saying Zero, Single, Double, Triple or Quad. Damage cannot go above Quad. For non-damage effects the number is called as a flat numerical value (such as with the Heal one effect).

Weapon blows, by default, cause Single Damage when they strike a location. Players are not required to call single damage for basic strikes. All characters may choose to cause Zero Damage, representing an IC (in-character) pulled blow. If 2 characters agree to strike for zero then they are not required to call it for their duel; they should call Single (or higher) once to indicate that they are no longer pulling their blow. Class abilities, special items or other effects may mean a character causes another Effect or level of Damage with their weapon blows. In order to do this, the player should call out that effect as they strike. It is only possible to add one effect to a strike call. Example: You can strike for Double, or for Double Strikedown, but not Single Strikedown Through.

Weapon blows can be parried. A weapon blow is considered to be parried if it connects with a weapon or shield that is being wielded by a character. Sheathed weapons and shields are not considered to give any defensive bonus.

Spells, by default, take 10s to cast, and create an *effect* at *Range*; on a target up to 10m away.

Class abilities, special items, or other effects may allow the source to increase the *duration* of an effect. To indicate that an effect's duration has been increased, the source must specify this when completing their call. For example, if the duration has been changed to 30s, the source's call should end "…for thirty seconds."

Class abilities, special items, or other effects may allow the source to change an effect to a *Mass* effect, which will affect everyone within 5m of the source, unless the source indicates an arc with both hands to show who they are targeting. The source must specify this when completing their call. For example, a source may add "…all around me!" or "…all within this cone" to the end of their call or "Mass" before it. In other places in the rules the practice of using 2 arms to define the cone of effect of a mass spell is referred to as coning. NOTE: The source of a Mass effect is not a target of the effect even if the spell is beneficial (unless otherwise stated).

Class abilities, special items, or other effects may allow the source to change an effect that targets a location to an *overall* effect, denoted by the keyword Global, which affects all of a target's locations simultaneously but not items held. The source must specify this when completing their call. For example, a source may add "to your entire body" to the end of their call or "Global" to the start.

Certain enemies can add a target keyword to their effects. The target group will be appended to the normal effect. If you are in the target group then the effect will work on you as normal, if you are outside the target group then you must respond "no effect." The target keyword can include species, class, character name or any other reasonable descriptor. Examples of this effect in play could include "Daze fighter 30s" or "Mass Push fae."

The 1 second rule
Characters may only generate one effect per second regardless of the source. This rule applies to the character, not their individual weapons. This rule does not stop someone being affected by multiple effects in the same second. When this happens the character should attempt to give responses as quickly and clearly as possible.

Example of Combat:
Alan, Barry and Chloe are fighting. Alan is a rogue with 2 swords. Barry has a staff in his hands and a shield slung on his back. Chloe has single axe only. They are all attacking each other equally.

- Alan attacks Chloe with both swords at once. Both hits land at the same time on Chloe's torso. Alan calls "Single, Single" but because of the 1 second rule Chloe only takes 1 hit.
- Barry then hits Alan. He is ready and gets a sword in the way of the staff. Barry is a little heavy handed and pushes through on his attack, touching Alan's shoulder with his staff. Because the staff hit Alan's sword before touching Alan's shoulder the hit is parried and Alan takes no damage.
- Barry and Chloe then both attack Alan. He fails to get a weapon in the way of either attack and both the staff and axe touch Alan's torso. The 1 second rule limits each character generating effects, but not receiving them, so Alan takes damage from both attacks to his torso.
- Chloe then hits Barry in the back with her axe. Because Barry's shield is not being held in his hand (rather, it is slung) Barry takes damage from Chloe's attack.

Sneak Attack
Sneak attack is a special kind of effect that can be generated by characters with levels in the Rogue class. Such effects will be noted in character creation in the form "Sneak Attack <effect>". A rogue may make 1 sneak attack per minute on each opponent, though they may change which type of sneak attack they do with a given attempt. To perform a sneak attack a rogue must use a weapon to perform a strike against a vulnerable opponent for their first attack after the opponent exposes a new vulnerability to them. Whether this first strike succeeds or fails (due to a parry or missing your target) then the rogue must wait a minute before attempting a sneak attack again on that target. A

vulnerable opponent is one who is lying down for whatever reason, who has their back (not side) turned to you, is Frozen, Dazed, Struckdown, unconscious or has no weapon drawn.

Spells and Mana

Casting spells requires mana. All casters with casting ability have a pool of mana from which they can draw to cast their spells. All spells have a level, which are specified in the character class description. A spell requires its listed cost to cast: typically this will be the spell's level in mana.

Typically spells take 10s to cast, though this can be reduced by feats. The 10s casting time should be suitably dramatic, and involve the caster calling upon an appropriate power: gods, raw magic, elemental powers, daemons or more esoteric sponsors at an **audible** level. Casting a spell requires concentration. **At the end** of the 10s, the caster expends mana equal to the cost of the spell and must point at the target and complete the last sentence of their spell vocals with the keyword of the *effect*. Intentionally prolonging the casting of a spell is not possible without a supporting feat and should be avoided. While you require line of sight to the target at the end of the casting of the spell, you do not require initial line-of-sight to your target to begin casting a spell. However you are required to cast your spell at a level which will be audible to them.

By default, casting requires at least one free hand or a focus be held in that hand. For more information on magical foci see the Equipment and Character Slots section.

Spells with a 5 second cast time should feature the word "quicken" in their casting vocal.

To cast an "instant cast spell" such as stop bleed or mind slash, the caster should briefly call on the source from which they draw their power, call the effect at an audible level and point at the target. This casting cannot be interrupted by concentration breaking effects but concentration is still required for the instant spell to be cast. Casting an instant spell can be broken by loss of consciousness during the cast.

By default, casting requires at least one free hand or that a focus of the appropriate type be held in the hand.

Regaining Mana

As well as during a short or long rest, mana points may be regained by Meditation. Meditation, by default, takes 60s of concentration, and grants a single mana point. Meditation requires some roleplayed action suitable to the character's power source (for example, a Cleric should pray.) Meditation may be as loud or as quiet as you like, but the caster must remain stationary and may neither attack nor defend themselves while meditating. A character may hold conversations while meditating.

Certain feats and abilities may give different options for how to regain mana which will be more efficient than the default. Their bonuses cannot be combined.

Damage Reduction and Immunities

A character may gain Damage Reduction by spell, item or class ability. This reduces incoming damage by 1 damage level per level of Damage Reduction. Damage cannot be reduced below Single. If a character makes use of Damage Reduction, they should call "DR <number>" to indicate this with the number being the number of points they are reducing damage by. A player may choose to simply call their maximum level of DR to all hits to avoid confusion in large fights.

Spells, items or class abilities can grant Immunity to specific effects. If a character is immune to an effect, and is hit with that effect, they should call "No Effect <effect name>!" to indicate this. Characters cannot normally be immune to Damage or Drop.

Rest period

After the end of an encounter, rather than having characters spend a long period of time in meditation and mending their armour, a referee **may** call a Rest Period. This will not be called in combat, nor if there are characters who are dying. During a rest period, all ongoing effects expire (for example, Ward), and all body, armour and mana points are restored to full. Rest periods come in 2 forms, short and long. A short rest is approximately equivalent to 5 minutes resting and a long rest is approximately equivalent to 1 hour. These are guideline durations only.

List of Effects

Counter <Effect>
Type: Special
The named ranged Effect is countered, dispelling it entirely but still costing whoever generated the effect the resources (typically mana) they used to do so. This effect always has an instant generation time no matter how it is created.

Damage <Zero/Single/Double/Triple/Quad> <location>
Type: Damage
<0/1/2/3/4> points are removed from the target's hits on <location>, starting with armour, then body. NOTE: Unless a lammie explicitly says otherwise, a Small Weapon cannot generate Triple or Quad Damage (see "Equipment and Character Slots" for definition of lammies).

Daze [duration]
Type: Debuff
The target is dazed. They cannot voluntarily walk or run, cannot strike anyone, and cannot concentrate. They can still talk, and can still defend themselves from attacks.

Diagnose
Type: Special
This effect is instantaneous and has a range of 2 inches from the target. They should OOC tell the source how many hit points they have left on each location. In addition, a referee may tell the source about special effects that the target is suffering from. This effect will work against targets under the effect of Ghostform and Ward.

Drain <number>
Type: Debuff
The target loses <number> from their mana pool to a minimum of 0. If the target has a mana pool of 0 already (either because they don't have mana or are out of mana) then this effect will have no further effect on them.

Drop
Type: Special
A force beyond your ken hits you and renders you unconscious. Your character immediately enters an unconscious state. Your hit points cannot be discerned. The referee who called you to drop will brief you on your new status as soon as possible. A character can never be immune to this effect.

Elemental Armour
Type: Long Buff
Target self only. Magic whips around the character, destroying their armour's effectiveness completely, and granting them temporary magical protection instead. Your armour becomes type Magical and 2 on all locations. This replaces all other armour values you have on those locations and does not convey the ability to repair magical type armour. This spell is broken by beginning meditation or after 10 minutes, whichever happens first. When this spell expires, all armour values become 0. For clarification, if this spell is cast on someone with the Unnatural Form Feat they will gain 4 armour.

Enchanted <Effect>
Type: Effect Modifier
Enchanted effects are magically enhanced. This effect is added to another effect that is generated. They are so powerful that they can overpower basic immunities. A character is only immune to an Enchanted Effect if their immunity specifically blocks the Enchanted version.

Execute
Type: Special
A character may concentrate on an unresisting, bleeding target within melee strike range and repeat the OOC call "Executing" at an audible level for 30 seconds. They may then strike with a call of "Execute" and instantly kill that target at the end of the 30 seconds. Attempting to execute an invalid target will get a "No Effect" response at the end of the process. All characters can generate this effect if they have a melee weapon.

Freeze [duration]
Type: Control
The target is frozen to the spot, and may not move or take any actions. They are still aware of their surroundings.

Fumble <location>
Type: Control
The target is forced to drop any items held in the target location. It may not be caught until it hits the ground. If you do not wish to drop the item for OOC reasons you may choose to let the weapon hang limp for 10 seconds. During this time it may not be used in any way and blows that strike it are treated as having hit the target that was behind it.

Ghostform [duration]
Type: Short Buff
The target takes on a ghostly form. While in this form, they may move freely, pick up unattended objects, and are unaffected by all effects (except diagnose) that target them or their items, including Damage, but may not deal damage, generate effects or concentrate. Ghostform does not remove effects that are on the target when they are placed under this effect. Characters in Ghostform should call "Ghostform, no effect" to any effects or damage that are blocked by their ghostform. The Enchanted effect modifier trumps Ghostform's immunity.

Healing <number> <location>
Type: Restorative
The target's body hits on <location> are restored by <number>. This cannot increase the target's body hits above their standard total.

Imbue <number>
Type: Restorative
The target regains <number> mana to their mana pool up to a maximum of their starting pool.

Lure [duration]
Type: Debuff
For the duration, the character becomes fixated on the source of the effect and can do **nothing** but move slowly towards it. Being hit by damage will not break lure. **Please note: Grappling/restraining people is not permitted.**

Mind Slash
Type: Control
Breaks the concentration of the target. When used as a spell this effect has an instant cast time.

Mute [duration]
Type: Debuff
The target is silenced. For the duration of the spell the character cannot perform any vocal action including casting spells. They may still meditate, generate melee strike effects or other actions which require concentration.

Protection [duration] <Effect>
Type: Short Buff
The target is protected from the specified effect and is immune to the effect. If they are currently under that effect, all instances of that effect are removed. The <Effect> may not be Damage or Drop.

Push
Type: Control
A force pushes the character. The target is pushed directly away from the source for 10m, once the target has moved 10m from the location of the source at the time of casting, they may come back (note this effect has no duration). If you are unable to move as directed by push due to something blocking you (such as a wall or OOC unsafe terrain) you must stop at the blocking terrain for 10seconds. During this time you may defend yourself. This effect cannot be generated by a small weapon.

Repair <number> <location>
Type: Restorative
The target's armour hits on <location> are restored by <number>. This cannot increase the target's armour hits above their standard total. This spell can target a weapon or other item which has been destroyed by Shatter. If a shattered item is affected by any level of Repair it will become usable again.

Rend
Type: Damage Modifier
This effect can be combined with damage or used in isolation. The location struck with this effect begins to bleed and gains immunity heal. The character can use the location as normal (depending on the number of hits) but the location is also bleeding. Your character is in their death count as if the location was at -1 hits. The response to a diagnose call is the number of hits remaining and **bleeding**. A stop bleed that effects the location will end the rend effect. It is not possible at this time to gain immunity or protection to this effect.

Shatter <item>
Type: Damage Modifier
Weapons, shields and items are cracked and broken, making them useless. If a weapon or shield is shattered it becomes unusable until repaired. The special properties of items cannot be used if the item is shattered. This effect cannot be generated by a small weapon.

Type: Debuff
A force makes it much harder to make your legs work; it is as if you are wading through knee-high mud. For the duration of this effect you must move with slow, deliberate steps. You should not be able to catch someone who is not slowed that is trying to get away from you, and anyone who is not slowed should be able to catch up to you.

Stop Bleed <location>
Type: Restorative
This effect has a range of 2 inches from the target. The target's body hits on <location> are restored to 0 if on -1. When generated as a spell this effect has an instant cast time.

Strengthen [duration]
Type: Short Buff
The target's weapon Damage increases by 1 damage level from their base damage for the duration of this spell. Multiple copies of this spell do not stack the bonus, but they do update the duration.

Strikedown
Type: Control
The target trips and falls to the ground. Their torso must hit the ground before they can get back up. If it is unsafe to do so, they may kneel down and not take any offensive action (including spell casting) for 5s instead. This effect cannot be generated by a small weapon.

Suggestion [duration]
Type: Debuff
The target will perform a single instruction given by the source for the duration. The instruction cannot cause the target to directly harm themselves. For example, you will attack a person who you know is likely to kill you as a response, but you will not strike yourself or cast a damage spell at yourself. While Suggestion can be used to make people move places, attack people, and even cast spells, it cannot affect their mind, personality or sense of reality. Suggestion cannot be used to compel someone to be truthful or to make them believe you are someone you are not.

Sunder
Type: Special
If this effect hits a location that location's armour is reduced to zero. If the location's armour was already zero, then the location is taken to -1. This effect cannot be combined with the damage effect. It is not possible at this time to gain immunity or protection to this effect.

Through
Type: Damage Modifier
This effect only works in combination with Damage. The Damage ignores the target's armour and directly affects their body hits, leaving armour undamaged.

Toughen [duration]
Type: Short Buff
The target's Damage Reduction is increased by 1 from their base value for the duration of this effect. Multiple copies of this spell do not stack the bonus, but it does stack with feats.

Ward <number>
Type: Long Buff
Target self only. The Ward effect creates a magical barrier that surrounds the target. The next <number> of non-enchanted effects **not delivered by strike** that affect that target, including Damage, are absorbed and negated by the Ward instead. This includes beneficial effects such as other castings of Ward but not diagnosis. A character who negates an effect in that way must call "Warded" to indicate this. The duration of this spell is 10 minutes or until the caster begins to meditate, whichever happens first.

Weaken [duration]
Type: Debuff
The target's weapon Damage is decreased by 1 damage level to a minimum of Single for the duration that they are under this effect. This effect has no effect on "Zero" damage. Multiple copies of this effect do not stack but do extend the duration.

Roleplay Effects vs. Mechanics

Eblana is a post-apocalyptic, high fantasy Live Action Roleplay. Live is the important term here. Wherever and whenever we can, the event team want to physically represent (phys rep) things. Sometimes that isn't possible: for example, if you are on the ruins overlooking an ancient elf city. As a general rule though, we want to have our players able to see what they are supposed to see in game and will tailor events to what limitations we have.

The same is true of the magic in the setting. Since magic isn't real there are only certain things it can do. We don't have flight or invisibility as spells for this reason. Similarly when players have colds, hangovers, OOC broken limbs or when a piece of paper is torn there is no magic spell that could be reasonably phys repped that will solve the issue. So to answer this in the context of the game we conclude "Magic doesn't work that way." This is so that clerics don't have to make IC excuses. It is just understood.

We like our players to be healthy and happy throughout our games. The health of characters is another matter. To keep things fresh and to remind people that there is more to the game than combat we will sometimes roll out roleplay effects that, were they not caused by a ref, would be outside the bounds of what game mechanics could solve (for example; nausea). RP effects are likely to mess with your character but they will usually have a cure in play.

Equipment and Character Slots

Magic items in this game are represented by attaching laminated cards (or "lammies" for short) to the items they represent. These lammies will state the powers that an item gives the wearer/wielder. A character has a limited number of "slots" on their character which can hold items. They can only have one item equipped in each of their slots at one time. The character slots are: Neck, Torso, Left Hand, Right Hand, and Special Powers. Some characters may be able to acquire items that can be equipped in these slots using the crafting skill. Items and special powers may be acquired through other roleplaying means.

Lammies in the play area MUST be attached to an appropriate physical representation, typically called a "phys rep", at all times. Lammies NOT attached to a phys rep should be handed into a referee if found. If a phys rep is not available it may possible to use a non-combat stand-in for it, at the discretion of the event team.

Weapons and armour should conform to LRP safety specifications and will be checked by members of the event team, or people assigned by them, to check that weapons are safe for use in play.

Magical foci is a catch all term for non-weapon, hand-held items that improve the power of a caster. All magical foci should be larp safe and not used for parrying under any circumstances. From a game play perspective they are designed to give casters who don't want to use weapons a set of items they can use to improve their abilities. The ones that have been seen in play include the abilities to cast new spells from your class list and giving extra mana. In keeping with the theme they were designed around, they must be wielded in order to have an effect in game and must be attuned. The phys reps for magical foci are intentionally left vague to give people a chance to express themselves creatively. Bard foci are musical focuses (this could be an instrument, sheet music, a conductor's wand etc), Cleric foci are holy symbols (huge range of options here) and wizard foci are either wands or books. Mana foci, as they are called, always start their attunement with 0 mana.

Mana crystal lammies are typically attached to large crystal phys reps (if you do not have such a phys rep and require one contact the event team). All potions should be attached to bottle phys reps.

Attunement

Lammied items require time to attune to the wielder. A character must spend a minimum of 1 minute with an item in the appropriate slot (unless otherwise indicated on the item lammie) after which time they can choose to attune it and can use any special properties of that item. Consumable items do not require attunement but do have a preparation time. This is to prevent abuses of item cooldowns by rapidly swapping between multiple items. If for any reason you have multiple items in one slot none of them will attune until you have only one (**this applies to magical items only**). However, there is nothing preventing a character from carrying multiple items if they wish. Attuning does not require concentration, though generating effects with attuned items does.

Having an item fumbled or shattered will not break attunement unless the player in question puts another item in that slot (which would break the attunement of both items). Attempting to break someone's attunement by forcing an item into their slots or throwing things is considered a breach of the safety rules. 2 handed weapons only require 1 hand in order to maintain attunement. Placing an off-hand item away in order to wield a 2 hander safely does not break attunement.

It is possible to put an item away without breaking attunement, but the item must be in openly and obviously touched as part of it being used. For example, if one wants to cast a freeze spell they must be holding their freeze wand. For OOC safety, if players have magical foci on a belt or around their neck they can perform sweeping gestures that involve touching the item as part of their cast. Their casting hand must remain hold nothing but the focus or be empty for the duration of the casting time though.

Armour

Most classes use armour. Players are required to wear an armour phys rep on their torso that corresponds to the class of armour their character uses for any benefit to be gained. This phys rep should cover most of their torso. While arm, leg and head armour is not required we would encourage people to use such armour, and would ask that people not breach safety rule 7.

Armour comes in 4 classifications, three of which are based on the amount of armour value the character's stats grant them, and one other. Bonuses conveyed by armour do not alter the classification of the armour. They are:

Armour Type	Armour Value Range
Cloth	0 Base
Leather	1-2 Base
Heavy	2+ Base
Magical	n/a

For example, if a bard had an armour stat of 1, they would need to wear a leather armour phys rep to gain the benefit of their armour stat. If this leather armour was improved by crafting or magic to grant a further +2 armour, the bard would have a total armour value of 3 while wearing it. They would not need to switch to a heavy armour phys rep because their base armour value from stats was 1 and would in fact gain no benefit from either the armour stat or lammies of such armour. If the bard was wearing a shirt and not their leather jerkin (lammied or otherwise) they would have an armour value of 0.

If a character has an armour value of 2 in their stats they may choose between a leather or heavy armour phys rep and lammie (though the lammie must correspond to the phys rep the character is wearing). A character may choose to use armour of a lower class than their maximum possible but the base armour value will be capped as stated above.

- Cloth armour is defined as clothes. Padded jackets, frock coats, wizard robes are all examples of cloth armour.
- Leather armour must be made of leather or of reinforced pleather. Leather armour must be obviously leather to a casual observer.
- Heavy armour is rigid leather, heavily reinforced leather (covered in a significant amount of metal), chain, plate or cuirboilli. Low quality phys reps like string mail are not considered heavy; higher quality phys reps like aluminium/neoprene chain mail are considered heavy for the purposes of this game.
- Magical armour is an invisible elemental force that protects the character. (For further details on magical armour, see "Effects".)

Repair

Repair of armour and items (such as weapons or shields) may be caused by an Effect. This effect can be created by spell or by mundane means. Mundane repair requires roleplayed action of handling and fixing the armour such as adjusting the straps on a vambrace or straightening a helmet. By default, repairing takes one minute, requires concentration, standing stationary and restores one point of armour to one location or mends one shattered item (as per the Repair 1 effect). A character may repair armour of a type they can wear and all weapons/shields/items. Magically summoned armour does not convey any ability to repair armour.

Weapons

Weapons and shields are categorised by their length as listed below. A character may use a weapon or shield in either hand except where stated.

A character of any class may use any type of weapon interchangeably, though certain classes or abilities may benefit from a specific weapon being used.

Weapon Type	Weapon Size
Small Weapon[1, 2]	7" =< X =< 18"
Medium Weapon	18" < X =< 42"
Large Weapon[3]	42" < X =< 84"
Ranged Weapon[3]	n/a
Shield	10"-60" tall, 10"-30" wide

[1] For the purposes of lammies thrown weapons and claws count as small weapons.
[2] Small weapons cannot generate the damage calls Triple or Quad unless a lammie or feat explicitly says so.
[3] Requires 2 hands to be wielded. For the purposes of lammies, holding the weapon in one hand and having no item in the other hand is sufficient for attunement.

Arrows, bolts and thrown weapons should never be lammied. To represent magically enhanced ranged weapons (bows and crossbows) their quiver should be lammied instead. To make magical throwing weapons one should attach an appropriate lammie to a bracer or glove phys rep worn on the relevant wrist or hand.

Shields, whether they are centre grip or arm-strap, must be held by their handle to be wielded. A wielded shield can be used to parry.

Consumable Items

There are a number of types of items in the game that are consumed to generate effects such as drinking a magic potion or tearing a scroll to cast a spell. Most consumables give a one-shot generation of an effect, though others may have slightly stranger effects. In all cases these will be detailed on the lammie. The lammies for consumable items are constructed slightly differently from the lammies for ongoing items. A strip of paper protrudes from the lammie pouch and is exposed. To use a consumable potion, this strip should be ripped off, and the lammie pouch torn open to expose the insides. This indicates that the item has been consumed and is no longer usable.

To use potions or poisons a character should take 10 seconds of concentration to prepare the bottle (and review the lammie to see what effect they are about to generate) and then can perform a roleplayed action to apply it to the area they wish to effect. In the case of potions this is usually to "pour" the potion on someone or "drink" it. In the case of poisons this is either to pour them on the target or to poison a weapon. NOTE: Don't OOC drink the contents of any potion given to you IC!!

To consume a mana crystal, the caster should spend 10 seconds meditating on the crystal and review the lammie to see what effect it has upon them (typically restoring mana).

To consume a scroll, the caster should concentrate on it for 10 seconds or as long as it takes to read out the content of the scroll (whichever is longer), then tear the scroll to generate the effect. The "5s Casting Feat" has no effect on the use of scrolls.

Money

In this game a specific set of glass beads are used as the in-game currency for certain types of item. These are referred to a crystal. Characters receive an amount of crystal each month as a stipend from the Masters of the Academy and potentially from other additional sources. This represents the

money that they have left over after all their living expenses and dependents are taken care of (most of which is covered as part of their membership to the Academy). This money will be given to players at the start of the game. This will either be in the form of giving it directly to players by a member of the event team or placed in player packs before the game. The amount of "starting crystals" that characters receive may vary from game to game based on in-world factors. There may also be additional sources of crystals or other resources available in play during the game.

The crystals used as currency in Academy are highly distinctive in-setting and cannot easily be faked. We would ask that players not bring glass or crystal beads into the game in such a way as they might be mistaken for crystal currency.

IC Theft and Searching Rules

Sometimes one character may want to take items from another character. OOC personal space must be respected and to facilitate this we have an IC searching mechanic. While searching another character you should mime actions of searching them without touching your victim.

To search another character, that character should be unresisting (and can state they are resisting to break the searching effect). A character can resist if they would reasonably be able to resist someone searching them. You should spend 1 minute of concentration and roleplayed action, at the end of which time you will be informed of any lammied items on the character as well as any IC documents, currency or other IC items on the character. You will also be informed if the character was recently searched. The victim is required to hand over any items that are requested of them. Do not take items by OOC force.

If you have taken a lammied item from another player and do not intend to return it in a prompt fashion, please take the item to Games Control to have the item change ownership. You must not remove stolen lammies from items without going to Games Control first. You will be asked to supply an unlammied phys rep of the appropriate type to transfer the lammie onto. If you cannot provide a phys rep, Games Control will liaise with you about resolving the theft. Please do not use someone else's phys rep without their permission.

Searching a character requires that you search that character thoroughly. As such it is not possible to stand behind someone and "stealth" search them.

Under certain circumstances a referee may stand in for Games Control.

NOTE: Some items may be unique and specifically remain on the original phys rep. If you are stealing such an item you still need to bring it to Games Control but may not move the lammie to another phys rep.

Disarming Characters

If you have a prisoner and you wish to disarm them you may "take" any obviously visible weapons off them instantly rather than requiring a full search. This can either be done by placing the phys reps nearby or informing the prisoner that the weapons have been taken and tossed away (allowing the prisoner to retain their phys reps).

Identifying Lammied Items

At this time, if a character has a lammied item, they can identify what it does only after it is attuned to them.

Character Creation

Before anything else you should pick a species and come up with a background for your character. Your species will be recorded on your character card and will give you certain options for your character's progression; it also has a big impact on certain roleplay options. Character backgrounds should be submitted to the Academy of Eblana event team as far in advance of an event as possible and are subject to review and change by the event team. This is to give a unified sense of plot and of the setting.

NOTE: Certain species have a phys rep requirement to play. These will be detailed in the setting information.

Player characters in Academy have a character level and class level. Their character level is a straight line that they go through as they gain more experience. The character's class level is composed of one or more class levels, which are also bought as a character levels up. When a character gains a level, they gain the abilities shown in the table for that level. When a level up gives you a set of spells that you gain, these should be picked from the Spells per Class Table. You must buy a spell of the type described. Classes build on themselves; in order to buy a level in a class you must have purchased the preceding level. The player characters are heroes and members of the Academy of Eblana. They are a cut above the norm. **To represent this, characters start play at level 2 by default.**

Prior to selecting a character's character and class abilities all characters are treated as having 1 Body, 0 Armour and 0 Mana.

For example: a new character would gain all the benefits of the character level 1 and 2 tables. They could also pick one class to be level 2 in, or two classes to be level 1 in each. On levelling up, they would gain the benefits of character level 3 and also have the option to pick another class level.

Classes

Fighter
Your role is to fight in the front lines, and protect the weaker members of a group. You have trained to resist blows and magics alike.

Rogue
Your role is to fight on the flanks, using your sneak attack on vulnerable foes.

Wizard
Your role is to control the fight, by incapacitating enemies with magic so they can more easily be dispatched. Mages are best served by standing at the back and manipulating their enemy's movements. They are generally lightly armoured and focus on their studies rather than their durability, and are ill equipped to get into the front line of a fight.

Bard
In combat, your role is to assist in the fight by granting bonuses to your allies. Outside of combat, you can entertain and educate your colleagues.

Cleric
In combat, your primary role is that of a healer, though you're fairly tough, and able to handle yourself in a fight if you have to. Outside of combat, you minister to the spiritual well-being of your flock... whatever that means to your god.

Level	Character	Fighter	Rogue	Wizard	Bard	Cleric
1	+1 Body OR +3 Mana	+1 Armour	1 Rogue Class Feat	1 Lore	+1 Armour	Diagnose Feat
	1 Feat			2 1st Level Wizard spells	2 1st Level Bard spells	Healing 1 and 1 1st Level Cleric spells
2	1 Lore	+1 Armour	1 Rogue Class Feat	+1 Body +3 Mana	+1 Body +3 Mana	+3 Mana
		1 Fighter Class Feat	+1 Armour	1 2nd Level Wizard Spell	1 2nd Level Bard Spell	1 2nd Level Cleric Spell
		1 Feat	Immunity <Daze> OR Immunity <Strikedown>	Counterspell Feat	Bardic Lore	+2 Armour
3	+1 Body OR +3 Mana	+1 Armour	1 Rogue Class Feat	1 Lore	+1 Armour	1 Feat
	1 Feat	1 Fighter Class Feat	+1/Minute Through	1 1st and 1 3rd Level Wizard Spell	1 1st and 1 3rd Level Bard Spell	1 1st and 1 3rd Level Cleric Spell
	1 Crafting Feat			+3 Mana	1 Lore	
4	1 Feat	+1 Armour	+1 Armour	+3 Mana	+3 Mana	+1 Armour OR +3 Mana
	1 Lore	+1 Damage Reduction	Immunity <Freeze> OR Immunity <Push>	1 2nd and 1 4th Level Wizard Spell	1 2nd and 1 4th Level Bard Spell	1 2nd and 1 4th Level Cleric Spell
5	+1 Body OR +3 Mana	+1 Armour	1 Rogue Class Feat	1 Lore	1 Bard Class Feat	+1 Armour
	1 Feat	1 Fighter Class Feat		1 1st, 1 3rd and 1 5th Level Wizard Spell	1 1st, 1 3rd and 1 5th Level Bard Spell	1 1st, 1 3rd and 1 5th Level Cleric Spell
	1 Crafting Feat					

Character and Class Level Table

Level	Bard				
1	Protection 1m <non-enchanted Effect>*	Stop Bleed	Repair 2		
2	Strengthen 30s	Toughen 30s	Weaken 30s	Mute 30s	
3	Suggestion	Mass Protection 1m <non-enchanted Effect>*	Global Repair 2	Protection 5m <non-enchanted Effect>*	Drain 5
4	Strengthen 1m	Toughen 1m	Weaken 1m	Mass Strengthen 30s	Mass Toughen 30s
5	30s Suggestion	Mass Protection 5m <non-enchanted Effect>*	Protection 1m <Enchanted Effect>*		

Level	Cleric					
1	Healing 1	Repair 2	Fumble	Global Stop Bleed	Protection 1m <Weaken/Mindslash>	Push
2	Healing 2	Global Repair 1	Ghostform 30s	Global Healing 1	Elemental Armour	
3	Healing 3	Global Repair 2	Mass Healing 1	Mass Push	Mass Fumble	
4	Healing 4	Global Repair 3	Global Healing 2	Mass Global Repair 1	Ghostform 1m	Mass Global Healing 1
5	Mass Global Healing 2	Global Repair 4	Mass Ghostform 30s	Mass Global Repair 2		

Level	Wizard					
1	Daze	Slow	Strikedown	Single Damage	Mind Slash	
2	Freeze	Double Damage	Daze 30s	Ward <2>		
3	Single Through Damage	Triple Damage	Mass Single Damage	Mass Slow	Mass Strikedown	Mass Daze	Ward <3>
4	Double Through Damage	Quad Damage	Freeze 30s	Lure	Shatter	Ward <4>
5	Triple Through Damage	Mass Freeze	Mass Double Damage	Mass Daze 30s	Mass Slow 30s	

* When this spell is picked choose 2 effects. You may cast Protection <either of these effects> for the listed cost of this spell. May be taken multiple times, choose a different effect each time.

NOTE: Where duration is not stated it defaults to 10s.

Spells per Class Table

Downtime

Between events, characters do not remain entirely inactive. They return to the Academy and work on training and personal projects. This downtime will not have as much of an impact on play as uptime actions, and characters will never be able to get into situations that will threaten their lives in downtime. There are 3 types of action that can be performed in downtime. If a character is doing all 3 they are done in the following order:

1. Crafting
2. Research
3. Levelling Up

Acting in downtime should be quick and easy and is opt-in rather than opt-out (though it is assumed that all characters will level up). Downtime forms will be made available after an event and will clearly state their deadlines. Ideally as well as completing your downtime form players should also strive to submit completed feedback forms so that improvements can be made to the game.

Crafting

Crafting feats are a subset of the feats that allow a character to acquire lammied items. For narrative purposes this skill can represent making the items yourself, being a trader at the academy or having prestige which allows you to acquire these items from NPCs in the academy. The means you are using to make these items should be agreed with plot beforehand, in order to maintain consistency within the game world. Lammied items have a duration that they will remain effective for; after that time the wear and tear of use (or indeed neglect) leads to the lammies expiring. This expiration date will be written on the lammies.

To craft, a character must meet any IC requirements to craft and then spend the required amount of money or assets for a given recipe. The consumption of crystal and other assets is processed as part of the downtime form. A character may make their allowance of items from each of the crafting feats they have. For example, if a fighter has craft armour apprentice, craft armour journeyman and craft weapon apprentice and sufficient funds, they could make 2 suits of armour (one of apprentice level and one of journeyman level) and an apprentice level weapon. They would receive these lammies at the beginning of the next game and would then need to work out what phys reps they were attaching them to.

Each character with a crafting skill will be given a sheet listing the recipes that they are able to craft, along with the costs and requirements to do so. Not all crafting recipes for a given level of the feat are available when you first buy the feat. Research is required to unlock other potential recipes. Certain NPCs in game may have knowledge of the potential limits and abilities of crafting recipes.

NOTE: Crafting is done before levelling. You cannot craft an item using a newly acquired crafting feat in the same downtime that you gained it.

Research

The research system is designed to enrich the game by giving players the opportunity to shape the things that they want to find in the world and to create additions to the game. In game, research is a set of actions that player characters perform when they are not actively training or performing other tasks for the Masters of the Academy. The Masters generally have oversight of what research actions player characters are performing. Doing research without someone finding out about it in the greater world is difficult. That being said, research results are generally given privately to player

characters and if there are consequences for researching something suspicious this will come in the form of encounters.

Research actions come in 3 major forms: researching lore, researching abilities and researching recipes. All research is conducted by players submitting a single 1 line summary of what they are trying to achieve. They may then elaborate on it fully in further text. This is to make sure that it is clearly understood by the event team what the research goal is and to clearly track research attempts.

Researching a crafting recipe represents not only learning that it is possible to make something but also how to make it reliably. As such, each player must research each of their recipes individually. Knowing that it is possible to make something (because a peer has told you) may make it easier to learn the recipe yourself but time is still required to master crafting the given item.

Researching feats is possible but limitations like game balance, over complicating the game or similar concerns from the event team may limit results or prevent success. The first character to discover a feat, may gain a special power card with that feat on it. This is not guaranteed and is designed to reward people who can't learn their feat because of the nature of the level based system. Researching multiple feats will become more challenging for individual characters over time.

All research has an associated score, set by the event team. Each research action taken by a player on a given subject will contribute towards that score. Partial information and a broad idea of how far along a player is in their research may be given out for large projects that require a protracted amount of research. Certain lore skills may improve the speed at which a character can research. Certain items may exist in the game world which either give one-shot or reusable bonuses to research actions.

Collaborative research is not mechanically supported by the rules. If 2 players wish to research the same subject and gain deeper information in a smaller time frame they should each ask a more specific and discrete question in their individual research requests.

Experience and Levelling Up

Characters are in the Academy of Heroes. The longer they spend taking part in missions, the more experienced they become. This experience is represented by a levelling system. Between events, if a character has enough experience, they will level up. Characters get one experience point for each event they attend.

Character Level	Total Experience
1	0
2	Starting Point
3	1
4	3, plus background accepted by plot
5	6
6	10, plus a yet to be disclosed requirement

Example: A new character will start play at character level 2. After their first event they will level up to level 3, and will begin their second event with these improvements.

The Academy of Eblana is a story about heroes making a difference in the world. A hero's story is not just about where they go and what they do but about where they came from. The Academy event team request that all players to submit character backgrounds to us. To encourage this there is a further requirement to become level 4; "background accepted by plot" is a prerequisite to levelling

up to character level 4. For groups who have given us backgrounds, we would like individual backgrounds too please.

For those of you who have not written a background before; it doesn't have to be incredibly long or deep. Just a few lines about where you come from, who your off screen family and friends are, which god(s) if any do you worship, maybe loop in some other player characters in as well. The more information you give us the better we can tailor plot to hit your character's buttons and do stuff that your character cares about. Submitted backgrounds allow us to target plots towards specific individuals or groups.

Feats

Feats are additional abilities that your character can acquire. They are only available from certain levels onwards and are sorted here based on when they first become available to characters as Open Feats. Where Fixed Feats are not available as Open Feats they have been sorted into their own category. Unless otherwise stated in the Feat, a Feat may only be taken once.

Fixed and Open Feats

Over the course of a character's progression, a character's new abilities are represented by feats. These come in two forms, "Open Feats" and "Fixed Feats." Open feats can be taken whenever a character gets "1 Feat" in their character progression. These feats must meet the prerequisites as written in the Open Feats section of the rules. Fixed Feats are feats that a character **must** take, and these ignore the Open Feat prerequisites. In cases where options exist a character picks one feat. Fixed Feats count as Open Feats for the purposes of calculating limits on purchasing the same feat multiple times.

For example, a level 1 character gains +1 Body OR +3 Mana as a Fixed Feat choice and 1 Feat (granting them an Open Feat). If a character chose +1 Body as their fixed feat they could not choose to spend their Open Feat on +1 Body because it has a restriction of "You may only take this feat once per level."

Crafting Feats

These feats may be purchased as either Open or Crafting Feats. Their level requirement must always be met when they are purchased. Possessing a crafting feat gives the crafter a recipe sheet of things that they can make or acquire along with costs and any other requisites. This recipe sheet can be added to. Researching how to make more advanced items will add to a personalised crafting sheet. For further information, see the research section of the downtime rules.

List of Feats

Feat Name	Level	Type	Restriction	PreReq
+1 Armour	1	Open	See Feat	-
+1 Body	1	Open	See Feat	-
+1 Damage Reduction	1	Open	See Feat	-
+3 Mana	1	Open	-	-
+1/m Strikedown	1	Open	-	-
+1/m Through	1	Open	-	-
Alchemy Apprentice	1	Crafting	-	-
Armoursmith Apprentice	1	Crafting	-	-
Bandaging	1	Open	-	-
Complete Set	1	Open	See Feat	-
Counterspell	1	Open	-	-
Craft Magical Focus, Apprentice	1	Crafting	-	-
Deep Pockets	1	Species	Goblin	-
Diagnosis	1	Open	-	-
Die Hard	1	Open	-	-
Immunity (non-enchanted)	1	Open / Fighter	See Feat	-
Lore	1	Open		
Mage Blooded	1	Species	Elf	-

Feat Name	Level	Type	Restriction	PreReq
Mage Born Vagabond	1	Species	Half-Elf	-
Master Craftsman	1	Species	Dwarf	-
Meditative Healing	1	Open	-	-
Meditative Performance	1	Species	Fae	-
Orcish Endurance	1	Species	Orc	-
Pawnbroker	1	Open	-	-
Rage	1	Species	Half-Orc	-
Sneak Attack <Through>	1	Class	Rogue	-
Sneak Attack <Strikedown>	1	Class	Rogue	-
Spellwright Apprentice	1	Crafting	-	-
Thick Skinned	1	Open	-	Level 1 only
Unnatural Form	1	Open	-	Level 1 only
Voidsmith	1	Crafting	-	-
Weaponsmith, Apprentice	1	Crafting	-	-
Bardic Lore	2	Class	Bard	-
Strike for Double	2	Class	Rogue	-
Human Adaptation	2	Species	Human	-
+1/ 5 minute Shatter	3	Class	Fighter	-
+1/minute Push	3	Class	Fighter	-
30s Repair	3	Open	-	-
30s Meditation	3	Open	-	-
5s Casting	3	Open	-	-
Alchemy Journeyman	3	Crafting	-	Alchemy, Apprentice
Armoursmith Journeyman	3	Crafting	-	Armoursmith, Apprentice
Body to Mana	3	Open	-	-
Craft Magical Focus, Journeyman	3	Crafting	-	Magical Focus, Apprentice
Dexterous Poisoner	3	Open	-	
Flesh & Steel	3	Class	Cleric	
Further Study	3	Open	-	-
Parsimonious Alchemist	3	Crafting	-	-
Sneak Attack <Daze>	3	Class	Rogue	-
Sneak Attack <Mute 30s>	3	Class	Rogue	-
Spellwright Journeyman	3	Crafting	-	Spellwright, Apprentice
Strike for Double	3	Open	-	-
Weaponsmith, Journeyman	3	Crafting	-	Weaponsmith, Apprentice
Caltrops	4	Class	Rogue	-
+1/hour Final Revenge	5	Class	Fighter	-
+1/minute Weaken 1m	5	Class	Rogue	-
Adrenaline Surge	5	Class	Rogue	-
Alchemy Master	5	Crafting	-	Alchemy, Journeyman
Armoursmith Master	5	Crafting	-	Armoursmith, Journeyman
Craft Magical Focus, Master	5	Crafting	-	Magical Focus, Journeyman
Immunity Enchanted <Effect>	5	Open	-	Immunity non-Enchanted
Inclusive Prayer	5	Class	Cleric	-

Feat Name	Level	Type	Restriction	PreReq
Inclusive Song	5	Class	Bard	-
Protective Chain	5	Class	Bard	-
Spellwright Master	5	Crafting	-	Spellwright, Journeyman
Strikedown	5	Open	-	+1/m Strikedown
Through	5	Open	-	+1/m Through
Weaponsmith, Master	5	Crafting	-	Weaponsmith, Journeyman

Open Level 1 Feats

+1/minute Strikedown
Type: Open Feat
Level: 1
Once per minute, you may generate the Strikedown effect by weapon blow. This is in addition to the damage. For example, Single Strikedown will cause 1 point of damage and cause the target to suffer the Strikedown effect. This Feat may be taken multiple times, and each additional time will increase the number of times per minute you strike for Strikedown.

+1/minute Through
Type: Open Feat
Level: 1
Once per minute, you may generate the Through effect by weapon blow. This is in addition to the damage. For example, Single Through will cause 1 point of damage which bypasses their armour. This feat may be taken multiple times, and each additional time will increase the number of times per minute you strike for Through.

+1 Armour
Type: Open Feat
Level: 1
You gain an additional armour hit per location. You may only take this feat once per level. This Feat may be taken multiple times, and each additional time will increase your armour hits.

+1 Body
Type: Open Feat
Level: 1
You gain an additional Body hit per location. You may only take this feat once per level. This feat can only be bought as an Open Feat once.

+1 Damage Reduction
Type: Open Feat
Level: 1
Incoming damage is reduced by one point. Damage cannot be reduced below Single. If a character makes use of Damage Reduction, they should call "DR <number>," to indicate this. This Feat may be taken twice, and each additional time will reduce incoming Damage by another point. A character may not take this feat a second time before 4th level.

+ 3 Mana
Type: Open Feat
Level: 1
You gain three additional points of mana to your maximum pool. This Feat may be taken multiple times, and each additional time will increase your mana points.

Bandaging
Type: Open Feat
Level: 1
With 30 seconds of roleplayed action, you may put a bandage on a dying character. After 30 seconds of concentration and roleplayed action on a character you may generate a *stop bleed* effect without the spell or use of mana.

Complete Set
Type: Open Feat
Level: 1
Your character is committed to being fully armoured and gains benefit from this inconvenience. If every location is more than 50% covered by leather or heavy armour the character gains a further +2 to their armour value. This feat does not affect your base amour value for the purposes of what types of armour you must wear. Note that, as per the armour rules, your torso armour type is still considered for the base type of armour you are wearing.

Counterspell
Type: Open Feat
Level: 1
If you can cast an effect as a spell, you can counter it if you are within range of the target. This includes mass and global spells. Generating the Counter Effect takes the same amount of mana as casting the spell does, requires concentration and a free casting hand. You can counter an effect regardless of the source. You may only counter the exact effect. For example if you can cast Daze 10s you cannot necessarily counter Daze 30s.

Diagnosis
Type: Open Feat
Level: 1
You may examine a character closely (hold a hand about 2" away from them) and generate the Diagnose Effect.

Die Hard
Type: Open Feat
Level: 1
Your deathcount is extended by 100 seconds (to 400 seconds total). You also gain "Immunity Execute".

Immunity <Effect> (non-enchanted)
Type: Open/Fighter Feat
Level: 1
Choose one non-enchanted effect. You become immune to that effect, and should call "No Effect <effect name>!" if that effect is inflicted on you. You may not voluntarily drop this immunity. You may not become immune to Damage or Drop. You may take this feat a maximum of once per level. This Feat may be taken multiple times, and each additional time you must choose a different effect. This feat is repeated for ease of reference.

Lore
Type: Open Feat
Level: 1
You gain a lore as per the Lore section. This feat may never be removed by any means. This feat may be acquired multiple times, each time granting a different lore.

Meditative Healing
Type: Open Feat
Level: 1
You are able to channel healing power while you meditate. After 1 minute of meditation you regain 1 point of mana as normal but may also cast one of your level 1 spells from the restorative category as an instant spell, for no mana cost.

Pawnbroker
Type: Open Feat
Level: 1
You have established a network of contacts that allow you to sell magical items for personal gain through the channels the Academy has established. This allows you to sell currently active items but also recently expired ones. As a bonus downtime action, you may submit items that you wish to sell using pawnbroker and will receive bonus crystal at the start of the following event. The exact amount of crystal that this skill generates can fluctuate based on a number of factors. You will receive notification of items that you succeed or fail to sell and may have uptime encounters due to pawnbroker actions. For reasons of OOC logistics it is only possible to submit items that expired at the current event or are still in date, older items will be rejected. This feat was developed for the Academy by Mistral of the Sycamore Contingent.

Thick Skinned
Type: Open Feat
Level: 1
This feat may only be purchased at character level 1 and cannot be removed from a character once purchased. The character has toughened skin but cannot (or will not) wear armour. The character always has an armour value of 0. The character gains +1 body for every 2 base armour their character would possess.

Unnatural Form
Type: Open Feat
Level: 1
This feat may only be purchased at character level 1 and cannot be removed from a character once purchased. You were exposed at an early age to unnatural magic. You do not have locational hits; instead, you have 1 pool of global body and armour hits. The number of hits you receive is 2 times the number you would otherwise receive per location. This applies to any global effect that is applied to your character. For example, if you were hit with global heal 1, your character would receive 2 body hits to their global pool. If your hits are diagnosed just return the 1 number that applies to you.

Apprentice Crafting Feats

The apprentice crafting recipes are available to characters of all levels as either Open or Crafting Feats.

Alchemy Apprentice
Type: Crafting Feat
Level: 1
Your character gains the ability to make or otherwise acquire apprentice level potions and poisons between events at the cost of resources. You can make up to 3 items from the apprentice alchemy crafting recipe list that you know between games. Please consult the crafting section in downtime actions for more details.

Armoursmith Apprentice
Type: Crafting Feat
Level: 1
Your character gains the ability to make or otherwise acquire apprentice level armour between events at the cost of resources. You can make 1 item from the apprentice armour crafting recipe list that you know between games. Please consult the crafting section in downtime actions for more details.

Craft Magical Focus, Apprentice
Type: Crafting Feat
Level: 1
Your character gains the ability to make or otherwise acquire apprentice level magical foci between events at the cost of resources. You can make 1 item from the apprentice magical foci crafting recipe list that you know between games. Please consult the crafting section in downtime actions for more details.

Spellwright Apprentice
Type: Crafting Feat
Level: 1
Your character gains the ability to make or otherwise acquire apprentice level mana crystals and scrolls between events at the cost of resources. You can make up to 3 items from the apprentice spellwright crafting recipe list that you know between games. Please consult the crafting section in downtime actions for more details.

Voidsmith
Type: Crafting Feat
Level: 1
For any crafting recipe you may replace any crystal requirement with a void crystal instead at a 1 for 1 ratio. This feat was discovered by La'ar'ant'sha and is now being taught at the Academy.

Weaponsmith, Apprentice
Type: Crafting Feat
Level: 1
Your character gains the ability to make or otherwise acquire apprentice level weapons and shields between events at the cost of resources. You can make 1 item from the apprentice weapon crafting recipe list that you know between games. Please consult the crafting section in downtime actions for more details.

Open Level 3 Feats

30s Repair
Type: Open Feat
Level: 3
You are skilled at maintaining armour, weapons and other items. You can perform mundane repair with 30s of roleplayed action and concentration instead of 1 minute.

30s Meditation
Type: Open Feat
Level: 3
You are capable of regaining your mana efficiently. After 30s of meditation you regain 1 point of mana.

5s Casting
Type: Open Feat
Level: 3
You are capable of focussing your mana quickly. You may cast a spell after 5s roleplayed action and concentration instead of 10s. You must include the word "quicken" in your spell vocals.

Body to Mana
Type: Open Feat
Level: 3
After 10 seconds of meditation, your character may lose 1 body hit from each location and restore 2 mana. If the situation occurs, it is possible to enter a bleeding or unconscious state using this feat.

Dexterous Poisoner
Type: Open
Level: 3
Any poison you apply to a striking weapon has double the duration or double the number of uses as appropriate to the poison used. If a poison delivers an effect on the next hit, then it delivers it for 2 blows. If a poison would last for 1 minute it lasts for 2. This ability will not stack with any other abilities that improve the duration of poisons.

Further Study
Type: Open Feat
Level: 3
You learn 1 spell of up-to your character level and 1 spell of up-to your character level -2. The spells must be from a spell list that you have access to and both spells must be from the same spell list. For example, a level 3 character with level 1 cleric, level 1 bard, level 1 wizard would be able to use this feat to buy a level 3 wizard spell and level 1 wizard spell OR a level 3 bard spell and a level 1 bard spell BUT NOT a level 3 cleric spell and a level 1 wizard spell. This feat may be bought multiple times.

Strike for Double
Type: Open Feat.
Level: 3
A character may strike for the "Double" damage call with a weapon they wield.

Journeyman Crafting Feats
The journeyman crafting recipes are available to all characters as either Open or Crafting Feats.

Alchemy Journeyman
Type: Crafting Feat
Level: 3
Prerequisite: Alchemy, Apprentice Feat
Your character gains the ability to make or otherwise acquire journeyman level potions and poisons between events at the cost of resources. You can make up to 3 items from the apprentice or journeyman alchemy crafting recipe list that you know between games. Please consult the crafting section in downtime actions for more details.

Armoursmith Journeyman
Type: Crafting Feat
Level: 3
Prerequisite: Armoursmith, Apprentice Feat
Your character gains the ability to make or otherwise acquire journeyman level armour between events at the cost of resources. You can make 1 item from the apprentice or journeyman armour crafting recipe list that you know between games. Please consult the crafting section in downtime actions for more details.

Craft Magical Focus, Journeyman
Type: Crafting Feat
Level: 3
Prerequisite: Magical Focus, Apprentice Feat
Your character gains the ability to make or otherwise acquire journeyman level magical foci between events at the cost of resources. You can make 1 item from the apprentice or journeyman magical foci crafting recipe list that you know between games. Please consult the crafting section in downtime actions for more details.

Parsimonious Alchemist
Type: Crafting Feat
Level: 3
If crafting 3 of the same alchemical preparation, you may optionally attempt to create a fourth of the same type of potion/poison. This item may have additional side effects at the discretion of plot. This feat was discovered and taught to other students in the Academy by Brandon Thornhill.

Spellwright Journeyman
Type: Crafting Feat
Level: 3
Prerequisite: Spellwright, Apprentice Feat
Your character gains the ability to make or otherwise acquire journeyman level mana crystals and scrolls between events at the cost of resources. You can make up to 3 items from the apprentice or journeyman spellwright crafting recipe list that you know between games. Please consult the crafting section in downtime actions for more details.

Weaponsmith, Journeyman
Type: Crafting Feat
Level: 3
Prerequisite: Weaponsmith, Apprentice Feat
Your character gains the ability to make or otherwise acquire journeyman level weapons and shields between events at the cost of resources. You can make 1 item from the apprentice or journeyman weapon crafting recipe list that you know between games. Please consult the crafting section in downtime actions for more details.

Open Level 5 Feats

Immunity Enchanted <Effect>
Type: Open Feat
Level: 5
Prerequisite: Immunity to your chosen effect
Choose one enchanted effect. You become immune to all versions of that effect and should call "No Effect <effect name>!" if that effect is inflicted on you. You may not voluntarily drop this immunity. You may not become immune to Damage or Drop. This Feat may be taken multiple times, and each additional time you must choose a different effect.

Strikedown
Type: Open Feat
Level: 5
Prerequisite: +1/m Strikedown
The character may strike for Strikedown 1/10s.

Through
Type: Open Feat
Level: 5
Prerequisite: +1/m Through
The character may strike for Through 1/10s.

Master Crafting Feats

The masterwork crafting recipes are available to all characters as either Open or Crafting Feats.

Alchemy Master
Type: Crafting Feat
Level: 5
Prerequisite: Alchemy, Journeyman Feat
Your character gains the ability to make or otherwise acquire masterwork level potions and poisons between events at the cost of resources. You can make up to 3 items from the apprentice, journeyman or masterwork alchemy crafting recipe list that you know between games. Please consult the crafting section in downtime actions for more details.

Armoursmith Master
Type: Crafting Feat
Level: 5
Prerequisite: Armoursmith, Journeyman Feat
Your character gains the ability to make or otherwise acquire masterwork level armour between events at the cost of resources. You can make 1 item from the apprentice, journeyman or masterwork armour crafting recipe list that you know between games. Please consult the crafting section in downtime actions for more details.

Craft Magical Focus, Master
Type: Crafting Feat
Level: 5
Prerequisite: Magical Focus, Journeyman Feat
Your character gains the ability to make or otherwise acquire masterwork level magical foci between events at the cost of resources. You can make 1 item from the apprentice, journeyman or masterwork magical foci crafting recipe list that you know between games. Please consult the crafting section in downtime actions for more details.

Spellwright Master
Type: Crafting Feat
Level: 5
Prerequisite: Spellwright, Journeyman Feat
Your character gains the ability to make or otherwise acquire masterwork level mana crystals and scrolls between events at the cost of resources. You can make up to 3 items from the apprentice, journeyman or masterwork spellwright crafting recipe list that you know between games. Please consult the crafting section in downtime actions for more details.

Weaponsmith, Master
Type: Crafting Feat
Level: 5
Prerequisite: Weaponsmith, Journeyman Feat
Your character gains the ability to make or otherwise acquire masterwork level weapons and shields between events at the cost of resources. You can make 1 item from the apprentice, journeyman or masterwork weapon crafting recipe list that you know between games. Please consult the crafting section in downtime actions for more details.

Class Specific Feats
The class feats are a subset of Open and Fixed Feats that can be purchased by certain classes only. The class level requirement must be met in order to acquire these feats. They may be bought with either Fixed or Open Feat or when fixed Class Feats are offered.

+1/hour Final Revenge
Type: Fighter Class
Level: 5
Your character enters a crazed state, shaking off their wounds for one last final fight. You must be unconscious to activate this ability. When activated your torso immediately goes to -1 if it wasn't already. Your deathcount is reduced to 1 minute remaining (if it was greater than this), and for the next minute you may use all your locations as if they were on 1 or more hits, you may also optionally gain immunity to restorative effects but not generate restorative effects by any means. Leaving your death count will end this effect immediately. A short rest will not reset this ability, a long rest will.

Caltrops
Type: Rogue Class
Level: 4
After 10 seconds of concentration (though without a spoken component being required), you may generate a mass Slow 30s Effect. This ability may be successfully used once every 5 minutes. During the 10s preparation time you must mime preparing something from a pouch to throw. This ability is partially magic in nature and as such can be coned but may also be countered.

+1/minute Push
Type: Fighter Class
Level: 3
Once per minute, you may generate the Push effect by weapon blow. This is in addition to the damage. For example, Single Push will cause 1 point of damage and cause the target to suffer the Push effect. This Feat may be taken multiple times, and each additional time will increase the number of times per minute you strike for Push. This feat may only be combined with a medium weapon, large weapon, crossbow or longbow.

+1/5 minute Shatter
Type: Fighter Class
Level: 3
Once per 5 minutes, you may generate the Shatter effect by weapon blow against a weapon or shield. If this effect is delivered by bow or thrown weapon it will only work on a shield (for safety reasons).

+1/minute Weaken 1m
Type: Rogue Class
Level: 5
Once per minute, you may generate the Weaken 1minute effect by weapon blow. This is in addition to the damage. For example, Single Weaken 1minute will cause 1 point of damage and cause the target to suffer the Weaken effect for the next minute.

Adrenaline Surge
Type: Rogue Class
Level: 5
You may spend 10s meditating, after this time you regain the use of all your abilities that have a 10 minute or less cooldown (including sneak attack and species feats). This ability may only be used once per hour or long rest whichever is shorter.

Bardic Lore
Type: Bard Class
Level: 2
Your character has been around more than most and knows an awful lot of non-specific things about a wide range of topics. Once per uptime session you may ask a single question of a referee, which will be passed to and responded within reasonable time by the Head of Plot. The amount of information you get back will be subject to how available the information is in the game world.

Immunity <Effect> (non-enchanted)
Type: Open/Fighter Feat
Level: 1
Choose one non-enchanted effect. You become immune to that effect, and should call "No Effect <effect name>!" if that effect is inflicted on you. You may not become immune to Damage or Drop. You may take this feat a maximum of once per level. This Feat may be taken multiple times, and each additional time you must choose a different effect. This feat is repeated for ease of reference.

Inclusive Song
Type: Bard Class
Level: 5
You may choose to be the target of any Mass Spell you cast from the Bard spell list. You must include the keyword "and myself" in your spell vocals. This feat cannot be combined with other feats that modify the casting of spells.

Inclusive Prayer
Type: Cleric Class
Level: 5
You may choose to be the target of any single Mass Spell you cast from the Restorative. You must include the keyword "and myself" in your spell vocals. This ability cannot be combined with other feats that change the nature of how spell casting work (such as Flesh and Steel).

Flesh & Steel
Type: Cleric Feat
Level: 3
You are able to weave restorative magics together. You may weave a healing and repair spell together in a single casting vocal (which may NOT benefit from cast time reduction). They must both be of the same range (single target, ranged or mass) and affect the same location (specific location or global) but may be any combination of range and target. When you do this the total cost of the 2 spells is reduced by 1 (to a minimum of 1). This feat was discovered by the cleric Drana of the Wartooth.

Protective Chain
Type: Bard Class
Level: 5
When you cast certain protective spells you may chain 2 protections together. This allows you to cast 2 of your protective spells in 1 10s casting. The cost of the combined protection spell is 3 mana less than the total cost of both spells combined, to a minimum cost of 1 mana. For the purpose of this feat your protective spells are: Protection 1m <non-enchanted Effect>, Protection 5m <non-enchanted Effect> and Protection 1m <Enchanted Effect>. This feat cannot be combined with casting time reducing feats.

Sneak Attack <Daze>
Type: Rogue
Level: 3
You may generate the Daze effect as part of a sneak attack.

Sneak Attack <Mute 30s>
Type: Rogue
Level: 3
You may generate the Mute 30s effect as part of a sneak attack.

Sneak Attack <Strikedown>
Type: Rogue
Level: 1
You may generate the Strikedown effect as part of a sneak attack. NOTE: This Feat may be used to generate the Strikedown Effect with a small weapon, provided the target is hit in the leg.

Sneak Attack <Through>
Type: Rogue
Level: 1
You may generate the Through effect as part of a sneak attack.

Strike for Double
Type: Rogue Class
Level: 2
A character may strike for the "Double" damage call with a weapon they wield.

Species Feats
Species feats are a subset of the Open Feats that can only be bought by characters if they are a member of that species. Species feats represent traits that were bred into certain species by the Eternal Empire over years of caste system.

Deep Pockets
Type: Species, Goblin
Level: 1
Your species didn't get a reputation for being thieves for nothing. Your character is treated as resisting searches at all times for any item, money, or IC document that you are hiding on your person so that they are not visible. This ability is optional and stops working if dead.

Human Adaptation
Type: Species, Human
Level: 2
Your species does well at most tasks and works well under new conditions. When you buy this feat you may retrain a Level 1 Open Feat which you already possessed. You then gain an additional Open Feat. This feat may retrain the +1 Body/+3 Mana and fixed feats gained as part of a class level (but not Class Feats) eg. Counterspell, crafting feats or +1 armour. You may not remove the Lore, Unnatural Form or Thick Skinned feats with this feat.

Mage Blooded
Type: Species, Elf
Level: 1
You have a deep connection to the magic of the empire your ancestors left. You gain +5 mana.

Mage Born Vagabond
Type: Species, Half-Elf
Level: 1
You are an outcast so have wandered and tapped into a racial heritage for learning spells quickly. You may take a spell of level 3 or your own level (whichever is lower) from any spell list.

Master Craftsman
Type: Species, Dwarf
Level: 1
You are a skilled craftsperson and know the right people to talk to. You may submit an extra research action during downtime as long as it pertains to crafting of weapons or armour. This bonus research must be on a second and different project than the first.

Meditative Performance
Type: Species, Fae
Level: 1
Your species were the performers of the Eternal Empire. Your species has a heritage of using magic in a performance that cannot stop. If you perform while mediating then at the end of 1 minute of meditation you regain 3 mana. The definition of performance is intentionally loose but the normal restrictions for meditation apply. You may move your body but not move away from the spot where you began meditating.

Orcish Endurance
Type: Species, Orc
Level: 1
You have had a hard upbringing. That you have made it this far marks you as tougher than most. You gain +2 Body and -1 Mana (to a minimum of 0). This feat may be bought at the same time as the +1 Body feat.

Rage
Type: Species, Half-Orc
Level: 1
You are a half breed and were bullied for being weaker than your full-blooded orc kin. You have learned to tap into your hatred and gain some of your heritage temporarily. You gain the benefit of Damage Reduction 1. Once per 10 minutes, after 10s of concentration, you may enter an aggressive rage for 1 minute. While enraged you gain +1 Body. This feat counts as the "+1 Damage Reduction" feat for the purposes of buying feats. Upon expiration character will lose the bonus. It is possible to enter a bleeding or unconscious state as a result of losing this bonus. This ability is reset by a short rest.

Lore

Lore is a way of knowing a bit more about the world and things that can happen within it. Much of the knowledge of the world has been lost, and that which is known is more of a legendary nature than reliable scientific or historical information. Lore skills are gained as part of the character levelling process. Lore skills will improve certain types of research action and will **sometimes** give uptime briefings or useful information for a game at the discretion of the event's plot team. The list of available lore skills are:

- Weapon Smithing
- Armour Smithing
- Magical Foci Crafting
- Alchemy
- Spellwright
- Geography
- Religion
- Trade
- Magic
- History

Appendix 1: Effect Tables

Effect	Type
Counter <Effect>	Special
Damage <Zero/Single/Double/Triple/Quad> <location>	Damage
Daze <duration>	Debuff
Diagnose	Special
Drain <number>	Debuff
Drop	Special
Elemental Armour	Long Buff
Enchanted <Effect>	Effect Modifier
Execute	Special
Freeze <duration>	Control
Fumble <location>	Control
Ghostform <duration>	Short Buff
Healing <number> <location>	Restorative
Imbue	Restorative
Lure <duration>	Debuff
Mind Slash	Control
Mute <duration>	Debuff
Protection <duration> <Effect>	Short Buff
Push	Control
Repair <number> <location>	Restorative
Shatter <item>	Damage Modifier
Slow <duration>	Debuff
Stop Bleed <location>	Restorative
Strengthen <duration>	Short Buff
Strikedown	Control
Suggestion <duration>	Debuff
Through	Damage Modifier
Toughen <duration>	Short Buff
Ward <number>	Long Buff
Weaken <duration>	Debuff

Appendix 2: FAQ

Q: When taking a character level, do you gain all of the feats/abilities listed under both the character heading and your chosen class for that level? Or do you have to pick one?
A: You gain all the benefits of both the character level and the class level. For example, if you made a new level 1 fighter you would gain the character level 1 bonuses of +1 Body OR +2 Mana and 1 Feat as well as the benefits of class fighter level 1 in this case +1 Armour. If you then levelled to 2 you would gain character level 2 (1 Lore) and, assuming you pick fighter again, class fighter level 2 (another +1 Armour, 1 Fighter Class Feat and another 1 Feat).

Q: A second level Cleric gains the fixed feat +2 armour. I've got a couple of questions about that one. Is this "armour of faith" - i.e., does it work even if you are wearing no other armour?
A: This feat gives you the ability to wear either a leather or heavy armour phys rep with a base armour value of 2. You must wear an armour phys rep on your torso to gain the benefit. The benefit will then apply to all locations. If you are wearing no phys rep then you get no benefit.

Q: A second level Cleric gains the fixed feat +2 armour. Does it stack with the Elemental Armour spell?
A: No, functionally the Elemental Armour effect first reduces the armour value on all locations to 0 and then grants a value of 2 armour to all locations of type Magical, though as worded the destruction of the underlying armour occurs upon the expiration of the spell rather than the start. (Page 9)

Q: Do spellcasting classes start with any Mana? They all gain +3 Mana at lvl 2, but if they have not chosen to take the +3 Mana at lvl 1, does that mean they start play with a total of 3 Mana?
A: Characters start with 0 Mana. In the example above the character would have 3 Mana.

Q: If you start play with a Crafting feat, do you also start play with any items you may already have crafted, or do you not gain the benefit of it until your second game?
A: No, you would need to craft at the end of your first game.

Q: In further Crafting questions, do we get to see the recipe sheets for the various Crafting disciplines before character creation?
A: No, though this information may be able to be obtained in play from characters (players or NPCs) who already possess the crafting skill. Recipe sheets are unique to each character. A character with a crafting feat will start with the "beginner" recipes and then add to them over time with research actions.

Q: I have 3 armour hits, how many body hits do I get with the feat Thick Skinned?
A: You gain 1 body hit for every 2 armour base armour hits you would possess. In this example you would gain +1 body hit and have an armour value of 0 if you had the Thick Skinned feat.

Q: I like using knives, but it looks like some of the calls are limited with them. What **can** I do with knives?
A: The intention is that small weapons, including cored weapons of lengths between 7" and 18", claws and throwing weapons, can generate the zero, single, double, through, daze, weaken effects without having a supporting lammie or rules exception. At present it is possible to generate the strikedown effect with a small weapon using the rogue "Sneak Attack <Strikedown>" feat but this comes with caveats. It may be possible to generate other effects by small weapon with supporting lammies.

Q: How do the *mass* and *global* repair effects work with shattered weapons (and shields)?
A: The global modifier will apply an effect to all body locations but not items held. Global repair will not fix a shattered weapon or shield. The mass modifier will apply an effect to all of a targeted location or item in 5m around the source (depending on coning). "Mass repair 1 weapon" will repair all weapons around the source. For completeness any single target repair will restore a shattered weapon.

Q: Can one use the Open Feat at level 3 and the Crafting Feat at the same level to purchase the apprentice and journeyman feats of a craft tree both at once or do you have to space these things out?
A: You can buy up the apprentice and journeyman feats at the same time.

Q: The change to the Protection spell, um… what?
A: A level 1 character takes their level 1 class pick as Bard. They pick the spell Protection 1m <nonenchanted effect>. They then pick 2 effects from the effects list, let's say Daze and Strikedown for argument sake. In play, the Bard could spend 10s casting to generate either Protection 1m <Daze> or Protection 1m <Strikedown> for a cost of 1 mana. They could then go on to cast protect against the other effect, the same effect again on a different person or do something else.

Q: Can I use Diagnose and Notice bleeding while in Ghostform?
A: Diagnose is technically an effect, as such it cannot be generated by someone in ghost form, however they can be affected by it. Notice bleed may be used while in Ghostform.

Q: Is it intentional that the feat Immunity (Enchanted effect) is not on the list of fighter feats, unlike Immunity (non-Enchanted effect)?
A: Yes

Q: What effects break concentration?
A: Daze, Ghostform and Mindslash explicitly break or prevent a character concentrating. Drop, Lure and Freeze implicitly prevent a character concentrating because you may perform no other action while under those effects. **Damage**, Strikedown and Suggestion are examples of effects which **DO NOT** break or prevent concentration.

Q: I have a new feat that I'd like to add to the game. Can I have it please?
A: If you have an idea that you think would be cool in the abstract you can send it to academy@iga.com. If you have an idea of an ability or effect that you think fits into the setting but may have been forgotten you should research it.

Q: I have tied my weapon onto my hand using an "idiot loop" and I get hit with a fumble, what happens?
A: The weapon must either be lowered to the ground or must be left hang limp for 10s.

Q: What happens if I get hit with push while I'm under the effect of a slow? Also; why is suggestion a debuff? It clearly controls people and should be listed as a control effect.
A: The effect category Control is for effects that force your character to do thing; physically moving or impacting them. Debuff effects are ones that force your character to behave in a certain way; whether by not talking, moving a certain way or not hitting to their maximum efficiency. If you are hit by control and debuff effects that affect you in contradictory ways; the control effect wins. For the sake of examples:

- If you are hit with freeze, push, strikedown and lure; stop moving, reposition yourself 10m away from that caster, then fall over, continue to remain unmoving until the freeze wears off, at this time you would begin to move towards the caster of the lure (assuming the spell's duration hadn't run out).
- If you are hit with multiple debuffs they trump each other in the following order: weaken > mute > slow > lure > daze > suggestion.

Q: If I have immunity to an effect and am under the effect ward, what happens if I am hit with the effect?
A: The immunity is checked first and you retain your warding.

Q: Does ward block positive effects too?
A: Warding blocks all ranged effects except where explicitly stated otherwise. As such it will block healing, stop bleed, protections and imbue to name but a few effects.

Q: Do I have to call zero shatter when I attack with a shatter ability?
A: No, the requirement to call zero shatter as a melee damage call is a legacy from when the shatter effect used to destroy armour. With that element of the effect removed you may call your appropriate damage call with a shatter melee damage call.

Q: The Bard Feat Protective Chain doesn't affect Mass Protection Spells. Is this correct?
A: That is correct. This is an intentional design of Protective Chain and Inclusive song as feats. They reward 2 different types of Bard spell build and are designed to encourage those different character paths in play.