



Battlecry Rules Guide
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New Player Information

First of all, Welcome To the community! For your first game, this page will tell you everything you need to know, have and bring in order to ensure you have fun.

How the Battle Game event works:

Battlecry occurs on a weekly basis in an outdoor setting; we conduct our events in a football oval with lights on at night, or during the day, depending on the chapter. Players will turn up to the venue, sign in and participate in 3 x 30 minute Scenarios (games such as Capture the flag, take and hold etc.) with variant objectives and differing situations. Teams are decided on the day or beforehand and are then played throughout the game to decide an overall victor. After the event, participants then tend to hang around and socialise!

What do you need to bring?

Your imagination and desire to have fun is paramount. Don't worry about having an impressive costume straight off the bat, as participants build costumes over time, and everyone starts at nothing. Costumes can also be hired from the sign-in desk (where available).

It is recommended you bring along some water, and something to snack on whilst you are there, however these things will be provided for sale anyway.

When picking clothing, pick something that is not too bright; Black or dark green or browns often work the best, with some black shoes. Pick items that are comfortable and appropriate to wear, and that you won't freeze/overheat in.

When picking footwear, Close toed shoes must be worn on the field at all times. Pick shoes that fit you, as you will be running around, pick something practical, leave the heels or platforms at home.

Bring a friend! This game is a whole lot more fun if you attend with or bring along someone you know. It can be pretty daunting for your first time, so why not bring along a mate and see who can survive the longest; it will be a lot of fun!

Last but certainly not least, a source of ID to prove your age upon request, you will need this to fill in the form and hire gear.

A weapon will be provided for hire to you every game! This means you do not need to bring any weapons to your first event. However, if you wish to bring your own, they MUST pass our Weapons Standard Test that is outlined in the Player's Handbook.

The right attitude is essential for you AND others to enjoy themselves. If you don't want to get in character that's totally acceptable, but under no circumstances should you mock another participant for trying to immerse themselves. Role-play is strongly encouraged and may be rewarded.

Sportsmanship is required, graceful in defeat and humble in victory.

Calls and Safety

In game calls follow what has now become NSW LABG standard. There are 4 major calls made and carried out by the participants. When any one of these calls are made by an official it is important to repeat the call to ensure everyone hears and follows the rules involved. This is to ensure the entire field stops in the case of an emergency. The four major calls are:

Code Red!!

A participant is on the ground; real blood is spotted; a participant is not conscious or responsive; or unable to remove themselves from action due to injury.

DO NOT USE THIS CALL FOR MINOR ISSUES OF GAMEPLAY OR HEADSHOTS.

This is the most important call of them all. When someone is actually injured, then anyone can call a 'Code Red'. As it is a role-playing game calling for help can be mistaken as a character role playing action. Code Red emphasizes that someone has really been injured and to stop game play immediately. It is vital that this call is repeated loudly by all people that hear it. Game play must stop immediately, participants must place their weapons on their heads and kneel on one knee to await official direction. The only person who remains standing is the one who made the original call, so the Official can see where the call came from. If at a weekend game, participants must find the nearest official or staff member whilst at least 2 participants stay with the injured participant.



Time Freeze!

This call is made by officials only when something is happening in the background that participants do not know about. Players must close their eyes and hum a deep sound so they cannot see or hear what is happening around them. This call pauses time in-game. This is broken ONLY when the official calls 'Lay on'.

Time Out!

This generic call is made when game play needs to be paused temporarily. Essentially, it is the pause button for a small area within the game. Most often it is called by officials to treat an issue or to clarify a situation. Players may use it to call a pause in game time to get some clarity from an official about a particular situation or object. This call can be also used to stop game play to prevent some out of game danger, i.e. someone running backwards is about to trip over a log or to prevent someone about to stand on a pile of arrows. This 'area of effect' call only controls those within a 10 metre radius, who cannot be injured, are unable to move and cannot talk about strategy/game related things whilst in timeout.

Lay On!

This call is used to resume game play after a 'time out' or 'time freeze' call. What you see when you open your eyes is what you get. Either participant or Official will count down from 3 in which participants will ready themselves to resume the game without moving from their paused positions.

1. Safety

- 1.1. Drills of the above calls may be done at any time. Be ready to be tested.
- 1.2. Wet weather fighting will be at official's discretion, combat cannot take place in the event of hail or heavy rain.
- 1.3. Ranged weapons (Siege weapons, Bows & Bandguns) may be disallowed for the night by official's discretion if one of the following criteria is met:
 - 1.3.1. High wind, heavy rain or hail.
 - 1.3.2. Low light or darkness.
 - 1.3.3. Lots of high grass/shrubs.
 - 1.3.4. If an official makes the call for bows to be disallowed due to weather, rangers are eligible to 're-class' to the equivalent tiered rogue for that game, as long as they meet the requirements for that tier.
- 1.4. While night combat is allowed it should be only performed near or in a well-lit area.
- 1.5. There are personal things to consider as a participant.
 - 1.5.1. Do not force a player into a darker area.
 - 1.5.2. Do not force a player into difficult terrain.
 - 1.5.3. If either of the above cannot be avoided, quickly stop your combat using the 'Time out' call and adjust to move yourself or your group to a safer area.
- 1.6. In the event of a first aid emergency, please let the admin staff and pre-designated first aider take care of the situation. Even if you are trained and believe you can help, please step back and let the pre-designated first aider respond uninterrupted.

Weapons & Shields Measurement Table

All weapons, armour and props must be presented to the equipment desk upon sign-in registration for approval prior to game start. They will be tested as per the Weapons Standards Test document. All weapon or weapon-like items that have not been approved cannot be brought onto the premises, if you do so, you will be classed as having a real weapon as per our Prohibited Weapons Policy.

Melee Weapons

Dagger	15cm - 50cm (end to end)	Cored
Single Handed Weapon	45cm - 120cm (end to end)	Main-hand Only
Single Handed Weapon	45cm - 100cm (end to end)	Off-hand Only
Two-Handed Weapon	120cm - 200cm (end to end)	Gives 'Slam' Ability
Polearm (Slashing)	150cm - 210cm (end to end)	Gives 'Slam' Ability
Staves	150cm - 210cm (end to end)	
Spears (Thrusting)	150cm - 300cm (end to end)	

Ranged and Thrown Weapons

Thrown Weapons	8cm - 40cm (end to end)	Coreless
Arrows	76-79cm (end to end)	IDV Roundheads Only
Bows	Under 30(+/-2) lb draw at 28'	
Band Rounds	1/3 Muzzle to hammer distance +3cm	
Band Pistol	20cm - 65cm (end to end)	Must be fired Single Handed
Band Rifle	65cm - 130cm (end to end)	Must be fired Two Handed
Band Wand	20 - 30cm (end to end)	
Spell Packet	5 - 10cm diameter	
Potion Projectile	7 - 15cm (end to end)	Ribbons must be 30cm

Shields

Small Shield	60cm Total (X+Y axis)	
Medium Shield	100cm Total (X+Y axis)	
Large Shield	160cm Total (X+Y axis)	Max 120cm Height

Melee

2. Melee Combat

- 2.1. There is no hand-to-hand combat.
- 2.2. Weapons are to be used in a realistic manner, blows, hefted and swung realistically, at least a 45-degree angle from the position of strike must be achieved before coming in for another strike. If weapons are swung fast without drawing back, this is known as 'Drum Rolling' and won't be counted as damage.
- 2.3. All swings are to be pulled so they are felt but no more than a momentary sting is felt.
- 2.4. Strikes must be made on the striking surface for the weapon, no pommel strikes or haft strikes.
- 2.5. Melee strikes that hit friendly targets are considered valid hits.

3. Daggers

- 3.1. Daggers must not be used to thrust, including during the skill 'Backstab'.
- 3.2. Daggers must be swung like every other weapon.
- 3.3. Daggers must be cored in order to be used as a melee weapon.
- 3.4. Daggers must not be thrown at any target

4. Shields

- 4.1. All legal attacks that hit shields that are not being wielded will count, participants can have a shield on their back, but it counts as a hit zone.
- 4.2. Shields cannot be used to forcefully move or strike an opponent in any way.
- 4.3. Shields cannot be used to strike; a shield should never come into contact with another participant.
- 4.4. Many spells hit through shields; participants must take notice of things that hit your shield at all times.
- 4.5. A participant can place their shield against another participants' shield but not so as to injure or unbalance the other person.
- 4.6. Weapons and shields cannot be used to entangle, trap, pin, pull or hook other participant's shields or weapons out of the way.
- 4.7. A participant cannot grab another participant's weapon or shield with their body or hands.
- 4.8. Shields negate all damage from arrows and thrown weapons unless specified otherwise.

Ranged & Thrown

5. Maximum Ammo Table

Type	Tier 1	Tier 2	Tier 3
Thrown Weapons	5	10	20
Arrows	-	20	40 (5 for Rogues)
Bandgun Rounds	-	40	60
Bandwand Rounds	-	15	20
Spell Packets/Potions	10	15	20

6. Bow Combat

- 6.1. Participants cannot wield anything other than arrows in their bow hand.
- 6.2. Participants cannot block/parry with a bow, if any legal strike hits your bow, you take the damage.
- 6.3. Participants are entirely responsible for the power they put behind their shots.
- 6.4. Arrows may not be purposefully blocked with costume, if this happens, the offending player takes the hit as per the Path of Impact rule.
- 6.5. Arrows may not be parried, if an arrow hits a weapon then the target will take standard damage.
- 6.6. Participants can only fire one arrow at a time unless specified otherwise.
- 6.7. During combat, an arrow must not be picked up after being fired/thrown other than by its owner, with their permission, or to move it to safety.
- 6.8. Arrows can only be picked up from the head or vanes, never by the shaft. This is to minimise injury in case of breakages.
- 6.9. Within a 10 metre distance, bows must not be drawn over half-draw.
- 6.10. Bows have a minimum range of 4 metres, when targets are within this range, pointblank rules apply.
- 6.11. Participants must never aim above a 90-degree angle to the ground.
- 6.12. Participants must never aim above shoulder height of the shortest person in their target zone.
- 6.13. Arrows that hit friendly targets are considered valid hits.

7. Thrown Combat

- 7.1. Thrown weapons may be parried in mid-air with a melee weapon, however not dangerously (downward parry only).
- 7.2. All thrown weapons must be constructed wholly of foam/latex and must be coreless.
- 7.3. Thrown weapons cannot be used to block or strike without being thrown.
- 7.4. Thrown weapons cannot be used for melee strikes.
- 7.5. Only one thrown weapon can be thrown at a time.
- 7.6. During combat, a thrown weapon must not be picked up other than by its owner, with their permission, or to move it to safety.
- 7.7. Thrown weapons that hit friendly targets are considered valid hits.

8. Bandguns Combat (Ashnoor Only)

- 8.1. General Safety
 - 8.1.1. Bandguns must always be unloaded when off field.
 - 8.1.2. Participants cannot discharge bandguns with the muzzle being above horizontal in angle, as a guide; When aiming at a target the gunner should aim no higher than the armpits of your target.
 - 8.1.3. Bandgunners should never hip fire their bandgun.
 - 8.1.4. Bandgunners must never load a band gun pointing towards an individual (That includes yourself).
 - 8.1.5. Never load a band's joint on the retention mechanism or the muzzle.
 - 8.1.6. Bandgunners must never throw, drop or attempt to discard a loaded bandgun.
 - 8.1.7. All bandguns must have a trigger guard.
- 8.2. Bandguns outside of these classifications of the Weapon and Measurement Table must go through a weapons check and approval on a case by case basis.
- 8.3. Only bandguns that fit the Bandgun Construction Guide will be approved to be used.
- 8.4. Bandgunners cannot wield anything other than bands in their bandgun hand.
- 8.5. Bandgunners cannot block/parry with a bandgun, if any legal strike hits your gun, you take the damage.
- 8.6. Bands may not be parried or purposefully blocked with costume, if either of these things happens; the offending player takes the hit as per the Path of Impact rule.
- 8.7. Bands cannot be used to block or strike without being shot.
- 8.8. Bandgunners can only fire one round at a time, unless utilising a blunderbuss designed and approved for that purpose.
- 8.9. Bandguns have a minimum range of 2 meters, when targets are within this range, pointblank rules apply.
- 8.10. During combat, a band must not be picked up after being fired other than by its owner, with their permission, or to move it to safety.
- 8.11. Band rounds that hit friendly targets are considered valid hits.

9. Bandwands

- 9.1. Bandwands follow the same rules as Bandguns in their operation.
- 9.2. Bandwands must be approved by the Weapons Desk prior to use.

Magic & Healing

10. Magic Combat and Healing

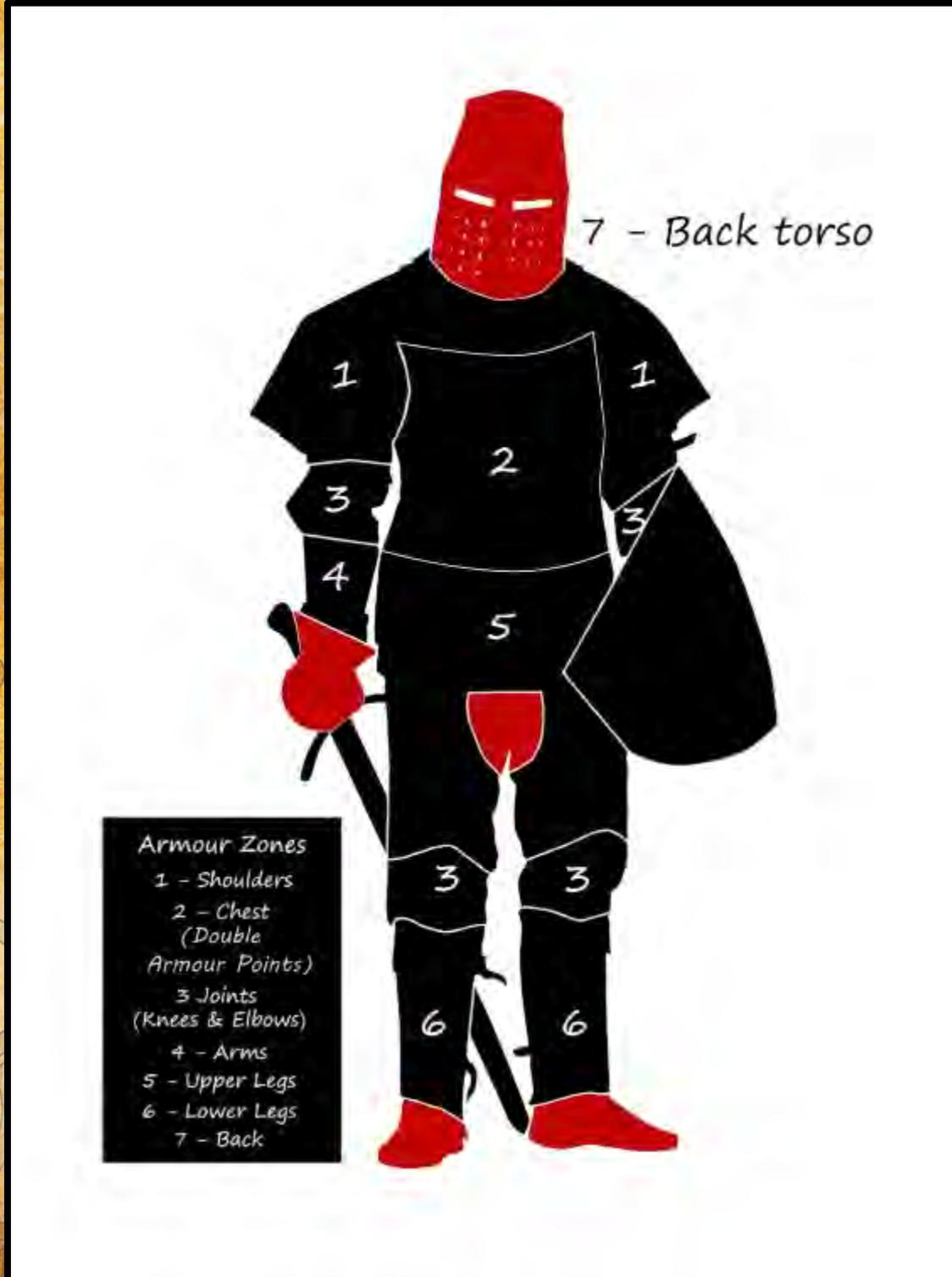
- 10.1. Casting participants must chant at a speed no faster than normal average talking pace (2-3 words per second) and be clearly audible to anyone within about 5 meters.
- 10.2. Foci and attuned weapons must be held in the hand and easily visible within 10 meters.
- 10.3. Foci and attuned weapons take up a full hand and cannot be held in a hand with another item.
- 10.4. Casters and alchemists can only throw/cast one spell at a time. Spells must also be thrown within three seconds of completing the cast.
- 10.5. Casters who are struck by another participant or delivered damage of any kind must stop casting, count 1 second and then begin anew.
- 10.6. Casters who break contact with the target of a touch based spell must stop casting, count 1 second and then begin anew.
- 10.7. Participants cannot move whilst casting touch based magic.
- 10.8. Participants can move whilst casting projectile based magic.
- 10.9. Spells that hit friendly targets are considered valid hits and will have their effect.
- 10.10. Healers cannot heal themselves.
- 10.11. Participants who are being healed cannot be struck, move or perform an action without that heal being interrupted. That includes strikes against shields.
- 10.12. Stack healing is allowed (multiple healers on one person).
 - 10.12.1. If one healer performs another action or is struck whilst healing; that healer must stop, hold for one second and begin anew.
 - 10.12.2. If the target performs another action or is struck whilst being healed; both healers must stop and begin anew.
 - 10.12.3. Healers are allowed to heal anyone on the field, including the opposite team.

11. Foci/Attuned Weapons

- 11.1. Foci - refers to an object of which energy is channeled. This could be a spell book, a glass orb, a lantern or another item which helps focus energy.
- 11.2. Attuned weapons - refers to weapons that have been marked with magical runes that allow magic energy to be channeled through it. Only weapons listed below may be used as attuned weapons.
 - 11.2.1. Staves and Polearms
 - 11.2.2. Daggers
 - 11.2.3. Bandwands
- 11.3. Foci cannot be used as weapons and will count as a hit zone when struck.
- 11.4. Attuned weapons can be used to strike/block whilst not casting.
- 11.5. If a foci or attuned weapon is struck with another mage's spell, it is considered destroyed. This renders the caster unable to focus energy and cast spells until the caster's next respawn. This doesn't affect the 'Death Ball' spell as it doesn't require a Foci.
- 11.6. Participants can only choose one Foci/Attuned weapon. Once the choice is made, that is the item that must be used to focus your spells.

Armour

12. Armour Table and Zones



Class 1 Armour			Class 2 Armour	
Padded	Light	Medium	Medium Plate	Heavy Plate
Gambeson	Aluminium Chainmail	Steel Chainmail	Steel Plate (<1mm)	Steel Plate (>1mm)
Padded Clothing	Leather (<2mm)	Leather (>2mm)	Steel Coat of Plates (<1mm)	Steel Coat of Plates (>1mm)
	Fur and Pelts	Aluminium Scalemail	Aluminium Plate (<2mm)	Aluminium Plate (>2mm)
	Vinyl /Bonded Leather		Steel Scalemail	
	Foam		Fibreglass/Polymer Plate	
1 Armour Points	2 Armour Points	3 Armour Points	4 Armour Points	5 Armour Points

Armour Points to Hit Points	
0-4 Armour Points	+0 HP
5-10 Armour Points	+1 HP
11-17 Armour Points	+2 HP
18-26 Armour Points	+3 HP
27-37 Armour Points	+4 HP
38+ Armour Points	+5 HP

Safety Hit Points	
Male: Gloves, Box Protector and Basic Headgear	+1 HP
Male: Gloves, Box Protector and Resistant Headgear	+2 HP
Male: Gloves, Box Protector and Advanced Headgear	+3 HP
Female: Gloves, Box Protector, Chest Protector and Basic Headgear	+1 HP
Female: Gloves, Box Protector, Chest Protector and Resistant Headgear	+2 HP
Female: Gloves, Box Protector, Chest Protector and Advanced Headgear	+3 HP

13. Armour

- 13.1. You have the option of taking a 'Costume Bonus' in place of an armour bonus. This is for participants who are in full costume but either have no armour or don't wish to count their armour. This gives a flat 1 hit point bonus.
- 13.2. Armour needs to replicate real armour. Example: Aluminium Foil will not qualify for "Aluminium Plate under 2mm".
- 13.3. Class 1 armour can be stacked in the following ways:
 - 13.3.1. 2 layers of padded armour equates to 1 layer of light armour.
 - 13.3.2. 2 layers of light armour equates to 1 layer of medium armour.
 - 13.3.3. 2 layers of medium armour equates to 1 layer of medium plate.
- 13.4. Coverage rules relate how much a specific zone is covered with armour.
 - 13.4.1. If a zone is >90% covered, you get the full armour points
 - 13.4.2. If a zone is 50-90% covered, you get half armour points (rounded down)
 - 13.4.3. If a zone is <50% covered, you get no armour bonus from that zone.
- 13.5. The chest zone gives double armour points.

14. Armour Restrictions

- 14.1. Participants playing a 'Recon' class can wear any armour type. However, if they wear more than 2 pieces of class 2 armour, they lose their 'Recon' ability.
- 14.2. Participants playing the 'Magic' tree can wear any armour type. However, if they wear more than 2 pieces of class 2 armour, they will have their Maximum Ammunition reduced by 50%

Hit Points, Damage & Death

15. General Hit Points

- 15.1. When a participant is struck, they subtract the damage from their hit points.
- 15.2. Participants may not exceed their hit point cap unless specified.
- 15.3. You are only responsible for keeping track of your own hit points.

16. Safety Hit Points

- 16.1. Players can gain additional safety hit points by using basic protective gear. This gear must include:
 - 16.1.1. A pair of gloves to protect against blisters and scratches
 - 16.1.2. A box protector for all genders. This can include a suitable armour cover.
 - 16.1.3. A chest protector for females. This can include a suitable armour cover.
 - 16.1.4. One of the helmets from the below list.

17. Headgear

- 17.1. Headgear is broken into three tiers.
 - 17.1.1. Basic - Well fitted headgear that provides protection against cuts and abrasions for the temple and crown area.
 - 17.1.1.1. With the above basic protective gear, this will add 1 hit point.
 - 17.1.2. Impact Resistant - Well fitted headgear that provides protection against forceful impact for the Temple, crown, down to jawline and back of head.
 - 17.1.2.1. With the above basic protective gear, this will add 2 hit points.
 - 17.1.3. Advanced Protection - Well fitted headgear that provides protection against forceful impact for the entire head, including the face, with gaps unable to fit a sword.
 - 17.1.3.1. With the above basic protective gear, this will add 3 hit points.
 - 17.1.3.2. Participants must undergo proficiency training with Advanced Protection Headgear to ensure they can safely fight with vision restrictions.

18. Damage

- 18.1. Each strike will remove hit points from you if it lands solidly; if in doubt, take a hit.
- 18.2. If two participants strike each other at the same time approximately, both participants must take the hit.
- 18.3. All melee weapons do 1 hit point of damage, unless specifically stated otherwise.
- 18.4. All thrown weapons do 1 hit point of damage, unless specifically stated otherwise.
- 18.5. All arrows do 2 hit points of damage, unless specifically stated otherwise.
- 18.6. All handgun rounds do 2 hit points of damage, unless specifically stated otherwise.
- 18.7. All handgun rounds do 2 point of damage, unless specifically stated otherwise.
- 18.8. All spell packets do 3 points of damage, unless specifically stated otherwise.
- 18.9. A thrown weapon making contact with heavy or rigid armour does no damage.

19. Hit Zones

- 19.1. Melee strikes must hit legal zones; illegal zones include:
 - 19.1.1. Head and neck from the collarbone up
 - 19.1.2. Groin
 - 19.1.3. Hands from the wrist down
 - 19.1.4. Feet from the ankle bone down
- 19.2. Bow, bandgun and thrown strikes must hit legal zones; illegal zones include:
 - 19.2.1. Head and neck from the collarbone up
 - 19.2.2. Groin
- 19.3. Spell strikes do not have any illegal hit zones and are legal no matter where they hit.
- 19.4. Any melee, bow, bandgun or thrown strike that hits someone in the head results in the offending participant dying instantly and returning to respawn after checking on the person they hit.
- 19.5. Unlike a strike to the head; strikes to the hand, feet and groin will not result in punishment for the attacking player.

20. Path of Impact

- 20.1. When a melee or ranged strike is obstructed by the participants clothing, props, pouches, cloak or anything attached to a participant; if the strike was going to hit the participant had that obstruction not been there, the participant takes the strike against them. If the strike was going to miss the target, the strike is deemed invalid. This applies to:
 - 20.1.1. Melee
 - 20.1.2. Arrows
 - 20.1.3. Bandgun rounds
 - 20.1.4. Bandwand rounds
- 20.2. Spell packets count as a strike if they come into contact with any part of a participant or anything attached to them.
- 20.3. Thrown weapons can be blocked by costume and are not affected by path of impact.

21. Death

- 21.1. When reduced to 0 Hit Point you 'bleed out' for 10 seconds. During this time, you must:
 - 21.1.1. Roleplay your death by falling to the ground
 - 21.1.2. OR kneel down with your weapon on your head
 - 21.1.3. OR squat down with your weapon on your head
 - 21.1.4. OR continue to stand with your weapon on your head
- 21.2. If you are not in a position that is safe to kneel or lie down, you can move yourself out of the combat area before doing so, this can take the form of a heroic staggering death. If this isn't safe to do, stand with your weapon on your head.
- 21.3. If anyone goes down in combat, even if it's role playing make sure they are immediately taken out of the battle if they are in danger, even if they are your enemy. Participant welfare should be a concern for all, not just allies.
- 21.4. If another participant is performing an ability on you or dragging you during your 10 second 'bleed out' timer, the timer stops for the duration of the ability or the drag and restarts if it is cancelled.
- 21.5. Participants' bodies can be dragged during their 10 second 'bleed out' timer. They can be 'dragged' out of harm's way or dragged to a healer to be resurrected. To do this ask the participant if you can drag them, place a hand on their shoulder and guide them toward your desired location at slow walking speed.
- 21.6. As the participant being 'dragged', if the participant dragging you dies, lets go of your shoulder, enters combat or moves away from you; you must fall again, and restart your 10 second 'bleed out' timer.
- 21.7. If you do not know how many hits you have taken assume you are at 0Hit Point.
- 21.8. If you have completed your 10 second 'bleed out' timer, you are now a spirit returning to respawn. This means you can't communicate with the living in any way to tell them about an impending enemy force or a captured objective until you respawn on the next whistle.

Yield, Point Blank & Movement

22. Yield

- 22.1. When a participant is performing an ability, an action or does not have a weapon in their hands, an attacking participant must move up to them (and stop within arm's reach) They must then hold their weapon up to their opponent and call 'YIELD' The target has 3 seconds to decide their actions, of which there are two.
- 22.2. **Option 1: Stand & Fight.** If they have a weapon sheathed, on the ground or in their hand, they can call 'NO' in which they will attempt to draw their weapon, or run away in order to buy time enough to draw it or get to safety. After the call to fight is made, the attacker calling yield is free to strike that target until they die, weapon or not.
- 22.3. **Option 2: Yield & Die.** If the player does not wish to hazard a chance of fleeing, or would rather die, they can call 'YES' and raise their hands. This means they surrender their objectives carried, their remaining Hit Points and the opponent is free to execute them if they can. Yielding players cannot then run off, decide to fight, or be revived after being killed. They are reduced to zero where they stand, are killed outright, and must wait 10 seconds (if not executed by an ability) and head to respawn.
- 22.4. Players MUST answer a yield call IMMEDIATELY. Failure to do so will render a 'NO' call by default.

23. Point Blank

- 23.1. When a participant is wielding a bow or bandgun. They have a minimum safe range at which they can fire (4 meters for bows, 2 meters for bandguns).
- 23.2. Any participant who is advancing within this minimum range, the shooter can call 'POINT BLANK'. The shooter must then discharge the arrow/band into the ground. This shot is counted as a direct hit to the target, dealing damage as if struck to the body for 2 hit points, this negates shields and abilities that would prevent damage.
- 23.2.1. Shooters can only use this ability if the bow/bandgun is loaded, and they have the bow/bandgun in hand – ready to fire.
- 23.2.2. Shooters cannot move within point blank range and initiate a Point Blank. Point Blank is a defensive ability, it can only be used if the shoot is being advanced upon.
- 23.2.3. Shooters cannot use Point Blank over an obstacle (wall or river) nor can they use it over a formation that would prevent the target from reaching them (shield wall, blocked stepping stones, congested bridge etc.)
- 23.2.4. If a participant is moving past the shooter, and enters within minimum shooting range, the shooter is allowed to use Point Blank, unless the target is running away from the shooter.

24. Yield Vs. Point Blank

- 24.1. When a participant yields a shooter capable of using point blank. The shooter then has two options:
- 24.1.1. **Option 1:** The shooter has an arrow/band loaded and calls 'POINT BLANK', this deals 2 hit points of damage.
 - 24.1.1.1. If the target dies, the shooter survives and continues to fight.
 - 24.1.1.2. If the target lives, the shooter dies as if they accepted the yield.
 - 24.1.2. **Option 2:** The shooter calls 'NO' and runs away, after which they are then able to use point blank on the target without penalty as long as they first step outside of the minimum range (4 Meters for bows, 2 for bandguns). The target must then advance back into point blank range to use it. If the target stays within minimum range, point blank cannot be used.
- 24.2. In the event that the archer is being rushed by someone and would like to yield, they have the option of calling "POINT BLANK". The attacking participant takes 2 damage and the archer is reduced to 0 Hit Points as if he accepted the yield.

25. Body Rushing

- 25.1. Body Rushing is delineated as the following: A participant who is static (Not moving) and is forced to move due to body contact from another participant in motion, is deemed as 'Body Rushed'. Two participants who are both static, and have contact are considered 'Static Contact' which is legal.
- 25.2. If a participant is stationary and moves to create contact with another that is attempting to pass by, they are Body Rushing. If another participant is moving into empty space, you must allow them access without physical contact.
- 25.3. If two participants are engaged in combat, and one party is moving forward, and the defending participant decides to stand their ground and stop. The attacking participant is responsible for stopping prior to body contact. This does not apply if the defender stops and then moves into the attacker.
- 25.4. Instances of body rushing, in which both parties maintain balance, will be dealt with by resetting (taking 1 step away from each other) and instantly re-entering combat.

26. Movement

- 26.1. Participants cannot leave play or go out of bounds and then re-enter the field for tactical advantage. If you are collecting ammunition, you must re-enter where you left.
- 26.2. Movement can be hindered by terrain or by carrying objectives. These limitations will be explained before each scenario by the game officials if applicable.

Classes

27. Class Progression

- 27.1. Over your time in the game you will gain real skills and real gear that will enable you to enter higher ranks within your chosen class tree. The tiers are as follows:
- 27.1.1. Tier 0 - You play this tier for 2 events to make sure you can adhere to game rules as well as giving you some perks to make sure you can stay alive. After these 2 games, you qualify to pick a class tree.
 - 27.1.2. Tier 1 - You play this tier for 4 events. It has no requirements. This is the base tier of your chosen class trees. It allows you to start building your character and kit.
 - 27.1.3. Tier 2 - You play this tier for 4 events. It requires you to have a themed costume for your torso and legs as well as a single item from that class's requirements list. The themed armour and legs can be clothing or armour but by this stage your character should be starting to take shape. You gain some new skills and weapons and have started to gain a reputation.
 - 27.1.4. Tier 3 - This is the master tree and as such, is the hardest to obtain. By this tier you must have played 10 events (2 at tier 0, 4 at tier 1 and 4 at tier 2) and meet a hefty requirements list. Once you reach this tier you get more skills and more access to weapons. Tier 3 players of any class are a force on the battlefield and should not be taken lightly.

28. Changing Classes

- 28.1. Changing classes is not a complicated process but it does have some restrictions.
- 28.1.1. You cannot change your class half-way through an event.
 - 28.1.2. If you decide to change to a new class as a Tier 1, there is no issue. You can play 1 event as a Scout, 2 as a Squire and 1 as a Magic Adept if you so choose.
 - 28.1.3. If you decide to change to a new class as a Tier 2, you must restart your Tier 2 progression as the new Tier 2 class.
 - 28.1.4. If you decide to change to a new class as a Tier 3, you must go back to Tier 2 and level up.
 - 28.1.5. If you decide to change from a Tier 3 class to a Tier 3 class you have previously unlocked, you can swap without penalty, but not within the same event.

MILITIA TREE

Militia (Tier 0)

'Welcome adventurer. Before you choose your path, you must serve in the local Militia'

Base Hit Points: 5

Costume Requirements: None

Melee: Single Handed

Ranged: -

Shields: -

Abilities: Strong Spirit, ***DOES NOT GAIN ANY BENEFIT FROM ARMOUR***

THINGS THAT MAY AFFECT MILITIA

Melee Strikes	Take 1 damage.
Arrow and Band Strikes	Take 2 damage.
Thrown Weapon Strikes	Take 1 damage.
Call: BLAST (Red Projectile)	Take 3 damage.
Call: Damage (Red Projectile)	Take 3 damage.
Call: DOUBLE (Melee Strike)	Take 2 damage from the corresponding strike.
Call: BACKSTAB (Melee Strike)	Take 6 damage from the corresponding strike.
Call: DISARM (Melee Strike)	Hold the affected weapon behind your back for 10 seconds.
Call: HAMSTRING (Melee Strike)	Can't move the struck leg for 10 seconds.
Call: HEAL ONE (Touch)	Restore 1 hit point.
Call: HEAL THREE (Touch)	Restore 3 hit points.
Call: LEECH LIFE (Touch)	You are executed during 'bleed out'. Start your respawn timer.
Call: FEAR ME (Black Projectile)	Run directly away from the caster for 5 seconds.
Call: FREEZE (Blue Projectile)	Take 1 damage and cannot move for 30 seconds. Removed when you next take damage.
Call: SNARING SHOT (Arrow Strike)	Cannot move for 30 seconds. Can be removed by a teammate.
Call: SMOKE BOMB (Verbal)	Caster can't be attacked and must return to their spawn.
Call: PUSH BACK: ONE, TWO, THREE (Verbal)	Take 3 large steps backwards if the caster points at you.
Call: SILENCE (Grey Projectile)	Can't speak at all until the next respawn whistle.

WARRIOR TREE

Squire (Tier 1)	
<p><i>'Squires are the backbone of any army, just ask the knight that can't dress herself.'</i> - Captain Golron of Camdoria</p> <p>Base Hit Points: 3 Melee: Single Handed Ranged: - Shields: Small Shield, Medium Shield Abilities: Combat Retinue Requirements: None</p>	
Apprentice Champion (Tier 2)	Apprentice Knight (Tier 2)
<p><i>'Any Apprentice Champion worth their salt can cut down ten Squires before they are bested'</i> - Grand Captain Amanda Klinka of Darkmoor</p> <p>Base Hit Points: 3 Melee: Single Handed, Two-Handed Ranged: Thrown (10) Shields: Small Shield, Medium Shield Abilities: Combat Retinue, Second Wind, Mundane Healing Requirements: Full Base Kit + 1 option from Additional Kit</p>	<p><i>'An Apprentice Knight is the first of the troops to step out of the shieldwall and test their mettle. You'll get your chance to prove yourself - as soon as you're done training!'</i> - Quartermaster Hildar Goffbore of the Hardem Plains</p> <p>Base Hit Points: 3 Melee: Single Handed Ranged: - Shields: Small Shield, Medium Shield, Large shield Abilities: Combat Retinue, Honour Rite, Mundane Healing Requirements: Full Base Kit + 1 options from Additional Kit</p>
Champion (Tier 3)	Knight (Tier 3)
<p><i>'Champions are fighters who have not only honed their skill, but their adrenaline. Feeding off the chaos in battle in order to continuously assault their opponents with a string of powerful strikes, even after being wounded.'</i></p> <p>Base Hit Points: 3 Melee: Single Handed, Dual Wield, Two-Handed, Polearm, Spear Ranged: Thrown (20) Shields: Small Shield, Medium Shield Abilities: Combat Retinue, Second Wind, Avenging strike, Mundane Healing Requirements: Full Base Kit + 5 options from Additional Kit</p>	<p><i>'Knights are feared fighters with incredible ability. Clad in armour or experienced enough to fight without, they wield a sword like few others. You'll know a true knight when you meet them on the battlefield, just pray they are on your side' – Sir Tomia of Haverly</i></p> <p>Base Hit Points: 4 Melee: Single Handed, Two-Handed Ranged: - Shields: Small Shield, Medium Shield, Large Shield Abilities: Combat Retinue, Honour Rite, Battle Command, Mundane Healing Requirements: Full Base Kit + 5 options from Additional Kit</p>
<p>Champion Base Kit</p> <ul style="list-style-type: none"> • Themed Body and Leg Kit <p>Champion Additional Kit</p> <ul style="list-style-type: none"> • Themed Head Kit • Cloak or Cape • Gloves or Gauntlets • Belt with a Sword Frog or Sheath • 2 Zones of Class 2 Armour • 4 Zones of Class 2 Armour • 6 Zones of Class 2 Armour • Symbol of the Fighters Guild • Symbol of Faction Allegiance • Battle Skirt or Decorative Tassets • Trophies (Skulls, Armour, Amulets or Faction Tokens from Enemies) • Battle Horn 	<p>Knight Base Kit</p> <ul style="list-style-type: none"> • Themed Body and Leg Kit <p>Knight Additional Kit</p> <ul style="list-style-type: none"> • Themed Head Kit • Cloak or Cape • Gloves or Gauntlets • Belt with a Sword Frog or Sheath • 2 Zones of Class 2 Armour • 4 Zones of Class 2 Armour • 6 Zones of Class 2 Armour • Symbol of the Fighters Guild • Class 2 Armour Joints • Faction Tabard or Surcoat • Faction Shield • Symbol of Rank

SKIRMISHER TREE

Scout (Tier 1)	
<p>Scouts are used to spot the enemy movements ahead of the convoy, reporting down the lines to the army. Their role is vital.</p> <p>Base Hit Points: 3 Melee: Single Handed Ranged: Thrown (5) Shields: - Abilities: Recon Requirements: None</p>	
Apprentice Ranger (Tier 2)	Apprentice Rogue (Tier 2)
<p>'Apprentice Rangers are starting their journey towards being the ultimate peace-keeper. We train our ranks to track and find any target. Once found, that target's life is at the whim of the Ranger.' - The Dark Fox of Darkmoor</p> <p>Hit Points: 3 Melee: Single Handed, Dagger, Staff Ranged: Thrown (10), Bow (20) Shields: - Abilities: Recon, Hamstring, Mundane Healing Requirements: Full Base Kit + 1 option from Additional Kit</p>	<p>Apprentice Rogues are the people you hire when you want someone to have an 'accident' whilst travelling on the roads. You just have to make sure you pay them. Because if you don't...</p> <p>Base Hit Points: 3 Melee: Single Handed, Dagger, Dual Wield Ranged: Thrown (10) Shields: Small Shield Abilities: Recon, Disarm, Mundane Healing Requirements: Full Base Kit + 1 option from Additional Kit</p>
Ranger (Tier 3)	Rogue (Tier 3)
<p>Rangers are the finest archers alive. They can track a moving target in minimal light with ease. Escaping the pursuit of a ranger is near impossible...</p> <p>Base Hit Points: 3 Melee: Single Handed, Dagger, Dual Wield, Staff Ranged: Thrown (20), Bow (40) Shields: Small Shield Abilities: Recon, Snaring Shot, Hamstring, Resist Snares, Mundane Healing Requirements: Full Base Kit + 5 options from Additional Kit</p>	<p>'Rogues are like shadows; impossible to catch, hard to follow, and will disappear without a trace. If a company of rogues is on our tail, then we're already dead.' - High priest Cadance of the Order of the Sacred Flame</p> <p>Base Hit Points: 3 Melee: Single Handed, Dagger, Dual Wield, Staff Ranged: Thrown (20), Bow (5) Shields: Small Shield, Medium Shield Abilities: Recon, Disarm, Backstab, Mundane Healing Requirements: Full Base Kit + 5 options from Additional Kit</p>
<p>Ranger Base Kit</p> <ul style="list-style-type: none"> • Themed Body and Leg Kit <p>Ranger Additional Kit</p> <ul style="list-style-type: none"> • Themed Head Kit • Cloak or Cape • Gloves or Gauntlets • Belt with a Sword Frog or Sheath • 2 Zones of Class 1 Armour • 4 Zones of Class 1 Armour • Quiver • Symbol of the Rangers Guild • Hunting Trophy (Pelt, Horn, Claw etc) • Belt Pouch • Water Skin • Map or Compass • Looking Glass 	<p>Rogue Base Kit</p> <ul style="list-style-type: none"> • Themed Body and Leg Kit <p>Rogue Additional Kit</p> <ul style="list-style-type: none"> • Themed Head Kit • Cloak or Cape • Gloves or Gauntlets • Belt with a Sword Frog or Sheath • 2 Zones of Class 1 Armour • 4 Zones of Class 1 Armour • Quiver • Symbol of the Rogues Guild • Dagger Frog or Sheath • Purse for Collecting Bounties • Thieves Tools • Map or Compass • Looking Glass

HOLY TREE

Initiate (Tier 1)

'As an initiate, your body and mind are devoted to your tenant. You are to give everything in you to further your cause, even your life, should the opportunity arise.' - High Priest Gallidar Menatis of Camdoria

Base Hit Points: 3
Melee: Single Handed
Ranged: -
Shields: -
Abilities: Advanced Mundane Healing
Requirements: None

Apprentice Priest (Tier 2)

Apprentice Priests are the core of the religious orders. They are the entry point to holy power and those who wish to study the ways of their gods.

Base Hit Points: 3
Melee: Single Handed, Staff
Ranged: -
Shields: -
Abilities: Advanced Mundane Healing, Battle Heal, Bless
Requirements: Full Base Kit + 1 options from Additional Kit

Apprentice Paladin (Tier 2)

Apprentice Paladins are martial fighters trained as priests. They are the enforcers for religious matters in the field and will help protect those in need.

Base Hit Points: 3
Melee: Single Handed
Ranged: -
Shields: Small Shield, Medium Shield
Abilities: Advanced Mundane Healing, Battle Heal, Divine Martyr
Requirements: Full Base Kit + 1 options from Additional Kit

Priest (Tier 3)

'Priests are the pinnacle of religious teachings. They have practiced their magic and their ways so zealously, that they have harnessed the ability to return life to the broken. If a Priest is in your army, you can fight a little harder knowing at least you won't die today.'
 - Captain Curfall of Emeralton

Base Hit Points: 3
Melee: Single Handed, Dagger, Staff
Ranged: Thrown (20)
Shields: Small Shield, Medium Shield
Abilities: Advanced Mundane Healing, Battle Heal, Bless, Resurrection
Requirements: Full Base Kit + 5 options from Additional Kit

Paladin (Tier 3)

'Paladins are the fist of the gods. They are what stands between what is right, and what you are about to attempt. If a paladin is squaring off against someone, you better believe they deserve the whooping they are about to receive.' - Queen Alivata of FINDERPLAIN

Base Hit Points: 3
Melee: Single Handed, Two Handed, Polearm
Ranged: -
Shields: Small Shield, Medium Shield, Large Shield
Abilities: Advanced Mundane Healing, Battle Heal, Divine Martyr, Divine Judgement
Requirements: Full Base Kit + 5 options from Additional Kit

Priest Base Kit

- Themed Body and Leg Kit

Priest Additional Kit

- Themed Head Kit
- Cloak or Cape
- Gloves or Gauntlets
- Belt with a Sword Frog or Sheath
- No Zones of Armour
- Foci or Attuned Weapon
- Symbol of Elements (Green, Red, Blue, White)
- Robe, Tunic or Coat
- Themed Reagents (Holy Water, Blessed Soil etc)
- Bandage Bag or Bandoleer
- Faction Symbol
- Symbol of Religious Rank
- Religious Spell Tome

Paladin Base Kit

- Themed Body and Leg Kit

Paladin Additional Kit

- Themed Head Kit
- Cloak or Cape
- Gloves or Gauntlets
- Belt with a Sword Frog or Sheath
- 2 Zones of Class 2 Armour
- 4 Zones of Class 2 Armour
- 6 Zones of Class 2 Armour
- Foci or Attuned Weapon
- Symbol of Religion/Faith
- Faction Tabard or Surcoat
- Faction Shield
- Symbol of Religious Rank
- Religious Spell Tome

MAGIC TREE

Magic Adept (Tier 1)

As a Magic Adept, it's mostly expected that you will blow yourself up before actually doing Anything useful. They are typically weak opponents individually, but with protection from their allies can be devastating.

Base Hit Points: 3
Melee: Single Handed
Ranged: -
Shields: -
Abilities: Blast (10)
Requirements: None

Apprentice Evoker (Tier 2)

'Apprentice Evokers are more challenging to best than their adept juniors. Having practiced their skills at the Academy, they know how to hurl a spell and how to protect themselves if need be.'

- High Mage Klandis of The Magic Academy

Base Hit Points: 3
Melee: Single Handed, Dagger, Staff
Ranged: Bandwand (15)
Shields: -
Abilities: Blast (15), Waterwalk, Mundane Healing
Requirements: Full Base Kit + 1 option from Additional Kit

Apprentice Warlock (Tier 2)

They are not as versatile as other mages, but with dedication to their craft and a will to excel, they will soon become a force to be reckoned with.

Base Hit Points: 3
Melee: Single Handed, Dagger, Staff
Ranged: Bandwand (15)
Shields: -
Abilities: Blast (15), Fear, Mundane Healing
Requirements: Full Base Kit + 1 option from Additional Kit

Evoker (Tier 3)

Evokers are mages who have unlocked the ability to harness the elements. Having trained at the academy and honed their spells, they are able to balance strength and utility like few others.

Base Hit Points: 3
Melee: Single Handed, Dagger, Staff, Polearm
Ranged: Bandwand (20)
Shields: -
Abilities: Blast (20), Waterwalk, Windlance, Freeze, Deathball, Mundane Healing
Requirements: Full Base Kit + 5 options from Additional Kit

Warlock (Tier 3)

Warlocks are mages who have elected to practice the more difficult spells. Their training is arduous and long, but when they are finished, they are able to wield powerful magic.

Base Hit Points: 3
Melee: Single Handed, Dagger, Staff, Polearm
Ranged: Bandwand (20)
Shields: -
Abilities: Blast (20), Fear, Leech, Deathball, Mage Armour, Mundane Healing
Requirements: Full Base Kit + 5 options from Additional Kit

Evoker Base Kit

- Themed Body and Leg Kit

Evoker Additional Kit

- Themed Head Kit
- Cloak or Cape
- Gloves or Gauntlets
- Belt with a Sword Frog or Sheath
- No Zones of Armour
- Foci or Attuned Weapon
- Symbol of Elements (Green, Red, Blue, White)
- Robe, Tunic or Coat
- Spell Book
- Shoulder Mantle
- Spell Pouch
- Symbol of the Academy of Mages
- Faction Symbol
- Wand

Warlock Base Kit

- Themed Body and Leg Kit

Warlock Additional Kit

- Themed Head Kit
- Cloak or Cape
- Gloves or Gauntlets
- Belt with a Sword Frog or Sheath
- No Zones of Armour
- Foci or Attuned Weapon
- Symbol of Magical Focus
- Robe, Tunic or Coat
- Spell Book
- Shoulder Mantle
- Spell Pouch
- Wand
- Ritual Dagger
- Trinkets of Power (Bones, Skulls, Feathers, Amulets etc)

SAVAGE TREE

Grunt (Tier 1)	
<p><i>'Let them run towards certain death. Those who return to us alive have earned that right to live.'</i> - Chieftain Bjorn Wolfborne</p> <p>Base Hit Points: 3 Melee: Single Handed Ranged: Thrown (5) Shields: - Abilities: Resist Battle Magic Requirements: None</p>	
Apprentice Mager Hunter (Tier 2)	Apprentice Berserker (Tier 2)
<p><i>'An Apprentice Mage Hunter is a martial fighter who has been trained in the arts of deflecting magic. They are perfect shields against mage assaults, it's a pity we had none here during the assault on Versano'</i> - General Datam, New Versano</p> <p>Base Hit Points: 3 Melee: Single Handed Ranged: Thrown (10) Shields: Small Shield, Medium Shield Abilities: Resist Battle Magic, Deflect, Mundane Healing Requirements: Full Base Kit + 1 option from Additional Kit</p>	<p><i>Apprentice Berserkers are fighters with more instinct than skill. Their primary reason for fighting is to mause the enemy and create as much pain as they can.</i></p> <p>Base Hit Points: 3 Melee: Single Handed, Dual Wield Ranged: Thrown (10) Shields: - Abilities: Resist Battle Magic, Resist Snares, Mundane Healing Requirements: Full Base Kit + 1 option from Additional Kit</p>
Mage Hunter (Tier 3)	Berserker (Tier 3)
<p><i>Mage Hunters are deadly against casters. Fast Enough to dodge arrows and knives, but also able to catch and re-cast spells at opponents. The anti-magical runes on the skin grant them their power.</i></p> <p>Base Hit Points: 3 Melee: Single Handed, Staff Ranged: Thrown (20) Shields: Small Shield, Medium Shield Abilities: Resist Battle Magic, Deflect, Silence Orb, Mundane Healing Requirements: Full Base Kit + 5 options from Additional Kit</p>	<p><i>Berserkers are fury fighters with zero regard for their own lives. Berserkers are not one for strategy, but when working as a pack, they can inflict damage beyond that of most other classes.</i></p> <p>Base Hit Points: 3 Melee: Single Handed, Dual Wield, Two-Handed, Polearm Ranged: Thrown (20) Shields: - Abilities: Resist Battle Magic, Resist Snares, Bloodrage, Mundane Healing Requirements: Full Base Kit + 5 options from Additional Kit</p>
<p>Mage Hunter Base Kit</p> <ul style="list-style-type: none"> • Themed Body and Leg Kit <p>Mage Hunter Additional Kit</p> <ul style="list-style-type: none"> • Themed Head Kit • Cloak or Cape • Gloves or Gauntlets with Anti-Magic Symbols on the Palm • Belt with a Sword Frog or Sheath • 2 Zones of Class 1 or Class 2 Armour • 4 Zones of Class 1 or Class 2 Armour • 2 Zones Furs and Pelts • 1 Zone Marked with Blue Anti-Magic Symbols • Belt Pouch • Accessories for Tracking Mages • Ledger of Killed or Captured Mages • Faction Shield • Trophies (Staff, Amulets, Rings, Symbols from Mages) • Weapon Marked with Anti-Magic Symbols 	<p>Berserker Base Kit</p> <ul style="list-style-type: none"> • Themed Body and Leg Kit <p>Berserker Additional Kit</p> <ul style="list-style-type: none"> • Themed Head Kit • Cloak or Cape • Gloves or Gauntlets • Belt with a Sword Frog or Sheath • 2 Zones of Class 2 Armour • 2 Zones Furs and Pelts • 4 Zones Furs and Pelts • 1 Zone Marked with Blue Anti-Magic Symbols • Thick Waist or Stomach Belt • Battle Horn • Battle Skirt or Decorative Tassets • Belt Pouch • Trophies (Skulls, Bones or Body Parts)

DISCIPLINE TREE

Conscript (Tier 1)	
<p><i>Conscripts are important. Without them, Kirisaka and Tingzun would cease operations. They are respected for their position, however low. That being said, They are expected to give their lives should the need come. 'Never treat a Conscript any less than you would an Apprentice Black Master, for if that Conscript were to find their feet, you will surely pay for your misgivings' - Kiama Mosonato, Shogun of Kirisaka</i></p> <p>Base Hit Points: 3 Melee: Single Handed Ranged: - Shields: - Abilities: Recon Requirements: None</p>	
Apprentice Blade Master (Tier 2)	Apprentice Shadow (Tier 2)
<p><i>Apprentices are sworn to the protection of their Lord or Lady. They are learning the way of honour and the blade. They will fight to earn the great privilege of being named a Blade Master.</i></p> <p>Base Hit Points: 3 Melee: Single Handed, Two-Handed Ranged: - Shields: - Abilities: Recon, Cleave, Mundane Healing Requirements: Full Base Kit + 1 option from Additional Kit</p>	<p><i>Apprentice Shadows are Conscripts that have continued down the art of subtlety. They are slowly mastering the ability to hide and ambush their opponents.</i></p> <p>Base Hit Points: 3 Melee: Single Handed, Dagger, Dual Wield Ranged: Thrown (10) Shields: - Abilities: Recon, Featherfoot, Mundane Healing Requirements: Full Base Kit + 1 option from Additional Kit</p>
Blade Master (Tier 3)	Shadow (Tier 3)
<p><i>The Blade Master fights only for honor. Often serving under a Lord or Lady for little money; there is nothing greater to these warriors than preserving the honour of the blade.</i></p> <p>Base Hit Points: 4 Melee: Single Handed, Dagger, Two-Handed, Polearm Ranged: - Shields: - Abilities: Recon, Cleave, Duty Before Death, Honourable Sacrifice, Mundane Healing Requirements: Full Base Kit + 5 options from Additional Kit</p>	<p><i>These secret members of society live in the darkness, poised on a knife edge. Preferring to strike from vantage and emphasize stealth and lethality above all else.</i></p> <p>Base Hit Points: 3 Melee: Single Handed, Dagger, Dual Wield Ranged: Thrown (20) Shields: - Abilities: Recon, Featherfoot, Smoke Bomb, Fury Strikes, Mundane Healing Requirements: Full Base Kit + 5 options from Additional Kit</p>
<p>Blade Master Base Kit</p> <ul style="list-style-type: none"> • Themed Body and Leg Kit <p>Blade Master Additional Kit</p> <ul style="list-style-type: none"> • Themed Head Kit • Cloak or Cape • Gloves or Gauntlets • Belt with a Sword Frog or Sheath • 2 Zones of Class 1 or 2 Armour • 4 Zones of Class 1 or 2 Armour • 6 Zones of Class 1 or 2 Armour • Family Crest • Dagger • Faction Back Banner • Faction Tabard or Faction Symbol • Belt Pouch • Coat or Robe 	<p>Shadow Base Kit</p> <ul style="list-style-type: none"> • Themed Body and Leg Kit <p>Shadow Additional Kit</p> <ul style="list-style-type: none"> • Themed Head Kit • Cloak or Cape • Gloves or Gauntlets • Belt with a Sword Frog or Sheath • 2 Zones of Class 1 Armour • 4 Zones of Class 1 Armour • 4 Zones of Black Colouration • Family Crest • Dagger Frog or Sheath • Thrown Weapon Holder • Belt Pouch • Faction Symbol

PERFORMER TREE

Entertainer (Tier 1)	
<p><i>Entertainers are those who wish to dabble in the arts. They have not settled on a discipline, and they are yet to find their place in the world.</i></p> <p>Base Hit Points: 3 Melee: Single Handed Ranged: - Shields: - Abilities: Boosted Morale Requirements: None</p>	
Apprentice Thespian (Tier 2)	Apprentice Bard (Tier 2)
<p><i>Apprentice Thespians are those who have begun the art of performance over song. The acts of instruments, dance, trickery or skill. They utilise their talents to inspire other troops.</i></p> <p>Base Hit Points: 3 Melee: Single Handed, Dagger Ranged: Thrown (10) Shields: - Abilities: Boosted Morale, Inspire Heroics, Mundane Healing Requirements: Full Base Kit + 1 option from Additional Kit</p>	<p><i>Apprentice Bards have started to make a name for themselves in taverns and courts throughout the world but they are still a long way from mastering their craft.</i></p> <p>Base Hit Points: 3 Melee: Single Handed, Staff Ranged: - Shields: Small Shield Abilities: Boosted Morale, Song of Healing, Mundane Healing Requirements: Full Base Kit + 1 option from Additional Kit</p>
Thespian (Tier 3)	Bard (Tier 3)
<p><i>Thespians are the spies of the Performer's world. They hone their ability to juggle so well that they can scan a room or listen to two conversations at once without dropping a juggling knife. Always send a Thespian to do a rogue's job.</i></p> <p>Base Hit Points: 3 Melee: Single Handed, Dagger, Dual Wield, Two Handed Ranged: Thrown (20) Shields: - Abilities: Boosted Morale, Song of Healing, Inspire Heroics, Silence Orb, Mundane Healing Requirements: Full Base Kit + 5 options from Additional Kit</p>	<p><i>Bards have practiced their art for many years, learning how to weave songs into tunes that will mystify and sometimes even heal their allies. They are adept at inspiring, and revitalising their troops.</i></p> <p>Base Hit Points: 3 Melee: Single Handed, Dagger, Staff Ranged: - Shields: Small Shield, Medium Shield Abilities: Boosted Morale, Song of Healing, Song of Temporary Strength, Song of Sacrifice, Song of Spirits, Mundane Healing Requirements: Full Base Kit + 5 options from Additional Kit</p>
<p>Thespian Base Kit</p> <ul style="list-style-type: none"> • Themed Body and Leg Kit <p>Thespian Additional Kit</p> <ul style="list-style-type: none"> • Themed Head Kit • Cloak or Cape • Gloves or Gauntlets • Belt with a Sword Frog or Sheath • 2 Zones of Class 1 Armour • 2 Zones of Bright Colours • 4 Zones of Bright Colours • Coin Purse • Waterskin • Faction Symbol • Book of Plays and Speeches • Musical Instrument • Symbol of the Bards College • Satchel or Backpack • Throwing Weapon Holder 	<p>Bard Base Kit</p> <ul style="list-style-type: none"> • Themed Body and Leg Kit <p>Bard Additional Kit</p> <ul style="list-style-type: none"> • Themed Head Kit • Cloak or Cape • Gloves or Gauntlets • Belt with a Sword Frog or Sheath • 2 Zones of Class 1 Armour • 2 Zones of Bright Colours • 4 Zones of Bright Colours • Coin Purse • Waterskin • Faction Symbol • Book of Songs and Tunes • Musical Instrument • Symbol of the Bards College • Satchel or Backpack

SCHOLAR TREE

Trainee (Tier 1)	
<p><i>Trainees are those who wish to broaden their knowledge. Essentially capable of nothing, but with huge upward potential!</i></p> <p>Base Hit Points: 3 Melee: Single Handed Ranged: - Shields: - Abilities: Advanced Mundane Healing Requirements: None</p>	
Apprentice Alchemist (Tier 2)	Apprentice Apothecary (Tier 2)
<p><i>After training for what seems like an eternity, Apprentice Alchemists finally grasp the base of their trade. They set about practicing their skill into an artform. Their skill however, is a blend of skill and happy accidents.</i></p> <p>Base Hit Points: 3 Melee: Single Handed, Dagger Ranged: Thrown (10) Shields: - Abilities: Advanced Mundane Healing, Unstable Concoction (15) Requirements: Full Base Kit + 1 option from Additional Kit</p>	<p><i>Apprentice Apothecaries are crude practitioners of primitive medicine. They typically are called when there is no healer around, and due to the mundane nature of their methods, death typically follows. But they will give it a crack!</i></p> <p>Base Hit Points: 3 Melee: Single Handed, Dagger, Staff Ranged: - Shields: Small Shield Abilities: Advanced Mundane Healing, Bloodletting Requirements: Full Base Kit + 1 option from Additional Kit</p>
Alchemist (Tier 3)	Apothecary (Tier 3)
<p><i>Alchemists are the crazy, elemental tinkerers who find joy in mixing chemicals and precious materials to form a myriad of potions. What they do is sometimes unintended, but always fun! For them at least.</i></p> <p>Base Hit Points: 3 Melee: Single Handed, Dual Wield, Dagger, Two Handed Ranged: Thrown (20) Shields: - Abilities: Advanced Mundane Healing, Unstable Concoction (20), Potion of What?, Bottle of Blistering Banefire, Vial of Ice Requirements: Full Base Kit + 5 options from Additional Kit</p>	<p><i>Famed for their talent for healing without magic the Apothecary uses herbs, tools and other methods for healing the injured. They are the people behind the lines that keep others from death's door.</i></p> <p>Base Hit Points: 3 Melee: Single Handed, Dagger, Staff Ranged: - Shields: Small Shield, Medium Shield. Abilities: Advanced Mundane Healing, Bloodletting, Surgical Resurrection, Backstab Requirements: Full Base Kit + 5 options from Additional Kit</p>
<p>Alchemist Base Kit</p> <ul style="list-style-type: none"> • Themed Body and Leg Kit <p>Alchemist Additional Kit</p> <ul style="list-style-type: none"> • Themed Head Kit • Cloak or Cape • Gloves or Gauntlets • Belt with a Sword Frog or Sheath • 2 Zones of Class 1 Armour • 4 Zones of Class 1 Armour • Potion Vial Holder or Bag with Ribbon Bag • Bandage Bag or Bandoleer • Book of Recipes and Formulæ • Waterskin • Faction Symbol • Symbol of Education • Satchel or Backpack 	<p>Apothecary Base Kit</p> <ul style="list-style-type: none"> • Themed Body and Leg Kit <p>Apothecary Additional Kit</p> <ul style="list-style-type: none"> • Themed Head Kit • Cloak or Cape • Gloves or Gauntlets • Belt with a Sword Frog or Sheath • 2 Zones of Class 1 Armour • Surgical Knife or Dagger • Bandage Bag or Bandoleer • Book of Medicines and Procedures • Medieval Surgery Kit • Waterskin • Faction Symbol • Symbol of Education • Satchel or Backpack

BLACKPOWDER TREE

(Ashnoor Only)

Cadet (Tier 1)

Cadets are learning their trade. Their superiors use them to carry the black powder barrels to and from wagons and ships. They have very little worth but the smart ones pick up a few tricks along the way....

Base Hit Points: 3
Melee: Single Handed
Ranged: -
Shields: -
Abilities: Recon
Requirements: None

Apprentice Highwayman (Tier 2)

The harsh streets and the wanton violence have turned the soft-handed cadet into a rough character. With some skills at their disposal and respect from fellow free-folk, they secure contracts to earn a living.

Base Hit Points: 3
Melee: Single Handed, Dagger
Ranged: Band Pistol (40)
Shields: -
Abilities: Recon, Powershot, Mundane Healing
Requirements: Full Base Kit + 1 option from Additional Kit

Apprentice Mariner (Tier 2)

Apprentice Mariners are those who seek to make their fortune off the back of reputation, and travels. They are ruthless in a gunfight, and surprisingly nimble with a sword.

Base Hit Points: 3
Melee: Single Handed, Dagger
Ranged: Band Pistol (40), Thrown (10)
Shields: -
Abilities: Recon, Unstable Concoction (5), Mundane Healing
Requirements: Full Base Kit + 1 option from Additional Kit

Highwayman (Tier 3)

Highwaymen are the most skilled hijackers you've seen. They will ambush a caravan, kill every guard and retrieve the item or hostage you want without a single blade being drawn.

Base Hit Points: 3
Melee: Single Handed, Dagger, Dual Wield
Ranged: Band Pistol (60), Band Rifle (60)
Shields: -
Abilities: Recon, Powershot, Detain, Mundane Healing
Requirements: Full Base Kit + 5 options from Additional Kit

Mariner (Tier 3)

Mariners have worked their way to the top of the pecking order. Those who have put in the effort, served on enough ships and collected enough gold have earned their rank.

Base Hit Points: 3
Melee: Single Handed, Dagger, Dual Wield
Ranged: Band Pistol (60), Thrown (20)
Shields: -
Abilities: Recon, Swimming, Unstable Concoction (10), Powder Keg, Mundane Healing
Requirements: Full Base Kit + 5 options from Additional Kit

- Highwayman Base Kit
- Themed Body and Leg Kit
- Highwayman Additional Kit
- Themed Head Kit
 - Cloak or Cape
 - Gloves or Gauntlets
 - Belt with a Sword Frog or Sheath
 - 2 Zones of Class 1 Armour
 - 4 Zones of Class 1 Armour
 - Looking Glass
 - Keys for Handcuffs
 - Trophies (Jewelry, Fancy Clothing etc)
 - Pouch of Ammunition
 - Coin Purse
 - Symbol of Guild Affiliation
 - Holster for Pistol

- Mariner Base Kit
- Themed Body and Leg Kit
- Mariner Additional Kit
- Themed Head Kit
 - Cloak or Cape
 - Gloves or Gauntlets
 - Belt with a Sword Frog or Sheath
 - 2 Zones of Class 1 Armour
 - 4 Zones of Class 1 Armour
 - Cartographers Equipment (Map, Compass etc)
 - Trophies (Loot, Artefact, Valuable Items etc)
 - Pouch of Ammunition
 - Memento of Homeland
 - Maritime Coat
 - Bandoleer
 - Holster for Pistol

Abilities

Our game works on the principle of honour. The entire event revolves around participant's honesty, their ability to play fair and most of all the desire to have fun. Abilities help facilitate the team-based feel of our game, and allow certain classes to shine, have their moments as well as add to the mesh that is a well-rounded team. Below are all of the abilities we currently have in our system. As well as the definitions for the common terms used in the ruleset.

Activation Types

Touch Based - User must make physical contact with another participant, maintaining that contact for the duration required by the ability. This contact must be consenting.

Projectile Based - Specified projectiles must be thrown overarm - by hand - unless specified, and must hit the target on the full (before the ground) to count.

Arrow Based - Arrows must be fired from an approved bow, and hit the target on the full (before the ground) to count.

Bandgun Based - Rounds must be fired from an approved Bandgun, and hit the target on the full (before the ground) to count.

Song Based - Songs must be approved by the Sign in desk prior to utilisation, and speed must be no faster than normal talking pace. Words must be in english, and understandable for someone standing 10 meters away.

Action Based - The ability requires an action to be carried out. In full without interruption.

Strike Based - The strike is required to hit the person, on the body without being intercepted by another weapon or shield.

Cooldowns

Timed Cooldown - A cooldown dictated by time passed.

Once per Respawn Signal - Each time there is a respawn, the whistle/horn/gong will sound. This resets the 'charge' for the user to utilise. In rounds with no respawn signals, this ability can only be used once per respawn Life.

Once per Respawn Life - When a participant dies, and then returns to respawn to re-enter the game. This counts as a respawn life.

Once per Scenario - The story game which runs for approx. 20-35 minutes. (3 per event typically).

Once per Event - The start to finish of a sanctioned event, be it a single day event, or multiple, this can only be used once.

One Active - Only one use of this ability can be active at a time, to reuse it you must deactivate the last cast. This is generally used for buff spells.

Melee Abilities

Avenging Strike

Activation

Touch Based

Verbal Requirement

Call - 'I WILL AVENGE YOUR DEMISE!', followed by 'DOUBLE'

Item Requirement

None

Cooldown

One Active

Effect

If an ally dies in the vicinity of the user, before the target is executed, and before the 10 second timer expires; the user can rush to the body, place a hand on their shoulder and proclaim that they will avenge their death. They are granted 1 double damage strike on their next strike. This must be signalled by calling 'DOUBLE' when swinging the weapon. If the strike misses, the charge is used. This is limited to one ability use for a single user, per corpse. Does not stack with multiple uses.

Bloodrage

Activation

Action Based - Execution on a fallen enemy you've slain

Verbal Requirement

Call - A warcry for your super-faction or sub-faction

Item Requirement

None

Cooldown

None

Effect

When a target is killed by the user themselves, the user acts out an execution on the target to regenerate 1 Hit Point. Targets killed by other participants cannot be executed. In the event of a disputed kill, the target cannot be executed. This ability cannot take the user over their max Hit Point cap.

Cleave

Activation

Action Based

Verbal Requirement

Call - 'CLEAVE', followed by 'DOUBLE'

Item Requirement

None

Cooldown

None

Effect

If the user lands the killing blow on an opponent, they are able to execute the target with their weapon with the command 'CLEAVE', they then gain double damage for their next strike. This must be signalled by calling 'DOUBLE' when swinging the weapon. Executed targets must go directly to respawn. This ability is limited to One and Two-Handed Swords ONLY.

Bloodletting

Activation

Action Based

Verbal Requirement

None

Item Requirement

Dagger and Bandage

Cooldown

Once per Respawn Signal

Effect

The user can place a surgical dagger on the forearm or lower leg of another participant who has taken any damage. They must then remove the dagger and proceed to wrap up the wound with a bandage over 15 seconds. At the end of the timer they must call 'HEAL THREE'. The target heals for 3 Hit Points not exceeding their maximum. Cannot be used to heal yourself.

Backstab

Activation

Touch Based

Verbal Requirement

Call - 'BACKSTAB'

Item Requirement

Dagger

Cooldown

None

Effect

The user must have one hand carrying a dagger, the other hand must be empty. They must sneak up behind a target, place one hand on the shoulder, upper arm, or upper back and place the dagger (no thrusting motion) at the beltline in the centre of the back and call 'BACKSTAB' These two points of contact, coupled with the call will deal 6 points of damage. Cannot be used on the same target for 10 seconds.

Death Before Duty

Activation

Strike Based

Verbal Requirement

Call - 'DOUBLE'

Item Requirement

None

Cooldown

Once per Scenario

Effect

If the user is in a control point or take and hold circle and is reduced to 0Hit Point, during their "Bleed Out" phase, they are able to call 'DOUBLE' and deal a double damage strike on a single opponent. If this strike kills the opponent, the user is resurrected on a single hit point. If not, the user dies immediately while apologising to their master for failure. If this ability is attempted, they user cannot be resurrected.

Disarm

Activation
Strike Based

Verbal Requirement
Call - 'DISARM'

Item Requirement
Single Handed Weapon

Cooldown
None

Effect
The user is able to call 'DISARM' whilst they swing their weapon at an opponent. If they are able to land the swing on the opponent's forearm, then the ability has an effect, if they strike any other part of the person, or miss the swing, the ability fails. If successful, the target must hold the weapon behind them, or against their person for 10 seconds. Any strikes to their weapon during this time count as a hit. If holding an objective in the arm struck, they must put it down. They cannot switch it to the other hand AFTER they are struck, and if picking the object up with the other arm, cannot use the struck hand for 10 seconds. This ability does not work on shields.

Hamstring

Activation
Strike Based

Verbal Requirement
Call - 'HAMSTRING'

Item Requirement
Single Handed Weapon

Cooldown
Once per Respawn Signal

Effect
The player calls out 'HAMSTRING' taking an immediate swing at the target, if it connects with the target's legs at all, the target cannot move more than 1 pace in any direction for 10 seconds (Keeping one foot in place for the duration). Partial blows still count. This ability cannot be healed or removed.

Fury Strikes

Activation
Strike Based

Verbal Requirement
Call - A four word warcry of your choice, followed by 'DOUBLE'

Item Requirement
Single Handed Weapon

Cooldown
Once per Respawn Life

Effect
The user must stand straight, raise their weapon in the air and make a 4-word battle taunt (Example: 'Bow before true power!'). After the taunt is completed, the NEXT 3 weapon strikes within the next 15 seconds will deal DOUBLE damage. Misses will not count to this total; the weapon swings must strike something. This must be signalled by calling 'DOUBLE' when swinging the weapon. Standard weapon strike rules apply in regards to the damage. This ability cannot be used until the player has died and been revived by the respawn fountain.

Slam

Activation
Strike Based

Verbal Requirement
Call - 'SLAM'

Item Requirement
Two Handed Weapon/Polearm

Cooldown
Timed Cooldown - 10 seconds

Effect
The user makes the call of 'SLAM' as they swing their weapon toward a shield. If the weapon strikes the shield without being parried, it sends the shield bearer back 1 step in a staggering fashion to represent the power put behind the blow. This does not count for thrusts. This ability cannot be used to push someone into a special terrain that would lead to death, nor can it be used if they are on the edge of the field, or against an obstacle. If they are unable to step back, they simply don't move.

Ranged Abilities

Deflect

Activation
Action Based

Verbal Requirement
Call - 'DEFLECT'

Item Requirement
None

Cooldown
None

Effect
The user calls 'DEFLECT' and can attempt to catch a spell packet prior to hitting a target. If a projectile is caught in mid-air without touching any other part of the body or weapon, they are then able to throw the packet at any target. This must be done with empty hand/s, and only applies to Battle Magic. If the user attempts to catch it and fails, it counts as a hit and the spell has its effect. Once caught, the spell must be thrown within 3 seconds otherwise the spell will detonate.

Silence Orb

Activation
Projectile Based

Verbal Requirement
Call - 'SILENCE'

Item Requirement
Silver/grey spell packet

Cooldown
Once per Respawn Signal

Effect
The user calls 'SILENCE' as they throw the projectile. Any targets it hits prior to hitting the ground are unable to speak until the next respawn signal. This includes all abilities that require words to be spoken, all spells, and any commands they are to give. Does not penetrate shields.

Unstable Concoction

Activation

Projectile Based

Verbal Requirement

Call - 'DAMAGE'

Item Requirement

Red potion projectile, red and yellow ribbon

Cooldown

None

Effect

The user holds vials in a pouch or bag which contains them, and the ribbons are kept separate from the vials. They must use one ribbon and tie it around a vial in order to add the activating ingredient. They must then hold the vial out to the side and shake it for 10 seconds (no voice count required). Once they have reached 10 seconds, they then must throw the vial at a target to inflict 3 points of damage, making the call of 'DAMAGE'. This ability does not penetrate shields, and if the user is hit whilst shaking the vial, they must drop it and the vial is used.

To reuse vials, they must be picked up, untied and both items must go back in their pouches before starting again.

Powershot

Activation

Bandgun Based

Verbal Requirement

Call - 'POWERSHOT'

Item Requirement

Band Pistol or Rifle

Cooldown

Once per Respawn Signal

Effect

The user points their bandgun at a target, calling 'POWERSHOT' prior to firing. They then shoot the target, dealing 3Hit Point damage to the unprotected body, or 1Hit Point through a shield. If the shot misses or misfires, the charge is wasted.

Vial of Ice

Activation

Projectile Based

Verbal Requirement

Call 'FREEZE'

Item Requirement

Blue potion projectile, blue and white ribbon.

Cooldown

None

Effect

The user holds vials in a pouch or bag which contains them, and the ribbons are kept separate from the vials. They must use one ribbon and tie it around a vial in order to add the activating ingredient. They must then hold the vial out to the side and shake it for 10 seconds (no voice count required). Once they have reached 10 seconds, they then must throw the vial at a target calling 'FREEZE!' which freezes the target's legs in place for 30 seconds or until another player strikes the target. Striking deals 1 Hit Point damage regardless of friend or foe. This ability penetrates shields. If the user is hit whilst shaking the vial, they must drop it and the vial is used.

To reuse vials, they must be picked up, untied and both items must go back in their pouches before starting again.

Smoke Bomb

Activation

Projectile Based

Verbal Requirement

Call - 'SMOKE BOMB'

Item Requirement

Grey potion projectile

Cooldown

Once per Respawn Life

Effect

The user holds the grey smoke bomb in the air and calls 'SMOKE BOMB' they then throw the projectile into the ground and are immediately 'out of game'. They place their weapon on their head and go to the recon respawn, or normal respawn if there isn't one. They cannot use this ability if they have no hands free to cast it, if they are holding an objective item, or if they have been silenced.

Snaring Shot

Activation

Arrow Based

Verbal Requirement

Call - 'SNARING SHOT'

Item Requirement

Arrow fired from a bow

Cooldown

Once per Respawn Signal

Effect

The user can utilise specialised arrows to make ensnaring attacks on opponents. The user calls 'SNARING SHOT' as they fire the arrow. If the arrow connects with the target anywhere, including the shield, it will hold the target in place, restricting them to 1 pace in any direction for 30 seconds. This can be removed by an ally by placing a hand on the shoulder and counting down from 5. This shot also follows the normal damage rules for arrows, but deals 1Hit Point damage through a shield.

Battle Magic

Battle Heal

Activation

Touch Based

Verbal Requirement

30 word chant, ending in 'HEAL THREE'

Item Requirement

None

Cooldown

None

Effect

The user must place a hand on the targets shoulder at all times and must not move during the chant. Neither party can engage in combat or defend from attacks whilst casting; including blocking attacks with shields. If either party is struck, the user is unable to continue chant smoothly, or moved in any way, the spell is interrupted and must be started anew. Heals the target for +3Hit Point (1Hit Point to those resistant to magic).

Blast

Activation

Projectile Based

Verbal Requirement

15 word chant, ending in 'BLAST'

Item Requirement

Red Spell Packet

Cooldown

None

Effect

Causes 3 Hit Point damage (1Hit Point to those resistant to magic) to the target on hit, hits through shields. Cannot be parried. If the target's clothing is also hit, the target is damaged. Can be deflected.

Bless

Activation

Touch Based

Verbal Requirement

15 word chant, ending in 'GO FORTH, CHOSEN ONE'

Item Requirement

A white ribbon tied to the left upper arm

Cooldown

One Active

Effect

The user says the spell whilst holding a hand on the targets shoulder. At the completion, the target is imbued with an extra hit point on top of their maximum Hit Point cap. This lasts until the end of the scenario, and is symbolised by a white ribbon tied to the targets left upper arm. Users cannot bless another priest or themselves, and only one blessing is allowed to be active at any time, and on any target.

Fear

Activation

Projectile Based

Verbal Requirement

15 word chant, ending in 'FEAR.ME'

Item Requirement

Black Spell Packet

Cooldown

None

Effect

The user casts the spell, throwing the projectile at a target. Upon a hit (including a shield) the target must turn and run away from the caster. After 5 seconds they can stop running, but cannot attack that user until the next respawn Signal, even if the user attacks them. Damage from the user of any kind breaks the spell. Can be deflected.

Freeze

Activation

Projectile Based

Verbal Requirement

15 word chant, ending in 'FREEZE'

Item Requirement

Blue Spell Packet

Cooldown

None

Effect

The user must chant a spell, launching a ball of frost which freezes the targets legs in place for 30 seconds or until another player strikes the target. Striking deals 1 Hit Point damage regardless of friend or foe. Can be deflected.

Inspire Heroics

Activation

Touch Based

Verbal Requirement

15 word poem, ending in 'BECOME WHAT YOU WERE MEANT TO BE'

Item Requirement

None

Cooldown

None

Effect

The user speaks a short poem of heroic inspiration, placing a hand on the shoulder of an ally of their choosing. They complete the poem, and grant the target a single double damage strike, and a 15 second respawn if they die prior to the next signal. If the signal sounds before they are killed, the spell wears off.

Leech Life

Activation
Touch Based

Verbal Requirement
15 word chant, ending in 'LEECH LIFE'

Item Requirement
None

Cooldown
None

Effect
The user must complete the chant without interruption whilst remaining stationary and in contact with a recently dead target. At the completion, the user absorbs 1 Hit Point from the target and they are executed. This spell cannot put you over your maximum hit points. Usable on friendly and enemy targets.

Mage Armour

Activation
Action Based

Verbal Requirement
None

Item Requirement
A Light Blue ribbon on the left upper arm

Cooldown
One Active

Effect
The user gains the ability to have magic armour protecting their body, adding a passive +1 hit point to their maximum cap. This bonus does not stack with armour bonuses, but does stack with the costume bonus (allowing the user to reach 5 base Hit Point) They are able to forgo this mage armour and imbue it to another participant of their choosing. Cannot stack with Bless, or another count of Mage Armour.

Song of Healing

Activation
Song Based

Verbal Requirement
15 word song, ending in 'HEAL ONE (Insert name)'

Item Requirement
None

Cooldown
None

Effect
The user plays/sings a song whilst at a walking pace or standing stationary. At the end of a 15 word song or tune, they can elect to heal one target within 5 meters. They finish playing and point at the target and call their name to heal them. Is not interrupted by damage, but silence will stop the words required to activate the spell.

Song of Sacrifice

Activation
Song Based

Verbal Requirement
30 word song, ending in 'MAY MY SACRIFICE GO DOWN IN HISTORY!'

Item Requirement
None

Cooldown
Once per Scenario

Effect
The user plays/sings a song as they move at a walking pace or stationary. Once they complete the song, they are immediately reduced to 0 Hit Point and must return to respawn. Upon respawning, they are given double their base Hit Point until their next death.

Song of Temporary Strength

Activation
Song Based

Verbal Requirement
15 word song, ending in 'YOU'VE GOT THE POWER'

Item Requirement
None

Cooldown
Once per Respawn Life

Effect
The user plays/sings a song as they move at a walking pace or stationary. At the completion of the song, they place their hand on the shoulder of a nearby ally and finish the words. That ally then takes a full heal, but will die at the next respawn signal. (target must then head straight to respawn)

This spell also allows the target to lift objects that require 2 people, and to perform acts of strength that require 2 people.

Waterwalk

Activation
Action Based

Verbal Requirement
Continuous chant

Item Requirement
Spell packet on the end of a string (20-50cm long)

Cooldown
None

Effect
The user must twirl their prop above their heads with a free hand whilst chanting, during this time the caster is able to move across water at a walking pace. If the caster receives damage, is interrupted, the prop stops spinning, or is silenced, this will break the spell. If the mage is over special terrain when this occurs, standard terrain rules apply. Can only be used on swamps and water.

Windlance

Activation

Action Based

Verbal Requirement

30 word chant, ending in 'PUSH BACK: ONE, TWO, THREE'

Item Requirement

None

Cooldown

None

Effect

The user must be loud enough to get the targets attention and point at the target/s before the final 2 words. The targets must be within 5 meters of the user, and at the completion of the spell, 3 people take 3 large steps backwards (if safe). This spell cannot be used to push someone into a special terrain that would lead to death, nor can it be used if they are on the edge of the field, or against an obstacle. The user cannot move during casting.

High Magic Abilities

Divine Judgement

Activation

Touch Based

Verbal Requirement

Call - '(Insert Deity) HAS JUDGED YOU WORTH THEIR CAUSE, RISE AND FIGHT ONCE MORE'

Item Requirement

None

Cooldown

Once per Respawn Life

Effect

The user speaks the words and imbues their allies with divine strength, judging them worthy of combat. They select up to three bodies around them and raise them up with 1 Hit Point each by placing a hand on their shoulders. These must be done at the same time, if only two people or one person are available, then the charge is still used.

Resurrection

Activation

Action Based

Verbal Requirement

45 word chant, ending in 'RISE AGAIN'

Item Requirement

None

Cooldown

None

Effect

The user must stand next to the target with a hand in the air whilst chanting. Must not move during the spell, and neither party can engage in combat or defend from attacks whilst casting. If the user is struck, unable to continue chant smoothly, or moved in any way, the spell is interrupted and must be started anew. The target resurrects with 3 Hit Points.

Divine Martyr

Activation

Touch Based

Verbal Requirement

Call - 'IN THE NAME OF (Insert Deity) I GIVE MY LIFE, SO THAT YOU SHALL BE HEALED! HEAL FULL!'

Item Requirement

None

Cooldown

Once per Respawn Life

Effect

Instantly kills the user and heals the target to full health regardless of current state. After the casting of this spell, the user must return to respawn. Can be used to resurrect targets within the 10 second death countdown.

Song of Spirits

Activation

Song Based

Verbal Requirement

Continuous song, starting with 'ALL THOSE WHO HAVE DEPARTED, HEAR MY SOUND' and ending with 'CRY HAVOC AND LET SLIP THE DOGS OF WAR'

Item Requirement

None

Cooldown

None

Effect

The user plays/sings a tune, with the song surrounding the mortal struggle. They can walk or run whilst playing, and allies who have died are able to follow along behind the bard at a walking pace. As the Bard plays/sings, the people behind them cannot make noise. As the respawn signal sounds, the bard says their final chant, and everyone behind them charges back onto the battlefield as though respawning. If the bard is killed, they run too far (more than five meters) from the line, or enter terrain that kills them, the chain is broken and everyone following must immediately return to respawn unless picked up again by song.

Deathball

Activation
Projectile Based

Verbal Requirement
Call - 'I CALL UPON THE ELEMENT OF WATER,
SHIELD ME IN THE SPELL I CAST.
I CALL UPON THE DOMAIN OF AIR,
GUIDE THIS SPELL TO MY FOE.
I CALL UPON THE POWER OF EARTH,
MARKOTH'S GIFT BENEATH MY FEET.
I CALL UPON THE FIRES OF CREATION,
SILENCE MY FOE WITH BURNING WRATH.
AS THERE IS LIFE, I CALL UPON DEATH.'

Item Requirement
A large spherical spell packet or ball between 15-20cm in diameter

Cooldown
Once per Respawn Signal

Effect
The user cannot move whilst casting, must call out the spell loudly whilst holding the projectile to the sky. The spell strikes through shields, and upon hitting the target must take the death and return to respawn. If the user is struck, unable to continue chant smoothly, or moved in any way, the spell is interrupted and must be started anew. Once this spell hits a target, if it hits another target on the full (without hitting the ground) it will kill them as well. This can happen with as many targets as it touches prior to the ground. Cannot be deflected.

Non-Combat Abilities

Advanced Mundane Healing

Activation
Action Based

Verbal Requirement
None

Item Requirement
A bandage minimum 1m in length

Cooldown
None

Effect
When a target is reduced to 0 Hit Points, and prior to their death, the user can move to their body and kneel beside them. They then take out one bandage and begin to wrap the bandage around a forearm, or lower leg. They then tie off the bandage to prevent it unravelling, and the target is then resurrected to 3 Hit Points. Once the target is killed again, they cannot be revived any other way and must return to respawn and remove the bandage for the healer to collect later.

Mundane Healing

Activation
Action Based

Verbal Requirement
None

Item Requirement
A bandage minimum 1m in length, limited to one

Cooldown
One Active

Effect
When a target is reduced to 0 Hit Points, and prior to their death, the user can move to their body and kneel beside them. They then take out one bandage and begin to wrap the bandage around a forearm, or lower leg. They then tie off the bandage to prevent it unravelling, and the target is then resurrected to 1 Hit Point. Once the target is killed again, they cannot be revived any other way and must return to respawn and remove the bandage for the healer to collect later.

Battle Command

Activation

Touch Based

Verbal Requirement

Call - 'GET UP AND FIGHT! (Insert Faction) NEEDS YOU!'

Item Requirement

None

Cooldown

Once per Respawn Life

Effect

The user moves to a recently dead teammate, grabs their hand and lifts them to their feet whilst yelling the set words. The target revived by this, comes back with 1Hit Point. This ability cannot be used until the warrior has died and been revived by the respawn fountain.

Bottle of Blistering Banefire

Activation

Action Based

Verbal Requirement

Call - 'BANEFIRE'

Item Requirement

A foam bottle prop (minimum 20cm in height)

Cooldown

Once per Event

Effect

The user holds the potion above their heads and calls 'BANEFIRE' They then begin counting down from '15' one number each second. Once they reach the count of '1' the vial detonates, destroying any participant within 2 meters, terrain or obstacle and damaging anything within 5 meters. Officials will call a 'Time Freeze' upon detonation to determine impact, and potentially rearrange terrain.

Potion of What?

Activation

Action Based

Verbal Requirement

None

Item Requirement

A small vial, with an accompanying scroll that is given by the sign in desk.

Cooldown

Once per Scenario

Effect

Prior to game start, users must visit the weapons desk and get a potion effect from the weapons master. These effects are selected at random. Once per scenario, the user can elect to drink the potion themselves, or feed it to an willing ally. They then open the letter and read the potion effect out aloud. The drinker must then enact the potion effect. The Potion cannot be shared. Once used, the scroll must be torn in half and returned to the GM.

Boosted Morale

Activation

Touch Based

Verbal Requirement

None

Item Requirement

A red coloured band on the left upper arm

Cooldown

One Active

Effect

As the game begins, the user selects an ally to accompany, they then get a coloured band tied to them, and gain a passive extra 1 hit point to their maximum hit point cap. This does stack with Bless and Mage armour.

Detain

Activation

Action Based

Verbal Requirement

None

Item Requirement

Prop Cuffs, rope for wrists.

Cooldown

Limit of 2 Prisoners

Effect

Targets who yield or are killed by the user only (must get the last strike) Can be detained. Detained targets are 'tied' with prop cuffs or rope and must get up and follow the user. Their weapons must be sheathed or held at the middle of the weapon in the hands, clasped together.

They are prisoners until someone with recon comes to release them, or the user dies. Prisoners cannot be used as shields, cannot interact with control points, objectives or count toward any ability. They are considered unconscious and revived to 1hp if released by another participant. Prisoners can call for help and communicate with teammates.

This ability releases after two respawns of captivity.

Powder Keg

Activation

Action Based

Verbal Requirement

None

Item Requirement

Barrel or similar prop (max of H40cm x W30cm x D30cm)

Cooldown

Once per Event

Effect

The participant must carry their prop and place it on the ground. They then must shoot the prop with a handgun (hopefully from a safe distance). This will cause the prop to explode, damaging buildings or objects that are indicated as being susceptible to damage as well as killing any players within a 5 meter radius.

Any participant can shoot the prop at any time with a handgun, causing it to explode prematurely. However, only other participants with this ability can pick up the keg.

Once a Powder Keg has been shot. A "Time Out" is called for officials and participants to assess the devastation.

Second Wind

Activation

Action Based

Verbal Requirement

Call - (Insert Diety) GIVE ME STRENGTH TO FIGHT AGAIN!

Item Requirement

None

Cooldown

Once per Respawn Life

Effect

As the user dies, they fall to one knee and bow their heads, after the 10 seconds, if there is no player within 5 meters, the user must call out to a deity of their choosing for strength as they stand back up with 3Hit Point. Users must call the verbal requirement as they stand. Cannot be used if executed or prevented from being revived.

Honourable Sacrifice

Activation

Action Based

Verbal Requirement

None

Item Requirement

Dagger

Cooldown

Once per Scenario

Effect

The user can only use this ability with 1 Hit Point remaining. They kneel down on both knees, place their weapon on the ground in front of them, take out their tanto/dagger and enact the Honourable Sacrifice. This will remove their last hit point and send them immediately to respawn. Once at respawn, they get a 10 second respawn with a +1Hit Point Buff. This ability cannot be used with enemies within 5m, and if an enemy enters the radius and they call for a yield, the user is automatically killed and the Honourable Sacrifice is interrupted.

Swimming

Activation

Action Based

Verbal Requirement

None

Item Requirement

None

Cooldown

None

Effect

The user is able to traverse water obstacles unless specified. This skill requires both hands to be free of anything, and the user must either act out swimming with their arms, or walk backward rowing a boat. If swimming, they cannot actively dodge, and MUST go at walking pace. If damaged, they drown, and wait out their 10 seconds before going back to respawn. This ability cannot be used if the user is carrying or is an objective themselves, or if the user has ANY zones covered in heavy armour.

Surgical Resurrection

Activation

Action Based

Verbal Requirement

None

Item Requirement

LARP surgical kit, and bandages (minimum 1m in length)

Cooldown

None

Effect

As a target dies, and is dragged to safety by another participant. The user can kneel next to them. They are able to perform a surgery on the target's arm or lower leg. This surgery must take 30 seconds, and is completed by tying a bandage around the target's limb. Once complete, the user is able to get up with 3 Hit Points.

Passive Abilities

Combat Retinue

Activation

Passive

Verbal Requirement

None

Item Requirement

None

Cooldown

None

Effect

Being part of the Combat Retinue allows the user to gain +1Hit Point on top of their max total when physically holding an objective (a chest, resource, flag/banner, prisoner etc.). If the objective is put down, and the warrior has 1 Hit Point remaining, they fall unconscious (as 1Hit Point is subtracted). This does not include holding points of interest, buildings or control points.

Featherfoot

Activation

Passive

Verbal Requirement

None

Item Requirement

None

Cooldown

None

Effect

The user is able to harness their training to leap over and traverse obstacles. They can place one single foot in a swamp, forest, shallows, or water, whilst attempting to leap it. Placing two feet, or landing a second step in the obstacle will apply the standard terrain rules. Cannot be done if carrying an objective with two hands, or an objective that does not enable you to run. This ability does not allow the climbing of cliffs.

Honour Rite

Activation

Passive

Verbal Requirement

None

Item Requirement

None

Cooldown

None

Effect

The Knight's order, training and honour code allow them to receive stronger healing. All healing spells the user receives are buffed by +1.

Resist Battle Magic

Activation

Passive

Verbal Requirement

None

Item Requirement

Anti-Magic Markings on the skin covering at least 1 armour zone.

Cooldown

None

Effect

Battle Magic that affects the user has a reduced effect by half for both damage and healing, rounded down.

Strong Spirit

Activation

Passive

Verbal Requirement

None

Item Requirement

None

Cooldown

None

Effect

Once you've returned to the respawn point, your spirit revives after 15 seconds OR after the next respawn whistle. Whichever occurs first.

Recon

Activation

Passive

Verbal Requirement

None

Item Requirement

None

Cooldown

None

Effect

Allows the user to do certain things like leave respawn early at the start of scenarios, go through sally ports in walls, use separate respawns, open certain doors or operate things. Officials will dictate recon-only perks.

Resist Snares

Activation

Passive

Verbal Requirement

None

Item Requirement

None

Cooldown

None

Effect

Non-magic abilities that impair user movement (Hamstring, Snaring Shot) have half their effect, rounded down. Example: 30 seconds becomes 15, 10 seconds becomes 5.