



Battlecry Rulesguide
Version 3.4 (25.10.2021)



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Safety Calls

In game calls will follow what has now become NSW LARP standard. There are 4 major calls made and carried out by the players. 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 4 major calls are:

Code Red!!

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

DO NOT USE THIS CALL FOR MINOR ISSUES OF GAMEPLAY OR MINOR 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. Participants must place their weapons on their heads and kneel on one knee to await official direction, if at a remote location, someone must find the nearest official whilst at least 2 participants stay with the injured person.





Time Out!


This generic call is made when game play needs to be paused temporarily. 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.

Time Freeze!

This call is made by **officials only** when something is happening in the background that players 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'.

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 player or Official will count down from 5 in which players will ready themselves to resume the game without moving from their paused positions.



Core Rules

Section 1: Safety

- 1.1. Drills of the safety calls may be done at any time by the officials as a test.
- 1.2. Wet weather fighting will be at official's discretion, combat cannot take place in the event of hail or heavy rain after this call has been made.
- 1.3. Ranged weapons (Siege weapons, Arrows & Bandguns) may be disallowed for an event at head official's discretion if one of the following criteria is met:
 - High wind (above 23km/h), heavy rain or hail.
 - Low light which affects participants ability to see projectiles, or darkness.
 - Lots of high grass/shrubs, which will prevent location of fired projectiles.
- 1.4 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.
- 1.5 While low light combat is allowed it should be only performed near or in a well-lit area with an official present, there are personal things to consider as a participant.
 - Do not force a player into a darker area, difficult terrain or onto unlevel ground.
- 1.6 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.
- 1.7 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.

Section 2: General Combat

Hitpoints

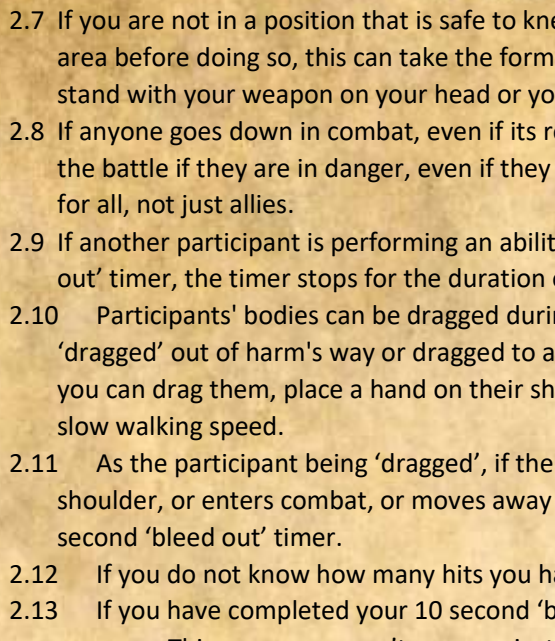
- 2.1 When a participant is struck, they subtract the damage from their hit points.
- 2.2 Participants may not exceed their hit point cap unless specified.
- 2.3 You are only responsible for keeping track of your own hit points.

Hit Zones

- 2.4 Melee strikes legal hit zones are torso and limbs; illegal zones are:
 - a. Head and neck from the collarbone up
 - b. Groin
 - c. Hands from the wrist down
 - d. Feet from the ankle bone down
- 2.5 Missile strikes (Arrows, Band Rounds, Band Wand Rounds and Thrown Weapons) and Spell Packets legal hit zones are torso, limbs, hands and feet; illegal zones include:
 - a. Head and neck from the collarbone up
 - b. Groin

Death

- 2.6 When reduced to 0 Hit Points you enter a 'bleed out' countdown for 10 seconds. During this time, you must:
 - a. Roleplay your death by falling to the ground OR;
 - b. Kneel down with your weapon on your head OR;
 - c. Squat down with your weapon on your head OR;
 - d. Continue to stand with your weapon on your head.

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- 2.7 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 or your hand grasping the blade of your weapon.
 - 2.8 If anyone goes down in combat, even if its 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.
 - 2.9 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.
 - 2.10 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.
 - 2.11 As the participant being 'dragged', if the participant dragging you dies, or they let go of your shoulder, or enters combat, or moves away from you; you must fall again, and restart your 10 second 'bleed out' timer.
 - 2.12 If you do not know how many hits you have taken assume you are at 1 Hit Point.
 - 2.13 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 signal.

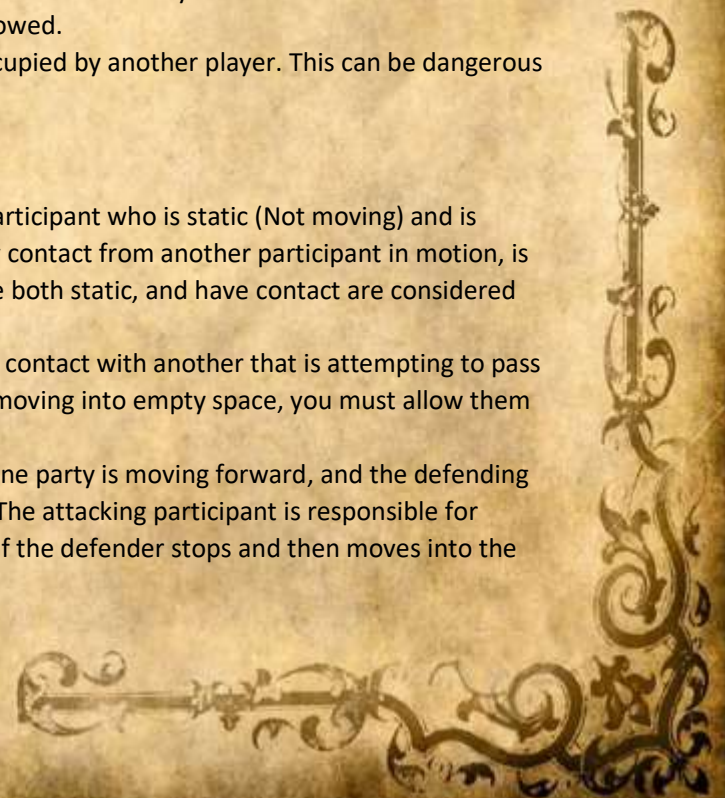
Respawn Point

- 2.14 The Respawn Point is where the participant waits to re-enter the battle.
- 2.15 Whilst in the Respawn Point, participants cannot interact with the battle in any way including communicating with allies.
- 2.16 Those participating in the battle should consider those at the respawn point as 'not there' until the respawn.
- 2.17 Objective cannot be taken or held in a respawn point.
- 2.18 You cannot fight in a respawn point.

Movement

- 2.19 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 the field where you left.
- 2.20 When moving through the field, participants need to ensure they are in control of their movement. Jumping and sliding in combat is not allowed.
- 2.21 Do not attempt to move into a space already occupied by another player. This can be dangerous and classed as body rushing

Body Rushing

- 2.22 Body Rushing is delineated as the following: A participant who is static (Not moving) and is forced to give ground or regain balance 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.
 - 2.23 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 impediment.
 - 2.24 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.
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- 2.25 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.

Yield

- 2.26 The Attacking participant moves within 2m (melee range), and holds their weapon up to the target, and call 'YIELD'. The target immediately makes the response of which there are two.
- 2.27 "No" Call – The attacker is free to strike the target. Play continues as normal.
- 2.28 "I Yield" Call - This means the target surrenders their objectives carried, their remaining Hit Points are reduced to zero and the opponent is free to execute them if they can. Yielding participants cannot then run off, decide to fight, or be revived after being killed.

Yield & Non-Contact Combatants

- 2.29 A participant may make the call of "I Yield" at any time during combat. They follow the rules for the above call.
- 2.30 Non-combatants MUST Yield. They have no option to say "No".

Section 3: Melee Combat & Striking

- 3.1 There is no hand-to-hand combat.
- 3.2 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.
- 3.3 All swings are to be pulled so they are felt but no more than a momentary sting is felt.
- 3.4 Strikes must be made on the striking surface for the weapon, no pommel strikes or haft strikes.
- 3.5 Melee strikes that hit friendly targets are considered valid hits.
- 3.6 Anyone wielding a two-handed weapon (category), Warhammer (category), or polearm, has the slam ability.
- 3.7 Thrusting with any weapon other than a spear designed for thrusting is not allowed.
- 3.8 Non-contact combatants may not be struck in any way (i.e., Cannot be hit by melee weapon, missile weapons, thrown weapons or spell packets).

Daggers

- 3.9 Daggers must not be used to thrust, including during the skill 'Backstab'.
- 3.10 Daggers must be swung like every other weapon.
- 3.11 Daggers must be cored in order to be used as a melee weapon.
- 3.12 Daggers with a core must not be thrown at any target.

Damage

- 3.13 Each successful strike will remove hit points from the target if it lands solidly; if in doubt, take a hit.
- 3.14 If two participants strike each other at the same time approximately, both participants must take the hit.
- 3.15 All Melee Weapons do 1 hit point of damage, unless specifically stated otherwise.
- 3.16 All Thrown weapons do 1 hit point of damage, unless specifically stated otherwise.
- 3.17 All Arrows do 2 hit points of damage, unless specifically stated otherwise.
- 3.18 All Band Rounds do 2 hit points of damage, unless specifically stated otherwise.
- 3.19 All band rounds are blocked by and do not penetrate shields, unless specifically stated otherwise.
- 3.20 All Band Wand Rounds do 2 points of damage, unless specifically stated otherwise.

Weapon Entanglement

- 3.21 In instances where participants weapons get entangled, neither party should pull against the entanglement or pin the participants' weapon. Instead, stop, untangle weapons, step back, then when the involved participants are ready, resume fighting.
- 3.22 Participants untangling weapons should not be attacked until they have resumed fighting as a matter of fair play.

Section 4: Shield Combat

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


Section 5: Archery, Band Guns & Ranged Combat

Bows

- 5.1 All bow users must half draw at any target within 4 meters from the tip of the arrow. Bows are not permitted to fire at targets at all within 2m from the tip of the arrow.
- 5.2 Participants cannot wield anything other than arrows in their bow hand.
- 5.3 Participants cannot block/parry with a bow, if any legal strike hits your bow, you take the damage.
- 5.4 Participants are entirely responsible for the power they put behind their shots and the decision they make in attempting a shot.
- 5.5 Arrows may not be purposefully blocked with costume, if this happens, the offending player takes the hit as per the Path of Impact rule.
- 5.6 Arrows may not be parried, if an arrow hits a weapon, then the target will take standard damage.
- 5.7 Participants can only fire one arrow at a time unless specified otherwise.
- 5.8 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.
- 5.9 Arrows can only be picked up from the head or vanes, never by the shaft. This is to minimise injury in case of breakages.
- 5.10 Participants must never aim above horizontal to the ground.
- 5.11 Participants must never aim above shoulder height of the shortest person in their target zone.
- 5.12 Arrows that hit friendly targets are considered valid hits.

Band guns (Band Pistols & Band Rifles)

- 5.13 Band guns are currently unique weapons to Fields of Ashnoor.
- 5.14 You can only wield one loaded missile weapon at any time.
- 5.15 Band guns are not permitted to fire at any target within 2 metres from the tip of the muzzle.

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- 5.16 Band guns must always be unloaded when off field or outside of play.
 - 5.17 Participants cannot discharge band guns 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.
 - 5.18 Band gunners should never hip fire their band gun.
 - 5.19 Band gunners must never load a band gun pointing towards an individual (including themselves).
 - 5.20 Band rounds must never be loaded on a band's joint on the retention mechanism or the muzzle.
 - 5.21 Band gunners must never throw, drop or attempt to discard a loaded band gun.
 - 5.22 All band guns must have a trigger guard.
 - 5.23 Only band guns that fit the Band Gun Construction Guide will be approved to be used.
 - 5.24 Band gunners cannot wield anything other than bands in their band gun hand.
 - 5.25 Band gunners cannot block/parry with a band gun, if any legal strike hits your gun, you take the damage.
 - 5.26 Band rounds 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.
 - 5.27 Band rounds cannot be used to block or strike without being shot.
 - 5.28 Band gunners can only fire one round at a time, unless utilising a blunderbuss designed and approved for that purpose.
 - 5.29 During combat, a band rounds must not be picked up after being fired other than by its owner, with their permission, or to move it to safety.
 - 5.30 Band rounds that hit friendly targets are considered valid hits.


Band wands


- 5.31 Band wands follow the same rules as band guns in their operation (With the exception of the trigger guard).
- 5.32 Band wands must be approved by the Weapons Desk prior to use.
- 5.33 Band wands have a minimum safe range of 1 meter from tip of the wand to the target.
- 5.34 Band wands do not penetrate shields, but still follow the path of impact rules for band rounds.

Thrown Combat

- 5.35 Thrown weapons may be parried in mid-air with a melee weapon, however not dangerously (downward parry only).
- 5.36 All thrown weapons must be constructed wholly of foam/latex and must be coreless, unless approved by officials.
- 5.37 Thrown weapons cannot be used to block or strike without being thrown.
- 5.38 Thrown weapons cannot be used for melee strikes.
- 5.39 Only one thrown weapon can be thrown at a time.
- 5.40 During combat, a thrown weapon must not be picked up other than by its owner, with their permission, or to move it to safety.
- 5.41 Thrown weapons that hit friendly targets are considered valid hits.
- 5.42 Thrown weapons deal no damage against zones covered by Class 2 Armour.

Point Blank

- 5.43 Shooters that have a loaded bow/band gun/wand, that are ready to fire, as an enemy is advancing on them within the minimum range, can call 'POINT BLANK'. The shooter must then discharge the arrow/band into the ground and point the other hand at the target. This shot is counted as a direct hit to the target, dealing normal damage as if struck to the body, this negates shields.
 - 5.44 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 shooter is being advanced upon.
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- 5.45 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.)
 - 5.46 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.
 - 5.47 Point Blank does not combine with class abilities (i.e.: you cannot call "POINT BLANK POWER SHOT")
 - 5.48 Point Blank has a 10 second cooldown.


Path of Impact

- 5.49 When a melee or ranged strike is obstructed by the participants clothing, props, pouches, cloak, weapons 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:
 - a. Melee Weapons
 - b. Arrows
 - c. Band Gun Rounds
- 5.50 Spell packets and Band Wand Rounds count as a strike if they come into contact with any part of a participant or anything attached to them.
- 5.51 Thrown weapons can be blocked by costume and are not affected by path of impact. They must strike the body to count.

Section 6: Magic Combat

- 6.1 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.
- 6.2 Foci and attuned weapons must be held in an empty hand.
- 6.3 Casters can cast one spell at a time. Spells must also be thrown within three seconds of completing the verbal component.
- 6.4 Casters who are struck by another participant or delivered damage of any kind must stop casting, count 1 second and then begin anew.
- 6.5 Casters who break contact with the target of a touch-based spell must stop casting, count 1 second and then begin anew.
- 6.6 Unless stated otherwise, casters cannot move whilst casting magic.
- 6.7 Spell packets count as a strike if they come into contact with any part of a participant or anything attached to them.
- 6.8 Spells that hit friendly targets are considered valid hits and will have their effect.
- 6.9 Healers cannot heal themselves.
- 6.10 Participants who are healing cannot be struck, move or perform an action without that heal being interrupted. That includes strikes against shields.
- 6.11 Stack healing is allowed (multiple healers on one person).
- 6.12 If a healer performs another action or is struck whilst healing; that healer must stop, hold for one second and begin anew.
- 6.13 Healers are allowed to heal anyone on the field, including the opposite team (However any player may refuse a heal if they wish).

Foci/Attuned Weapons

- 6.14 Foci - refers to an object of which energy is channelled. This could be a spell book, a orb, a lantern, attuned weapon (with magic symbols) holy item (for faith magic) or another item which helps focus energy.
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- 6.15 Attuned weapons - refers to weapons that have been marked with magical runes (from the academy/enclave source book) that allow magic energy to be channelled through it. Only staves, Polearm (cutting), daggers, band wands.
- 6.16 Foci cannot be used as weapons or shields and will count as a hit zone when struck.
- 6.17 Attuned weapons can be used to strike/block whilst not casting.
- 6.18 If struck by a mage spell, 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.
- 6.19 Participants can only choose one Foci/Attuned Weapon to bring onto the field.

Section 7: Armour, Costume & Safety Gear

Armour Restrictions

- 7.1 Participants with more than 2 zones covered with class 2 armour are affected in the following ways:
 - a. Unable to use the Recon Class ability
 - b. Unable to use the Swimming Class ability (with any zones of class 2 armour)
 - c. Maximum Bands, Arrows ammunition allowance reduced by ½ (Rounded up)
 - d. Maximum allowable Mage spell packets reduced by ½ (Rounded up)
- 7.2 Instead of claiming the armour bonus, participants can claim the costume bonus of +1 Hitpoints if their costume meets Tier 3 requirements of that class.

Safety Bonus

- 7.3 Players can gain additional hit points from the safety bonus by using basic protective gear. This gear must include:
 - e. A pair of gloves to protect against blisters and scratches
 - f. A box protector (all genders) or chest protector (females). This can include a suitable armour cover.
 - g. Head protection
- 7.4 The number of HP a participant can claim from the safety bonus is determined by the head protection worn

Level 1	Well fitted headgear that provides protection against cuts and abrasions for the temple and crown area.	+1 HP
Level 2	Well fitted semi-rigid headgear that provides protection against forceful impact for the Temple, crown, down to jawline and back of head.	+2 HP
Level 3	Well fitted rigid headgear that provides protection against forceful impact for the entire head, including the face, with gaps unable to fit a sword.	+3 HP

Coverage and Faux Armour

- 7.5 Armour needs to replicate real armour. Example: Aluminium Foil will not qualify for "Aluminium Plate under 2mm".
- 7.6 You can only claim armour for each zone once (armour stacking is **not** allowed).
- 7.7 Coverage rules relate how much a specific zone is covered with armour.
- 7.8 If a zone is >75% covered, you can claim your armour for that zone at its full effect.
- 7.9 If a zone is 50-75% covered, you can claim your armour for that zone however it is downgraded one level (i.e., Heavy plate becomes medium plate).
- 7.10 If a zone is <50% covered, you cannot claim your armour for that zone.
- 7.11 You can choose to downgrade any armour worn for the purpose of armour bonus calculation only.

Armour Calculations



Class 1 Armour		Class 2 Armour	
Light	Medium	Medium Plate	Heavy Plate
Aluminium Maille	Steel Maille	Steel Plate (<=1mm)	Steel Plate (>1mm)
Vinyl/Bonded Leather (<=2mm)	Leather (>2mm)	Steel Coat of Plates (<=1mm)	Steel Coat of Plates (>1mm)
Fur and Pelts	Aluminium Scale Maille	Titanium/Aluminium Plate (<=1.6mm)	Titanium/Aluminium Plate (>1.6mm)
Padded/Gambeson	Fibreglass/Polymer Plate	Steel Scale Maille	
Jack Chains			
1 Armour Points	2 Armour Points	3 Armour Points	4 Armour Points

Armour Points (AP) to Hit Points (HP)				
0-4 AP	5-10 AP	11-18 AP	19-28 AP	29+
+0 HP	+1 HP	+2 HP	+3 HP	+4 HP

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
Warhammers (Two Hands)	100cm - 200cm (end to end)	Gives 'Slam' Ability
Two-Handed Weapon	120cm - 200cm (end to end)	Gives 'Slam' Ability
Polearm (Slashing)	120cm - 210cm (end to end)	Gives 'Slam' Ability
Staves	120cm - 210cm (end to end)	
Spears (Thrusting)	120cm - 300cm (end to end)	

Ranged and Thrown Weapons

Thrown Weapons	8cm - 35cm (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)	
Band Wand Rounds	1/2 muzzle to retention mechanism distance	Red in colour
Spell Packet	~10cm diameter	

Shields

Note: Measurements for round shields applies to circular shields only. All other shapes class as standard sizing.

Small Shield	60cm Total (X+Y axis)	
Small Shield (Round)	30cm Diameter	
Medium Shield	100cm Total (X+Y axis)	
Medium Shield (Round)	60cm Diameter	
Large Shield	160cm Total (X+Y axis)	Max 120cm Height
Large Shield (Round)	90cm Diameter	

Class System

Battlecry employs a class system in which each class plays a vital role for both game balance, and function. The class system is restrictive in nature to ensure that every class has the ability to shine in a certain environment and situation. No class will give you everything, no class is without weakness – instead everything exists in a state of balance, requiring many to work together as one.

Class Progression

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:

- Tier 1 - You play this tier for 2 events to make sure you can adhere to game rules as well as giving you some options to make sure you can stay alive. After these 2 games, you qualify to pick a class tree.
- 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 three items from that class's requirements list. You gain some new skills and weapons and have started to gain a reputation.
- Tier 3 - This is the master tree and as such, is the hardest to obtain. By this tier you must have played 6 events (2 at tier 1, at tier 2) and meet a 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.

Changing Classes

Changing classes is not a complicated process but it does have some restrictions.

- You cannot change your class half-way through an event.
- 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.
- If you decide to change to a new class as a Tier 3, you must go back to Tier 2 and level up.
- 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.

Class Interpretations

Our class system is designed for balance, and to help players shine in a given scenario. The titles of these classes are just a way to give players direction, and are not binding titles. If you'd like to play a tribal shaman or witch doctor using the Priest or even Evoker class, as long as you meet the requirements, you can. The names of these classes are for flavour.




Costuming

Battlecry encourages immersive and detailed costumes. We love to see our players dressed to impress. The requirements under each class are recommendations, and if a good alternative, not listed is found, please discuss it with your chapter rules head.

Definitions

Base Kit – Pants and Shirt or similar garments which are non-modern (no modern patterns, colours or logos). Which are incorporated into the overall costume.

Sub-Faction Equipment – Clothing, armour, shields, or accessories that visibly represent or identify the sub-faction you fight for.



Militia Classes

Militia (Tier 1)

This class is for players who do not meet the requirements for another class.

Base Hit Points: 3

Melee: Single Handed, Dagger, Staves

Ranged: Thrown (5)

Shields: Small Shield

Abilities: Recon

Requirements: None

Recruit (Tier 1)

This class is for new players for their first 2 weeks.

Base Hit Points: 5 (Cannot benefit from armour bonus)

Melee: Single Handed

Ranged: None

Shields: Small Shield, Medium Shield

Abilities: Bolstered Spirit

Requirements: None

Non-Contact Combatant

The status of non-contact combatants is approved by Officials, at any point during an event.

Base Hit Points: None

Melee: None

Shields: None

Requirements: Orange sash, worn from one shoulder to the waist + class costume requirements.

Non-contact combatants can choose a class in the following trees:

- Skirmisher (Hunter/Ranger only)
- Sacred
- Magic
- Chapter Native Tree

Non-contact combatants may not be struck in any way (i.e., Cannot be hit by melee weapon, missile weapons, thrown weapons or spell packets).

To defeat a non-contact combatant, a participant must approach them and use the "Yield" call.

Fighter Tree

Novice Fighter (Tier 2)

'Novice Fighters are the backbone of any army, just ask the knight that can't dress herself.'

– Captain Golron of Camdoria

Base Hit Points: 3

Melee: Single Handed, Two-Handed, Warhammers

Ranged: Thrown (5)

Shields: Small Shield, Medium Shield

Abilities: Bloodrage

Requirements: 3 options from Additional Kit

Ravager (Tier 3)

Ravagers 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.

Base Hit Points: 4

Melee: Single Handed, Dual Wield, Two-Handed, Polearm, Spear, Warhammers

Ranged: Thrown (10)

Shields: Small Shield, Medium Shield

Abilities: Stoneskin, Bloodrage

Requirements: 6 options from Additional Kit

Ravager Additional Kit

- Head Kit – Faceplate/Mask, Antlers/Horns, Warpaint
- 2 Zones of Class 2 Armour
- 4 Zones of Class 2 Armour
- 2 Zones Furs and Pelts OR Warpaint
- 4 Zones Furs and Pelts
- Thick Waist belt or Stomach Belt
- Battle Horn/trumpet
- Symbol of the Fighters Guild
- Barbarian Battle Skirt or Decorative Tassets
- Trophies (Skulls, Bones or Body Parts)
- Torc, or other themed jewellery
- 2 x Sub-faction Equipment

Knight's Apprentice (Tier 2)

'An Apprentice Knight is the first of the troops to step out of the shield wall and test their mettle. You'll get your chance to prove yourself - as soon as you're done training!'

– Quartermaster Hildar Goffbore of the Hardem Plains

Base Hit Points: 3

Melee: Single Handed

Ranged: -

Shields: Small Shield, Medium Shield, Large shield

Abilities: Honour Rite

Requirements: 3 Options from Additional Kit

Knight-Errant (Tier 3)

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

Base Hit Points: 4

Melee: Single Handed, Two-Handed, Warhammers

Ranged: Thrown (5)

Shields: Small Shield, Medium Shield, Large Shield

Abilities: Honour Rite, Second Wind

Requirements: 6 options from Additional Kit

Knight Additional Kit

- Head Kit – Helmet, Coif, Headband, Faceplate/Mask
- 4 Zones of Class 2 Armour
- 6 Zones of Class 2 Armour
- Symbol of the Fighters Guild
- Class 2 Armour Joints
- Cloak or Battle Cape
- 2 x Sub-faction Equipment
- Favour or Flower
- Back Banner
- Two-handed Dedicated Duelling Weapon
- Symbol of honour, loral, crown etc. on kit.

Skirmisher Tree

Hunter (Tier 2)

'Hunters 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 Hunter.'

- The Dark Fox of Darkmoor

Base Hit Points: 3

Melee: Single Handed, Dagger, Staff

Ranged: Thrown (5), Bow (20)

Shields: Small Shield

Abilities: Recon, Deadeye

Requirements: 3 Options from Additional Kit

Ranger (Tier 3)

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... Unless you are an Assassin.

Base Hit Points: 3

Melee: Single Handed, Dagger, Dual Wield, Staff

Ranged: Thrown (10), Bow (40)

Shields: Small Shield

Abilities: Recon, Hamstring, Snaring Shot, Deadeye

Requirements: 6 options from Additional Kit

Ranger Additional Kit

- Head Kit – Hood, Cowl, Headwrap, Mask
- Cloak or Cape
- 2 Zones of Class 1 Armour
- 4 Zones of Class 1 Armour
- Symbol of the Rangers Guild
- Hunting Trophy (Pelt, Horn, Claw etc)
- Water Skin, or Bottle
- Map or Compass
- Looking Glass
- Reagent Pouches
- 2 x Sub-faction Equipment

Cutthroat (Tier 2)

Cutthroats 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...

Base Hit Points: 3

Melee: Single Handed, Dagger, Dual Wield

Ranged: Thrown (5)

Shields: Small Shield

Abilities: Recon, Hamstring

Requirements: 3 Options from Additional Kit

Assassin (Tier 3)

Assassins are like shadows; impossible to catch, hard to follow, and will disappear without a trace. "If the Assassins Guild is on our tail, then we're already dead."

- High priest Cadance – Order of the Sacred Flame

Base Hit Points: 3

Melee: Single Handed, Dagger, Dual Wield, Staff

Ranged: Thrown (10), Band pistol (5) (Ashnoor)

Shields: Small Shield

Abilities: Recon, Backstab, Shortsight Poison, Hamstring

Requirements: 6 options from Additional Kit

Assassin Additional Kit

- Head Kit - Hood, Cowl, Headwrap, Mask or face covering.
- Cloak or Cape
- Gloves
- 2 Zones of Class 1 Armour
- 4 Zones of Class 1 Armour
- Symbol of the Assassins Guild
- Dagger Frog or Sheath
- Purse for Collecting Bounties
- Thieves Tools
- Map or Compass
- Looking Glass
- Monster killing equipment
- 2 x Sub-faction Equipment

Sacred Tree

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, Dagger

Ranged: -

Shields: Small Shield

Abilities: Minor Battle Heal (Type 1 & 2)

Requirements: + 3 Options from Additional Kit

High 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, Polearm, Staff

Ranged: -

Shields: Small Shield, Medium Shield

Abilities: Minor Battle Heal (Type 1 & 2), Major Battle Heal, Resurrection

Requirements: 6 options from Additional Kit

Priest Additional Kit

- Head Kit – Cirlet, Pope Hat, Cowl, Headwrap, Mask
- No Zones of Armour
- Mantle or Shoulder Stole
- Foci or Attuned Weapon
- Vestments of Deity, or Establishment
- Robe, Tunic or Coat or Patchwork clothing
- Themed Reagents (Holy Water, Blessed Soil etc)
- 1 x Sub-faction Equipment
- Instrument or Verse book (Required for Type 2 Minor Battle Heal)
- Donation collection pouch or tin.
- Censer or totem

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, Two Handed, Warhammers

Ranged: -

Shields: Small Shield, Medium Shield

Abilities: Minor Battle Heal (Type 1)

Requirements: + 3 Options from Additional Kit

Paladin (Tier 3)

'Paladins are the fists 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, Warhammers

Ranged: -

Shields: Small Shield, Medium Shield, Large Shield

Abilities: Minor Battle Heal (Type 1), Divine Martyr, Smite

Requirements: 6 options from Additional Kit

Paladin Additional Kit

- Head Kit – Cirlet, Helmet, Faceplate/Mask, Headband
- Cloak or Cape
- Gauntlets
- 4 Zones of Class 2 Armour
- 6 Zones of Class 2 Armour
- Foci or Attuned Weapon
- 2 x Sub-faction Equipment
- Symbol of Religion/Faith or Establishment
- Religious Spell Tome
- Trophy of Judged Victim (Fingers, toes, tongue etc.)

Magic Tree

Mage Adept (Tier 2)

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, Dagger, Staff

Ranged: Bandwand (5)

Shields: -

Abilities: Blast (15), Waterwalk

Requirements: + 3 Options 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 (10)

Shields: -

Abilities: Blast (15), Deflect + Choice of 2 spells from:

Waterwalk, Deathball (1), Windlance (5), Freeze (5), Fear (5)

Requirements: 6 options from Additional Kit

Spells are chosen at the beginning of an event, and cannot be changed until the next event.

Evoker Additional Kit

- Head Kit – Hood, Circlet, Crown, Horns
- No Zones of Armour
- Foci or Attuned Weapon
- Symbol of Elements (Green, Red, Blue, White)
- Robe, Tunic or Coat
- Spell Book
- Shoulder Mantle
- Symbol of the Academy of Mages
- 1 x Sub-faction Equipment
- Ritual Dagger
- Trinkets of Power (bones, skulls, feathers, amulets etc.)

Apprentice Mage Hunter (Tier 2)

'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'
- General Datam, New Versano

Base Hit Points: 3

Melee: Single Handed, Dagger, Staff

Ranged: Thrown (5)

Shields: Small Shield

Abilities: Recon, Deflect, Battle-Magic Resistance

Requirements: + 3 Options from Additional Kit

Mage Hunter (Tier 3)

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.

Base Hit Points: 3

Melee: Single Handed, Dagger, Staff, Polearm, Duel Wield

Ranged: Thrown (10)

Shields: - Small Shield, Medium Shield

Abilities: Recon, Silence (5), Deflect, Battle-Magic Resistance. Dispel.

Requirements: 6 options from Additional Kit

Mage Hunter Additional Kit

- Head Kit - Hood, Cowl, Headwrap, Mask or face covering.
- Gloves or Gauntlets with Anti-magic symbols on the palm
- 2 Zones of Class 1 or Class 2 Armour
- 4 Zones of Class 1 or Class 2 Armour
- 2 Zones of furs or pelts
- 1 Zone Marked with blue Antimagical symbols
- Accessories for tracking mages
- Ledger of killed or captured mages
- Shield with Anti Magic - Blast Ward
- Trophies (Foci, Amulets, Rings, Symbols from mages)
- Dispatch dagger with anti-magic runes

Blackpowder Tree (Ashnoor Unique Tree)

Pistoleer (Tier 2)

Pistoleer 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: Thrown (5), Band Pistol (40)

Shields: -

Abilities: Swimming, Powershot

Requirements: + 3 Options from Additional Kit

Gunslinger (Tier 3)

Gunslingers have worked their way to the top of the pecking order. Those who have put in the effort, trained with their tools and collected enough gold have earned their rank.

Base Hit Points: 3

Melee: Single Handed, Dagger, Dual Wield

Ranged: Thrown (5), Band Pistol, Band Rifle (total band limit of 60)

Shields: Small Shield

Abilities: Swimming, Powershot, Snaring Shot, (Rifle), Powder Keg

Requirements: 6 options from Additional Kit

Gunslinger Additional Kit

- Head Kit – Hat, Bandana, Eyepatch, Facial scars, Monocle
- Gloves
- 2 Zones of Class 1 Armour
- 4 Zones of Class 1 Armour
- Cartographers Equipment (Map, Compass, Looking Glass etc)
- Memento of Homeland
- Maritime Coat
- Bandoleer
- Trophies (Bounty Posters, Letters of Thanks, Cuffs etc.)
- Coin Purse
- Symbol of Gang Affiliation
- 2 x Sub-faction Equipment

Islander Tree (Five Islands Unique Tree)

Journeyman Bone Shaman (Tier 2)

Channelling the power from the bones of the earth, these shamans create life, but also panic. Journeyman Shamans are but a few steps away from the most feared thing in the Five Islands.

Base Hit Points: 3

Melee: Single Handed, Staff, Polearm, Dagger

Ranged: -

Shields: Small Shield

Abilities: Minor Battle Heal (Type1), Fear (5)

Requirements: + 3 Options from Additional Kit

Bone Shaman (Tier 3)

"Nothing can quite prepare you for the moment you watch your fallen allies stand, turn and come for the very thing they died to protect. Elourea is a deadly place..."

- Captain O'Haern, the Five Islands

Base Hit Points: 3

Melee: Single Handed, Staff, Polearm, Dagger

Ranged: -

Shields: Small Shield

Abilities: Minor Battle Heal (Type1), Fear (10), Blood Pact

Requirements: 6 options from Additional Kit

Bone Shaman Additional Kit

- Themed Head Kit (Hood, Crown of bones, Mask etc)
- Cloak or Cape
- Robes or Tunic
- Mantle or shoulder props with fur/pelts
- 2 zones in class 1 armour
- A themed Staff
- Foci or Spell book
- Gloves, or themed hands (claws, fur paws or prosthetics)
- Belt pouches for ingredients and reagents
- A sacrifice Dagger
- War paint or Scars

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.

Interaction 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/Poem Based - Songs/poems 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.

Prop Based - The ability requires the use of a specific prop which will be described in the ability.

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 entire round which stereotypically 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

Backstab

Activation

Touch Based

Verbal Requirement

Call on Contact - '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 the empty 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. Awareness of the stabber is irrelevant.

Hamstring

Activation

Strike Based

Verbal Requirement

Call on Swing - '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 15 seconds (Keeping one foot in place for the duration). Partial blows still count. This ability cannot be healed or removed.

Bloodrage

Activation

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

Verbal Requirement

Call on Execute - 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

Shortsight Poison

Activation

Strike Based

Verbal Requirement

Call on Swing - 'Shortsight'

Item Requirement

Single Handed Weapon or Dagger

Cooldown

Once per Respawn Life

Effect

The player calls out 'SHORTSIGHT' taking an immediate swing at the target, if it connects with the target's body, the target cannot operate ranged weapons, throw weapons or throw spell packets at a target any further than melee distance until the next respawn signal.



Slam

Activation

Strike Based

Verbal Requirement

Call on Swing - '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 or intercepted by a weapon, it sends the shield bearer back 2 steps 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 on Catch - '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.

Powershot

Activation

Bandgun Based

Verbal Requirement

Call on Shot - '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.

Silence

Activation

Projectile Based

Verbal Requirement

Call on Throw - '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.

Snaring Shot

Activation

Arrow or Band Round Based

Verbal Requirement

Call on Shot - 'SNARING SHOT'

Item Requirement

Arrow fired from a bow, or Band round fired from a band gun

Cooldown

Once per Respawn Signal

Effect

The user can utilise specialised arrows/band to make ensnaring attacks on opponents. The user calls 'SNARING SHOT' as they fire the arrow/band. If the arrow/band connects with the target anywhere, including the shield, it will hold the target in place, restricting them to 1 pace in any direction for 15 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/bands, but deals 1Hit Point damage through a shield.

Battle Magic

Blast

Activation
Projectile Based

Verbal Requirement
15-word chant, ending in 'BLAST'

Item Requirement
Red Spell Packet / Red potion projectile (or black with red ribbons)

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. The user can move at any pace during casting.

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 voluntarily move closer to, or attack that user until the next respawn signal. 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 / Blue potion projectile (or black with blue ribbons)

Cooldown
None

Effect
The user must chant a spell, launching a ball of frost which, when struck anywhere on their person, including a weapon or shield, freezes the targets legs in place for 10 seconds or until another player strikes the target. Striking deals 1 Hit Point damage regardless of friend or foe. Can be deflected. The user can move at any pace during casting.

Minor Battle Heal (Type 1)

Activation
Touch Based

Verbal Requirement
15-word chant, ending in "HEAL ONE"

Item Requirement
A spell book, tome or other focus (not attuned weapon) in your non healing hand.

Cooldown
None

Effect
The user must place a hand on the targets shoulder at all times and may move during the chant. The casting party cannot engage in combat or defend from attacks whilst casting; including blocking attacks with shields. If the casting party is struck, the user is unable to continue chant smoothly, the spell is interrupted and must be started anew. Heals the target for +1Hit Point (0 to magic resistant) Can only target someone who is alive.

Minor Battle Heal (Type 2)

Activation

Song/Poem Based

Verbal Requirement

15-word chant, ending in "HEAL ONE TO (insert name)"

Item Requirement

An instrument or Verse book

Cooldown

None

Effect

The user may move during the song/poem. The casting party cannot engage in combat or defend from attacks whilst casting; including blocking attacks with shields. If the casting party is struck, the user is unable to continue the song/poem smoothly, the spell is interrupted and must be started anew. Heals a single target within 5 meters for +1Hit Point (0 to magic resistant) Can only target someone who is alive.

Smite

Activation

Strike Based

Verbal Requirement

Chant - '(Insert Deity) I am in need of your aid, grant me power to SMITE your enemies.
Call on Swing - "TRIPLE!"

Item Requirement

A Melee Weapon

Cooldown

Once Per Respawn Signal

Effect

The user prays to their deity - not actively defending or attacking - for the strength to kill in their name. They lift their weapon to the sky. Their next strike will deal triple damage, and follows normal combat rules. If the strike misses or is blocked, parried, the charge is used. This ability cannot be used again until the respawn signal is given.

Waterwalk

Activation

Action Based

Verbal Requirement

Continuous chant of at least 5 words

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

Projectile Based

Verbal Requirement

30-word chant, ending in "PUSH BACK"

Item Requirement

White Spell Packet

Cooldown

None

Effect

The user completes a chant, and launches the spell packet on the final word. Upon a strike (including through a shield) a single target takes 3 large steps backwards (if safe). This spell can be used to push someone into a special terrain that would lead to death, however, it cannot be used if they are on the edge of the field, or against an obstacle. The user can move at slow walking pace during casting.

High Magic

Blood Pact

Activation

Action Based

Verbal Requirement

30-word chant, ending in 'NOW STAND AND SERVE ME'

Item Requirement

A Sacrificial Dagger

Cooldown

None

Effect

The user approaches a recently dead body (friend or foe) and uses their sacrificial dagger to inflict a cut on their palm, whilst chanting the words, they place the hand on the dead being and cast the spell. Once completed, the target is raised as an animated corpse with 3HP, obeying one of 3 commands given:

- Protect me (Follow and guard)
- Attack that person (Point to target)
- Help that person (Points to target)

Once given the command, the animated corpse shuffles and stumbles to complete the task, fighting well enough to try and complete the mission, but not at full capacity.

Not usable on the same target, until that target is revived at respawn. Maximum of six (6) targets can be Protecting the user at one time.

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.

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 can move at a slow walk 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 immediately 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.



Major Battle Heal

Activation

Touch Based

Verbal Requirement

30-word chant, ending in 'HEAL THREE'

Item Requirement

A spell book, tome or other focus (not attuned weapon) in your non healing hand.

Cooldown

None

Effect

The user must place a hand on the targets shoulder at all times and must not move during the chant. The casting party cannot engage in combat or defend from attacks whilst casting; including blocking attacks with shields. If the casting 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). Can only target someone who is alive.

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 recently dead target (within their 10 second countdown) 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.



Non-Magic Abilities

Dispel

Activation
Action Based

Verbal Requirement
Call on Touch - 'DISPEL!'

Item Requirement
None

Cooldown
Once per Respawn Signal

Effect
The user places their hand on a target, and makes the Dispel call, immediately removing any battle magic debuffs placed on them, spells affected are:
Freeze, Fear, Waterwalk

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 hit the prop at any time with a handgun or with the Blast ability, 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 on Standing - '(Insert Deity) 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.

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 anything in their hands themselves, or if the user has ANY zones covered in class 2 armour.

Passive Abilities

Battle Magic Resistance

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.

Deadeye

Activation

Passive

Verbal Requirement

None

Item Requirement

An Arrow fired from a bow

Cooldown

None

Effect

Arrows fired by the archer that strike their target in the back of the torso deal DOUBLE damage (4hp).

Bolstered Spirit

Activation

Passive

Verbal Requirement

None

Item Requirement

None

Cooldown

None

Effect

The user respawns at a rate of 10 seconds from the respawn pool after entering the protection ring (Respawn point).

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.

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. Recon users are 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.

Stoneskin

Activation

Passive

Verbal Requirement

None

Item Requirement

None

Cooldown

None

Effect

Allows the user to mitigate damage from missile and melee weapon sources. All sources of combat damage are reduced by 1, to a minimum of 1. Examples:

1. Arrows/Band Rounds – Damage is reduced to 1HP from 2HP.
2. A normal strike from a melee weapon remains unchanged, at 1HP damage, however if it's a double damage strike the damage is reduced to 1HP from 2HP.
3. Damage from Spell packets are not affected.
4. Deadeye arrow damage reduced to 3HP from 4HP.
5. Triple damage from Smite melee strikes deal 3HP damage, due to magic source.

Ability Summaries

If someone was to use an ability on or around you, what would it do? Below is a full list of every ability, and what it does to you, how often it can be used, and what to remove it with, if it can be.

Name	Casting Type	Effect/Duration	Removal	Cooldown
Backstab	Call on Contact	6 HP Damage to you	N/A	10 seconds on the same target
Bloodrage	Call on Execute	Executes you, +1 HP the user	N/A	None
Hamstring	Call on Swing	Holds your legs in place for 15 seconds	N/A	None
Shortsight	Call on Swing	No ranged weapons until next respawn signal	N/A	Once Per Respawn Life
Slam	Call on Swing	2 Staggering Steps back	N/A	10 seconds
Ranged Abilities				
Deflect	Call on Catch	Catch and recast spell packet	N/A	None
Silence	Call on Throw	Cannot talk AT ALL until next respawn signal	Dispel	Once per Respawn Signal
Powershot	Call on Shot	3HP Damage to the body, 1 HP Damage through a shield	N/A	Once per Respawn Signal
Snaring Shot	Call on Shot	Holds your legs in place for 15 seconds	Receiving 1HP Damage/team mates' hand on your shoulder and they count from 5.	Once per Respawn Signal
Battle Magic				
Blast	15 Word Chant ending with "Blast"	3 HP Damage, penetrates Shields	N/A	None
Fear	15 Word Chant ending with "Fear"	Turn and run from the caster for 5 seconds	Dispel OR Damage from the caster	None
Freeze	15 Word Chant ending with "Freeze"	Freeze legs in place for 15 seconds	Receiving 1HP Damage, OR Dispel	None
Minor Battle Heal Type 1	15 Word Chant ending with "Heal One"	Heals +1 HP	N/A	None
Minor Battle Heal Type 2	15 Word Chant ending with "Heal One to (your name)"	Heal +1 HP	N/A	None
Smite	Chant ending with "grant me power to SMITE your enemies"	3 HP Damage	N/A	Once per Respawn Signal
Windlance	30 Word Chant ending with "Push Back"	Pushes you backward 3 large steps, can push you to your death.	N/A	None
High Magic				
Blood Pact	30 Word Chant ending with "Now Stand and Serve Me"	Brings you back to full health, listen to the casters command and follow it.	Removal of all your HP	None
Death Ball	Set 60-word chant	Instant death for anyone the ball hits before the ground.	N/A	Once Per Respawn Signal
Divine Martyr	Set words ending in "Full Heal"	Fully heals you, kills the caster	N/A	Once per Respawn Life
Major Battle Heal	30 Word Chant ending with "Heal Three"	Heals for +3 HP	N/A	None
Resurrection	45 Word Chant ending with "Rise Again"	Brings you back to 3 HP from bleed out.	N/A	None