

CHARACTER CREATION

To play the game you must create a character. Over time, your character will develop and grow through gaining and spending Experience Points (XP) which you earn by playing the game. Spending experience points allows you to purchase new abilities, stats, skills and spells.

CLASSES & RACES

There are six playable races in the game; Beast, Darkling, Elemental, Elfkin, Ogre and Marked. The six races are divided into three Classes which affect the cost of skills and abilities as well as their resilience, but do not limit what skills are available to take. The races are divided into the following classes:

The Primal Changed

Primal Changelings are more suited to combat than any other style. They have a 5 minute death count.

Ogres

Ogres are the brutes, the thugs and the warriors. Ogres have physically fought the daemons within their own Dreamscape. With every cycle and every defeat, they have gotten stronger and their form has twisted and changed as a physical manifestation of their anger and sheer will. When they finally defeat their daemons, they awaken from the Dreamscape, keeping their physical appearance.

It wasn't long before many of the bullheaded ogres began to see a change. In some cases, horns would sprout from their heads and grow to be quite large - but never with the fur that Beasts would have. Others found their skin and facial features changing to more earthy tones and hardy shapes.

Beasts

Beasts are animalistic in nature. They were awakened from the Dreamscape by their spirit guide, usually taking the form of an animal. As a result, the newly awakened changeling adopts some features of their spirit guide. The changes can manifest themselves in many ways, ranging from slight changes like eye shape or animal ears, to more the more extreme such as fur or animalistic postures. They make the best scouts and rogues, but their individual abilities are determined by their spirit guide.

At first, beasts don't notice any physical change, nor does anyone else. After about a day, the beast notices their spirit animal with them everywhere... then doesn't notice it anymore as it becomes normal. Changelings who can see through spirit veils can see these animals with their Changeling. After a while, when the Beast becomes more aware of the Dreamscape and slowly more powerful, they begin to take on the form of their spirit animal, as the two become more in tune with each other. Grayhorn appears to have discovered a way to control his shape, though other Beasts have not, so appear more bestial than him

The Attuned Changed

Attuned Changelings are more suited to magic than any other style. They have a 3 minute death count.

Darklings

Darklings tend to reside within the shadows. Their experience within the Dreamscape was somewhat different. Where most in the Dreamscape were trapped within a never ending cycle of a moment in time, Darklings were trapped within their own dreams. To escape the Dreamscape, they literally had to awaken from their dreams. As a result, Darklings often change into the kinds of twisted creatures born from their own dreams and are highly attuned to the spirit realm.

Darklings have suffered for a long time and this takes its toll on their physical form. If they endured a long time in darkness they may lose the pigment in their skin or find themselves turning into the very things that chased them.

Elementals

Elementals have a close affinity with the four elements; Earth, Air, Fire, Water and anything borne of nature. They can harness raw power better than any other race, and it is this affinity that is usually the cause of their awakening. Something within their Dreamscape cycle eventually triggers their innate abilities. Their affinity can cause an Elemental to manifest their appearance in a number of ways, such as fiery coloured hair, or tree-like features.

Elementals begin with signs of their attunement, be it the colour of their hair or skin changed slightly. As they become more powerful they begin to show more signs as they steadily embody their element.

The Graced Changed

Graced Changelings are more suited to religion than any other style. They have a 4 minute death count.

Elfkin

Elfkin are the creative and the beautiful and believe them to be better than all the other races. Artists, poets, entertainers and the like tend to become Elfkin when they awaken from the Dreamscape. Usually lost within their own art, their cycles are difficult to awaken from as the new world is much less beautiful than their own world. However, every artist finds imperfections in their own work, and when their great works begin to torment them, it often starts the chain reaction that leads to their awakening. Elfkin find strength through their arts and crafts and tend to have great social influence.

Elfkin gain one noticeable trait after being 'normal' for a while - this is the pointy ears and features of an elf. There are no other really noticeable features that the elfkin get, so some choose to wear woad to make themselves look less human, whilst others will cover their ears to look less changed.

Marked

Marked are the intellectuals; the scientists, the mechanics, the engineers, the surgeons. They are the changelings that were smart enough to see through the facade of Dreamscape and used their minds and skills to figure a way out of it. Awakening from the dreamscape is usually a "Eureka" moment for a Marked.

Marked seldom change from when they first awaken. That awakening however, is a painful one, with strange markings being drawn all over their bodies. These magical tattoos stay with them for life, occasionally getting more intricate with age and power. When they die, these markings fade, leaving only scars

SKILLS AND STATS

Starting Characters have 20 XP to spend on their initial skills and stats. Every new character also starts with a unique ability that is dependent on their race and character history, e.g. a Beast's unique ability is dependent on their spirit guide. This unique ability will be provided by a Ref.

A character's race does not limit the type of character that can be played. For example, just because an Ogre is not as attuned with the elements as an Elemental, doesn't mean that they cannot play a mage. Skill costs reflect how difficult it is for an ability to be learned.

Stats

Stats determine a character's physical and mental abilities. Stats cost 3 XP multiplied by the stat level, e.g. Strength 1 to Strength 2 will cost $2 \times 3 \text{ XP} = 6\text{XP}$. Stats are limited in that you cannot exceed Second Level stats at character creation.

Strength

Strength determines the ability to perform physical tasks such as carrying heavy objects (people, tower shields, etc.). Strength is also required to perform a number of combat abilities, such as "Knockback" and "Crush".

Stamina

Stamina is your body's ability to resist the perils of everyday life. A higher stamina will allow you to resist damage and poisonous effects, and perform certain tasks and skills for longer.

Willpower

Willpower is your determination, and your mind's ability to resist things that your body cannot.

Dexterity

Dexterity is the ability to outperform and outmanoeuvre your opponent. It also grants the ability to wield ranged weapons such as bows and crossbows.

The table below details what skills and abilities are available at each stat level. The skills highlighted in italic must still be purchased, i.e. you do not get these skills for free because you have bought the stats.

Stat	0	1 (3XP)	2 (+6XP)	3 (+9XP)
Strength	Basic Weapons, Use Buckler <i>Wield 1 Handed</i>	<i>Wield 2 Handed</i> <i>Use Shield</i>	"Heavy" (1 Handed)† "Crush" (2 Handed)*	<i>Use Tower Shields</i> "Crush" (1 Handed)* "Sever" (2 Handed)
Stamina	1 Hit Per Location (HPL)	Delay poison (30secs) +1 Min DT	2HPL Delay Poison (60secs) +1 Min DT	3HPL Immune to Poison +1 Min DT
Willpower		Resist 1 1st level spell Resist "Charm" +1min DT	Resist 1 2nd level spell Resist "Judgement" +1min DT	Resist 1 3rd level spell Resist "Dominate" +1min DT
Dexterity		Dual Wield Ranged Weapons	Immune to "Bull Rush"‡	"Dodge" Immune to "Strikedown"‡

* "Crush" can only be called with a blunt weapon

† "Heavy" hits are not automatic, a 1 handed weapon must either be wielded in two hands, or be a blunt weapon with a dramatic swing

‡ When hit with this effect, you are still knocked back the requisite 2 strides, but do not fall to the floor/disarmed

"Heavy" - Causes the target to be knocked back 2 strides.

"Crush" - Instantly renders the struck location to zero hits. A non-master worked weapon or shield is destroyed if struck with this call.

"Sever" - As per crush, but severs limbs from the body if struck (requires a masterwork weapon)

"Dodge" - once per encounter, your supernatural agility allows you to dodge an attack that would have normally hit you. When the blow is struck, you may call "Dodge" and ignore the effect of the blow.

Skills

Skills represent the character's ability to perform certain tasks and are split into two groups Generic and Focused. Generic skill cost the same regardless of the character race. Focused skills cost more or less depending on the character race. Additional skills are available but are dependent on the type of character being played. These additional skills are covered by the relevant sections.

Focused Skills

Skill	Level	Prerequisite	Primal	Attuned	Graced
Mage	Novice		10	6	8
	Journeyman	Novice	6	4	5
	Adept	Journeyman + Master	6	4	5
Faith	Squire/ Novice		8	10	6
	Knight/ Priest	Squire/ Novice	5	6	4
	Templar/ Voice	Knight/ Priest (Special)	5	6	4
Armour	Light	-	1	2	1
	Medium	Light	1	2	2
	Heavy	Heavy	1	3	3
	Mastery	-	3	5	4
Weapons	1 Handed	-	1	2	3
	2 Handed	Strength 2	2	3	4
	Ranged	Dexterity 1	1	2	3
Medicine	First Aid	-	3	2	2
	Medic	First Aid	4	3	2
	Surgeon	Medic + Master	4	4	4

Descriptions

Mage

Any character wishing to play a mage must take "Mage". This opens up the characters ability to draw magic from the Elemental and Spirit Planes their starting abilities. As such, you can only initially purchase "Novice" level. When you choose this skill, you must also specify which of the planes you will start with (Elemental or Spirit). Please note: Elementals can only start with Elemental Magic, and Darklings can only start with Spirit Magic.

If you choose this skill, you cannot choose the Faith Skill. This skill can be gained later on, but it incredibly difficult to do so. Rules regarding the advancement and skills of a Mage can be found in the "Magic Rules" document.

Faith

Any character who wishes to be a Priest or a Knight of the First must take "Faith". This allows character to gain abilities and powers from the Gods. You can only initially purchase "Squire" or "Novice" level and will depend on the type of religious character you wish to play.

If you choose this skill, you cannot choose the Mage Skill. This skill can be gained later on. Rules regarding the advancement and skills of a Mage can be found in the "Religion Rules" document.

Armour

Armour is your characters ability to wear different types of armour. Armour only protects the areas it physically covers.

Light – Leather and Furs class as Light armour and are worth 1 hit per location

Medium – Leather and Chain class as Medium Armour and are worth 2 hits per location

Heavy – Any form of metal armour class as Heavy Armour and are worth 3 hits per location

Mastery – Mastery allows the ability to stack two types of armour. For example if you have “Heavy” chain and “Medium” Leather armour but DO NOT have “Mastery”, then your armour only gives you the 3 hits per location from the chain. If you DO have mastery, then the two armours can be combined and are therefore worth 5 hits per location, where the armours are layered. This does not mean you cannot wear layers of armour without the skill (in fact, we advise you do to add to the aesthetics of the game) it just means you do not receive any benefits to it.

Weapons

All characters can wield “Basic” weapons which include:

- Clubs/ Cudgels/ Maces (up to 30”)
- Staffs/ Spears (within reasonable length, must be used in 2 hands)
- Knives/ Daggers (up to 18”)

1 Handed – Allows the use of any 1 handed weapon. Weapons must be 36” or less (Strength 1 or less) or 42” or less (Strength 2). These sizes are a guideline only as some weapons may be slightly larger but are clearly 1 handed weapons. If in doubt, ask a Ref.

2 Handed – Allows the use of any 2 handed weapons exceeding 42”. 2 handed weapons automatically do “Heavy” or “Knockback”, but must be adequately swung. These sizes are a guideline only as some weapons may be slightly smaller but are clearly 2 handed weapons. If in doubt, ask a Ref.

Ranged – Allows the use of any thrown or ranged weapons, such as bows and crossbows. The projectiles can be reclaimed (essentially, you have unlimited ammo as long as you can find your props).

Arrows and Bolts automatically do “Knockback Through”.

Medicine

This grants the ability to heal injuries without the use of potions or magical abilities. Any character can stem another character’s wounds, pausing the character’s Death Count. This required the use of two hands and a cloth of some sort and can only be performed on one wound at a time.

First Aid – Allows the ability to bandage multiple wounds, stemming the bleeding and stopping the Death Count in those areas. A First Aider can heal a single wound only, taking three minutes to do so.

Medic – A Medic, like a First Aider, has the ability to bandage wounds, but can also heal multiple wounds, taking 2 minutes per wound.

Surgeon – A Surgeon can bandage wounds and can heal wounds at a rate of 1 minute per wound. Surgeons can also treat other conditions such as disease.

Multiple healers can heal a single character, as long as they stay within the bounds of their skills. When a character is bandaged or being healed, the Death Count pauses in any location that is stemmed, bandaged or being healed.

Generic Skills

Skill	Level	Prerequisite	Cost
Runesmithing	Novice	Will power 1	2
	Journeyman	Novice	3
	Adept	Journeyman	4
Herbalism	Novice	-	2
	Journeyman	Novice	3
	Adept	Journeyman	4
Rogue	Novice	-	2
	Journeyman	Novice	3
	Adept	Journeyman	4
Wilderness Lore	Novice	-	2
	Journeyman	Novice	3
	Adept	Journeyman	4
Disarm	I	Dexterity 2	2
	II	I	4
	III	II	6
Use Shields	-	Strength 1	2
Use Tower Shields	-	Use Shields, Strength 3	1
Parry	-	Use Shields	2
Through	I	Strength 2	2
	II	I	4
	III	II	6

Descriptions

Runesmithing

Runesmithing grants the ability to craft magical items that have magical spell effects. Any character can take Runesmithing up to second level at character creation. The specific rules for this are covered by the “Runesmithing” section of the “Crafting Rules and Downtime” document.

Herbalism

Herbalism allows the ability to scavenge and make herbal remedies for a wide range of ailments. Any character can take Herbalism up to second level at

character creation. The specific rules are covered by the “Herbalism” section of the “Crafting Rules and Downtime” document.

Rogue

Rogue allows the ability to perform actions that require a bit more finesse and skill. Any character can take Rogue up to second level at character creation. You cannot take both Rogue and Wilderness Lore at Character Creation.

Novice – Grants the ability to pickpocket other characters/ NPCs. To pickpocket, a bulldog clip with 6” of string attached it tagged onto the target location and a Ref informed. If the item the Rogue wishes to procure is within range of the string and is less than 6” square in size, then the pickpocket is successful. If you actually see someone attaching the bulldog clip to someone or yourself, then you see them taking something. The clip is an OOC item so if you see someone wandering around with a clip on them, it is not actually there. Also grants the ability to “Sap”.

Journeyman – In addition to pick pocketing, the Rogue now has the ability to pick locks and disarm very simple traps. Also grants the ability to “Backstab” twice per encounter.

Adept – In addition to lock picking, disarming simple traps and pick pocketing, the Rogue can now use poisoned weapons, disarm magical/ poisoned traps and pick magical locks. Backstab may now be used four times per encounter. Grants the “Shadow Step” ability.

Wilderness Lore

Wilderness Lore is the ability to survive in the wilderness, knowing what can kill you and finding your way in the great outdoors. Any character can take Wilderness Lore up to second level at character creation. You cannot take both Wilderness Lore and Rogue at character creation.

Novice – Grants the ability to read signs and symbols that have been left behind by scouts and trackers. This is not tracking in itself, but you understand the signs that have been left. For example, a tracker has broken a branch in such a way that it points in the direction he went. This skill also grants the ability to set simple traps.

Journeyman – Grants the ability to track creatures in the wilderness as long as they haven’t covered their tracks. You can also leave signs and symbols for people to follow. Also grants the ability to use poisoned weapons and set poisoned traps.

Adept – Grants the ability to track those who are particularly difficult to track or have covered their trails. Also grants the “Communion” ability which differs, depending on race. An adept character also will not set off an active trap.

Disarm

Disarm grants the ability to pry a weapon from your opponents grip, thus disarming them. This ability requires a great deal of concentration and manipulation, so cannot be performed at will. The level of Disarm denotes the number of times the ability can be used in a single encounter, i.e. Disarm 1 gives you 1 Disarm per encounter, etc. Blows must be traded first. When you go to strike an opponent's weapon or arm, call "Disarm". If you miss the weapon when you do the call, you do not use the skill and it can be used again.

This skill can also be used if you are not wielding a weapon. To use this skill in this way, allow the opponent to strike your forearm and call "Disarm". You do not take a hit from the blow and you may take the weapon from the opponent if you wish.

In addition, Disarm 3 grants immunity to being disarmed.

Use Shields/Tower Shields

Any character can use a buckler of 18" or less to defend themselves with. Anything larger requires the Use Shield skill which allows the use of a shield that is no higher than your waist. Use Tower Shields allows you to use shields that are no higher than your shoulders.

Parry

Grant the ability to parry a blow that would normally damage a shield, i.e. "Crush". The knockback effect still occurs, but the shield is not damaged in the process. Also requires a Masterwork Shield.

Through

"Through" grants the ability to exploit weaknesses in the armour of an enemy by using agility and strength. The ability can be used at will but not immediately nor in succession. Normal blows must be traded first and in between each "Through" call.

At Level III, a "Fatal" call may be used once per level of strength per encounter. As with "Through", blows must be traded before a "Fatal" call may be made. "Fatal" instantly sends the target into Death Count, regardless of where the blow hits (as long as it does not strike a shield or weapon).

Level I – Ability can be used against Light and Medium Armour ("Cut")

Level II – Ability can be used against all Armour types ("Through")

Level III – Ability can be used against Stacked Armour ("Fatal")

"Through" and "Fatal" require a masterwork sword.

Sap

"Sap" allows a character to knock out their target using a small blunt weapon, such as a club or cudgel that is 24" or less in length. This cannot be used if you are in combat with the target and any headwear that covers the majority of the

head will protect the target from the blow. To use the skill, strike the target on the shoulders, back or chest and call "Sap".

If the target is not in combat and no combat is taking place at the time, this skill may be used without a weapon by gently placing your hand on their shoulder and calling "Sap".

Backstab

"Backstab" is a special ability that allows a character to instantly put his target on the floor. The blow must be from behind and the target must not be aware of the character behind them. This ability can only be used with daggers, knives or swords 24" or less in length. To use this skill, hit the target in the back and call "Backstab" (quietly if you wish, as long as they can hear). If the target is wearing metal headwear that is covering the back of the neck, they cannot be backstabbed. This skill can be used on those who are sleeping, stunned, frozen, petrified, or unconscious, regardless of what direction you come from, or what they are wearing.